

ACHAEMENID PERSIAN EMPIRE

EARLY ACHAEMENID PERSIAN CONQUEST OF LYDIA AND BABYLONIA

Cyrus the Great 550BC to 530BC

Persian King of Kings Cyrus the Great C-in-C with JLS/B, in two or four-horse light chariot with "Irregular B" crew of unarmed driver, @ 80 points. 1 only.

PA standard to be carried by Kings cavalry bodyguard or in Kings chariot, @ 15 points. 1 only.

Sacred standard in four-white horse vehicle with non-combatant priests, @ 85 points. Up to 1
The S standard is a golden sun disc on a pole mounted in a sacred chariot. It does not influence Armenians, Kappadokians, Paphlagonians, Scythians, Greeks, Hillmen, Cretans, Thracians, Indians or elephant crews.

Extra to upgrade chariot model with Persian Applebearer Guard infantry "Regular A" HI, JLS, B, Sh, @ 27 points per (3) element permanently attached to chariot.

Persian Sub-General HC, JLS, @ 50 points. Up to 3.

Kings Guard cavalry "Regular B" HC, JLS, @ 27 points per 3 figure element. Up to 4 elements.
Extra to upgrade Guard cavalry to Kinsmen "Regular A" bodyguard, @ 6 points per element. All or none.

Persian and Median cavalry "Irregular B" HC, JLS, @ 21 points per 3 figure element. Min 6 to 12 elements.

Extra to give Guard, Persian and Median cavalry Sh, @ 6 points per element. All or none

Extra to give Guard, Persian and Median cavalry B, @ 3 points per element. All or none

Persian cavalry "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 12 elements.

Bactrians "Irregular C" LC, JLS, B, @ 10 points per 2 figure element. Up to 6 elements.

Skythians "Irregular C" LC, B, @ 8 points per 2 figure element. Up to 8 elements.

Persian Infantry

Persian Applebearer Guard infantry "Regular A" HI, JLS, B, Sh, @ 36 points per 4 figure element. Up to 4 elements.

Amrtaka - Immortal Guard infantry "Regular A" HI, JLS, B, Sh, @ 36 points per 4 figure element. Min 8 to 14 elements.

Persian or Median infantry "Irregular C" MI, JLS, B, Sh, @ 16 points per 4 figure element. Min 12 to 32 elements.

Extra to upgrade Persian or Median infantry to HI, @ 8 points per element. Any or all

Persian archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 6 elements.

Persian slingers "Irregular C" LI, S, Sh, @ 6 points per 2 figure element. Up to 6 elements.

Persian javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Up to 6 elements.

Subject peoples infantry

Paphlagonian, Pisidian, Cabelees, Moschi or Tibareni infantry "Irregular D" LMI, JLS, Sh, @ 6 points per 3 figure element. Up to 16 elements.

Bactrian infantry "Irregular C" LMI, JLS, B, @ 9 points per 3 figure element. Up to 12 elements.

Extra to give Bactrians Sh, @ 3 points per element. All or none.

Extra to upgrade any "Irregular D" infantry to "Irregular C", @ 3 points per element. Up to 10 elements.

Subject peoples light infantry

Mardian archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 6 elements.

Skythian infantry "Irregular D" LI, B, @ 2 points per 2 figure element. Up to 6 elements.

Mysian, Mares or Colchian infantry "Irregular D" LI, JLS, Sh, @ 4 points per 2 figure element. Up to 6 elements.

Carduchian infantry "Irregular D" LI, LB, @ 2 points per 2 figure element. Up to 6 elements.
Milyae infantry "Irregular D" LI, 1/2 unit JLS, other 1/2 B, @ 2 points per 2 figure element. Up to 6 elements.

Caspi, Paricanii and similar infantry "Irregular D" LI, B, @ 2 point per 2 figure element. Up to 6 elements.

*Extra to upgrade any "Irregular D" infantry except Arabs to "Irregular C", @ 2 points per element.
Up to 20 elements.*

Specials

Cyrus' Arab camelry "Irregular D" LCm, B, @ 8 points per 2 figure element. Up to 3 elements.

Cyrus' Persian camelry "Irregular C" HCm, 2 with B, JLS, @ 45 points per 3 figure element. Up to 4 elements.

Cyrus' Four-horse scythed heavy chariot with "Irregular A" crew of unarmed driver, @ 24 points per model. Up to 6 models.

Cyrus' mobile towers drawn by 4 oxen and manned by "Irregular C" crew of 5 with B, @ 105 points per model. Up to 3 models.

Up to 18 regular command factors.

Up to 30 irregular command factors.

EARLY ACHAEMENID PERSIAN CONQUEST OF EGYPT

Cambyses, son of Cyrus the Great, 529 BC to 522 BC

Persian King of Kings Cambyses, C-in-C with JLS, B, in two or four-horse light chariot with "Irregular B" crew of unarmed driver, @ 80 points. 1 only.

PA standard to be carried by Kings cavalry bodyguard or in Kings chariot, @ 15 points. 1 only.

