

— FIELD of — GLORY

ARMY LISTS — BOOK 2



IMPERIAL ROME TO THE LATER DARK AGES

FIELD OF GLORY

Army Lists - Book 2

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INTRODUCTION

Field of Glory is a historical miniature tabletop wargaming rules system for anyone interested in recreating the battles of the ancient and medieval eras. This companion is designed to be used alongside the *Field of Glory* rulebook and covers the better-known armies of the world from the Early Bronze and Iron Ages until the end of the Republican Roman period in 25 BC.

This is a period of great variety, with many different, colourful troop types vying for tactical dominance. Each army has its own special character, making this one of the most fascinating periods of military history for the wargamer to explore.

The lists in this book have been fully updated to make them compatible with the changes introduced in *Field of Glory* Version 3. They should be used as replacements for those lists published in earlier books such as "Swifter than Eagles", "Immortal Fire" and "Rise of Rome", and will also replace some of the earlier lists in "Empires of the Dragon" and "Lost Scrolls".

As you look at each army, you will find the following sections:

- Brief **Historical notes** on the army, its wars, its famous generals, weapons and/or troop types.
- Instruction for building a **customised army** using our points system.
- A table with a full list of **compulsory** and **optional** troops.
- A separate table for each of the main armies to be used when the army is only represented as an **ally** to another nation's army.
Note that all armies have an allied list even if that army never provided such a contingent. This is so that players can use non-historical armies and alliances as part of a campaign or a special what-if scenario. They should not be used in other circumstances.
- A number of **allied lists** for those nations that only ever fought as a separate contingent under another nation's command.

How to use the lists

To give balanced games, armies can be selected using the points system. The more effective the troops, the more each base costs in points. The maximum points for an army will usually be set at between 600 and 800 points for a singles game for 2 to 4 hours play. We recommend 800 points for 15mm singles tournament games (650 points for 25mm) and 1000 points for 15mm doubles games.

The army lists specify which troops can be used in a particular army. No other troops can be used. The number of bases of each type in the army must conform to the specified minima and maxima. Troops that have restrictions on when they can be used cannot be used with troops with a conflicting restriction. For example, troops that can only be used "before 2500 BC" cannot be used with troops that can only be used "from 2500 BC". All special instructions applying to an army list must be adhered to. These also apply to allied contingents supplied by the army.

All armies must have a C-in-C and at least one other commander. No army can have more than 4 commanders in total, including C-in-C, sub-commanders and ally commanders.

All armies must have a supply camp. This is free unless fortified. A fortified camp can only be used if specified in the army list. Field fortifications and portable defences can only be used if specified in the army list.

Allied contingents can only be used if specified in the army list. Most allied contingents have their own allied contingent list, to which they must conform unless the main army's list specifies otherwise.

Battle Groups

All troops are organized into battle groups. Commanders, supply camps and field fortifications are not troops and are not assigned to battle groups. Portable defences are not troops, but are assigned to specific battle groups.

Battle groups must obey the following restrictions:

- The number of bases in a battle group must correspond to the range specified in the army list.
- Each battle group must initially comprise an even number of bases. The only exceptions to this rule are:
 - Battle groups, whose army list specifies them as 2/3 of one type and 1/3 of another, can comprise 9 bases if this is within the battle group size range specified by the list.
 - Battle groups of elephants, [heavy chariots](#), [scythed chariots](#) and knights may be of 3 bases - only if their army list specifies that as an option.
- A battle group can only include troops from one line in a list, unless the list specifies a mixed formation by specifying fractions of the battle group to be of types from two lines. e.g., 2/3 spearmen, 1/3 archers.
- All troops in a battle group must be of the same quality and training. When a choice of quality or training is given in a list, this allows battle groups to differ from each other. It does not permit variety within a battle group.
- Unless specifically stated otherwise in an army list, all troops in a battle group must be of the same armour class. When a choice of armour class is given in a list, this allows battle groups to differ from each other. It does not permit variety within a battle group.

Examples

Here are sections of some actual army lists, which will help us to explain the basics and some special features. The lists specify the following items for each historical type included in the army:

- Troop Type - comprising Type, Armour, Quality and Training.
- Capabilities – comprising Shooting and Close Combat capabilities.
- Points cost per base.
- Minimum and maximum number of bases in each battle group.
- Minimum and maximum number of bases in the army.

Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Asvaran	Before 489 AD	Cataphracts	Heavily armoured	Elite	Undrilled	-	Lancers, Swordsmen	22	4	0-4	
				Superior				19			
		Cataphracts	Heavily Armoured	Average	Undrilled	Bow	Swordsmen	16	4-6	0-24	
								Cavalry			
	From 489 AD to 628 AD	Cataphracts	Heavily armoured	Superior	Undrilled	-	Lancers, Swordsmen	19	4-6	0-8	
				Cavalry				Armoured			
		Average	Undrilled		Bow	Swordsmen	14		4-6	8-48	
		From 629 AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-12
	Average				14				12-48		

Special features of the above example:

- Asvaran can be used during any of 3 periods by date. These are: before 489AD, between 489AD and 628AD and from 629AD until the empire ended.
- They must be organized in battle groups of 4 or 6 bases except for the Elite Cataphracts in the period before 489AD which must only be 4 bases strong.
- At least 16 bases of Asvaran must be chosen, 12 of which are pre-determined in each period.
- During the period before 489AD the Asvaran MUST include 4 superior cataphracts and 8 average Cavalry. They may choose an additional 36 bases (up to a maximum of 48 bases in total) but must not exceed the totals of each troop type permitted in the left hand 'Total Bases' column.
- Similar restrictions apply to the other 2 periods.

Foot warriors	Before 638 AD	Heavy Foot	Protected	Superior	Undrilled	-	Offensive Spearmen	10	2/3 or all	8-9	24-84
	From 638 AD										12-48
Supporting archers		Light Foot	Unprotected	Superior	Undrilled	Bow	-	7	1/3 or 0		0-24

Special features:

- Foot Warrior battle groups can either be entirely of Heavy Foot Offensive Spearmen, or can have 2/3 of their bases as Heavy Foot Offensive Spearmen and 1/3 as Light Foot with Bow.
- If entirely of Heavy Foot they must be organized in battle groups of 6 or 8 bases (as 9 base battle groups are not allowed if entirely Heavy Foot).
- If 2/3 Heavy Foot, 1/3 Light Foot, they must be organized in battle groups of 6 or 9 bases – they cannot be 8 bases strong as it is not possible for 1/3 of the bases to be Light Foot in this case.

Kavallarioi	Any date	Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6	8-24
	Only from 550 AD	Cavalry	Armoured	Average	Drilled	Bow	Light Spear Swordsmen	16		
Update kavallarioi to veteran	Any date	Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	20	4-6	Up to 1/3 of bases
	Only from 550 AD	Cavalry	Armoured	Average	Drilled	Bow	Light Spear Swordsmen	21		

Special features:

- Kavallarioi are normally selected as Average, however, up to 1/3 of them may be upgraded to Superior.
- In this example, 8 bases of average Kavallarioi must be purchased before a single minimum size BG of 4 bases of superiors (1/3 of 12) can be purchased.

Dacian or Carpi

The ancient region of Dacia corresponded to modern Romania and Moldova, with parts of Bulgaria, Hungary and the Ukraine. From 85 to 106 AD the Romans fought a series of wars against the Dacians, resulting in the eventual conquest of the Kingdom by the Emperor Trajan. This conquest is commemorated in detail on Trajan's Column in Rome and also on the Tropaeum Traiani at Adamclisi, Romania. This list covers Dacian armies from the 1st Century BC until the Roman conquest in 106 AD, and the remnant Carpi from then until the late 4th century.

