

Late Sassanid Empire (Eran Shahr) - 531 AD onwards

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			
Diqhan Asavaran cavalry	Regular	Extra Cavalry	Steady	Seasoned	Lance, Bow, Sword, Shield	16	24	60	Elite shots
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 or Turkic Ally General 2/2						100	0	1	
Guard cavalry	Regular	Extra Cavalry	Guard	Veteran	Lance, Bow, Sword, Shield	18	0	24	Elite shots
Azadan Asavaran cavalry	Warriors	Heavy Cavalry	Average	Seasoned	Bow, Sword, Shield	8	0	36	
Upgrade Azadan to Extra Cavalry, Lance		Extra Cavalry			Lance, Bow, Sword, Shield	11	-	All or none	
Subject, mercenary or allied cavalry:	Warriors	Light Cavalry	Average	Seasoned	Bow, Javelin, Shield	7	0	36	
Arab allied cavalry	Warriors	Light Cavalry	Raw	Poor	Javelin, Shield	5	0	12	
Elephants	Warriors	Elephants	Raw	Poor	2 crew with bow	40	0	4	
Paigan spears	Warriors	Medium Infantry	Average	Seasoned	LTS, Sword, Shield	3	*12	24	
Upgrade Paigan to Heavy Infantry		Heavy Infantry				5	-	Up to half	
Kamandaran bow	Warriors	Medium Infantry	Average	Seasoned	Bow	2	*24	36	
Nisastag spear	Warriors	Medium Infantry	Raw	Seasoned	LTS, Sword, Shield	3	0	24	
Nisastag bow	Warriors	Medium Infantry	Raw	Seasoned	Bow	1	0	36	
Upgrade any of the above infantry to regular	Regular					+2	-	All or none	Additional points
Dailami or Kurdish Infantry:	Warriors	Medium Infantry	Average	Seasoned	Javelin, Sword, Shield	3	0	36	Loose.
Upgrade Dailami to Guards	Regular	Heavy Infantry	Guard	Elite		10	0	24	
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

**Applies if farmers are used