

at Lancaster Point

Seleucid

Terrain

@ 250pts you have 13pts of terrain

@ 500pts you have 25pts of terrain

Each terrain feature measures 6" x 6", multiple terrain features may be combined to make larger areas.

Village 10pts

River 8pts

Rivers run across width of table, x2 runs along length of table, x3 runs from corner to corner of table.

Bridge 12pts

Dense woods 6pts

Hill 6pts

Pond/Marsh 4pts

Ploughed fields 3pts

6" of hedges 4pts

Generals

➤ 250pts – 2 Generals

➤ 500pts – 3 Generals

➤ +1 General – 10pts

1-3 re-rolls – 10pts each

Cavalry (max 12)

➤ Companians **20pts** 3/5 ML Solid **0-2**

➤ Agema (armed as Cataphract) **18pts** 3/5 LM Steady **0-6**

➤ Agema **16pts** 3/5 MS Steady **0-6**

➤ Xystophoroi **16pts** 3/5 SM Steady **0-6**

➤ Cataphract **24pts** 2/4 LM AB1 Steady **0-4**

➤ Scythed chariots **30pts** 3/5 Terrifying, LM AB1 Fearless **0-3**

➤ Jungle Elephants **24pts** 2/4 Terror, AB2, Steady **0-4**

Infantry

➤ Agryaspid pike **16pts** 4/6, Pike (2), Armour breaker (1), Solid **0-4**

➤ Argryaspid legionaries **12pts**, 3/5, Shock, brutal, Solid **0-4**

➤ Phalanx **10pts** 4/6, Pike (2), Steady **8-50**

➤ Phalanx **9pts** 4/6, Pike (2), Weak **0-55**

➤ Phalanx **8pts** 5/7, Pike (2), Steady **0-60**

➤ Phalanx **7pts** 5/7, Pike (2), Weak **0-65**

➤ Kappadokian hillmen, **4pts** 5/7, Impact Spear, Steady **0-6**

➤ Thracians **8pts** 5/7 shock, armour breaker (1) Impetuous, steady **0-6**

➤ Thureophoroi **6pts** 5/7 shock, spear (1) impetuous, steady **0-8**

➤ Thorakitai **8pts** 4/6 shock, spear (1) impetuous, steady **0-8**

- Galatian foot **6pts** 3/5 impact impetuous Steady **0-4**
- Mercenary Greek pike **10pts** 4/6 P2 Steady **0-6**
- Mercenary Greek spear **8pts** 4/6 P2 Steady **0-6**
- Levies **1pt** 6/8 Impetuous, Fast Poor **0-6**

Missiles

- Cretan archers **15pts** 6/8, Bow (AB1), skirmishers, Solid **0-2**
- Adriatic archers **9pts** 6/8, Bow, skirmishers, Steady **0-8**
- Asiatic slingers **8pts** 6/8, skirmishers, steady **0-8**
- Javelins **8pts** 6/8 skirmishers, Steady **0-12**
- Peltasts **11pts** 5/7 Javelin, skirmishers, shock, Steady **0-12**
- Scythians **14pts** 5/7 Bow, LH, Steady **0-4**
- Parthian **13pts** 6/8 Bow, LH Steady **0-4**
- Asiatic light horse **12pts** 6/8 Bow, LH, Weak **0-6**
- Hamipoi **8pts** 6/8 javelins, skirmishers, steady **0-4**