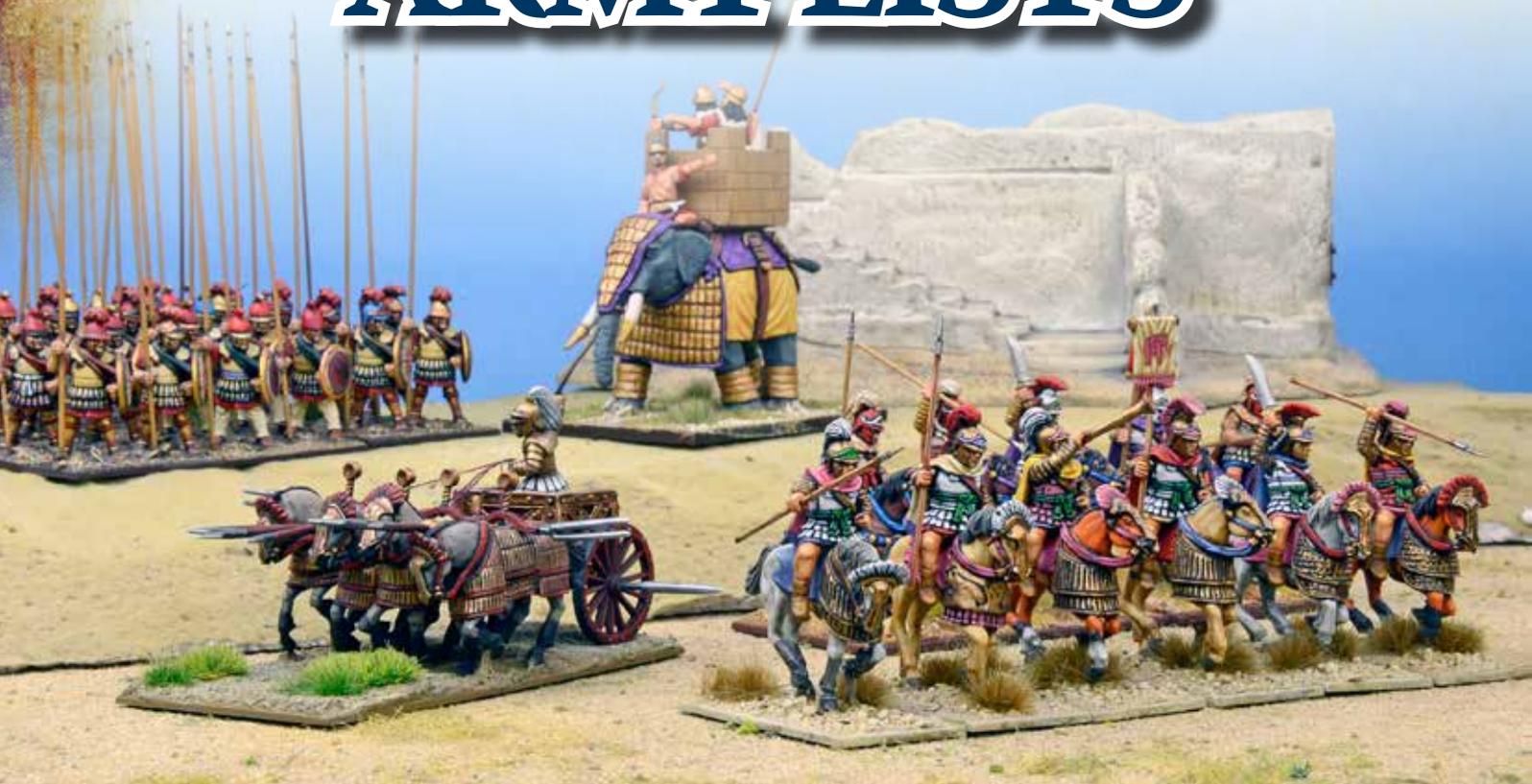


SWORDBEAST ARMY LISTS



SELEUCIDS

To coincide with the release of their first Army List supplement book for *Swordpoint* (The Dark Ages), Gripping Beast have supplied us with two new lists for forces which will be appearing in their second Army List book, out in Spring 2017. Both of these lists have been written by *Swordpoint* author Martin Gibbins and are 100% official, so you can introduce both the Seleucids and Numidians into you SP games with the Gripping Beast seal of approval!

