



## LATER ACHAEMENID PERSIANS

420 – 329 BC

The following Army Organisation List (AOL) will enable you to build a Later Achaemenid Persian army for War & Conquest.

Please refer to the introductory online Army Organisation List guide document. Comments and feedback always welcome - thanks to Jeff (Korvessa) for steering me in the right direction and doing most of the work.

*The Later Achaemenid Persians built a great empire. This was eventually defeated by Alexander the Great. The Persian army is popular among wargamers but has a reputation for not performing well on the tabletop. This is at cross purposes with the Persian ability to create and maintain that great Empire. Hopefully this list will enable players to build effective armies, and based on the occasional rebellion, build campaigns for internal Persian conflict as Satraps attempt to become Great Kings in their own right or carve out their own empires.*

### ARMY COMPOSITION

#### **PERSONALITIES OF WAR**

Up to 25% of the points value of the army. You must take an Army General. Strategy Intervention Points are not pooled

#### **PERSIANS**

At least 25% of the points value of the army

#### **LEVIES**

Up to 50% of the points value of the army

#### **MERCENARIES**

Up to 25% of the points value of the army

#### **ALLIES & WAR MACHINES**

Up to 15% of the points value of the army may be selected on Allies and war machines.

Indian troops may only be used if Great King is present

## PERSONALITIES OF WAR

### DARIUS - THE GREAT KING

Mo	L	S	Abilities	SIPS	ZOC	Pts
7	2	2	Army General	2	10"	160

**Equipment:** As unit

**Armour Value:** As unit

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

**Formation:** Personality

Darius rides a four-horse chariot with an Armour Value of 3 and Durability 8

**Special:** May only accompany units of Persians

As the Great King, Darius is a bit of an enigma. He would have been inspiring to nearby troops, but at the same time, he fled twice when personally threatened by Alexander and we have attempted to reflect that in his profile and with these Feature rules:

- 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. This does not apply to Greek Mercenaries, they only receive the +1
- If Darius, or a unit he is attached to are charged by Alexander the Great, they must take a leadership test to stand by using Darius' Morale of seven and rolling three dice and using the two larger numbers
- If Darius, or a unit he is attached to are charged by an enemy with the Army General ability, they must take a leadership test to stand by using Darius' Morale of seven and rolling three dice and using the highest and lowest numbers (as Darius is not sure if its Alexander or not!)

### SATRAP 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

*Satrap were regional commanders. While most were loyal, some did attempt rebellion against the Great King*

### POLEMARCH (MERCENARY COMMANDER)

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	2	2	-	1	10"	120

**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 provide Army General benefits to Greek Mercenary forces. Can only use his Strategy Intervention Points on Greek Mercenaries. Will become overall Army General if the Great King or Satrap is killed or flees the battlefield during the battle

*This entry will enable the beleaguered Persian player to rely on his Greek mercenaries a little more. After all, if the Persians are routed, the mercenaries won't get paid!*

### SATRAP (SUB COMMANDER)

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	2	-	1	-	90

**Equipment:** As unit

**Armour Value:** As unit

**Options:** May add an additional Strategy Intervention Point for 20 points. May take a Zone of Command of 10" 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 no other suitable candidate is in the army or killed during the battle

### ARMY STANDARD

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	1	Army Standard	-	-	80

**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 Control by 5".

## UNIT COMMANDER

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	1	-	-	-	50

**Equipment:** As unit

**Armour Value:** As unit

**Options:**

**Formation:** Personality

Must be placed in a formation other than Greek Mercenaries at the start of the battle and remain there throughout

## GREEK MERCENARY COMMANDER

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	2	-	-	-	60

**Equipment:** As unit

**Armour Value:** As unit

**Options:**

**Formation:** Personality

Must be placed in a Greek Mercenary formation at the start of the battle and remain there throughout

# PERSIANS

## 0-1 KINSMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	2	Regular	-	19

**Equipment:** Horse, thrusting spear, light armour and hand weapon.

**Options:** May exchange Light Armour for Heavy Armour at 1 point per model.

May take Half Barding at 1 point per model.  
May take Bow at 2 points per model.

