

Early Sassanid Empire (Eran Shahr) 226 - 531 AD

Die is Cast Army list by John Holroyd

Compulsory Troops	Training	Role	Morale	Fighting Ability	Equipment	Points value	Minimum	Maximum	Notes
General 2/2						free			
Azadan Asavaran cavalry:	Warriors	Heavy Cavalry	Steady	Seasoned	Bow, Sword	7	36	80	
Upgrade Azadan with lance					Lance, Bow, Sword	8	Half	All	
Upgrade lance armed with horse armour		Extra Cavalry			Lance, Bow, Sword, Shield	12	Half	All	
Cataphracts	Warriors	Cataphract	Steady	Seasoned	Lance, Sword	13	0	16	

Optional Troops	Training	Role	Morale	Fighting Ability	Equipment	Points value	Minimum	Maximum	Notes
Upgrade General to 3/3						25	0	1	
Sub-Commander 2/2						100	0	2	
Arab Ally General 2/2						100	0	1	
Subject, mercenary or allied cavalry:	Warriors	Light cavalry	Average	Seasoned	Bow	4	0	36	
Upgrade Light Cavalry					Javelin, Bow, Shield	7	0	Any	
Arab allied cavalry	Warriors	Light cavalry	Raw	Seasoned	Javelin, Shield	5	0	12	
Elephants	Warriors	Elephant	Raw	Poor	2 crew with bows	40	0	6	
Foot spears	Warriors	Medium Infantry	Raw	Seasoned	LTS, Shield	2	*12	24	
Foot bow	Warriors	Medium Infantry	Raw	Seasoned	Bow	2	*24	36	
Dailami or Kurdish Infantry:	Warriors	Medium Infantry	Average	Seasoned	Javelin, Shield	3	0	36	Loose.
Mercenary bow	Warriors	Light Infantry	Steady	Seasoned	Bow	3	0	24	
Mercenary sling	Warriors	Light Infantry	Steady	Seasoned	Sling, Shield	5	0	12	
Conscript farmers	Warriors	Medium Infantry	Raw	Poor	Sidearms	1	**32	48	
Give farmers Shield and LTS					LTS, Shield	2	-	All or none	

Each unit

+10

*Applies if infantry other than farmers are used

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