

# LATER SELEUCID 274 BCE – 64 BCE

(version November 2011)

## CORE

This army list covers Seleucid forces from the end of "Alexander's funeral games" to the abolition of the dynasty by Pompey. Enemies include Antigonids, Pergamun, Ptolemaic armies, Graeco-Bactrians, Indians, Thracians, Skythians, Armenians, Galatians, Early Arabs, Parthians, Maccabeans and Polybian and Marian Romans.

A Later Seleucid army must include a king or strategos and at least one unit of settler phalanx and one unit of either companions or cataphracts.

Strategy Rating: 2

Climate: Fertile

### ARMY SELECTION

- Command:** Must include a general  
May include up to 2 sub-commanders
- Core:** Must include 1 unit of settler phalanx and 1 unit of either companions or cataphracts  
May include up to 8 other core
- Support:** May include up to 6 support  
The number of support plus skirmish selections must not exceed the number of core selections
- Skirmish:** May include up to 4 skirmish  
The number of support plus skirmish selections must not exceed the number of core selections
- Allies:** Up to 25% of the points available may be spent on troops from the Allies section

### COMMAND

A Later Seleucid army must include a general and may include up to 2 sub-commanders.

#### General

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
KING	9 + 2	9 + 2	+2	ARMY GENERAL	50
STRATEGOS	8 + 1	8 + 1	+1		FREE

Upgrades: May be mounted on a horse at a cost of 10 pts

#### Up to 2 Sub-commanders

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
TAXIARCH	8 + 1	8 + 1	+1	NONE*	55

Upgrades: May be mounted on a horse at a cost of 10 pts (and should be titled Hipparch)

As indicated in the Clash of Empires rulebook (page 97), characters and their mounts are used to elephants. Cavalry units taken from the Core section of the list are also used to elephants.

Players may select up to 10 units from the Core Troops section. At least one unit of settler phalanx and one unit of either companions or cataphracts must be taken. The number of companion cavalry plus cataphract units must not exceed the number of settler phalanx units.

Up to 2 units of Companion Cavalry (Hetairoi) Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	18	4+	1	4	4+	4+	1	7	8	37

Weapons: Xyston, Hand Weapon  
 Armour: Light Armour, Half Metal Barding  
 Special Rules: Wedge  
 Upgrades: May add heavy armour, upgrading ARM to 3+ at a cost of 3 pts per model.

Up to 3 units of Cataphracts Models per unit: 6-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	15	4+	1	3	2+	4+	1	7	7	33

Weapons: Xyston, Hand Weapon  
 Armour: Super Heavy Armour, Full Metal Barding  
 Special Rules: Cataphracts  
 Upgrades: One unit in the army may be upgraded to the Agema at a cost of 10 pts per model, granting it the Steady rule and improving its HTH score to 4.

Settler Phalanx Models per unit: 16-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	5+	4+	1	6	6	14

Weapons: Sarissa (Pike), Hand Weapon  
 Armour: Light Armour, Shield  
 Special Rules: Phalanx (Trained)  
 Upgrades: May add heavy armour at a cost of 2 pts per model upgrading ARM to 4+ but reducing MR to 8.  
 May be downgraded to Levy Phalanx at a reduction of 4 pts per model. Levies have a HTH of 2 and a DL score of 5. They have the Levies unit rule. and may not have heavy armour.

If the army includes these levies, up to 2 units of Silver Shields and no Guards phalanxes may be taken.

*The twilight of the Seleucid Empire saw a marked decline in their ability to maintain a corps of professional soldiers.*

Silver Shields Models per unit: 16-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	5+	4+	1	7	7	16

Weapons: Sarissa (Pike), Hand Weapon  
 Armour: Light Armour, Shield  
 Special Rules: Phalanx (Trained)  
 Upgrades: May add heavy armour at a cost of 2 pts per model upgrading ARM to 4+ but reducing MR to 8.