Troop Notes

The falx had a curved blade attached to a shaft, the sharp edge being on the concave side of the blade. It came in one-handed and two-handed versions. The one handed-version was used instead of a normal sword. We assume that those using the murderous two-handed falx must have been something of an elite, dispensing with the protection of a shield to create mayhem and fear amongst their enemies. They may or may not have formed up in separate units from other warriors. A battle group graded as falxmen is assumed to have a high proportion of two-handed falxmen.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cavalry.

Dacian or Carpi											
Territory Types: Agricultural, Hilly, Woodlands, Mountains											
C-in-C		Inspired Commander/Field Commander/Troop Commander					80/40/30	1			
Sub-commanders		Field Commander					50	0-2			
		Troop Commander					35	0-3			
Troop name		Troop Type			Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting					Close Combat
Core Troops											
Dacian, Carpi or Bastarnae falxmen		Medium Foot	Protected	Superior	Undrilled	-	Impact Foot, Heavy Weapon	11	6-8	6-24	
Dacian or Carpi warriors		Medium Foot	Protected	Average	Undrilled	-	Impact Foot, Swordsmen	7	8-12	24-96	
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12	6-24
		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-24	
Optional Troops											
Cavalry		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-6	
		Cavalry	Protected					8			
Skirmishing javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-8	
Bastarnae cavalry	Only before 107AD	Cavalry	Protected	Superior	Undrilled	-	Light Spear, Swordsmen	13	4	0-4	
Captured Roman bolt-shooters	Only before 107AD	Light Artillery	-	Average	Undrilled	Light Artillery	-	15	2	0-2	
		Heavy Artillery						20			
Allies											
Sarmatian allies (only before 107 AD) – see List Book 1: Sarmatian list											

Dacian or Carpi Allies									
Allied commander	Field Commander/Troop Commander					30/20	1		
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Dacian, Carpi or Bastarnae falxmen	Medium Foot	Protected	Superior	Undrilled	-	Impact Foot, Heavy Weapon	11	6-8	0-12
Dacian or Carpi warriors	Medium Foot	Protected	Average	Undrilled	-	Impact Foot, Swordsmen	7	8-12	12-36
Archers	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12

Principate Roman

This list covers the Imperial Roman army from 25BC to 284AD: From the reforms of Augustus until the accession of Diocletian. During most of this period the official title of the emperor was Princeps (roughly First Citizen), hence the list name, although it was being superseded by the end of the period.

Troop Notes

We allow for the various theories regarding legionary and auxiliary armour. It is permissible to have some battle groups Armoured and others Protected as, regardless of the theories on armour, there are records of infantry discarding their body armour and fighting protected by their shields and helmets only.

In Arrian's order of battle against the Alans, Roman auxiliary and local archers from different units were deployed behind the legions and auxiliaries to assist in repelling the Alan charge. Although they only formed a single rank behind the other foot, their effect is best represented by incorporating archers into legionary or auxiliary (non-archer) foot battle groups in the ratio of 1 light foot archer base to 2 legionary/auxiliary bases. When used in this way they are treated and paid for as the same quality and training as the rest of the battle group.

Legionaries were sometimes equipped with heavy clubs in addition to their normal weapons in order to fight against cataphracts. This tactic is first mentioned in 272AD, used by veteran local legions against the Palmyrans. It is also mentioned in two later battle accounts. As this was a direct response to a particular threat, and used when needed.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as auxiliary cavalry or legionaries.
- Armies should be selected as either Eastern or Western
- Light Foot in a battle group of Armoured Heavy Foot must be Protected, those in a battle group of Protected Heavy Foot must be Unprotected.
- Where there is a choice of Medium Foot or Heavy Foot rating for auxiliary foot, this represents alternative interpretations of their historical function. All such auxiliaries must be rated the same.
- Legionaries armed with heavy clubs use the Light Spear factors at impact and the Heavy Weapons factors in melee. They cannot have attached light foot archers.
- Batavian or Sarmatian allies cannot be used with any other allies.
- Converted marines and gladiators cannot be used with any allies.

Principate Roman											
Territory Types: Agricultural, Developed, Hilly, Woodlands											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						33	0-3		
Troop name		Troop Type				Capabilities		Point s per base	Base s per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Legionaries	Any Date	Heavy Foot	Armoured	Superior	Drilled	-	Impact foot Skilled Swordsmen	15	4-8	12-32	
				Average	Drilled	-		11			
				Average	Drilled	-	Impact foot Swordsmen	10			
	Only from 218 AD	Heavy Foot	Protected	Superior	Drilled	-	Impact foot Skilled Swordsmen	12			
				Average	Drilled	-		9			
				Average	Drilled	-	Impact foot Swordsmen	8			
Auxiliary foot	Before 71AD	Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	4-8	8-24	
	Any Date	Heavy Foot or Medium Foot	Armoured	Average	Drilled	-	Light Spear Swordsmen	9	4-8		
	from 218 AD		Protected					7			
Archers attached to legionary or drilled auxiliary above to form 1/3 of battle group		Light Foot	Protected	Superior	Drilled	Bow	-	9	2-4 (1/3 of 6-12)	0-18	6-18
				Average				6			
		Light Foot	Unprotected	Superior	Drilled	Bow	-	7			
				Average				5			
Auxiliary archers	Any Date	Medium Foot	Protected	Average	Drilled	Bow	-	7	4-8	0-8	
	from 218 AD		Unprotected			Bow	-	6			
Allied archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	
Auxiliary cavalry	Any Date	Cavalry	Armoured	Superior	Drilled	-	Light Spear Swordsmen	18	4-6	0-8	6-16
				Average				13			
		Light Horse	Unprotected	Average		Javelins	Light Spear	7			
	Only before 71AD	Cavalry	Armoured	Average	Undrilled	-	Light Spear Swordsmen	12	4-6	0-12	
			Protected					9			

Optional Troops										
Legionaries with clubs	Only Eastern armies from 272AD	Heavy Foot	Armoured	Superior	Drilled	-	Light Spear Heavy Weapon	14	4-6	0-12
Separately deployed legionary lancarii	Only from 218AD	Medium Foot	Armoured	Superior	Drilled	-	Light Spear Skilled Swordsmen	14	4-6	0-6
			Protected					11		
		Medium Foot	Armoured	Average	Drilled	-		10		
			Protected					8		
		Medium Foot	Armoured	Average	Drilled	-	Light Spear Swordsmen	9		
			Protected				7			
Light bolt-shooters		Light Artillery	-	Average	Drilled	Light Artillery	-	15	2	0-6
Heavy bolt-shooters or stone-throwers		Heavy Artillery	-	Average	Drilled	Heavy Artillery	-	20	2	
Moorish or Numidian cavalry	Only before 260AD	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4	0-4
Equites Mauri	from 260 AD	Light Horse	Unprotected	Average	Drilled	Javelins	Light Spear	7	4	
Equites sagittarii	Only before 218AD	Light Horse	Unprotected	Average	Drilled	Bow	-	8	4-6	0-4
	from 218AD									0-8
Catafractarii/ Contarii	Only from 100AD	Cavalry	Armoured	Average	Drilled	-	Lancers Swordsmen	13	4	0-4
Clibanarii	Only from 228AD			Cataphracts				Heavily Armoured		
		Superior	21							
		Slings	Light Foot		Unprotected	Average	Undrilled		Sling	
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6	
Symmachiarii	Only before 118AD	Medium Foot	Protected	Average	Undrilled	-	Impact foot Swordsmen	7	6-8	0-12
Marines recently converted to legionaries	Only 68AD to 70AD	Heavy Foot	Armoured	Average	Drilled	-	Impact foot Swordsmen	10	6-8	
			Protected					8		
Recently recruited levies not yet properly formed into cohortes		Heavy Foot	Protected	Poor	Undrilled	-	Light Spear Swordsmen	4	6-8	0-12
Fortified camp								24		0-1
Allies										
Arab allies – see List Book 1: Later Pre-Islamic Bedouin list										
Armenian allies – see List Book 1: Early Armenian list										
Kommagene client allies (only before 72 AD) – see List Book 1: Kommagene Allies										
Judaean client allies (only before 6 AD) – see List Book 1: Later Jewish										
Sarmatian allies –see List Book 1: Sarmatian list										
Special Campaigns										
Germanicus in Germany in 16AD										
Batavian allies – see List Book 1: Early German list										
Otho or Vitellius in 69AD										
Gladiators		Medium Foot	Protected	Superior	Undrilled	-	Impact Foot Skilled Swordsmen	11	4	0-4

