

# at Lance Point

## Achaemenid Persian

### Terrain

@ 250pts you have 13pts of terrain

@ 500pts you have 25pts of terrain

Each terrain feature measures 6" x 6", multiple terrain features may be combined to make larger areas.

Village 10pts

River 8pts (Rivers run across width of table, x2 runs along length of table, x3 runs from corner to corner of table.)

Bridge 12pts

Dense woods 6pts

Hill 6pts

Pond/Marsh 4pts

Olive groves 4pts

Rough ground 4pts

### Commanders

➤ 250pts – 2 Commander

➤ 500pts – 3 Commanders

➤ +1 Commander – 10pts

1-3 re-rolls – 10pts each

### Cavalry

➤ Cataphract 2/4 MS, AB1, Solid **0-2**

➤ Cavalry 3/5 MS, Steady **0-2**

➤ Cavalry 4/6 MS, Steady **0-4**

➤ Cavalry 4/6 MS, Weak **0-8**

➤ Cavalry 5/7 MS, Fast, Steady **0-4**

➤ Cavalry 5/7 MS, Fast, Weak **0-8**

➤ Cavalry 6/8 MS, Fast, Steady **0-4**

➤ Cavalry 6/8 MS, Fast, Weak **0-8**

➤ Indian cavalry 6/8 MS, Fast, Weak **0-4**

### Infantry

➤ Sparabara **7pts** 5/7 pavis, S1 Weak **0-20**

➤ Bowmen **6pts** 6/8 Bow, Weak **0-40**

➤ Mercenary Hoplites **10pts** 4/6 S2 Steady **0-12**

➤ Mercenary Hoplites **8pts** 5/7 S2 Steady **0-18**

➤ Persian spears **6pts** 5/7 S1, Steady **0-20**

➤ Thracians **8pts** 5/7 shock, armour breaker (1) Impetuous, steady **0-6**

➤ Hillmen **7pts** 5/7 SI warband, Fast, Impetuous, Weak **0-8**

➤ Takabara **8pts** 6/8 AB1, Shock, Impetuous Weak **0-4**

## Missile

- Parthian horse archers **13pts** 6/8 Bow, LH Steady **0-4**
- Scythian horse archers **14pts** 5/7 Bow, LH, Steady **0-4**
- Cretan archers **15pts** 6/8, Bow (AB1), skirmishers, Solid **0-2**
- Archers **6pts** 6/8 Bow, Weak **0-12**
- Archers **9pts** 6/8, Bow, skirmishers, Steady **0-8**
- Slingers **8pts** 6/8, skirmishers, steady **0-6**
- Javelins **8pts** 6/8 skirmishers, Steady **0-6**

This list includes Sparabara, though, by the time of Alexanders invasion and the defeat of Darrius, the sparabara seems to have fallen out of favour. It is included here for use against the Hellenic Greek lists. The sparabara infantry are armed with S1, so if their line stays disciplined they are at -1 armour, the pavis (sparabara) gives an additional -2 armour, so unless an enemy can disorder the sparabara they will have an armour of 2/4 during melee.

The Bowmen are also included in the infantry list because they would form a 2<sup>nd</sup> and 3<sup>rd</sup> rank behind the sparabara (a 3<sup>rd</sup> rank of bowmen cannot shoot over intervening ranks, so they are there more to fill casualty gaps in the 2<sup>nd</sup> rank.