

SASSANID PERSIA

220 AD to 637 AD

The Sassanids were one of the politically powerful noble families of Iran and successfully revolted against Parthian rule, founding a dynasty that would provide the later Roman Empire with its toughest opponent, and continue to be a problem for the Byzantine Empire until overcome unexpectedly by the Arab expansion.

The early Sassanid armies resembled their Parthian predecessors, with a core of Tanurigh, "oven-men" or cataphracts, supported by clouds of horse archers. Later the Azatan warrior class wore lighter equipment and the importance of the horse archer waned, especially when the Azatan recommenced using the bow in the later period. Both Early and Late variants of the army may be constructed from this list. Units marked (E) may only be used in early armies.

ARMY COMPOSITION

Commanders: Up to 6

Cavalry: At least 50%

Infantry: Up to 50%

Allies and Vassals: Up to 33%

Elephants: Up to 1 per 400 points

All troops other than Allies and Vassals are Used to elephants.

COMMANDERS

	A	C	Pts
0-1 Shah	+2	10	50
or 0-1 General	+2	9	0
Noble	+2	+2	20

All ride horses.

HEAVY CAVALRY

	D	C	Pts
Cataphracts (E)	3	8	27
Azatan Noble Cavalry	5	8	24

Cataphracts have Cataphract Armour. heavy mace (increases enemy D by +1) and kontos.

Superior Fighters, *Massed Cavalry*. May have barding (+1).

In early armies, noble cavalry have light armour and kontos. Superior Fighters. *Massed cavalry*. May have bow (+1).

In late armies, Noble Cavalry have light armour, spear and shield (D=4). Superior Fighters. They are NOT *Massed Cavalry* and cost 23 points per base. They may have bow (+1).

Either may have heavy armour (+1) or cataphract armour (+2) and barding (+1)

One unit from the Heavy Cavalry section may be *Stubborn* (+2).

LIGHT CAVALRY

	D	C	Pts
Huns (E)	6	7	21
Horse Archers	6	7	19
Iranians	5	6	19

Huns have a bow, *Nomad Cavalry*. Skirmishers. May have spear (+1) and shield (+1).

Horse Archers have a bow. *Evade*, May be fielded as Skirmishers with *Parthian Shot*. In either formation, may have shield (+1).

Iranians have javelins and shield. *Evade*. May be fielded as skirmishers for 18 points per base.

In an early army, there must be at least one light cavalry figure for each heavy cavalry figure in the army.

In a late army there must be at least one light cavalry figure for each heavy cavalry figure in the army, unless all Azatan Noble cavalry have bows.

INFANTRY

	D	C	Pts
Militia Spearmen	5	6	14
Levy Spearmen	5	5	8
Militia Archers		6	12
Kurdish Skirmishers	6	6	7
Skirmishers	6	5	5

Militia and Levy Spearmen have spear and large shield.

Up to 50% of each unit may exchange spear for bow (free) and form a *Combined Formation*. Troops in *Combined Formation* may exchange large shield for Spara (+2) gaining the *Shieldwall* rule.

Levy Spearmen are Levy and Inferior Fighters.

Militia Archers have a bow. They may alternatively form up in Open Order at a cost of 9 points per base.

Kurdish Skirmishers have sling and shield. Skirmishers. May replace sling with javelins or bow (free) May alternatively replace sling with throwing spear (+1) and have light armour (+1)

Skirmishers have sling and shield. Skirmishers. Inferior Fighters. May replace sling with javelins or bow (free).

ELEPHANTS

	D	C	Pts
Elephant	3	4	64
Mahout	5	7	
Crew	4	7	

The Mahout and the two crew have light armour and the crew have javelins or bows. There may be a third crewman (+4) The crew fight from a howdah. All may have shields (+1). The Elephant is a Superior Fighter.