Principate Roman Allies												
Allied Commander		Field Commander/Troop Commander						30/20	1			
Troop name		Troop Type				Capabilities		Points per base	Base s per BG	Total bases		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Legionaries	Any Date	Heavy Foot	Armoured	Superior	Drilled	-	Impact foot Skilled Swordsmen	15	4-8	6-16		
				Average	Drilled	-		11				
				Average	Drilled	-		10				
	Only from 218AD	Heavy Foot	Protected	Superior	Drilled	-	Impact foot Skilled Swordsmen	12				
				Average	Drilled	-		9				
				Average	Drilled	-		Impact foot Swordsmen				8
Auxiliary foot	Before 71AD	Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	4-8	4-12		
	Any Date	Heavy Foot or Medium Foot	Armoured	Average	Drilled	-	Light Spear Swordsmen	9	4-8			
	Only from 218AD		Protected					7				
Archers attached to legionary or drilled auxiliary above to form 1/3 of battle group		Light Foot	Protected	Superior	Drilled	Bow	-	9	2-4 (1/3 of 6-12)	0-14		
				Average				6				
		Light Foot	Unprotected	Superior	Drilled	Bow	-	7				
				Average				5				
				Auxiliary cavalry				Any Date				Cavalry
Average	18											
Light Horse	Unprotected	Average	Javelins			Light Spear	7					
Only before 71AD	Cavalry	Armoured	Average			Undrilled	-	Light Spear Swordsmen	12	4-6	0-8	
									Protected			9

Eastern Han Chinese

This list covers Chinese armies following the re-establishment of the Han dynasty in the civil wars that followed the fall of Wang Mang in 23 AD. The Han is now conventionally called Eastern Han to distinguish it from the earlier Western Han. This list ends with the death of Emperor Ling (168 AD – 189 AD) when the Eastern Han lost control over much of China, although the last Han emperor was not deposed until 220 AD.

Troop Notes

Cavalry continued to become more and more important during the period and was often the decisive arm, especially when fighting the elusive steppe nomads when once again wholly mounted armies were used. See the Troop Notes in the Warring States to Western Han Chinese list in List Book 1 for an explanation of the Chinese Cavalry classifications.

The Chinese in this period started to conscript barbarian troops into units led by Chinese officers. These included Xiongnu and Wuhuan who would provide cavalry, and this may have started the introduction of heavy horse archers into the Chinese army which was completed in the following period.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cavalry.
- Tribal ally foot cannot be used with any Tribal ally mounted.
- The army must include at least as many Medium Foot crossbowmen bases as “close combat foot” bases.
- Chinese Cavalry can always dismount as Average, Armoured or Protected (as mounted type), Drilled, Medium Foot – Pole Arms.
- [Only one battle group of Elite cavalry can be used.](#)
- The minimum marked * only applies if any infantry is used.

Eastern Han Chinese										
Territory Types: Agricultural, Developed, Hilly, Tropical										
C-in-C	Inspired Commander/Field Commander/Troop Commander					80/40/30	1			
Sub-commanders	Field Commander					40	0-2			
	Troop Commander					30	0-3			
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Chinese Cavalry	Cavalry	Armoured	Average	Drilled	Crossbow	Swordsmen	14	4-6	4-16	
		Protected					11			
	Cavalry	Armoured	Average	Drilled	-	Light Spear Swordsmen	13	4-6		
		Protected					10			
Chinese horse archers	Light Horse	Unprotected	Average	Drilled	Bow	-	8	4-6	4-16	
Close combat foot armed mainly with halberds, (ji)	Heavy Foot	Armoured	Average	Drilled	-	Pole Arms	10	6-8	0-24	*24-64
		Protected					8		0-24	
Crossbowmen, (nu)	Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	*8-48	
Conscript close combat foot with halberds, (ji)	Heavy Foot	Protected	Poor	Drilled	-	Pole Arms	6	8-10	0-20	
				Undrilled			5			
Conscript crossbowmen, (nu)	Medium Foot	Protected	Poor	Drilled	Crossbow	-	5	8-10	0-20	
				Undrilled			4			
Optional Troops										
Chang River regiment (Changshui) Wuhuan guards	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-6	
Elite cavalry (yueji) guards	Cavalry	Armoured	Elite	Drilled	Crossbow	Swordsmen	22	2-4		
Skirmishing crossbowmen, (nu)	Light Foot	Unprotected	Average	Drilled	Crossbow	-	5	6-8	0-8	
Conscripted barbarian cavalry	Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6	0-8	
		Protected					12			
"Archers Who Shoot at a Sound" (shesheng) guards	Medium Foot	Protected	Superior	Drilled	Crossbow	-	10	6-8	0-8	
"The Footsoldiers" (fubing) guards	Medium Foot	Armoured	Superior	Drilled	-	Pole Arms	14	6-8		
Spearmen with long spears, mao	Heavy Foot	Armoured	Average	Drilled	-	Offensive Spearmen	10	6-8	0-24	
		Protected					8			
Spearmen with short spears, yan and swordsmen	Medium Foot	Armoured	Average	Drilled	-	Light Spear Swordsmen	9	6-8		
		Protected					7			
Convicts, prisoners of war	Mob	-	Poor	Undrilled	-	-	2	10-12	0-12	
Bolt shooters	Light Artillery	-	Average	Drilled	Light Artillery	-	17	2	0-4	

Tribal allies	Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-8	0-16	
					-	Light Spear Swordsmen	6			
	Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6	0-12	0-12
		Unprotected					10			
	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-6	
Carts, wagons etc. used as field defences	Field Fortifications						3		0-16	
Fortified Camp							24		0-1	
Allies										
Xiongnu, Xianbei or Wuhuan allies – see List Book 1: Early Eastern Steppe Horse Cultures list										
Special Campaigns										
Only if campaigning in the steppe – All terrain choices for this army are replaced with "Steppe"										
No infantry can be fielded and three times the normal minima and maxima of "Chinese Cavalry" and twice the normal maxima of "Conscripted barbarian cavalry" and "Tribal allies" Cavalry can be fielded. Light horse numbers are not increased.										

Eastern Han Chinese Allies										
Allied commander	Field Commander/Troop Commander						30/20	1		
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Chinese Cavalry	Cavalry	Armoured	Average	Drilled	Crossbow	Swordsmen	14	4-6	4-8	
		Protected					11			
	Cavalry	Armoured	Average	Drilled	-	Light Spear Swordsmen	13	4-6		
		Protected					10			
Chinese horse archers	Light Horse	Unprotected	Average	Drilled	Bow	-	8	4-6	0-8	
Close combat foot armed mainly with halberds, <i>ji</i>	Heavy Foot	Armoured	Average	Drilled	-	Pole Arms	10	6-8	0-12	*12-32
		Protected					8		0-12	
Crossbowmen, <i>nu</i>	Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	*6-24	
Conscript close combat foot with halberds, <i>ji</i>	Heavy Foot	Protected	Poor	Drilled	-	Pole Arms	6	8-10	0-10	
				Undrilled			5			
Conscript crossbowmen, <i>nu</i>	Medium Foot	Protected	Poor	Drilled	Crossbow	-	5	8-10	0-10	
				Undrilled			4			

Early Alan

The Alans were a Sarmation tribe who, by the early 1st century AD, had come to occupy the Steppe north of the Caucasus mountains.