Sacred standard in four-white horse vehicle with non-combatant priests, @ 85 points. Up to 1
The S standard is a golden sun disc on a pole mounted in a sacred chariot. It does not influence Armenians, Kappadokians, Paphlagonians, Scythians, Greeks, Egyptians, Hillmen, Cretans, Thracians, Indians or elephant crews.

Extra to upgrade chariot model with Persian Applebearer Guard infantry "Regular A" HI, JLS, B, Sh, @ 27 points per (3) element permanently attached to chariot.

Persian Sub-General HC, JLS, @ 50 points. Up to 3.

Kings Guard cavalry "Regular B" HC, JLS, @ 27 points per 3 figure element. Up to 4 elements.
Extra to upgrade Guard cavalry to Kinsmen "Regular A" bodyguard, @ 6 points per element. All or none.

Persian and Median cavalry "Irregular B" HC, JLS, @ 21 points per 3 figure element. Min 6 to 12 elements.

Extra to give Guard, Persian and Median cavalry Sh, @ 6 points per element. All or none

Extra to give Guard, Persian and Median cavalry B, @ 3 points per element. All or none

Persian cavalry "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 12 elements.

Bactrians "Irregular C" LC, JLS, B, @ 10 points per 2 figure element. Up to 6 elements.

Skythians "Irregular C" LC, B, @ 8 points per 2 figure element. Up to 8 elements.

Persian Infantry

Persian Applebearer Guard infantry "Regular A" HI, JLS, B, Sh, @ 36 points per 4 figure element. Up to 4 elements.

Amrtaka - Immortal Guard infantry "Regular A" HI, JLS, B, Sh, @ 36 points per 4 figure element. Min 8 to 14 elements.

Persian or Median infantry "Irregular C" MI, JLS, B, Sh, @ 16 points per 4 figure element. Min 12 to 32 elements.

Extra to upgrade Persian or Median infantry to HI, @ 8 points per element. Any or all

Persian archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 6 elements.

Persian slingers "Irregular C" LI, S, Sh, @ 6 points per 2 figure element. Up to 6 elements.

Persian javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Up to 6 elements.

Subject peoples infantry

Phoenician marines "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 10 elements.

Lycian marines "Irregular C" LHI, JLS, B, @ 15 points per 3 figure element. Up to 4 elements.

Assyrian and Chaldaean infantry "Regular D" MI, ½ unit JLS, Sh, @ 12 points per 4 figure element, other ½ B, @ 8 points per 4 figure element. Up to 6 elements.

Paphlagonian, Pisidian, Cabelees, Moschi or Tibareni infantry "Irregular D" LMI, JLS, Sh, @ 6 points per 3 figure element. Up to 16 elements.

Bactrian infantry "Irregular C" LMI, JLS, B, @ 9 points per 3 figure element. Up to 12 elements.

Extra to give Bactrians Sh, @ 3 points per element. All or none.

Extra to upgrade any "Irregular D" infantry to "Irregular C", @ 3 points per element. Up to 10 elements.

Subject peoples light infantry

Mardian archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 6 elements.

Skythian infantry "Irregular D" LI, B, @ 2 points per 2 figure element. Up to 6 elements.

Mysian, Mares or Colchian infantry "Irregular D" LI, JLS, Sh, @ 4 points per 2 figure element. Up to 6 elements.

Carduchian infantry "Irregular D" LI, LB, @ 2 points per 2 figure element. Up to 6 elements.

Milyae infantry "Irregular D" LI, 1/2 unit JLS, other 1/2 B, @ 2 points per 2 figure element. Up to 6 elements.

Caspi, Paricanii and similar infantry "Irregular D" LI, B, @ 2 point per 2 figure element. Up to 6 elements.

Extra to upgrade any "Irregular D" infantry to "Irregular C", @ 2 points per element. Up to 20 elements.

Arab allies

Minimums apply if any Arabs are used.

Arab Ally-General mounted on horse as LC, JLS, Sh, with standard bearer @ 60 points. 1 only.

Arab cavalry "Irregular D" LC, JLS, Sh, @ 12 points per 2 figure element. Min 3 to 6 elements.

Arab camelry "Irregular D" LCm, B, @ 8 points per 2 figure element. Min 3 to 24 elements.

Arab archers "Irregular D" LI, B, @ 2 points per 2 figure element. Min 4 to 16 elements.

Arab infantry "Irregular D" LI, B, @ 2 point per 2 figure element. Up to 36 elements.

Specials

Cyrus' Four-horse scythed heavy chariot with "Irregular A" crew of unarmed driver, @ 24 points per model. Up to 6 models.

Up to 18 regular command factors.

Up to 30 irregular command factors.

**EARLY ACHAEMENID PERSIAN IMPERIAL INVASIONS OF GREECE 521 BC to 465 BC
Darius I 521 BC to 486 BC and Xerxes I the Great 486BC to 465BC**

Persian King of Kings Darius I or Xerxes I, C-in-C with JLS, B, in two or four-horse light chariot with "Irregular B" crew of unarmed driver, @ 80 points. 1 only.