## SUPPORT

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 6 Support units may be chosen.

Up to 1 unit of Guards Models per unit: 16-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	4	5+	4+	1	8	8	26

Weapons: Sarissa (Pike), Hand Weapon  
 Armour: Light Armour, Shield  
 Special Rules: Drilled, Phalanx (Trained), Steady  
 Upgrades: May add heavy armour at a cost of 2 pts per model upgrading ARM to 4+ but reducing MR to 8.

Up to 1 unit of Imitation Legionaries Models per unit: 15-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	4+	4+	1	8	8	19

Weapons: Throwing Spear or Pilum, Hand Weapon  
 Armour: Light Armour, Large Shield  
 Special Rules: Drilled, Expert Swordsmen  
 Upgrades: None

May not be used if Guards, Elephants, Aitolian allies, or Galatians are chosen.

Thureophoroi Models per unit: 10-30

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	12	4+	1	3	6	4+	1	7	7	11

Weapons: Hand Weapon, Javelins  
 Armour: Shield  
 Special Rules: None  
 Upgrades: May add Long Spears at a cost of 1 pt per model.  
 May be Drilled at a cost of 1 pt per model.  
 May upgrade to Thorakitai, adding light armour and upgrading ARM to 5+, at a cost of 2 pts per model.

Eastern Light Cavalry Models per unit: 6-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN OR SKIRMISH	20	4+	1	3	5+	4+	1	7	7	25

Weapons: Hand Weapon, Javelin  
 Armour: Light Armour, Shield  
 Special Rules: None  
 Upgrades: May replace javelins with long or throwing spears at a cost of 1 pt per model.  
 One unit may be upgraded to a picked unit such as the Larrisaian regiment at a cost of 4 pts per model. It is equipped with light armour (improving ARM to 4+) and has a ML score of 8.

Up to 2 units of Eastern Archers

Models per unit: 10-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	10	4+	1	3	N/A	4+	1	6	6	9

Weapons: Composite Bow, Improvised Weapon  
 Armour: None  
 Special Rules: Expert Archers, Levies  
 Upgrades: None

Up to 2 Indian Elephants

Models per unit: 1

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	15	4+	4 + CREW	4	6/4+ (FRONT)	2+	6	7	7	224

Weapons: Two crew with Hand Weapons and Javelins  
 Armour: Howdah  
 Special Rules: Terrifying  
 Upgrades: May add full metal barding at a cost of 12 pts improving ARM to 5/3+ (front) but reducing MR to 12.  
 Each crewman may add a composite bow at a cost of 4 pts each.  
 May be downgraded to African elephants at a reduction of 24 points.  
 African beasts have 5 Hits and may not use barding.

*The Seleucid's Indian elephant herd was banned by treaty after their defeat at Magnesia in 190 BCE by the Romans. Numerous royal elephants were discovered by Roman "arms inspectors" in 162 and they were slaughtered. African elephants were obtained in 145 BC from the Ptolemaic Empire.*

Up to 1 unit of Escorts per Elephant

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	3	6	4+	1	7	7	13

Weapons: Javelins, Throwing Spear  
 Armour: Shield  
 Special Rules: Elephant Escorts  
 Upgrades: None

Up to 3 Scythed Chariots

Models per unit: 1

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	18	N/A	SPECIAL	4	3+	3+	2	5	7	80

Weapons: One unarmed driver  
 Armour: Heavy Armour  
 Special Rules: Fearsome  
 Upgrades: None

## SKIRMISH

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 4 Skirmish units may be chosen.