In the 2nd century the Alans became a threat to the Black Sea provinces of the Roman Empire. In 135AD, Arrian, the Roman governor of Cappadocia fought and defeated an Alan invasion.

In the 2nd half of the 4th century, the Alans were defeated by the Huns, after which they scattered into several groups, becoming subjects of a number of other nations including, the Vandals and the Romans. Those that stayed at home in the northern Caucasus were subject variously to the Huns, the Avars, the Bulgars and the Khazars.

This list covers the armies of the Alans from the 1st century AD until their final subjugation by the Khazars around 650AD.

Troop Notes

The main strength of Alan armies was their armoured noble cavalry which were mostly lancers by this period, These were supported by the less capable mounted troops who still used bows as their preferred weapon.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as lancers.

Early Alan									
Territory Types: Steppes									
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30	1	
Sub-commanders	Field Commander						40	0-2	
	Troop Commander						30	0-3	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops									
Nobles	Cavalry	Armoured	Superior	Undrilled	-	Lancers Swordsmen	17	4-6	8-32
Horse archers	Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6	8-48
		Unprotected					10		
	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	4-12
Optional Troops									
Foot archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12
Fortified Camp							24		0-1

Early Alan Allies									
Allies commander	Field Commander/Troop Commander					30/20		1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Nobles	Cavalry	Armoured	Superior	Undrilled	-	Lancers Swordsmen	17	4-6	4-12
Horse archers	Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6	4-16
		Unprotected					10		
	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-4

Teotihuacan

The City-state of Teotihuacan formed the first major empire in the valley of Mexico, just north-east of where Mexico City now stands. The empire dominated the local cities and its impact was felt from the arid north of Mexico down to the Mayan states in the Yucatan peninsula. The city was the largest in the world with perhaps 200,000 inhabitants. Economic success led to an expansion of their influence. Expansion to the east increased influence over the Cholula, and developed trade routes to the Gulf coast, the Puebla valley and the north east.

The fall of the Teotihuacan is one of the mysteries of the ancient world. The most plausible theory is that the stresses caused by maintaining the empire with only foot transport led to a central collapse.

This list covers the armies of the Teotihuacan from its emergence on 100AD to its fall around 750AD.

Troop Notes

The highest warriors belonged to military societies based on the animal themes: Jaguar, Eagle and Coyote. Members of these societies would wear feathered-covered suits over their armour on the battlefield, each depicting the patron animal of their society. The standard defensive weapon was a helmet and a smallish parrying shield with feather fringes. From 450AD quilted cotton armour was introduced. Weapons included the *macana* - a type of wooden sword, the *macuahuitl* – a wooden club with obsidian blades, and the spear. The Teotihuacan added the massed use of *altatls* (a small spear-throwing device) to their other weapons.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Nobles

Teotihuacan										
Territory Types: Agricultural, Developed, Hilly										
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders	Field Commander						40	0-2		
	Troop Commander						30	0-3		
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Military Societies	Jaguars and Coyotes	Medium Foot	Unprotected	Superior	Drilled	Javelins	Heavy Weapon	10	6-8	16-32
	Eagles	Medium Foot	Unprotected	Superior	Drilled	Javelins	Offensive Spearmen	10	6-8	8-16
Upgrade Military societies with quilted armour	Only from 450AD	Medium Foot	Protected	Superior	Drilled	Javelins	As above	12	6-8	Any
Commoners	Any date	Medium Foot	Unprotected	Average	Undrilled	-	Light Spear Sword	5	6-8	24-80
	Only from 450AD		Protected					6		
Arm entire battlegroups of commoners with <i>atlatl</i>		Medium Foot	Unprotected	Average	Undrilled	Javelins	Light Spear Sword	6	6-8	Up to half
			Protected					7		
Optional Troops										
Conscripted Commoners	Any date	Medium Foot	Unprotected	Average	Undrilled	-	Light Spear	5	8-10	0-40
				Poor				3		
	Only from 450AD	Medium Foot	Protected	Average	Undrilled	-	Light Spear	6	8-10	
				Poor				4		
Atlatl skirmishers		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-12
Slingers		Light Foot	Unprotected	Average	Undrilled	Slingers	-	4	6-8	0-12

Teotihuacan Allies										
Allied commander		Field Commander/Troop Commander						30/20	1	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Military Societies	Jaguars and Coyotes	Medium Foot	Unprotected	Superior	Drilled	Javelins	Heavy Weapon	10	6-8	6-12
	Eagles	Medium Foot	Unprotected	Superior	Drilled	Javelins	Offensive Spearmen	10	6-8	0-8
Upgrade Military societies with quilted armour	Only from 450AD	Medium Foot	Protected	Superior	Drilled	Javelins	As above	12	6-8	Any
Commoners	Any date	Medium Foot	Unprotected	Average	Undrilled	-	Light Spear Sword	6	6-8	8-24
	Only from 450AD		Protected					7		
Arm entire battlegroups of commoners with <i>altatl</i>		Medium Foot	Unprotected	Average	Undrilled	Javelins	Light Spear Sword	6	6-8	Up to half
			Protected					7		

Three Kingdoms, Western Jin and Southern Dynasties Chinese

This list covers Chinese armies from the effective collapse of the Eastern Han (189 AD), through the following period of disunity ([Late Han 189AD to 220AD](#)) until reunification by the Western Jin, and then the subsequent dynasties in the south of China following the fall of the Western Jin, until their final conquest by the Sui (589 AD).

The earliest armies covered by this list are those of the various regional warlords and the remnants of the Eastern Han central government forces. The subsequent period is known as the Three Kingdoms after the three major states that arose after the final fall of the Han – Wei (220 AD – 265 AD), Shu Han (221 AD – 263 AD) and Wu (229 AD – 280 AD). Wei controlled the northern part of the Han state, Shu Han the western and Wu the south.

Despite reunifying China, the Western Jin (266AD to 420AD) itself soon collapsed and it could not repel invasions from nomadic peoples to the north, primarily the Xianbei. These soon started to set up their own states in northern China. However, the Jin managed to survive in southern China. They formed the first of a series of Southern Dynasties that ruled the south, and at times part of the north, until the Sui conquest of the last southern dynasty, Chen, in 589 AD.

Troop Notes

Troop quality was very variable in this period with many troops being of poor quality. This was especially true of the southern dynasties where the best troops were often those which had followed magnates from the north to escape the barbarian invasions. Cavalry was now the dominant troop type although it was often in short supply, especially for southern states. Infantry had difficulty standing up to cavalry in the open and some southern armies were forced to rely on the use of wagons as fortifications and “fire bases” in a number of campaigns against northern cavalry-based armies. Crossbow use appears to have declined in this period with the bow having a revival. At the start of the period, armies from the north-west had a reputation for being better quality and more used to war than other parts of China, probably because of continued fighting against barbarian invaders. They also used long spears as opposed to the more usual weapons.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cavalry.
- Armies must be selected as: [Late Han](#), Three Kingdoms (Separately defined as either Wei, Shu Han or Wu), Western Jin or Southern Dynasties Chinese.
- A Chinese ally commander's contingent must conform to the Three Kingdoms (Wei, Shu Han and Wu), Western Jin and Southern Dynasties Chinese Allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.