PA standard to be carried by Kings cavalry bodyguard or in Kings chariot, @ 15 points. Up to 1

Or

Persian Satrap CinC mounted on horse as EHC or HC, JLS, @ 70 points. 1 only.

Sacred standard in four-white horse vehicle with non-combatant priests, @ 85 points. Up to 1
The S standard is a golden sun disc on a pole mounted in a sacred chariot. It does not influence Armenians, Kappadokians, Paphlagonians, Scythians, Greeks, Egyptians, Hillmen, Cretans, Thracians, Indians or elephant crews.

Extra to upgrade chariot model with Persian Applebearer Guard infantry "Regular A" HI, JLS, B, Sh, @ 36 points per 4 figure element permanently attached to chariot. Up to 2 elements.

Persian Sub-General HC, JLS, @ 50 points. Up to 3.

Kings Guard cavalry "Regular B" HC, JLS, @ 27 points per 3 figure element. Up to 4 elements.

Extra to upgrade Guard cavalry to Kinsmen "Regular A" bodyguard, @ 6 points per element. All or none.

Persian and Median cavalry "Irregular B" HC, JLS, @ 21 points per 3 figure element. Min 6 to 12 elements.

Extra to give Guard, Persian and Median cavalry Sh, @ 2 points. All or none

Extra to give Guard, Persian and Median cavalry B, @ 3 points per element. All or none

Persian cavalry "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 12 elements.

Bactrians "Irregular C" LC, JLS, B, @ 10 points per 2 figure element. Up to 6 elements.

Scythians "Irregular C" LC, B, @ 8 points per 2 figure element. Up to 8 elements.

Indian cavalry "Irregular C" MC, JLS, Sh, @ 21 points per 3 figure element. Up to 3 elements.

Medizing Theban cavalry "Regular C" MC, JLS, @ 18 points per 3 figure element. Min 2 elements.

Extra to upgrade Theban cavalry to HC, @ 6 points per element. Any or all

Thessalian cavalry "Irregular D" LC, JLS, @ 6 points per 2 figure element. Min 6 elements.

Persian Infantry option 1

Persian Applebearer Guard infantry "Regular A" HI, JLS, B, Sh, @ 36 points per 4 figure element. 2 to 6 elements.

Amrtaka - Immortal Guard infantry "Regular A" HI, JLS, B, Sh, @ 36 points per 4 figure element. Min 8 to 14 elements.

Persian or Median infantry "Irregular C" MI, JLS, B, Sh, @ 16 points per 4 figure element. Min 12 to 32 elements.

Extra to upgrade Persian or Median infantry to HI, @ 8 points per element. Any or all

OR

Persian Infantry option 2

Persian Applebearer Guard infantry "Regular A" HI, JLS, B, Sh, @ 36 points per 4 figure element. Min 2 to 6 elements.

Amrtaka - Immortal Guard infantry 1st Rank "Regular A" HI, JLS, B, Sparabara, @ 36 points per 4 figure element. Min 3 to 9 elements.

Amrtaka - Immortal Guard infantry 2nd Rank "Regular A" HI, JLS, B, @ 32 points per 4 figure element. Min 3 to 9 elements.

Persian or Median infantry 1st Rank "Irregular C" MI, JLS, Sparabara, @ 16 points per 4 figure element. Min 6 to 16 elements.

Persian or Median infantry 2nd Rank "Irregular C" MI, B, @ 15 points per 4 figure element. Min 6 to

16 elements.

Extra to upgrade Persian or Median infantry to HI, @ 8 points per element. Any or all

Note – there must be an equal number of 1st and 2nd rank elements per unit.

Persian archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 8 elements.

Persian slingers "Irregular C" LI, S, Sh, @ 6 points per 2 figure element. Up to 8 elements.

Persian javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Up to 8 elements.

Subject peoples heavy and medium infantry

Carian spearmen "Irregular D" MI, LTS, Sh, @ 12 points per 4 figure element. Up to 8 elements.

Lydian and Medizing-Greek hoplites "Regular D" HI, LTS, Sh, @ 20 points per 4 figure element. Min 6 to 12 elements.

Medizing Theban hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Min 6 elements.

Indian infantry "Irregular D" MI, LB, 2HCW, @ 8 points per 4 figure element. Up to 4 elements.

*Marked minimums * apply only if any Medizing Greeks are used.*

Subject peoples tribal infantry

Thracians "Irregular C" LMI, all JLS, Sh, or ½ LTS, Sh, @ 9 points per 3 figure element. Up to 8 elements.

Phoenician marines "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 10 elements.

Lycian marines "Irregular C" LHI, JLS, B, @ 15 points per 3 figure element. Up to 4 elements.

Egyptian marines "Regular D" LMI, LTS or 2HCW, Sh, @ 9 points per (3) element. Up to 8 elements.

Assyrian and Chaldaean infantry "Regular D" MI, 1/2 unit JLS, Sh, @ 12 points per 4 figure element, other ½ B, @ 8 points per 4 figure element. Up to 6 elements.

