

SELEUCID SUCCESSOR

320 BC to 83 BC

EARLY SELEUCID

C-in-C mounted on horse and equipped as Companions, with standard bearer @ 70 points or as HI P, Sh, with standard and trumpeter @ 60 points. 1 only.

Sub-General mounted on horse and equipped as Companions, @ 50 points. Up to 3

Companions "Regular A" HC, L, @ 30 points per 3 figure element. Min 2 elements.

Agema "Regular B" EHC, L, @ 33 points per 3 figure element. Min 2 to 3 elements.

Seleucid Xystophoroi cavalry "Regular C" HC, L, @ 24 points per 3 figure element. Up to 9 elements.

Asiatic light horse "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 12 elements.

Skythians "Irregular C" LC, B, @ 8 points per 2 figure element. Up to 12 elements.

Companions and Skythians can fight in wedge.

Guard infantry Argyraspids "Regular B" MI, P, Sh, @20 points per 4 figure element. Min 6 to 12 elements.

Seleucid Phalanx "Regular C" MI, P, Sh, @ 16 points per 4 figure element. Min 6 to 24 elements.

Extra to upgrade argyraspids and/or phalangites from MI to HI, @ 8 points per element. Any.

Thorakitai "Regular C" LHI, LTS, JLS, Sh, @ 28 points per 4 figure element. Up to 4 elements.

Peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Up to 6 elements.

Cretans "Regular C" LI, B, @ 6 points per 2 figure element. Up to 6 elements.

Cyrtii "Irregular D" LI, S, @ 2 points per 2 figure element. Up to 10 elements.

Persian archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 6 elements.

Persian slingers "Irregular C" LI, S, Sh, @ 6 points per 2 figure element. Up to 6 elements.

Persian hill tribes "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Up to 8 elements.

Extra to Cretans or Cyrtii Sh, @ 2 points per element. Any or all

Asiatic and Arab levy infantry "Irregular D" LI, B or JLS, @ 2 points per 2 figure element. Min 10 to 26 elements.

Extra to give Arab JLS Sh, @ 2 points per element. Any or all

OR

Asiatic and Arab levy infantry "Irregular D" LMI, B or JLS, @ 3 points per 3 figure element. Min 6 to 16 elements.

Extra to give Arab JLS Sh, @ 3 points per element. Any or all

OR

Asiatic and Arab levy infantry "Irregular D" MI, B or JLS, @ 4 points per 4 figure element. Min 6 to 12 elements.

Extra to give Arab JLS Sh, @ 4 points per element. Any or all

Cappadocians and other hillmen "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 8 elements.

Thracians "Irregular C" LMI, 2HCW, JLS, Sh, @ 12 points per 3 figure element. Up to 6 elements.

Elephants with "Irregular C" crew sitting astride of Indian driver with JLS and Macedonian with P, @ 40 points per model. Up to 10 models.

Four-horse scythed heavy chariot with "Irregular A" crew of unarmed driver, @ 24 points per model. Up to 6 models.

Arab camelry "Irregular D" LCm, B, @ 8 points per 2 figure element. Up to 6 elements.

Heavy bolt-shooter with "Regular C" crew of 3 figures, @ 30 points per model. Up to 2 models.

Up to 12 regular command factors.
Up to 20 irregular command factors.

MIDDLE SELEUCID

C-in-C mounted on horse and equipped as Companions, with standard bearer @ 70 points or as HI P, Sh, with standard and trumpeter @ 60 points. 1 only.

Sub-General mounted on horse and equipped as Companions, @ 50 points. Up to 3

Companions "Regular A" EHC, L, @ 36 points per 3 figure element. Min 2 elements.

Agema "Regular B" EHC, L, @ 33 points per 3 figure element. Min 2 to 3 elements.

Line cavalry "Regular C" EHC, L, @ 30 points per 3 figure element. Up to 9 elements.

Tarantines "Regular C" LC, JLS, Sh, @ 16 points per 2 figure element. Up to 3 elements.

Asiatic light horse "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 10 elements.

Skythians "Irregular C" LC, B, @ 8 points per 2 figure element. Up to 6 elements.

Galatian cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Up to 6 elements.

