

PARTHIAN C. 250 BCE – 225 CE

(version April 28th, 2011)

CORE

This army list covers the Parthian Empire from its foundation to its fall at the hands of the Sassanids. Historical opponents include the Skythians, Seleucids, Graeco-Bactrians, Classical Indians, Armenians, Pontus, Late Republican (Marian) Romans, Early Imperial Romans, Early Arabs, Judeans and Sassanids.

A Parthian army must include a king or prince and at least two units of horse archers and one unit of cataphracts.

Strategy Rating: 3

Climate: Arid

ARMY SELECTION

- Command:** Must include a general
May include up to 2 sub-commanders
- Core:** Must include at least 2 units of horse archers and 1 unit of cataphracts
May include up to 7 other core troop selections
- 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 20% of the total points value

COMMAND

A Parthian 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, MOUNTED	60
NOBLE	8 + 1	8 + 1	+1		FREE

Up to 2 Sub-commanders

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
NOBLE	8 + 1	8 + 1	+1	MOUNTED	65

Players may select up to 10 units from the Core section. At least two units of horse archers and one unit of cataphracts must be taken. There must be more horse archer units in the army than cataphract units.

Horse Archers

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN OR SKIRMISH	20	4+	1	3	6	4+	1	7	7	30

- Weapons:** Hand Weapon, Composite Bow
Armour: None
Special Rules: Cantabrian Circle, Feigned Flight
Upgrades: May add light armour, upgrading ARM to 5+ at a cost of 2 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	4	2+	4+	1	8	8	43

- Weapons:** Kontos, Hand Weapon
Armour: Super Heavy Armour, Full Metal Barding
Special Rules: Cataphracts
Upgrades: None

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.

Mountain Tribesmen

Models per unit: 12-30

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	12	4+	1	3	6	4+	1	5	7	10

- Weapons:** Javelins or Throwing Spears, Hand Weapon
Armour: Shield
Special Rules: Allies, Warband (rule 1 only, never count as reckless)
Upgrades: None

Up to 2 units of Archers

Models per unit: 10-20

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

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

ALLIES & TERRITORIALS

Up to 1 unit of Camelphracts

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	15	4+	1	3	2+	4+	1	8	8	36

Weapons: Kontos, Hand Weapon
 Armour: Super Heavy Armour, Full Metal Barding
 Special Rules: Fearsome to Horses
 Upgrades: May exchange hand weapon for heavy hand weapon at a cost of 2 pts per model.
 May include composite bows at a cost of 2 pts per model.

City Militia

Models per unit: 12-30

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	10	4+	1	3	6	4+	1	6	6	8

Weapons: Long Spear, Hand Weapon
 Armour: Shield
 Special Rules: None
 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.

Subject Skirmishers

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: May add shields upgrading ARM to 6 at a cost of 1 pt per model.

Subject 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, Improvised Weapon
 Armour: None
 Special Rules: None
 Upgrades: None

Up to 1 unit of Subject 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: Sling, Improvised Weapon
 Armour: None
 Special Rules: None
 Upgrades: None

Up to 20% of the points available may be spent on allies.

Up to 1 unit of Daylami Infantry

Models per unit: 12-24

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

Weapons: Hand Weapon, Javelins or Throwing Spears
 Armour: Shield
 Special Rules: Allies, Warband (Impetuous rule 1 only)
 Upgrades: May add light armour upgrading ARM to 5+ at a cost of 2 pts per model.

Up to 2 units of Arab Infantry

Models per unit: 18-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED OR OPEN	12	4+	1	3	6	4+	1	6	6	9

Weapons: Hand Weapon, Javelins
 Armour: Shield
 Special Rules: Allies
 Upgrades: May add long spears at a cost of 1 pt per model.

Up to 1 unit of Arab Archers

Models per unit: 10-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN OR SKIRMISH	12	4+	1	3	N/A	4+	1	6	6	10

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

Skirmish units may number no more than 15 models.

Up to 1 unit of Arab Cavalry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN OR SKIRMISH	20	4+	1	3	6	4+	1	6	6	21

Weapons: Javelins, Hand Weapon
 Armour: None
 Special Rules: Allies, Feigned Flight
 Upgrades: May add shields, increasing ARM to 5+, at a cost of 2 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 shields and javelins at a cost of 1 pt per model.