Paphlagonian, Pisidian, Cabelees, Moschi or Tibareni infantry "Irregular D" LMI, JLS, Sh, @ 6 points per 3 figure element. Up to 16 elements.

Bactrian infantry "Irregular C" LMI, JLS, B, @ 9 points per 3 figure element. Up to 12 elements.

Extra to give Bactrians Sh, @ 3 points per element. All or none.

Extra to upgrade any "Irregular D" infantry to "Irregular C", @ 3 points per element. Up to 10 elements.

Subject peoples light infantry

Mardian archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 6 elements.

Scythian infantry "Irregular D" LI, B, @ 2 points per 2 figure element. Up to 6 elements.

Mysian, Mares or Colchian infantry "Irregular D" LI, JLS, Sh, @ 4 points per 2 figure element. Up to 6 elements.

East Ethiopian infantry "Irregular D" LI, B, Sh, @ 4 points per 2 figure element. Up to 6 elements.

Carduchian infantry "Irregular D" LI, LB, @ 2 points per 2 figure element. Up to 6 elements.

Milyae infantry "Irregular D" LI, 1/2 unit JLS, other 1/2 B, @ 2 points per 2 figure element. Up to 6 elements.

Ethiopian infantry "Irregular D" LI, JLS, B, @ 4 points per 2 figure element. Up to 6 elements.

Arab, Caspi, Paricanii and similar infantry "Irregular D" LI, B, @ 2 point per 2 figure element. Up to 6 elements.

Libyan infantry "Irregular D" LI, JLS, @ 2 points per 2 figure element. Up to 6 elements.

Extra to upgrade any "Irregular D" infantry except Arabs to "Irregular C", @ 2 points per element. Up to 20 elements.

Specials

Arab camelry "Irregular D" LCm, B, @ 8 points per 2 figure element. Up to 3 elements.

Indian two-horse heavy chariot with "Irregular B" crew of driver with JLS and 2 with LB, @ 30 points per model. Up to 1 model.

Libyan four-horse light chariot with "Irregular C" crew of unarmed driver and I with JLS, @ 19 points per model. Up to 2 models.

Extra to upgrade Libyan chariot to heavy chariot by adding 1 with JLS, @ 5 points per element. All or none

Four-horse scythed heavy chariot with "Irregular A" crew of unarmed driver, @ 24 points per model.

Up to 6 models.

Up to 12 regular command factors.

Up to 30 irregular command factors.

LATER ACHAEMENID PERSIAN IMPERIAL CIVIL WARS 464 BC to 358 BC
Artaxerxes I Longimanus, 464 BC to 424 BC, Sogdianus I, 424 BC to 423 BC, Darius II Nothus, 423 BC to 404 BC
Artaxerxes II Memnon, 404 BC to 358 BC

Persian King of Kings Artaxerxes II Memnon, C-in-C with JLS/B, in two or four-horse light chariot with "Irregular B" crew of unarmed driver, @ 80 points. 1 only.

PA standard to be carried by Kings cavalry bodyguard or in Kings chariot, @ 15 points. Up to 1
Or

Persian Satrap CinC mounted on horse as EHC or HC, JLS, @ 70 points. 1 only.

Sacred standard in four-white horse vehicle with non-combatant priests, @ 85 points. Up to 1
The S standard is a golden sun disc on a pole mounted in a sacred chariot. It does not influence Armenians, Kappadokians, Paphlagonians, Scythians, Greeks, Egyptians, Hillmen, Cretans, Thracians, Indians or elephant crews.

Extra to upgrade chariot model with Persian Applebearer Guard infantry "Regular A" HI, JLS, B, Sh, @ 36 points per 4 figure element permanently attached to chariot. Up to 2 elements.

Persian Sub-General HC, JLS, @ 50 points. Up to 3.

Kings Guard cavalry "Regular B" HC, JLS, @ 27 points per 3 figure element. Up to 4 elements.
Extra to upgrade Guard cavalry to Kinsmen "Regular A" bodyguard, @ 6 points per element. All or none.

Persian and Median cavalry "Irregular B" HC, JLS, @ 21 points per 3 figure element. Min 6 to 12 elements.

Persian cavalry "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 12 elements.

Bactrians "Irregular C" LC, JLS, B, @ 10 points per 2 figure element. Up to 6 elements.

Scythians "Irregular C" LC, B, @ 8 points per 2 figure element. Up to 8 elements.

Indian cavalry "Irregular C" MC, JLS, Sh, @ 21 points per 3 figure element. Up to 3 elements.

Persian Infantry

Persian Applebearer Guard infantry "Regular A" HI, JLS, B, Sh, @ 36 points per 4 figure element. Min 2 to 6 elements.

Persian or Median infantry 1st Rank "Irregular C" MI, JLS, Sparabara, @ 16 points per 4 figure element. Min 6 to 16 elements.

Persian or Median infantry 2nd Rank "Irregular C" MI, B, @ 15 points per 4 figure element. Min 6 to 16 elements.