May be Drilled at 4 points per model or Resilient at 1 point per model

**Special:** Can only be taken if Great King is in the army.

## PERSIAN CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Regular	-	14

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

**Options:** May exchange Throwing Spear for Bow at 1 point per model.

May take Light Armour at 1 point per model.  
May take Half Barding for 1 point per model.

## 0 - 1 MELOPHOROI (APPLE BEARERS)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	1	Regular	-	15

**Equipment:** Thrusting Spear, shield and hand weapon.

**Options:** May take light armour at 1 point per model.

May exchange Shield for Large Shield at 1 point per model.

May be Drilled at 4 points per model or Resilient at 1 point per model

**Special:** Combined Arms - Up to 50% of the formation may be Melophoroi archers.  
Can only be taken if Great King is in the army.

### MELOPHOROI ARCHERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	1	Regular	-	14

**Equipment:** Bow and hand weapon.

**Options:** May take light armour at 1 point per model. May be Drilled at 4 points per model or Resilient at 1 point per model

**Special:** Combined Arms - may only be included in a formation of Melophoroi  
Can only be taken if Great King is in the army.

### SATRAPAL GUARDS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Regular	-	10

**Equipment:** Thrusting Spear, shield and hand weapon.

**Options:** May take light armour at 1 point per model. May exchange Shield for Large Shield at 1 point per model. May be Drilled at 2 points per model or Resilient at 1 point per model

**Special:** Combined Arms - Up to 50% of the formation may be Satrapal Guard Archers.  
Can only be taken if Satrap Army General is in the army

### SATRAPAL GUARD ARCHERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Regular	-	9

**Equipment:** Bow and hand weapon.

**Options:** May take light armour at 1 point per model. May be Drilled at 2 points per model or Resilient at 1 point per model

**Special:** Combined Arms - Up to 50% of the formation may be Satrapal Guards  
Can only be taken if Satrap Army General is in the army.

### KARDAKES COMBAT TROOPS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Regular		9

**Equipment:** Thrusting Spear, shield and hand weapon.

**Options:** May take light armour at 1 point per model. May exchange Shield for Large Shield at 1 point per model

**Special:** Combined Arms - Up to 50% of the formation may be Kardakes Archers

### KARDAKES ARCHERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Regular	Combined Arms	8

**Equipment:** Bow and hand weapon.

**Options:** May take light armour at 1 point per model

**Special:** Combined Arms - Up to 50% of the formation may be Kardakes combat troops

### KARDAKES LIGHT INFANTRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Light	-	8

**Equipment:** Sling, shield, and hand weapon.

**Special:** May Skirmish

**Options:** May exchange sling for javelins at no points cost. May take Light Armour at 1 point per model

## LEVIES

### NOBLE CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	7	2	Regular	Undisciplined	17

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

May replace Throwing Spears with Thrusting Spears at 1 point per model. May take Half Barding at 1 point per model. May take Bow at 2 points per model.

