

LATER SASSANID 531 – 651 CE

(version Sept 20th, 2011)

This army list covers Sassanid armies from the accession of Khosrow I ("Khosrow of the Immortal Soul") to the extinction of the empire by Muslim Arabs. The main historical enemies of the Later Sassanids were the Parthians, Alans, Armenians, Khazars, Huns, Byzantines and Early Muslims.

A Later Sassanid army must include a spahbedh ("chief of the army") or gand-salar (general) and at least two units of savaran (clibanarii). All troops in the army are used to elephants (see CoE rule book, page 97).

Strategy Rating: 3

Climate: Arid or Fertile

ARMY SELECTION

- Command:** Must include a general
May include up to 2 sub-commanders
- Core:** Must include 2 units of savaran
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 & Territorials section

COMMAND

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

General

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
SPAHBEDH	9 + 2	9 + 2	+2	ARMY GENERAL, MOUNTED ON A HORSE	60
GAND-SALAR	8 + 1	8 + 1	+1		FREE

Upgrades: The spahbedh may be replaced by the shahanshah (emperor). If rolled, the shahanshah replaces the Heroic Leader trait with King of Kings.

The shahanshah may opt to direct the battle from the throne! The character is immobile for the entire battle but his command range is extended to 40cm. His ML score increases to 10 + 3 when at a distance of 20cm or less. He must be accompanied by his royal guard (purchased from the entry below) and may not leave them.

Royal Guard

Models per unit: 10

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	3+	1	4	4+	4+	1	8	8	31

- Weapons:** Hand Weapon, Long Spear, Composite Bow
Armour: Light Armour, Large Shield
Special Rules: Relentless
Upgrades: None

Up to 2 Sub-commanders

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
SUB-COMMANDER	8 + 1	8 + 1	+1	MOUNTED	65

Upgrades: None

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

CORE

Players may select up to 10 units from the Core Troops section. At least two units of savaran must be taken.

Savaran (Clibanarii)

Models per unit: 6-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	3+	1	3	3+*	4+	1	8	8	38

- Weapons:** Hand Weapon, Composite Bow
Armour: Light Armour, Buckler, Half-metal Barding
Special Rules: Missile Charge, Shock Cavalry
Upgrades: May add kontos at a cost of 4 pts or javelins at a cost of 1 pt per model. May add heavy armour, upgrading ARM to 2+, but reducing MR to 18 at a cost of 4 pts per model.

*note that the buckler only provides protection in hand-to-hand combat and against missile fire the cavalryman's ARM should be worsened by 1 point

Parthian or Iranian 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.

There must be more units of savaran than horse archers.

Persian or Median Infantry

Models per unit: 16-40

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

- Weapons:** Hand Weapon, Long Spear
Armour: Large Shield
Special Rules: Mixed Formation
Upgrades: May be Drilled at a cost of 1 pt per model. Half of the unit may exchange their shields and spears for composite bows at a cost of -1 pt per bow-armed model. Spearmen in mixed formations may use the spara unit rule at a cost of 1 pt per model in the unit (including archers).

EPIGRU SUPPORT CRONITU M

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 Pushtighban (Royal Guard Clibanarii) Models per unit: 6-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	3+	1	4	3+*	4+	1	8	8	51

Weapons: Hand Weapon, Kontos, Composite Bow
Armour: Light Armour, Buckler, Half-metal Barding
Special Rules: Drilled, Missile Charge, Shock Cavalry
Upgrades: May add heavy hand weapon at a cost of 2 pts per model.
 May add heavy armour, upgrading ARM to 2+, but reducing MR to 18 at a cost of 4 pts per model.
 If the shahanshah leads the army one unit may be upgraded to the Gyan-avaspar, increasing their ML to 9 and giving them the Steady unit rule at a cost of 5 pts per model.

*note that the buckler only provides protection in hand-to-hand combat and against missile fire the cavalryman's ARM should be worsened by 1 point

White horses would be appropriate for elite cavalry units as white was a sacred colour to the Zoroastrians.

Up to 1 unit of Zhayedan (Immortals) Models per unit: 6-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	3+	1	4	3+*	4+	1	8	9	51

Weapons: Hand Weapon, Long Spear, Composite Bow
Armour: Light Armour, Shield, Half-metal Barding
Special Rules: Drilled, Missile Charge, Shock Cavalry
Upgrades: May add heavy armour, upgrading ARM to 2+, but reducing MR to 18 at a cost of 4 pts per model.

These elite cavalrymen were in honour of the Achaemenid past and, like their earlier counterparts, were said to number ten thousand. Their uniforms probably reflected the Achaemenid tradition.

Paighan (Peasant Spearmen) Models per unit: 16-48

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	5+	4+	1	5	6	9

Weapons: Hand Weapon, Long Spear
Armour: Large Shield
Special Rules: Irregular, Mixed Formation
Upgrades: Half of the unit may exchange their shields and spears for composite bows at a cost of -1 pt per bow-armed model.
 Spearmen in mixed formations may use the spara unit rule at a cost of 1 pt per model in the unit (including archers).

Used mainly in siege works, it may have been the paighan that provided the source for undeserved western propaganda about the lamentable quality of Persian infantry!

Up to 2 units of Persian or Median 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: Hand Weapon, Composite Bow
Armour: None
Special Rules: None
Upgrades: May add large shields, increasing ARM to 5+, and use the spara unit rule at a cost of 4 pts per model.

Up to 1 unit of Royal Infantry Models per unit: 10-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	4	5+	4+	1	8	8	22

Weapons: Hand Weapon, Long Spear
Armour: Large Shield
Special Rules: Drilled, Mixed Formation, Steady
Upgrades: May have light armour, upgrading ARM to 4+, at a cost of 2 pts per model.
 Half of the unit may exchange their shields and spears for composite bows at no cost. Their SHOOT score is increased to 3+.
 Spearmen in mixed formations may use the spara unit rule at a cost of 1 pt per model in the unit (including archers).

May only be chosen if the shahanshah is leading the army. If he directs the battle from his throne, this unit may not be selected; it is assigned to protect the king (see above under the profile entry for the general).

Up to 3 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 up to 2 extra crew armed with javelins and hand weapons at a cost of 12 pts per model.
 May add composite bows at a cost of 4 pts per model.

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.

Persian or Mercenary 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	7	7	10

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

Mercenary 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	7	7	9

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

There must be more units of Persian archers than Mercenary slingers in the army.

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

ALLIES & TERRITORIALS

Up to 25% of the points available may be spent on allies and territorial troops.

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 (rule 1 only, Daylami never count as reckless)
 Upgrades: May add light armour upgrading ARM to 5+ at a cost of 2 pts per model.

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	9

Weapons: Hand Weapon, Javelins or Throwing Spears
 Armour: Shield
 Special Rules: Allies, Warband (rule 1 only)
 Upgrades: None

Lakhmid Arab Infantry

Models per unit: 20-50

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED OR OPEN	12	4+	1	3	6	4+	1	5	6	8

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

Lakhmid Arab Cavalry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	3	6	4+	1	6	6	22

Weapons: Hand Weapon, Composite Bow
 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 Lakhmid 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	17

Weapons: Hand Weapon, Javelins
 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 add composite bows at a cost of 2 pts per model.