Extra to upgrade Persian or Median infantry to HI, @ 8 points per element. Any or all

Note – there must be an equal number of 1st and 2nd rank elements per unit.

OR

Persian Kardakes "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 42 elements.

Extra to give Kardakes B in addition, @ 3 points per element. All or none

Extra to upgrade Royal Kardakes to "Irregular B" 3 points per element. Up to 8 elements.

Sparabara infantry and Kardakes cannot be used together.

Persian archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 8 elements.

Persian slingers "Irregular C" LI, S, Sh, @ 6 points per 2 figure element. Up to 8 elements.

Persian javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Up to 8 elements.

Subject peoples tribal infantry

Indian infantry "Irregular D" MI, LB, 2HCW, @ 8 points per 4 figure element. Up to 4 elements.

Thracians "Irregular C" LMI, all JLS, Sh, or ½ LTS, Sh, @ 9 points per 3 figure element. Up to 8 elements.

Phoenician marines "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 10 elements.

Lycian marines "Irregular C" LHI, JLS, B, @ 15 points per 3 figure element. Up to 4 elements.

Carian spearmen "Irregular D" MI, LTS, Sh, @ 12 points per 4 figure element. Up to 16 elements.
Assyrian and Chaldaean infantry "Regular D" MI, 1/2 unit JLS, Sh, @ 12 points per 4 figure element, other 1/2 B, @ 8 points per 4 figure element. Up to 6 elements.
Paphlagonian, Pisidian, Cabelees, Moschi or Tibareni infantry "Irregular D" LMI, JLS, Sh, @ 6 points per 3 figure element. Up to 16 elements.
Bactrian infantry "Irregular C" LMI, JLS, B, @ 9 points per 3 figure element. Up to 12 elements.
Extra to give Bactrians Sh, @ 3 points per element. All or none.
Extra to upgrade any "Irregular D" infantry to "Irregular C", @ 3 points per element. Up to 10 elements.

Subject peoples light infantry

Mardian archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 6 elements.
Scythian infantry "Irregular D" LI, B, @ 2 points per 2 figure element. Up to 6 elements.
Mysian, Mares or Colchian infantry "Irregular D" LI, JLS, Sh, @ 4 points per 2 figure element. Up to 6 elements.
Carduchian infantry "Irregular D" LI, LB, @ 2 points per 2 figure element. Up to 6 elements.
Milyae infantry "Irregular D" LI, 1/2 unit JLS, other 1/2 B, @ 2 points per 2 figure element. Up to 6 elements.
Arab, Caspi, Paricanii and similar infantry "Irregular D" LI, B, @ 2 point per 2 figure element. Up to 6 elements.
Extra to upgrade any "Irregular D" infantry except Arabs to "Irregular C", @ 2 points per element. Up to 20 elements.

Specials

Arab camelry "Irregular D" LCm, B, @ 8 points per 2 figure element. Up to 3 elements.
Indian two-horse heavy chariot with "Irregular B" crew of driver with JLS and 2 with LB, @ 30 points per model. Up to 1 model.
Four-horse scythed heavy chariot with "Irregular A" crew of unarmed driver, @ 24 points per model. Up to 6 models.

Up to 12 regular command factors.

Up to 30 irregular command factors.

LATER ACHAEMENID PERSIAN REBEL SATRAP 401 BC

Persian rebel Satrap Cyrus, CinC mounted on horse EHC or HC, JLS, with standard bearer @ 70 points. 1 only.

PA standard to be carried by cavalry bodyguard @ 15 points. Up to 1

Persian rebel Ally-General HC, JLS, with standard bearer @ 60 points. Up to 3.

Rebel guard cavalry "Irregular A" EHC, JLS, @ 30 points per 3 figure element. Up to 4 elements.

Satrapal Guard cavalry "Irregular B" HC, JLS, @ 21 points per 3 figure element. Up to 4 elements.

Persian cavalry "Irregular C" HC, JLS, @ 18 points per 3 figure element. Min 8 to 20 elements.

Persian cavalry "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 15 elements.

Armenians and Kappadokians "Irregular B" EHC, JLS, @ 27 points per 3 figure element. Min 6 elements.

Paphlagonians, Arachosians and similar "Irregular C" LC, JLS, @ 8 points per 2 figure element. Min 8 elements.

Persian Kardakes "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 36 elements.

Extra to give Kardakes B in addition, @ 3 points per element. All or none

Persian archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 8 elements.

Persian slingers "Irregular C" LI, S, Sh, @ 6 points per 2 figure element. Up to 8 elements.

Persian javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Up to 8 elements.

Mercenaries

Mercenary Greek Sub-General HC, JLS, @ 50 points. 1 only.

Greek mercenary hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Min 8 to 16 elements.

Greek mercenary peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Min 3 to 6 elements.

Cretan mercenary archers "Regular C" LI, B, @ 6 points per 2 figure element. Min 4 elements.

