



EARLY ACHAEMENID PERSIAN

The following Army Organisation List (AOL) will enable you to build a Persian army for War & Conquest. It is based on the forces reportedly available to Xerxes' for his invasion of Greece. Please refer to the introductory online Army Organisation List guide document. This is Version 4, January 2018. Feedback and observations are most welcome.

The Persians built a huge empire, with many subject states from which they recruited additional warriors.

The empire expanded to eventually rule over significant portions of the ancient world and by around 500BC, stretched from parts of the Balkans and Thrace-Macedonia in the west, to the Indus Valley in the east, making it the largest empire the world had seen up to that time.

There is plenty of scope for list variations, and as ever, volunteers welcome!

My thanks to John Oman for creating the original list.

Please note: To represent the short spear used by the Persians, we have chosen to use the throwing spear rule. Therefore, the Persians are listed as equipped with a throwing spear even though their spear was not used in that style.

ARMY COMPOSITION

PERSONALITIES OF WAR

Up to 25% of the points value of the army.
You must take an Army General. Strategy Intervention Points may be pooled.

WARRIOR FORMATIONS

At least 40% of the points value of the army.

SUPPORTING FORMATIONS

At least 20% of the points value of the army

ALLIED FORMATIONS

Up to 20% of the points value of the army may be selected from the Greek City States army organisation list.

LEGENDS OF WAR

Assuming they are being used, an additional 25% of the point's value of the army may be taken as Legends of War or as additional formations selected from those above.

PERSONALITIES OF WAR

0-1 GENERAL

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	2	1	Army General	3	10"	150

Equipment: As unit

Armour Value: As unit

Options: May add an additional Strategy Intervention Point for 20 points.

Formation: Personality

May move independently with an Armour Value of 2

May be mounted for 10 points with an Armour Value of 3

COMMANDER

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	2	-	1	10"	110

Equipment: As unit

Armour Value: As unit

Options: May add an additional Strategy Intervention Point for 20 points.

Formation: Personality

May move independently with an Armour Value of 2

May be mounted for 10 points with an Armour Value of 3

Special: May be upgraded to Army General for 20 points and will be Army General if the General is not in the army or killed during the battle.

OFFICER

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	1	-	-	10"	70

Equipment: As unit

Armour Value: As unit

Options: May take a Strategy Intervention Point for 20 points.

Formation: Personality

Must be placed in a unit at the start of the battle and remain there throughout May move

Special: May use Strategy Intervention Points.

0-1 ARMY STANDARD

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	1	Army Standard	-	-	70

Equipment: As unit

Armour Value: As unit

Formation: Personality

May move independently with an Armour Value of 2

May be mounted for 10 points with an Armour Value of 3

Special: Increases the Army Generals Zone of Command by 5".

WARRIOR FORMATIONS

PERSIAN CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	7	2	Regular	-	18

Equipment: Horse, throwing spear, javelins, light armour and hand weapon.

Options: May take shields at 1 point per model

0-1 GUARD CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	2	Regular	-	21

Equipment: Horse, throwing spear, javelins, light armour and hand weapon.

Options: May take shields at 1 point per model

Special: May be Drilled at 4 points per model

IMMORTALS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	-	Regular	-	19

Equipment: Bow, hand weapon and throwing spear

Options: May take light armour for 1 point per model

May take a shield for 1 point per model.

Special: Drilled

PERSIAN INFANTRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	-	Regular	-	6

Equipment: Models within the same unit may be variously armed with hand weapon and bow for 2 points per model, bow and throwing spear for 3 points per model, or throwing spear for 1 point per model.

Options: All of a unit may wear light armour for 1 point per model. All of a unit may have a shield for 1 point per model.

The unit may take spara for a cost of 20 points per unit.

Special: Combined unit

It is assumed the front rank of these formations were equipped with spara and spear, while the rear ranks were armed with bow. We have made the composition of the unit quite flexible, depending on how players wish to interpret the formations and information in conjunction with the equipment and game rules and their own personal collection of models.

SUPPORTING FORMATIONS

PERSIAN LIGHT CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Light	-	14

Equipment: Horse, hand weapon, javelins and throwing spear

Special: May skirmish

HORSE ARCHERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	2	6	1	Skirmish	-	12

Equipment: Horse and bow

0-1 SKYTHIAN HORSE ARCHERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	4	3	7	1	Skirmish	Feign Flight	18

Equipment: Horse, bow and hand weapon.

SUBJECT INFANTRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	2	3	5	1	Regular	Cowed	6

Equipment: Thrusting spear, shield and hand weapon

Special: Combined Formation - up to 50% of the formation may consist of Subject Archers

SUBJECT ARCHERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	2	3	5	-	Light	Cowed	5

Equipment: Bow and hand weapon.

SUBJECT FOOT SKIRMISHERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	2	5	-	Skirmish	Cowed	4

Equipment: Javelin or sling.

Options: May replace weapon with bow for 1 point per model

SUBJECT LIGHT INFANTRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	2	3	5	1	Light	Cowed	5

Equipment: Hand weapon, javelin and shield.

Options: May take throwing weapon at 1 point per model.

SUBJECT WARRIORS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	1	Light	Warband Cowed	7

Equipment: Hand weapon, javelin and shield

Options: May take a throwing weapon at 1 point per model or axe (treat as a halberd) at 2 points per model.

SUBJECT LIGHT CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	5	1	Light	Cowed	12

Equipment: Horse, hand weapon, javelins and throwing spear.

Special: May skirmish.

SUBJECT CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	2	Regular	Cowed	15

Equipment: Horse, light armour, javelins, throwing spear and hand weapon

Options: May take shields at 1 point per model

ALLIED FORMATIONS

May select formations from the Greek City States

LEGENDS OF WAR

XERXES

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	-	Army General	3	15"	+50

Equipment: As unit

Armour Value: As unit

Formation: Personality

May move independently with an Armour Value of 2

May be mounted for 10 points with an Armour Value of 3

Special: Xerxes is an upgrade for the 0-1 General option only so if you don't have one in your army there is no point in taking Xerxes as a Legend of War!

Personality Feature Rules:

- Xerxes views himself as an Absolute Ruler. If the unit he has joined is charged or charges, it may reroll either the 'to hit' or 'to kill' rolls in each round of combat (but all dice must be rerolled, not just the misses!).
However to reflect his fear of personal assault, the enemy receive an additional +1 Push and Shove Bonus each time it wins a round of combat and this is cumulative.
- So feared of incurring his wrath were his troops, that his nearness raises the Morale value of those within 10" by +2, rather than +1. However, If Xerxes flees the field or dies, each unit (other than Persian, Guard or Immortal units) in the army will need to take a Morale test at the start of each Persian turn. If it is failed they will flee from the nearest enemy. A unit accompanied by a Personality does not need to take this Morale test.

FEATURE ARMY RULE

COWED

The subject troops are drawn from the length and breadth of the Empire. Although deployed in national formations, not unsurprisingly they were not too motivated to fight for their conqueror. They are subject (no pun intended!) to the Cowed rule:-

Other than Xerxes, Cowed troops will not be influenced by a Personality and cannot have Strategy Intervention Points played upon them, unless the Personality accompanies the unit in question.



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