### Javelinmen

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	2	N/A	4+	1	5	5	7

Weapons: Javelins, Improvised Weapon  
 Armour: None  
 Special Rules: None  
 Upgrades: None

### Archers

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	2	N/A	4+	1	5	5	8

Weapons: Composite Bow, Hand Weapon  
 Armour: None  
 Special Rules: None  
 Upgrades: None

### Slingers

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	2	N/A	4+	1	5	5	7

Weapons: Improvised Weapon, Sling  
 Armour: None  
 Special Rules: None  
 Upgrades: None

### Up to 1 unit of Cretan Archers

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	3+	1	3	6	4+	1	7	7	15

Weapons: Composite Bow, Hand Weapon  
 Armour: Buckler  
 Special Rules: Mercenaries  
 Upgrades: None

Cretan Archers may only be selected if at least one unit of javelinmen, archers or slingers is present. The Cretans must not be larger than any unit of javelinmen, archers or slingers.

## ALLIES

Up to 25% of the points available may be spent on troops from the Allies section. Only one of the following may be used:

Aitolians  
 Galatians  
 Maccabeans.

Aitolian allies may only be selected if there are no cataphracts or imitation legionaries in the army. Galatian allies may only be taken if no cataphracts, imitation legionaries or guards phalanxes are in the army. Maccabean allies may only be selected if there are no Indian elephants in the army.

In addition, the following troops may be taken from the allowance for allies.

### Thracian Infantry

Models per unit: 15-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	12	4+	1	3	6	4+	1	5	7	11

Weapons: Hand Weapon, Javelins  
 Armour: Shield  
 Special Rules: Mercenaries, Warband  
 Upgrades: May add long spears and shields at a cost of 1pt per model but MR is reduced to 10, or may add rhomphaia at a cost of 3 pts per model.

### Up to 1 unit of Arab Camelry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	15	4+	1	3	6	4+	1	6	6	18

Weapons: Composite Bow, Hand Weapon  
 Armour: None  
 Special Rules: Allies, Terrifying to horses  
 Upgrades: May add shields, increasing ARM to 5+, at a cost of 2 pts per model. May exchange bows for javelins and heavy hand weapons at a cost of 1 pt per model.

### Levies

Models per unit: 25-60

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	5+	1	2	6	4+	1	5	5	3

Weapons: Hand Weapon, Javelins  
 Armour: Shield  
 Special Rules: Rabble  
 Upgrades: May replace javelins with long spears at no cost or composite bows at a cost of 1 pt per model.

*These reluctant soldiers may represent hastily raised levies from Anatolia, Iran or Palestine, or the ethnically Greek population of Asia Minor. Bow-armed levies may be from Syria, Parthia or Sogdiana.*

Up to 1 unit of Median or Kappadokian Cavalry Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	3	5+	4+	1	7	7	29

Weapons: Hand Weapon, Javelins, Throwing Spear  
 Armour: Light Armour  
 Special Rules: Allies, Shock Cavalry  
 Upgrades: May replace javelins and throwing spears with xyston at a cost of 1 pt per model.  
 May add heavy armour upgrading ARM to 4+ at a cost of 2 pts per model.  
 May add heavy armour and half metal barding upgrading ARM to 3+ at a cost of 5 pts per model, but reducing MR to 18.

Up to 1 unit of Horse Archers Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	20	4+	1	2	6	4+	1	5	6	20

Weapons: Composite Bow, Improvised Weapon  
 Armour: None  
 Special Rules: Allies, Feigned Flight  
 Upgrades: May add light armour, upgrading ARM to 5+ at a cost of 2 pts per model.  
 May upgrade to Skythians, with SHOOT 3+, and Hth 3 at a cost of +7 pts per model. Skythians are also armed with hand weapons.

Highlanders Models per unit: 15-25

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	12	4+	1	3	6	4+	1	5	7	11

Weapons: Hand Weapon, Javelins  
 Armour: Shield  
 Special Rules: Allies, Warband  
 Upgrades: May add throwing spears at a cost of 1 pt per model or,  
 May add heavy hand weapons at a cost of 2 pts per model or,  
 May add rhomphaia at a cost of 3 pts per model.

These troops may be Lykian, Kappadokian, Hyrcanian or other highlanders.