Extra to give Cretans Sh, @ 1 point. Any or all

Thracians and Bithynian's "Irregular C" LMI, all JLS, Sh, or ½ LTS, Sh, @ 9 points per 3 figure element. Up to 12 elements.

Subjects

Carian spearmen "Irregular D" MI, LTS, Sh, @ 12 points per 4 figure element. Up to 16 elements.

Egyptian spearmen "Regular D" MI, LTS, Sh, @ 16 points per 4 figure element. Up to 16 elements.

Ionian hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Up to 8 elements.

Hillmen "Irregular C" LMI, JLS or LTS, @ 9 points per 3 figure element. Up to 8 elements.

Mardian archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 8 elements.

Specials

Heavy bolt-shooters with "Regular C" crew of 3, @ 30 points per model. Up to 4 models.

Four-horse scythed heavy chariot with "Irregular A" crew of unarmed driver, @ 24 points per model. Up to 6 models.

Elephant with "Irregular C" crew astride of Indian driver with JLS and either 2 Indians with JLS or LB or 2 Persians with B, @ 45 points per model. Up to 1 model.

Subject levy and camp servants "Irregular D" LMI. Half each unit JLS, Sh, @ 6 points per 3 figure element, a quarter S, @ 3 points per 3 figure element, remaining quarter B, @ 3 points per 3 figure element. Up to 64 elements.

Up to 12 regular command factors.

Up to 30 irregular command factors.

LATER ACHAEMENID PERSIAN IMPERIAL INSURRECTION

Artaxerxes III Ochus, 358 BC to 338 BC

Persian King of Kings, Artaxerxes III Ochus, C-in-C with JLS, B, in two or four-horse light chariot with "Irregular B" crew of unarmed driver, @ 80 points. 1 only.

PA standard to be carried by Kings cavalry bodyguard or in Kings chariot, @ 15 points. 1 only.

Or

Persian Satrap CinC mounted on horse EHC or HC, JLS, with standard bearer @ 70 points. 1 only.

Sacred standard in four-white horse vehicle with non-combatant priests, @ 85 points. Up to 1
The S standard is a golden sun disc on a pole mounted in a sacred chariot. It does not influence Armenians, Kappadokians, Paphlagonians, Skythians, Greeks, Egyptians, Hillmen, Cretans, Thracians, Indians or elephant crews.

Extra to upgrade chariot model with Persian Applebearer Guard infantry "Regular A" HI, JLS, B, Sh, @ 36 points per 4 figure element permanently attached to chariot. Up to 2 elements.

Persian Sub-General HC, JLS, @ 50 points. Up to 3.

Kings Guard cavalry "Regular B" HC, JLS, or L, @ 27 points per 3 figure element. Up to 4 elements.
Extra to upgrade Guard cavalry to Kinsmen "Regular A" bodyguard, @ 6 points per element. All or none.

OR

Satrapal Guard cavalry "Irregular B" HC, JLS, or L, @ 21 points per 3 figure element. Up to 4 elements.

Persian cavalry "Irregular C" HC, JLS, @ 18 points per 3 figure element. Min 8 to 20 elements.

Persian cavalry "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 15 elements.

Armenians and Kappadokians "Irregular B" EHC, JLS, @ 27 points per 3 figure element. Up to 6 elements.

Paphlagonians, Arachosians and similar "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 8 elements.

Bactrians "Irregular B" EHC, JLS, B, @ 30 points per 3 figure element. Up to 6 elements.

Bactrians "Irregular C" LC, JLS, B, @ 10 points per 2 figure element. Up to 15 elements.

Skythians "Irregular B" EHC, JLS, B, @ 30 points per 3 figure element. Up to 6 elements.

Skythians and Parthians "Irregular C" LC, B, @ 8 points per 2 figure element. Up to 20 elements.

Indian cavalry "Irregular C" MC, JLS, Sh, @ 21 points per 3 figure element. Up to 4 elements.

Persian Applebearer Guard infantry "Regular B" HI, JLS, B, Sh, @ 32 points per (4) element. 2 to 6 elements.

Persian Kardakes "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 42 elements.

Extra to give Kardakes B in addition, @ 3 points per element. All or none

Extra to upgrade Royal Kardakes to "Irregular B" 3 points per element. Up to 8 elements.

Persian archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 8 elements.

Persian slingers "Irregular C" LI, S, Sh, @ 6 points per 2 figure element. Up to 8 elements.

Persian javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Up to 8 elements.

Greek Mercenaries

A Mercenary sub-general must be used for each nationality of Greeks fielded.

Mercenary Theban Greek Sub-General, Locrates, HI, LTS, Sh, @ 50 points. 1 only.

Mercenary Theban hoplites "Regular B" HI, LTS, Sh, @ 28 points per 4 figure element. Min 3 elements.

Cretan mercenary archers "Regular C" LI, B, @ 6 points per 2 figure element. Up to 6 elements.

Extra to give Cretans Sh, @ 1 point. Any or all

Mercenary Argive Greek Sub-General, Nicostratus, MI, LTS, Sh, @ 50 points. 1 only.