Three Kingdoms, Western Jin and Southern Dynasties Chinese												
Territory Types: Western Jin – Agricultural, Developed, Hilly, Tropical. Wu & Southern Dynasties – Developed, Hilly, Tropical. Others - Agricultural, Developed, Hilly.												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1		
Sub-commanders		Field Commander						40		0-2		
		Troop Commander						30				
Chinese ally commanders		Field Commander/Troop Commander						30/20		1-2		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Chinese heavy cavalry	Only Wu and Southern Dynasties	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	4-8		
				Average				15				
	Southern Dynasties only	Cataphracts	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	21	4-6			
				Average				16				
	Other states & dynasties	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-8	4-12	
				Average				15		0-8		
Chinese horse archers	Only Wu and Southern Dynasties	Light Horse	Unprotected	Average	Drilled	Bow	-	8	4-6	0-6		
	Other states & dynasties									4-12		
Better quality close combat foot armed mainly with halberds, (<i>ji</i>)		Medium Foot	Protected	Average	Drilled	-	Pole Arms	8	6-8	0-16	16-32	
					Undrilled			7				
Better quality crossbowmen, (<i>nu</i>)		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	0-12		
					Undrilled			6				
Better quality archers		Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8	0-8		
					Undrilled			6				
Other close combat foot with halberds (<i>ji</i>)	Southern Dynasties only	Medium Foot	Protected	Poor	Undrilled	-	Pole Arms	5	8-10	10-32	10-32	
	Other states & dynasties									8-24		
Other crossbowmen, (<i>nu</i>)		Medium Foot	Protected	Poor	Undrilled	Crossbow	-	4	6-8	0-16		
			Unprotected					3				
Other archers		Medium Foot	Protected	Poor	Undrilled	Bow	-	4	6-8	0-24		
			Unprotected					3				

Optional Troops											
Spearmen with long spears, (<i>mao</i>)		Medium Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	0-12	
				Poor				5			
Spearmen with short spears, (<i>yan</i>)		Medium Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	6	6-8		
				Poor				4			
Skirmishing crossbowmen, (<i>nu</i>)		Light Foot	Unprotected	Average	Undrilled	Crossbow	-	5	6-8	0-12	
Skirmishing archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		
"Dare to die" volunteers	"Double armour" troops	Medium Foot	Armoured	Average	Undrilled	-	Pole Arms	9	6-8	0-8	
	Others	Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-8		
Swordsmen and archer units	Only Southern Dynasties from 420 AD	Medium Foot	Protected	Average	Undrilled	-	Swordsmen	6	1/2	6-8	0-16
						Bow	-	6	1/2		
Tribal auxiliaries	Any	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	0-16	0-16
	Only Wei & Western Jin	Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6	0-8	
			Unprotected					10			
	Only Wei, Shu Han & Western Jin	Medium Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	6	6-8	0-16	
Only Wu, Shu Han & Southern Dynasties	Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-8	0-16		
Carts and wagons	Only Southern Dynasties	Battle Wagons	-	Average	Undrilled	Crossbow	—	17	2-4	0-12	
Bolt shooters or light rope pulled stone throwers		Light Artillery	-	Average	Drilled	Light Artillery	-	17	2	0-4	
Carts, wagons and similar used as field defences		Field Fortifications						3		0-24	
Fortified Camp								24		0-1	
Special Campaigns											
Late Han armies before 221AD											
Replace "close combat foot" (<i>ji</i>) with "long spear" armed infantry		Heavy Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	All	
Cannot use any troops restricted to named states.											
Southern Dynasties (Liang) in 554AD											
Elephants		Elephants	-	Average	Undrilled	-	-	25	2	0-2	
Allies											
Qiang or Di allies (only before 347AD, any but Wu)											
Xiongnu, Xianbei or Wuhuan allies (only Wei or Western Jin) – see List Book 1: Early Eastern Steppe Horse Cultures list											

Three Kingdoms, Western Jin and Southern Dynasties Chinese Allies											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Chinese heavy cavalry	Only Wu and Southern Dynasties	Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6	0-6	
				Superior				20			
	Southern Dynasties only	Cataphracts	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	16	4-6	0-6	
				Superior				21			
	Other states & dynasties	Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6	4-8	
				Superior				20			
Chinese horse archers	Only Wu and Southern Dynasties	Light Horse	Unprotected	Average	Drilled	Bow	-	8	4-6	0-4	0-6
	Other states & dynasties										
Better quality close combat foot armed mainly with halberds, <i>ji</i>		Medium Foot	Protected	Average	Drilled	-	Pole Arms	8	6-8	0-16	8-16
					Undrilled			7			
Better quality crossbowmen, <i>nu</i>		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	0-8	
					Undrilled			6			
Better quality archers		Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8	0-8	8-16
					Undrilled			6			
Other close combat foot with halberds, <i>ji</i>		Medium Foot	Protected	Poor	Undrilled	-	Pole Arms	5	8-10	8-16	
Other crossbowmen, <i>nu</i>		Medium Foot	Protected	Poor	Undrilled	Crossbow	-	4	6-8	0-8	8-16
			Unprotected					3			
Other archers		Medium Foot	Protected	Poor	Undrilled	Bow	-	4	6-8	0-8	
			Unprotected					3			

Classical and Post-Classical Mayan

The Mayan city states were a constant presence from the jungles of Mexico's Yucatán peninsula to those of Guatemala. They were influenced and occasionally conquered by the other major states of Central America but absorbed the incomers into the Mayan culture.

This list covers Classical Mayan armies from 200AD to 900AD and then Post-Classical Mayan armies until 1450AD.

Troop Notes

The high rainfall in the Maya lands made agriculture possible more or less throughout the year. Hence, in Pre-Classical times, commoners were generally unavailable for military service. Logistics (poor roads and lack of transportable foodstuffs) restricted the numbers that could travel. This all changed in the Classical period, when the state of Tikal, under its splendidly named ruler Smoking Frog, introduced Teotihuacan troops, atlatl missile fire and the use of non-noble troops in the army. The neighbouring states were swept away, being outnumbered and outmatched.

The city state of Tikal achieved dominance in the 4th century by the use of Teotihuacan troops. The state of Chichen Itza introduced Toltec military methods in the post-Classical age.

Battle groups with Heavy Weapon capability are those with a high proportion of men armed with heavy clubs.

Around 1300 AD the Maya began to adopt the Aztec inspired obsidian broadsword which allowed shock charges to be more effective.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as nobles, military societies or Teotihuacan troops (Classical Tikal only).
- Armies must be either Classical or Post-Classical.
- Mayan ally-commanders' contingents must conform to the Mayan allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.

Classical and Post-Classical Mayan												
Territory Types: Agricultural, Developed, Tropical, Hilly												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1			
Sub-commanders	Classical	Field Commander/Troop Commander						40/30	0-3			
	Post-Classical								0-2			
Mayan ally commanders		Field Commanders/Troop Commander						30/20	0-3			
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Nobles and military societies	Only Classical	Medium Foot	Protected	Superior	Undrilled	-	Light Spear Swordsmen	9	6-8	24-80	24-60	
				Heavy Weapon			10	0-24				
	Post-Classical before 1300AD	Medium Foot	Protected	Superior	Undrilled	Javelins	Light Spear Swordsmen	10	6-8	12-48	12-48	
				Elite			12	4-6	0-6			
	Post-Classical from 1300AD	Medium Foot	Protected	Superior	Undrilled	Javelins	Impact Foot Swordsmen	11	6-8	12-48		
				Elite			13	4-6	0-6			
Commoners	Only Post-Classical	Medium Foot	Protected	Average	Undrilled	Bow	Light Spear	6	6-8	24-80		
				Poor			4					
Optional Troops												
Commoners	Only Classical	Medium Foot	Unprotected	Average	Undrilled	-	Light Spear	5	8-10	0-30		
				Poor				3				
		Medium Foot	Protected	Average	Undrilled	Bow	Light Spear	6	6-8			
				Poor				4				
Teotihuacan troops in Tikal armies	Classical from 350AD to 500AD	Medium Foot	Protected	Superior	Drilled	Javelins	Light Spear Swordsmen	11	6-8	0-24		
Toltec troops in Chichen Itza armies	Post-Classical before 1101AD	Medium Foot	Protected	Superior	Undrilled	Javelins	Light Spear Swordsmen	9	6-8	0-18		
Holcan professional troops	Post-Classical from 1300 AD	Medium Foot	Protected	Superior	Drilled	Javelins	Impact Foot Swordsmen	11	6-8	0-18		
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	Classical 0-24, Post-Classical 0-12		
Atlatl skirmishers						Javelins	Light Spear	5				
Skirmishing archers	Only Post-Classical	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12		
Field Fortifications	Only Post-Classical	Field Fortifications						3		0-20		