Extra to upgrade Galatian cavalry from MC to HC, @ 6 points per element. Up to 3 elements.

Companions and Skythians can fight in wedge.

Guard infantry Argyraspids "Regular B" MI, P, Sh, @20 points per 4 figure element. Min 6 to 12 elements.

Seleucid Phalanx "Regular C" MI, P, Sh, @ 16 points per 4 figure element. Min 6 to 24 elements.

Extra to upgrade argyraspids and/or phalangites from MI to HI, @ 8 points per element. Any.

Thorakitai "Regular C" LHI, LTS, JLS, Sh, @ 28 points per 4 figure element. Up to 4 elements.

Thureophoroi "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Up to 8 elements.

Cretans "Regular C" LI, B, @ 6 points per 2 figure element. Up to 6 elements.

"Irregular D" LI, S, @ 2 points per 2 figure element. Up to 10 elements

Persian archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 6 elements.

Persian slingers "Irregular C" LI, S, Sh, @ 6 points per 2 figure element. Up to 6 elements.

Persian hill tribes "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Up to 8 elements Cyrtii

Extra to give elephant escorts, Cretans, Arab foot or Cyrtii Sh, @ 2 points per element. Any or all

Asiatic and Arab levy infantry "Irregular D" LI, B or JLS, @ 2 points per 2 figure element. Min 10 to 26 elements.

Extra to give Arab JLS Sh, @ 2 points per element. Any or all

OR

Asiatic and Arab levy infantry "Irregular D" LMI, B or JLS, @ 3 points per 3 figure element. Min 6 to 16 elements.

Extra to give Arab JLS Sh, @ 3 points per element. Any or all

OR

Asiatic and Arab levy infantry "Irregular D" MI, B or JLS, @ 4 points per 4 figure element. Min 6 to 12 elements.

Extra to give Arab JLS Sh, @ 4 points per element. Any or all

Cappadocians and other hillmen "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 8 elements.

Thracians "Irregular C" LMI, 2HCW, JLS, Sh, @ 12 points per 3 figure element. Up to 6 elements.

Galatians "Irregular C" MI, JLS, Sh, @ 12 points per 4 figure element. Up to 6 elements.

Extra to upgrade Galatians to "Irregular A", @ 8 points per element. Any or all

Elephants with unarmed driver astride, and 1 with P, 1 with JLS, 1 with B, or 3 with B, in tower, @ 45 points per model. Up to 6 models.

Elephant escorts "Irregular C" LI, 1/2 with B, 1/2 with S, @ 4 points per 2 figure element. Up to 20 elements.

Extra to give elephant escorts Sh, @ 2 points per element. Any or all

Four-horse scythed heavy chariot with "Irregular A" crew of unarmed driver, @ 24 points per model.
Up to 6 models.

Arab camelry "Irregular D" LCm, B, @ 8 points per 2 figure element. Up to 6 elements.

Heavy bolt-shooter with "Regular C" crew of 3 figures, @ 30 points per model. Up to 2 models.

Up to 12 regular command factors.

Up to 20 irregular command factors.

Up to 5 irregular command factors to give elephant units escort detachment.

LATER SELEUCID

C-in-C mounted on horse and equipped as Companions, with standard bearer @ 70 points or as HI P, Sh, with standard and trumpeter @ 60 points. 1 only.

Sub-General mounted on horse and equipped as Companions, @ 50 points. Up to 3

Companions "Regular A" EHC, L, @ 36 points per 3 figure element. Min 2 elements.

Agema "Regular B" EHC, L, @ 33 points per 3 figure element. Min 2 to 3 elements.

Line cavalry "Regular C" SHC, L, @ 56 points per 4 figure element. Up to 9 elements.

Tarantines "Regular C" LC, JLS, Sh, @ 16 points per 2 figure element. Up to 3 elements.

Civic militia cavalry "Regular D" LC, JLS, Sh, @ 14 points per 2 figure element. Up to 12 elements.

Skythians "Irregular C" LC, B, @ 8 points per 2 figure element. Up to 6 elements.

Galatian cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Up to 6 elements.

Extra to upgrade Galatian cavalry from MC to HC, @ 6 points per element. Up to 3 elements.

Companions and Skythians can fight in wedge.