Mercenary Argive hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Up to 9 elements.

Mercenary Greek Sub-General, Mentor of Rhodes, MI, LTS, Sh, @ 50 points. 1 only.

Æolian, Ionian, and Dorian Greek mercenary hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Up to 18 elements.

Subject peoples tribal infantry

Carian hoplites "Irregular D" MI, LTS, Sh, @ 12 points per 4 figure element. Up to 16 elements.

Indian infantry "Irregular D" MI, LB, 2HCW, @ 8 points per 4 figure element. Up to 4 elements.

Thracians "Irregular C" LMI, all JLS, Sh, or ½ LTS, Sh, @ 9 points per 3 figure element. Up to 8 elements.

Lycian marines "Irregular C" LHI, JLS, B, @ 15 points per 3 figure element. Up to 4 elements.

Assyrian and Chaldaean infantry "Regular D" MI, 1/2 unit JLS, Sh, @ 12 points per 4 figure element, other ½ B, @ 8 points per 4 figure element. Up to 12 elements.

Paphlagonian, Pisidian, Cabelees, Moschi or Tibareni infantry "Irregular D" LMI, JLS, Sh, @ 6 points per 3 figure element. Up to 16 elements.

Bactrian infantry "Irregular C" LMI, JLS, B, @ 9 points per 3 figure element. Up to 12 elements.

Extra to give Bactrians Sh, @ 3 points per element. All or none.

Extra to upgrade any "Irregular D" infantry to "Irregular C", @ 3 points per element. Up to 10 elements.

Subject peoples light infantry

Mardian archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 6 elements.

Scythian infantry "Irregular D" LI, B, @ 2 points per 2 figure element. Up to 6 elements.

Mysian, Mares or Colchian infantry "Irregular D" LI, JLS, Sh, @ 4 points per 2 figure element. Up to 6 elements.

Carduchian infantry "Irregular D" LI, LB, @ 2 points per 2 figure element. Up to 6 elements.

Milyae infantry "Irregular D" LI, 1/2 unit JLS, other 1/2 B, @ 2 points per 2 figure element. Up to 6 elements.

Arab, Caspi, Paricanii and similar infantry "Irregular D" LI, B, @ 2 point per 2 figure element. Up to 6 elements.

Extra to upgrade any "Irregular D" infantry except Arabs to "Irregular C", @ 2 points per element. Up to 20 elements.

Specials

Heavy bolt-shooters with "Regular C" crew of 3, @ 30 points per model. Up to 4 models.

Four-horse scythed heavy chariot with "Irregular A" crew of unarmed driver, @ 24 points per model. Up to 6 models.

Elephant with "Irregular C" crew astride of Indian driver with JLS and either 2 Indians with JLS or LB or 2 Persians with B, @ 45 points per model. Up to 1 model.

Subject levy and camp servants "Irregular D" LMI. Half each unit JLS, Sh, @ 6 points per element, a quarter S, @ 3 points per element, remaining quarter B, @ 3 points per element. Up to 64 elements.

Up to 12 regular command factors.

Up to 30 irregular command factors.

LATER ACHAEMENID PERSIAN IMPERIAL AGAINST ALEXANDER

Artaxerxes IV, 338 BC to 336 BC

Darius III 336 BC to 330 BC

Persian King of Kings, Darius III, C-in-C with JLS/B, in two or four-horse light chariot with "Irregular B" crew of unarmed driver, @ 80 points. 1 only.

PA standard to be carried by Kings cavalry bodyguard or in Kings chariot, @ 15 points. 1 only.

Or

Persian Satrap CinC mounted on horse EHC or HC, JLS, with standard bearer @ 70 points. 1 only.

Sacred standard in four-white horse vehicle with non-combatant priests, @ 85 points. Up to 1
The S standard is a golden sun disc on a pole mounted in a sacred chariot. It does not influence Armenians, Kappadokians, Paphlagonians, Skythians, Greeks, Egyptians, Hillmen, Cretans, Thracians, Indians or elephant crews.

Extra to upgrade chariot model with Persian Applebearer Guard infantry "Regular A" HI, JLS, B, Sh, @ 27 points per (3) element permanently attached to chariot.

Persian Sub-General HC, JLS, @ 50 points. Up to 3.

Kings Guard cavalry "Regular B" HC, JLS, or L, @ 27 points per 3 figure element. Up to 4 elements.
Extra to upgrade Guard cavalry to Kinsmen "Regular A" bodyguard, @ 6 points per element. All or none.

OR

Satrapal Guard cavalry "Irregular B" HC, JLS, or L, @ 21 points per 3 figure element. Up to 4 elements.

Persian cavalry "Irregular C" HC, JLS, @ 18 points per 3 figure element. Min 8 to 20 elements.

Persian cavalry "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 15 elements.

Armenians and Kappadokians "Irregular B" EHC, JLS, @ 27 points per 3 figure element. Up to 6 elements.

Paphlagonians, Arachosians and similar "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 8 elements.

Bactrians "Irregular B" EHC, JLS, B, @ 30 points per 3 figure element. Up to 6 elements.