Classical and Post-Classical Mayan Allies											
Allied commander		Field Commander/Troop Commander					30/20		1		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Nobles and military societies	Only Classical	Medium Foot	Protected	Superior	Undrilled	-	Light Spear Swordsmen	9	6-8	12-32	12-32
							Heavy Weapon	10		0-12	
	Post-Classical before 1300AD	Medium Foot	Protected	Superior	Undrilled	Javelins	Light Spear Swordsmen	10	6-8	6-16	
	Post-Classical from 1300AD					Javelins	Impact Foot Swordsmen	11		6-16	
Commoners	Only Post-Classical	Medium Foot	Protected	Average	Undrilled	Bow	Light Spear	6	6-8	8-24	
				Poor				4			

Pictish

This list covers Pictish (Cruithne) armies from the beginning of the 3rd century AD until the middle of the 9th century, when traditionally the Picts and Scots were united by Kenneth MacAlpin (*Cináed mac Ailpín*). They were called Picti by the Romans, meaning "painted ones", referring to their extensive woad war paint or tattooing.

Troop Notes

The early Picts often fought almost naked apart from a large cloak and a loin cloth, and their shields were small and flimsy, hence they are graded as Unprotected. Later on Pictish shields seem to have become less flimsy and Protected is justified as an option.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as chariots or cavalry.

Pictish												
Territory Types: Hilly, Woodlands												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1		
Sub-commanders		Field Commander						40		0-2		
		Troop Commander						30		0-3		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Cavalry		Cavalry	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-12	4-20	
		Light Horse						7		4-12		
Spearmen	Any date	Medium Foot	Unprotected	Average	Undrilled	-	Offensive spearmen	6	8-10	32-96		
	Only from 500AD	Heavy Foot	Protected					7				
Upgrade spearmen led by veterans		Only from 500AD	Heavy Foot	Protected	Superior	Undrilled	-	Offensive Spearmen	10	6-8	Up to 1/4 of bases	
Optional Troops												
Chariots	Only before 500AD	Light Chariots	-	Superior	Undrilled	-	Light Spear	15	4-6	0-12	0-12	
				Elite					4	0-4		
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-18		
Javelinmen						Javelins	Light Spear					
Caledonian warriors	Only before 500AD	Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-12	0-24		
Attecotti warriors	Only before 400AD	Medium Foot	Protected	Superior	Undrilled	-	Impact Foot Swordsmen	10	6-12	0-12		
Allies												
Scots-Irish allies												
Saxon allies (before 500 AD) – Later German (Western) list												
Northumbrian allies (only from 650 AD to 800 AD) – see Anglo-Saxon and Anglo-Danish list												

Pictish Allies											
Allied commander		Field Commander/Troop Commander						30/20		1	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Cavalry		Cavalry	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-6	4-8
		Light Horse						7		4-8	
Spearmen	Any date	Medium Foot	Unprotected	Average	Undrilled	-	Offensive spearmen	6	8-10	16-32	
	Only from 500AD	Heavy Foot	Protected					7			
Upgrade spearmen led by veterans	Only from 500AD	Heavy Foot	Protected	Superior	Undrilled	-	Offensive Spearmen	10	4-6	Up to 1/4 of bases	

Later German (Western)

This list covers those Germanic/Gothic tribes who mainly fought on foot, but whose nobles could fight mounted from circa 250AD. It includes;

- Goths (including early Visigoths) to 419AD other than the 'Gothic' army commanded by Aleric and his immediate successors (see Foederate Roman list).
- Franks to 496AD.
- Alamanni to 506AD.
- Burgundi to 534AD.
- Continental Saxons to 804AD.
- Bacarians to 788AD.
- Quadi to 406AD.
- Suevi to 584AD.
- Saxons in England until 617AD.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Noble cavalry.
- Herul, Taifali or Sciri allies need not include any foot.
- Only 1 battle group of elite troops may be used.
- Later German (Western) ally-commanders' contingents must conform to the Later German (Western) allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.

Later German (Western)											
Territory Types: Agricultural, Hilly, Woodlands											
C-in-C		Inspired Commander/Field Commander/Troop Commander					80/40/30		1		
Sub-commanders		Field Commander/Troop Commander					40/30		0-2		
Allied commander		Field Commander/Troop Commander					30/20		1-3		
Troop name		Troop Type			Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting					Close Combat
Core Troops											
Warriors		Heavy Foot	Protected	Average	Undrilled	-	Impact foot Swordsmen	7	8-12	16-136	
Upgrade Warriors to veteran				Superior				10	6-8	Up to 1/4 of bases	
				Elite				12	4-6		
Optional Troops											
Noble cavalry		Cavalry	Protected	Superior	Undrilled	-	Light Spear Swordsmen	12	4-6	0-8	
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	0-20
		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	Alamanni or Goths 0-20, others 0-8	
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-8	
Alans or Huns	Only Goths from 378 AD or Vandals from 428 AD	Light Horse or Cavalry	Unprotected	Superior	Undrilled	Bow	Swordsmen	13	4-6	0-6	
				Average				10			
		Cavalry	Protected	Superior				15			
				Average				11			
Wagon laager		Field Fortifications						3		0-16	
Fortified camp								24		0-1	
Allies											
Carpi allies (only Goths) – see Dacian and Carpi list											
Taifali allies (only Goths) – see Later German (Eastern) list											
Moorish allies (only Vandals from 428 AD) – see List Book 1: Numidian or Moorish list											
Sarmatian allies (only Quadi before 406 AD) - see List Book 1: Sarmatian list											
Avar allies (only Bavarians from 769 AD to 788 AD) – see Western Turkish list											
Special Campaigns											
Goths from 376AD to 382AD AD											
Greuthingi cavalry		Cavalry	Protected	Superior	Undrilled	-	Lancers, Swordsmen	13	4-6	4-12	
Suevi											
Western Roman allies (only in 419AD) – see Foederate Roman list											
Sciri allies (only in 471AD) – see Later German (Eastern) list											
Alamanni in 286 AD											
Herul allies – see Later German (Eastern) list											

Later German (Western) Allies									
Allied commander	Field Commander/Troop Commander						30/20		1
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Warriors	Heavy Foot	Protected	Average	Undrilled	-	Impact foot, Swordsmen	7	8-12	16-48
Upgrade Warriors to veteran			Superior				10	Up to 1/4 of bases	

Palmyran

Palmyra (Tadmor) was an important oasis city in central Syria, on the caravan route between Persia and the Roman Mediterranean ports of Syria and Phoenicia. It retained semi-independent status, having been recognised as a free city by the emperor Hadrian. This list covers Palmyran armies from 258 AD to 273 AD.

Troop Notes

Whether native Palmyran forces included drilled troops is open to doubt. The camel mounted caravan guards traditionally included in Palmyran army lists were not numerous enough to form a battle group, so have been omitted.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cataphracts.
- The minima marked * apply if any Roman troops are used.
- Roman auxiliaries must be all Medium Foot or all Heavy Foot.