**Options:** May replace Light Armour with Heavy Armour at 1 point per model.

*Represents Bactrian, Kappadokian, Armenian & similar heavy armoured cavalry.*

### SATRAPAL CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Regular	Undisciplined	14

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

**Options:** May take Light Armour at 1 point per model or Heavy Armour at 2 points per models

*Represents Medians, Sussians & similar troops*

### COLONIAL CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	1	Regular	Undisciplined	12

**Equipment:** Horse, javelins and hand weapon.

**Options:** May take Light Armour at 1 point per model. May take shield at 1 point per model

*Represents Hrcanians, Parthians & similar troops from outposts*

### SKYTHIANS OR DAHAE

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	7	1	Light	Feign Flight	16

**Equipment:** Horse, bow and hand weapon.

**Special:** May Skirmish

**Options:** May take shield at 1 point per model

### SKIRMISH CAVALRY

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

**Equipment:** Horse, javelins and hand weapon.

**Options:** Every other unit may replace javelins with bow at 1 point per model

### TAKABARA

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	-	Light	Undisciplined	8

**Equipment:** Javelins, shield and hand weapon.

**Options:** May replace buckler with shield at no points cost but may not skirmish

**Special:** May Skirmish

### MARDIAN ARCHERS

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

**Equipment:** Bow and hand weapon.

**Special:** No more than one unit of Mardian Archers for each unit of Takabara

### KYRTIAN SLINGERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	2	2	6	-	Skirmish	-	4

**Equipment:** Sling.

### SKIRMISHERS

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

**Equipment:** Javelins and buckler.

**Options:** Every other unit may replace javelins and buckler for a bow for no points cost

### SATRAPAL INFANTRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	2	3	5	1	Regular	Warband Undisciplined	5

**Equipment:** Javelins, shield and hand weapon.

## GREEK MERCENARIES

### VETERAN HOPLITES

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	7	2	Regular	Phalanx	14

**Equipment:** Thrusting spear, Light Armour, large shield and hand weapon.

**Options:** May be Drilled at 2 points per model.

### MERCENARY HOPLITES

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	2	Regular	Phalanx	11

**Equipment:** Thrusting spear, large shield and hand weapon.

**Options:** May take Light Armour at 1 point per model

### MERCENARY PELTASTS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Light	-	8

**Equipment:** Javelins, buckler and hand weapon.

**Options:** May replace buckler with Shield at no points cost but may not skirmish

**Special:** May Skirmish

## ALLIES, EASTERN SATRAPS & WAR MACHINES

### BITHYNIANS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	7	-	-	Light	-	8

**Equipment:** Javelins and hand weapon.

**Options:** May take Thrusting Spear at 1 point per model. May take Shield at 1 point per model

### LYKIANS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	5	-	Light	Warband	8

**Equipment:** Halberd, javelins and hand weapon.

**Options:** May take Light Armour at 1 point per model and may take buckler at 1 point per model or Shield at 1 point per model

**Special:** May Skirmish  
(but may not skirmish if Shield is taken)

### CARIANS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	5	2	Regular	Warband	8

**Equipment:** Thrusting spear, large shield, and hand weapon.

**Options:** May take javelins at 1 point per model

### PARAPAMISIDAE CAVALRY (INDIANS)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Light	Feign Flight	16

**Equipment:** Horse, javelins and hand weapon.

**Options:** May take Throwing Spear at 1 point per model. May take Shield at 1 point per model.

### INDIAN CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	2	Light	Undisciplined	13

**Equipment:** Horse, javelin, shield and hand weapon.

**Options:** May take Throwing Spear at 1 point per model



### INDIAN INFANTRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	-	Regular	Undisciplined	8

**Equipment:** Bow and hand weapon.

1 point per model or Thrusting Shield and Large Shield for 2 points per model

**Options:** Up to 50% of the formation may exchange bow for Thrusting Spear and Shield at

### 0-3 SCYTHED CHARIOT

KA	Mo	AV	D	Lives	Pts
4	8	4	8	2	69

**Equipment:** One charioteer riding in a four horse chariot

**Special:** Armour Penetration 2

Refer to page 144 of the War & Conquest rulebook for details

## FEATURE RULES

### RESILIENT

Some formations were renowned for their staying power in combat and to simulate this, we use 'Resilient' (which is similar to the Combat Result abilities of 'Drilled').

There are limits to the bravery of Resilient troops, and the 'Resilient' ability ceases to apply once the unit is reduced to half strength or less.

*Resilient works as follows when a unit of Resilient troops is required to take a Combat Morale Test -*

#### Combat Result Difference of 1

If the test is failed, the unit will normally rout and flee. Should the defeated unit be Resilient (even if outnumbered), it will still stand. The victorious side receives a +2 Push and Shove bonus rather than +1. Should the defeated unit outnumber the winner by 2 to 1 or more then they will not receive the additional Push and Shove bonus, as the defeated unit is able to hold its ground through weight of numbers.

#### Combat Result Difference of 2

If the test is failed, the unit will normally rout and flee. Should the defeated unit be Resilient and outnumbers the enemy will still stand. The victorious side receives a +2 Push and Shove bonus rather than +1.

*You should advise your opponent that your formations are Resilient*



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