Bactrians "Irregular C" LC, JLS, B, @ 10 points per 2 figure element. Up to 15 elements.

Skythians "Irregular B" EHC, JLS, B, @ 30 points per 3 figure element. Up to 6 elements.

Skythians and Parthians "Irregular C" LC, B, @ 8 points per 2 figure element. Up to 20 elements.

Indian cavalry "Irregular C" MC, JLS, Sh, @ 21 points per 3 figure element. Up to 4 elements.

Persian Applebearer Guard infantry "Regular B" HI, JLS, B, Sh, @ 32 points per (4) element. 2 to 6 elements.

Persian Kardakes "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 42 elements.

Extra to give Kardakes B in addition, @ 3 points per element. All or none

Extra to upgrade Royal Kardakes to "Irregular B" 3 points per element. Up to 8 elements.

Persian archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 8 elements.

Persian slingers "Irregular C" LI, S, Sh, @ 6 points per 2 figure element. Up to 8 elements.

Persian javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Up to 8 elements.

Mercenary Greek Sub-General HC, JLS, @ 50 points. 1 only.

Greek mercenary hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Up to 16 elements.

Greek mercenary peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Up to 6 elements.

Cretan mercenary archers "Regular C" LI, B, @ 6 points per 2 figure element. Up to 4 elements.

Extra to give Cretans Sh, @ 1 point. Any or all

Egyptians, Carians or Ionian hoplites "Regular D" MI, LTS, Sh, @ 12 points per 4 figure element. Up to 16 elements.

Hillmen "Irregular C" LMI, JLS or LTS, @ 9 points per 3 figure element. Up to 8 elements.

Thracians "Irregular C" LMI, all JLS, Sh, or ½ LTS, Sh, @ 9 points per 3 figure element. Up to 8 elements.

Phoenician marines "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 10 elements.

Mardian archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 8 elements.

Bactrian infantry "Irregular C" LMI, JLS, B, @ 9 points per 3 figure element. Up to 12 elements.

Extra to give Bactrians Sh, @ 3 points per element. All or none.

Specials

Heavy bolt-shooters with "Regular C" crew of 3, @ 30 points per model. Up to 4 models.

Four-horse scythed heavy chariot with "Irregular A" crew of unarmed driver, @ 24 points per model. Up to 6 models.

Elephant with "Irregular C" crew astride of Indian driver with JLS and either 2 Indians with JLS or LB or 2 Persians with B, @ 45 points per model. Up to 1 model.

Subject levy and camp servants "Irregular D" LMI. Half each unit JLS, Sh, @ 6 points per element, a quarter S, @ 3 points per element, remaining quarter B, @ 3 points per element. Up to 64 elements.

Up to 12 regular command factors.

Up to 30 irregular command factors.

LATER ACHAEMENID PERSIAN-BACTRIAN LAST STAND 330 BC – 329 BC

Persian Satrap Bessus “Artaxerxes V”, CinC mounted on horse as HC, JLS, with standard bearer @ 70 points. 1 only.

PA standard to be carried by cavalry bodyguard @ 15 points. Up to 1

Bactrian or Sogdian Ally-General HC, JLS, with standard bearer @ 60 points. Up to 3.

Satrapal Guard cavalry "Irregular B" HC, JLS, @ 21 points per 3 figure element. Up to 4 elements.

Persian cavalry "Irregular C" HC, JLS, @ 18 points per 3 figure element. Min 4 to 12 elements.

Arachosian cavalry "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 8 elements.

Bactrian and Sogdian nobles "Irregular B" EHC, JLS, B, @ 30 points per 3 figure element. Min 6 to 12 elements.

Bactrians "Irregular C" LC, JLS, B, @ 10 points per 2 figure element. Up to 30 elements.

Persian Kardakes "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 24 elements.

Extra to give Kardakes B in addition, @ 3 points per element. All or none

Bactrian and Sogdian infantry "Irregular C" LMI, JLS, B, @ 9 points per 3 figure element. Up to 46 elements.

Extra to give Bactrians Sh, @ 3 points per element. All or none.

Bactrian and Sogdian archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 8 elements.

Bactrian and Sogdian slingers "Irregular C" LI, S, Sh, @ 6 points per 2 figure element. Up to 8 elements.

Bactrian and Sogdian javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Up to 12 elements.

Scythian allies

Scythian ally general mounted on horse as HC or EHC, JLS, B, Sh, with standard bearer @ 60 points. 1 only.

Scythians "Irregular B" EHC, JLS, B, @ 30 points per 3 figure element. Up to 6 elements.

Scythians and Parthians "Irregular C" LC, B, @ 8 points per 2 figure element. Up to 40 elements.

Specials

Heavy bolt-shooters with "Regular C" crew of 3, @ 30 points per model. Up to 2 models.

Four-horse scythed heavy chariot with "Irregular A" crew of unarmed driver, @ 24 points per model. Up to 6 models.

Up to 12 regular command factors.

Up to 30 irregular command factors.