Palmyran										
Territory Types: Agricultural, Developed, Hilly, Steppes										
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders	Field Commander						40		0-2	
	Troop Commander						30		0-3	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Cataphracts	Cataphracts	Heavily armoured	Elite	Drilled	-	Lancers, Swordsmen	24	4	0-4	8-24
			Superior	Drilled			21	4-6	0-18	
				Undrilled			19			
			Average	Drilled	-	Lancers, Swordsmen	16	4-6	6-24	
				Undrilled			14			
Horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	4-12	8-24
	Cavalry								0-12	
	Light Horse	Unprotected	Average	Drilled	Bow	Light Spear	9	4-6	0-8	
	Cavalry						10			
	Cavalry	Protected	Average	Drilled	Bow	Light Spear	11			
Foot archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12	12-56
	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	8-56	
	Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8	0-24	
Optional Troops										
Roman cavalry	Only before 272AD	Cavalry	Armoured	Average	Drilled	-	Light Spear Swordsmen	13	4-6	0-8
Roman legionaries		Heavy Foot	Armoured	Superior	Drilled	-	Impact Foot Skilled Swordsmen	15	4-8	*4-24
			Protected					12		
		Heavy Foot	Armoured	Average	Drilled	-	Impact Foot Skilled Swordsmen	11		
			Protected					9		
		Heavy Foot	Armoured	Average	Drilled	-	Impact Foot Swordsmen	10		
			Protected					8		
Roman auxiliaries		Medium or Heavy Foot	Armoured	Average	Drilled	-	Light Spear Swordsmen	9	4-8	*4-18
			Protected					7		
Archers attached to Roman foot	Light Foot	Protected	Superior	Drilled	Bow	-	9	2-4 (1/3 of 6-12)	0-21	
		Unprotected					7			
	Light Foot	Protected	Average	Drilled	Bow	-	6			
		Unprotected					5			
Separately deployed legionary lancarii	Only before 272AD	Medium Foot	Armoured	Superior	Drilled	-	Light Spear Skilled Swordsmen	14	4	0-4
			Protected					11		
		Medium Foot	Armoured	Average	Drilled	-	Light Spear Swordsmen	9		
			Protected					7		
Fortified camp								24		0-1
Allies										
Arab allies – see List Book 1: Later Pre-Islamic Bedouin										
Middle Armenian allies										

Palmyran Allies										
Allied commander	Field Commander/Troop Commander						30/20		1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Cataphracts	Cataphracts	Heavily armoured	Superior	Drilled	-	Lancers, Swordsmen	21	4-6	0-8	
				Undrilled			19			
			Average	Drilled			16			
				Undrilled			14			
Horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	0-4	4-8
	Cavalry	Unprotected	Average	Undrilled	Bow	-	8		0-8	
	Light Horse	Unprotected	Average	Drilled	Bow	Light Spear	9	4-6	0-4	
	Cavalry	Unprotected	Average	Drilled	Bow	Light Spear	10	4-6		
		Protected					11			
	Foot archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6	
Medium Foot		Unprotected	Average	Undrilled	Bow	-	5	6-8	6-20	
Medium Foot		Protected	Average	Drilled	Bow	-	7	6-8	0-12	

Later German (Eastern)

This list covers various Gothic and Germanic tribes who had adopted cavalry equipment and tactics from the Sarmatians from circa 260 AD. It includes the Greuthungi and associated Goths until their conquest of Italy in 493 AD, other Gothic groups such as that under Radagaisus to c.441 AD, Heruls to 508AD, Sciri and Taifali to c.441AD, Gepids to 552AD and Lombards to 584 AD. It also includes the Italian Ostrogothic kingdom from 493 AD until its fall in 561AD, and the Italian Lombard kingdom from 584 AD until its conquest by the Carolingians in 774AD.

Troop Notes

The main strength of the German tribes lay in their infantry, who fought in close formation with javelins and hand weapons. The front ranks sometimes carried long spears. Although in the earlier part of the period swords were relatively rare, German warriors were clearly able to hold their own in hand-to-hand combat. In our view, their overall historical performance is best represented by the classification of Impact Foot, Swordsmen.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cavalry.
- Suebi and Vandal allies can be used together. Otherwise only one ally contingent can be used.
- Later German (Eastern) ally-commanders' contingents must conform to the Later German (Eastern) allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- A Gepid army must field at least 2 battle groups of Foot warriors.
- Italian Ostrogothic Mounted warriors can dismount as Heavy Foot, Armoured or Protected (as mounted classification), Superior or Average (as mounted classification), Undrilled, Offensive Spearman.

Later German (Eastern)											
Italian Ostrogoths and Italian Lombards: Developed, Hilly											
Others: Agricultural, Steppes											
C-in-C		Inspired Commander/Field Commander/Troop Commander					80/40/30		1		
Sub-commanders		Field Commander/Troop Commander					40/30		0-2		
Ally commanders		Field Commander/Troop Commander					30/20		1-2		
Troop name		Troop Type			Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting					Close Combat
Core Troops											
Mounted warriors	Any but Italian Ostrogoths, and Italian Lombards	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	0-12	16-56
			Protected					13		0-12	
			Protected	Average				9		8-56	
	Only Italian Ostrogoths, and Italian Lombards	Cavalry	Armoured	Elite	Undrilled	-	Lancers, Swordsmen	20	4	0-4	
				Superior				17	4-6	0-30	
				Average				12	8-36		
Archers	All except Heruls	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	16-72	
Javelinmen	Only Heruls	Medium Foot	Unprotected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-8		
Foot warriors	Only Gepids	Heavy Foot	Protected			-	Impact Foot Swordsmen	7	8-12		
Optional Troops											
Skirmishing archers or javelinmen		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-16	
						Javelins	Light Spear	5			
Alans, Huns or Bulgars	Only from 376 AD	Light Horse	Unprotected	Superior	Undrilled	Bow	Swordsmen	13	4-6	0-6	
				Average				10			
		Cavalry	Protected	Superior	Undrilled	Bow	Swordsmen	15	4-6		
				Average				11			
Italian spearmen	Only Italian Ostrogoths from 493 AD	Heavy Foot	Protected	Poor	Undrilled	-	Defensive Spearmen	4	10-12	0-24	
Byzantine deserters	Only Italian Ostrogoths from 544AD to 552AD	Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6	0-6	
Wagon laager or field defences		Field Fortifications						3		0-18	
Fortified camp								24		0-1	

Allies									
Carpi allies (only Sciri) – see Dacian or Carpi list									
Hun allies (only Sciri from 379 AD to 380 AD)									
Gepid allies (only Sciri) – see Later German (Eastern) list									
Rugi allies (only Sciri in 469 AD) – see Later German (Western) list									
Vandal allies (only Gepids)									
Suevi allies (only Lombards from 526 AD to 583 AD) – see Later German (Western) list									
Avar allies (only Lombards in 566 AD and Italian Lombards from 590 AD to 758 AD) – see Western Turkish list									
Frankish allies (only Lombards in 566 AD) – see Merovingian Frankish list									
Moorish allies (only Vandals before 500 AD) – see List Book 1: Numidian and Moorish list									
Special Campaigns									
Radagaisus from 401 AD to 406 AD									
Western German cavalry	Cavalry	Protected	Average	Undrilled	-	Light Spear Swordsmen	9	4-6	4-6
Germannic warriors	Heavy Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	8-12	12-48
An Otherwise optional battle group of Alans must be fielded									

Later German (Eastern) Allies										
Allied commander		Field Commander/Troop Commander						30/20	1	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Mounted warriors	Any but Italian Ostrogoths and Italian Lombards	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	0-6
			Protected					13		0-6
			Protected	Average				9		6-20
	Only Italian Ostrogoths and Italian Lombards	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	0-18
			Average	Average				12		6-24
Archers	All except Heruls	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-16
Javelinmen	Only Heruls	Medium Foot	Unprotected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-8	8-24
Foot warriors	Only Gepids	Heavy Foot	Protected			-	Impact Foot Swordsmen	7	8-12	

Kofun–Nara Japanese

This list covers the Kofun period from 276 AD, through the *Taika* Great Reform edict of 646 AD which created the *ritsuriyo* army, a Chinese-style conscript army, until the removal of the capital to Heian in 794 AD. This period saw great increases in the use of iron armour, the introduction of cavalry, the gradual consolidation of most of Japan under an Imperial dynasty based in the Yamato basin with the capital at Nara, and military interventions in Korea. Armies of 10-25,000 men were common in the early period, and may have risen to 100,000 by the end.