SELEUCID 300 BC TO 75 BC

Originally one of the Companions, Seleucus was one of the more successful of Alexander's generals, securing uncontested control of the eastern portions of the empire by the end of the successor wars, though not able to hang on to India. His empire was to endure until the first century BC, gradually losing territory to the Parthians and to revolts until finally succumbing to the rising power of Rome. Although Antiochus III led a partial resurgence in the early second century BC, the loss of Media and the Iranian plateau to Parthia in 147 BC cost the Empire its main horse breeding areas and

significantly weakened the cavalry arm. After the Maccabean revolt in 145, the last true monarch, Antiochus VII Sidetes, was killed trying to regain the eastern provinces in 129 and the remains were an empire in name only.

ARMY COMPOSITION

Commanders: Up to six

Cavalry: Up to 50% (max 25% after 147 BC)

Infantry: At least 25%

Elephants: 0-1 per 500 points (none after 147 BC)

Allies and Mercenaries: Up to 33%

COMMANDERS

	A	C	Pts
0-1 Strategos	+2	10	50
Taxiarch/Hipparch	+2	+2	20

- A Hipparch rides a horse; a Strategos may do so.

CAVALRY

	D	C	Pts
0-1 Macedonian Companions	5	7	17
0-1 Agema Cavalry	5	7	19
Line Cavalry	5	7	17
Dahae/Scythians	5	7	19
Light Cavalry	6	7	19



- Companions, Agema and Line Cavalry have light armour and spear and may upgrade to heavy armour (+1) and half barding (+1).
- Companions and Agema are Superior Fighters.
- After 205 BC Agema and Line Cavalry may instead upgrade to Cataphract armour and full metal barding (+4) in which case they become Cataphracts and hence *Massed Cavalry*.
- Dahae/Scythians have javelins or bows. Superior Shooters. Skirmishers. *Parthian Shot*.
- Light cavalry have javelins and throwing spears. Skirmishers. *Parthian Shot*. They may have shields (+1). All Cavalry are 'Used to' Elephants.

INFANTRY

	D	C	Pts
0-1 Argyraspids	6	8	30
Phalangites	6	6	18

- All have pike and shield. They may have light armour (+2). Macedonian Phalanx.
- Argyraspids are *Stubborn* and Superior Fighters. At least one unit of Phalangites must be fielded.
- In armies after 185 BC Argyraspids may be fielded with light armour, heavy throwing spear and large shield at 31 points per base. They lose the *Phalanx* rule.

SUPPORTING INFANTRY

	D	C	Pts
Thorakitai	5	7	14
Thureophoroi	6	7	12
Citizen Militia	6	6	11
0-1 Levy Archers		5	8

- Thorakitai and Thureophoroi have javelins, spear and shield. Thorakitai have light armour. Open Order.
- The battlefield formation of these troops is uncertain, since they are known to have operated well in broken ground and yet were frequently used by several states in the line of battle. In addition to their Open Order role, therefore, they may be formed in





Close Order at a cost of 16 points per base (18 points for Thorakitai), or may be fielded as Skirmishers at a cost of 8 points per base (not Thorakitai).

- Citizen Militia have javelins, spear and shield. Open Order. May fight in Close Order costing 14 points per base. May only be used after 147 BC.
- Levy archers have hand weapon and bow. *Levies*.

SKIRMISHERS

	D	C	Pts
0-1 Cretans	6	7	8
Elephant Escorts	6	5	5
Mercenaries	6	5	5
Skirmishers	6	7	10

- Cretans have bow and shield. Superior Shooters. Skirmishers. This unit may have a maximum of four bases. 0-2 units may be used after 147 BC.
- Others have javelins and shield. Inferior Fighters. Skirmishers. All may replace javelins and shield with bow or sling (-1). Elephant Escorts are *Escorts*.
- Skirmishers may be fielded as *Levies* (-1 point per base, Inferior Shooters).

ELEPHANTS

	D	C	Pts
Indian Elephant (E)	3	4	56
Crew (E)	5	7	
Indian Elephant (L)	3	4	60
Crew (L)	3	7	
Mahout		7	

- An early elephant has an unarmed mahout and a single crewman with light armour and pike.
- These should be used before 290 BC. A later elephant has an unarmed mahout and two crewmen in a howdah with light armour and javelins. One crewman may exchange javelins for bow (free). An elephant with a howdah may also have barding (+4) and a third crewman with bow (+4).

SCYTHED CHARIOTS

	D	A	C	Pts
Scythed Chariot	3			25
Driver			7	

- Driver has heavy armour. *Scythed Chariot*.

ALLIES AND MERCENARIES

The army may take allied contingents from the Galatian (after 280 BC) and Thracian lists.

