

# WAR & CONQUEST

## SASSANID PERSIAN

The following army organisation list (AOL) will enable you to build a Sassanid army for War & Conquest.

Please refer to the army organisation list introduction document. This is Version 3, August 2016. As with all our lists, comments and feedback are welcome.

This list was originally created by John Oman and variations, observations and additions are most welcome, as I messed around with Johns terms and added some descriptive notes of my own.

*The Sassanid Persian Empire battled against the Byzantine army for many years before collapsing under the onslaught of the Arab Conquest. It can be a colourful army on the tabletop.*

### 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 automatically pooled in a Sassanid army

#### **CAVALRY FORMATIONS**

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

#### **SUPPORTING FORMATIONS**

Up to 40% of the points value of the army

#### **SKIRMISH FORMATIONS**

Up to 15% of the points value of the army

#### **ALLIED FORMATIONS**

Up to 35% of the points value of the army

#### **LEGENDS OF WAR**

Assuming they are being used, an additional 25% of the points value of the army may be taken as Legends of War or you can increase the size of your army with extra formations.

# PERSONALITIES OF WAR

## 0-1 GENERAL

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	2	2	Army General	2	10"	155

**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 4

## COMMANDER

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	2	-	1	10"	115

**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 4

**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. If more than one Commander is in the army with this ability then you should nominate who is taking command.

## OFFICER

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

**Equipment:** As unit

**Armour Value:** As unit

**Formation:** Personality

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

May be mounted for 10 points

**Special:** May use Strategy Intervention Points

## 0-1 ARMY STANDARD

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	1	Army Standard	-	-	85

**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 4

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

## CAVALRY FORMATIONS

### 0-2 CATAPHRACT CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	7	4	Regular	Durability 8	35

**Equipment:** Horse, hand weapon, kontos, cataphract armour and metal barding (which gives Durability 8)

**Special:** May count a Combat Rank Bonus of up to 2

This troop type cannot be in the army if you select Noble Clibanari.

### NOBLE CLIBANARI

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	7	4	Regular	Durability 8 to the Front Facing	27

**Equipment:** Horse, hand weapon, cataphract armour, thrusting spear and half barding (which gives Durability 8 to the Front facing).

May take shortbows at 1 point per model

**Special:** May count a Combat Rank Bonus of up to 1.

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

This troop type cannot be in the army if you select cataphract cavalry

### CLIBANARI

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	4	Regular	-	23

**Equipment:** Horse, cataphract armour, half barding, thrusting spear and hand weapon

**Special:** May count a Rank Bonus of up to 1 towards the Combat result. If you have cataphract cavalry in your army, any unit may replace the thrusting spear with kontos at 2 points per model but may not take shields.

**Options:** May take shields at 1 point per model.

May take shortbows at 1 point per model.

### LIGHT CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	-	Light	Feign Flight Nomad Cavalry	17

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

**Special:** May change into Skirmish formation.

**Options:** May exchange shortbows for javelins

## SUPPORTING FORMATIONS

### LEVY SPEARMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	2	2	5	2	Regular	Undisciplined Unmotivated	6

**Equipment:** Thrusting spear and large shield

**Special:** Up to half the unit may be levy archers. The unit will remain a Regular formation.

### LEVY ARCHERS

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

**Equipment:** Bow.

**Special:** May combine with Levy Spearmen

### SPEARMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	2	-	-	10

**Equipment:** Hand weapon, thrusting spear and large shield

**Special:** Up to half the unit may be archers. The unit will remain a Regular formation

### ARCHERS

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

**Equipment:** Hand weapon and bow

**Special:** May combine with spearmen above.

### INDIAN ELEPHANT (0 - 1 per 1000 points)

CA	SA	KA	Mo	AV	Lives	Strikes	Durability	Pts
3	3	4	7	2	6	5	8	169

**Equipment:** Unarmed mahout and 2 warriors armed with javelins and hand weapons.

**Special:** Refer to page 148 of the War & Conquest rulebook for Elephant details

**Options:** Any warriors may exchange their javelins for a bow at 1 point each.

## SKIRMISH FORMATIONS

### TRIBAL SKIRMISHERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	2	6	-	Skirmish	Independent	5

**Equipment:** All figures in a unit may have javelin or sling.

**Options:** May have bucklers at 1 point per model.

May have light armour at 2 points per model. If the unit has javelins, they may also have throwing spears at 1 point per model.

### SKIRMISH FORMATION

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

**Equipment:** All models in a unit may have javelin or sling.

**Options:** The unit may replace weapon with bow for 1 point per model. May have bucklers at 1 point per model.

## ALLIED FORMATIONS

*The Sassanids employed a number of different nationalities such as the Armenians and Huns. Each nationality may take its own Commander.*

### COMMANDER

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	1	Independent	1	10"	80

**Equipment:** As unit

**Armour Value:** As unit

**Formation:** Personality

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

**Special:** May only effect own nationalities troops.

### SHOCK CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	-	Regular	Shock Bonus 1 Independent	19

**Equipment:** Horse, light armour, kontos and hand weapon.

**Options:** All of the units from a nationality may exchange kontos for thrusting spear and shield for no cost.

One formation can be upgraded to CA4 at 2 points per model.

### LIGHT CAVALRY

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

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

**Options:** All of the units from a nationality may replace javelin with throwing spear or shortbow for no cost.

### HORSE ARCHER

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Light	Feign Flight Nomad Cavalry Independent	19

**Equipment:** Horse, hand weapon, shield and shortbow

**Special:** May change into Skirmish formation.

**Options:** All models in the unit may have throwing spear at 1 point per model

### CAMELRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	1	Light	Independent	12

**Equipment:** Camel, hand weapon and javelin

**Special:** Camels (page 129).

**Options:** All models in the unit may exchange javelin for shortbow at no points cost  
Javelin armed units may have shields at 1 point per model.

Javelin armed units may have throwing spear at 1 point per model

### TRIBESMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Light	Warband Undisciplined Independent	8

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

**Options:** May take throwing spears at 1 point per model

### INFANTRY

	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	1	Regular	Warband Undisciplined Independent	7

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

May upgrade to large shield at 1 point per model

**Options:** May take throwing spears at 1 point per model.

## LEGENDS OF WAR

None at this stage

## FEATURE RULES

### UNMOTIVATED

This rule is used to represent some of the more poorly motivated 'levy' formations.

Strategy Intervention Points cannot be used on unmotivated troops unless a Personality who can use them is in the unit.

### INDEPENDENT

This rule represents those more fiercely independent states that served with various armies through the ages.

Strategy Intervention Points cannot be used on independent troops unless used by a Personality from the same nation.

Independent warriors do not use the Army Generals leadership or bonus unless he is in the unit.



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