Guard infantry Argyraspids "Regular B" MI, P, Sh, @20 points per 4 figure element. Min 6 to 12 elements.

Extra to upgrade Argyraspids to "Roman Argyraspids" HI, HTW, Sh, @ 8 points per element. 1/2 or none

Seleucid Phalanx "Regular C" MI, P, Sh, @ 16 points per 4 figure element. Min 6 to 24 elements.

Extra to upgrade argyraspids and/or phalangites from MI to HI, @ 8 points per element. Any.

Thorakitai "Regular C" LHI, LTS, JLS, Sh, @ 28 points per 4 figure element. Up to 4 elements.

Civic Thureophoroi "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Up to 20 elements.

Cretans "Regular C" LI, B, @ 6 points per 2 figure element. Up to 6 elements.

"Irregular D" LI, S, @ 2 points per 2 figure element. Up to 10 elements

Persian archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 6 elements.

Persian slingers "Irregular C" LI, S, Sh, @ 6 points per 2 figure element. Up to 6 elements.

Persian hill tribes "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Up to 8 elements Cyrtii

Extra to give elephant escorts, Cretans, Arab foot or Cyrtii Sh, @ 2 points per element. Any or all

Asiatic and Arab levy infantry "Irregular D" LI, B or JLS, @ 2 points per 2 figure element. Min 10 to 26 elements.

Extra to give Arab JLS Sh, @ 2 points per element. Any or all

OR

Asiatic and Arab levy infantry "Irregular D" LMI, B or JLS, @ 3 points per 3 figure element. Min 6 to 16 elements.

Extra to give Arab JLS Sh, @ 3 points per element. Any or all

OR

Asiatic and Arab levy infantry "Irregular D" MI, B or JLS, @ 4 points per 4 figure element. Min 6 to 12 elements.

Extra to give Arab JLS Sh, @ 4 points per element. Any or all

Cappadocians and other hillmen "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 8 elements.

Thracians "Irregular C" LMI, 2HCW, JLS, Sh, @ 12 points per 3 figure element. Up to 6 elements.

Galatians "Irregular C" MI, JLS, Sh, @ 12 points per 4 figure element. Up to 6 elements.

Extra to upgrade Galatians to "Irregular A", @ 8 points per element. Any or all

Elephants with unarmed driver astride, and 1 with P, 1 with JLS, 1 with B, or 3 with B, in tower, @ 45 points per model. Up to 6 models.

Elephant escorts "Irregular C" LI, 1/2 with B, 1/2 with S, @ 4 points per 2 figure element. Up to 20 elements.

Extra to give elephant escorts Sh, @ 2 points per element. Any or all

Four-horse scythed heavy chariot with "Irregular A" crew of unarmed driver, @ 24 points per model. Up to 6 models.

Arab camelry "Irregular D" LCm, B, @ 8 points per 2 figure element. Up to 6 elements.

Heavy bolt-shooter with "Regular C" crew of 3 figures, @ 30 points per model. Up to 2 models.

Aetolian allies

Aetolian Ally-General mounted on horse as LC, JLS, Sh, with standard bearer @ 60 points. 1 only.

Aetolian cavalry "Irregular B" LC, JLS, Sh, @ 14 points per 2 figure element. Min 4 to 12 elements.

Aetolian Thureophoroi "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Min 6 to 12 elements.

Aetolian hillmen "Irregular C" LMI or LI, JLS, Sh, @ 9 points per 3 figure element. Min 6 to 26 elements.

Aetolian Javelinmen "Irregular C" LI, JLS, @ 4 points per element. Min 6 to 26 elements.

Extra to give javelinmen Sh, @ 2 points per element. Any or all

Archers "Regular C" LI, B, @ 6 points per 2 figure element. Up to 6 elements.

Slingers "Regular C" LI, S, @ 6 points per 2 figure element. Up to 6 elements.

Extra to provide slingers or Cretan archers with Sh, @ 2 points per element. Any or all

Javelinmen "Regular C" LI, JLS, Sh, @ 8 points per 2 figure element. Up to 6 elements.

Up to 14 regular command factors.

Up to 24 irregular command factors.

Up to 5 irregular command factors to give elephant units escort detachment.