Troop Notes

The members and retainers of aristocratic clans called *uji* provided most of the troops, fighting as archers, some with iron *tanko* armour and large wooden *tate* shields, others as spearmen. The *yugei* "quiver-bearers" were a guards unit armed in the same style. The introduction of cavalry and lamellar *keiko* armour was probably inspired by changing military practices in Korea, and a large-scale immigration from the former Chinese commanderies in Korea in 408 may have contributed to the introduction of mounted archery. Cavalry are mentioned occasionally in the 5th century when there is even some evidence for Korean-style horse-armour, and became commoner in the 6th.

The Nara regime established a centralised administration and national militia army on the Chinese model, which was completed with the Taiho code of 702. A militia regiment *gundan* was created in each province, and provided drafts for the Jin battalions of expeditionary armies. Senior officers were local officials, junior officers commoners selected for 'skill with the bow and horse'. *Heishi* militiamen mostly fought as infantry with bow, long sword and dagger, and were issued with armour on campaign. Each squad of five had one pavisé, and these were formed into a shield-wall, and some *heishi* fought with 3-4 metre spears, probably with the pavisés in the front ranks, while others fought as cavalry.

Two men from each 50-man platoon used *o-yumi* stand-mounted crossbow-artillery, but whether they used one weapon between them or one each with assistance from others is unknown; so, the proportion of *o-yumi* to infantry is uncertain, but could have been very high. The *o-yumi* was thought to be particularly effective against the Emishi.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as nobles.
- A Japanese ally commander's contingent must conform to the Kofun-Nara Japanese allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.

Kofun-Nara Japanese													
Territory Types: Agricultural, Developed, Hilly.													
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1			
Sub-commanders		Field Commander						40		0-2			
		Troop Commander						30		0-3			
Japanese ally commanders	Only before 646	Field Commander/Troop Commander						30/20		1-2			
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases			
		Type	Armour	Quality	Training	Shooting	Close Combat						
Core Troops													
Nobles and retainers with bows behind standing shields	Only before 400AD	Medium Foot	Armoured	Superior	Undrilled	Bow	-	12	6-8		0-24		
				Average				8					
Nobles and retainers with spears		Medium Foot	Protected	Superior	Undrilled	-	Offensive Spearmen	10	6-8		0-16		
				Average				7					
Armoured horse archers	Only from 400AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsman	19	4-6		4-8		
Retainers with bows behind standing shields	Only from 400AD to 645AD	Medium Foot	Armoured	Average	Undrilled	Bow	Light Spear	8	1/2	6-8	16-48	24-80	
			-	1/2									
			Protected	Poor		Bow	Light Spear	4	1/2	6-8			
							-		1/2				
			Protected	Average		Bow	Light Spear	6	1/2	6-8			
							-		1/2				
<i>Heishi, sakimori or chinpei</i>	Only from 646AD	Medium Foot	Armoured	Average	Drilled	Bow	Light Spear	9	1/2	6-8	8-40	16-72	
			-	1/2									
			Protected	Poor		Bow	Light Spear	5	1/2	6-8			
							-		1/2				
			Protected	Average		Bow	Light Spear	7	1/2	6-8			
							-		1/2				

Optional Troops										
<i>Be</i> or other levy archers, or pacified Emishi		Medium Foot	Unprotected	Poor	Undrilled	Bow	-	3	6-8	0-16
		Light Foot	Unprotected	Poor	Undrilled	Bow	-	3	6-8	
<i>Yugei</i> or other guard archers	Only from 500 AD	Medium Foot	Armoured	Superior	Drilled	Bow	Swordsman	14	4	0-4
					Undrilled			13		
Emishi cavalry	Only from 646 AD	Cavalry	Protected	Superior	Undrilled	Bow	Swordsmen	15	4	0-4
			Unprotected					13		
<i>Heishi sakimori</i> or <i>chinpei</i> mounted archers		Cavalry	Protected	Average	Drilled	Bow	Swordsmen	12	4	0-4
Artillery <i>oyumi</i>		Light Artillery	-	Average	Drilled	Light Artillery	-	17	2	0-6
Allies										
Kaya Korean allies (only before 562 AD) – see Three Kingdoms Korean allies										
Paekche Korean allies (only before 700 AD) – see Three Kingdoms Korean allies										

Kofun-Nara Japanese Allies												
Allied commander		Field Commander/Troop Commander						30/20	1			
Troop name		Troop Type				Capabilities		Points per base	Bases per BG		Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Nobles and retainers with bows behind standing shields	Only before 400 AD	Medium Foot	Armoured	Superior	Undrilled	Bow	-	12	6-8	0-16	8-32	
				Average				8		8-32		
Nobles and retainers with spears		Medium Foot	Protected	Superior	Undrilled	-	Offensive Spearmen	10	6-8	0-8	6-18	
				Average				7		6-18		
Armoured horse archers	Only from 400 AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsman	19	4	0-4		
Retainers with bows behind standing shields	Only from 400 AD to 645 AD	Medium Foot	Armoured	Average	Undrilled	Bow	Light Spear	8	1/2	6-8	12-36	
							-		1/2			
			Protected	Average	Undrilled	Bow	Light Spear	6	1/2	6-8		
							-		1/2			
Heishi, sakimori or chinpei	Only from 646 AD	Medium Foot	Armoured	Average	Drilled	Bow	Light Spear	9	1/2	6-8		
							-		1/2			
			Protected	Average	Drilled	Bow	Light Spear	7	1/2	6-8		
							-		1/2			

Dominate Roman

This list covers Imperial Roman armies from the accession of Diocletian in 284 AD until the death of Theodosius I in 395 AD.

Troop Notes

We allow for the various theories regarding legionary and auxiliary armour.

Traditionally the auxilia have been classified as "loose order" or similar troop types inherently inferior to the legions in close combat but often better able to operate in terrain. However, there is little, if any, support for this in the historical record, and the history written by Ammianus Marcellinus describes them in the same terms as he uses for legionary infantry. Hence we allow both the legions and auxilia to be classified as Heavy Foot, but also allow a Medium Foot classification for those who follow the traditional auxilia interpretation. Infantry tactics appear to have been less aggressive than in earlier times, although the very best units (usually Palatine) had a better reputation for offensive spirit. To reflect this, we allow Superior legionaries and auxilia to have either Impact Foot or Light Spear capability. Others can only have Light Spear capability.

Legionaries were sometimes equipped with heavy clubs in addition to their normal weapons in order to fight against cataphracts. This tactic is first mentioned in 272 AD, used by veteran local legions against the Palmyrans. It is also mentioned in two later battle accounts - used by Constantine at Turin (312 AD) and Constantius II at Singara (344 AD). As this was a direct response to a particular threat, and used as needed, we allow legionaries to be deployed armed with Heavy Weapon if the opponent has deployed Heavily Armoured mounted troops.

For most of this period the actual performance of Roman cavalry in the field was often poor, and they remained very much the secondary arm to the infantry. At one point Julian punished a unit which had disgraced itself by parading them women's clothing. The guard units of the Scholae were a possible exception and were at times used as an advance guard for the army - they may, in fact, have been responsible for the premature start of the disastrous battle of Adrianople (378 AD). Sometime subsequent to this battle it appears that the quality of the cavalry started to improve, as is indicated by the comments of the late 4th century writer Vegetius, and this may be linked to adoption of Hun, Goth and Alan equipment and tactics.

Equites Illyricani have traditionally been classified as light horse, partly due to a misunderstanding of 3rd and 4th century artistic stylistic conventions which usually show military figures as unarmoured regardless of what type of troops there were - this includes depictions of catafracts as unarmoured. In reality they were almost certainly conventional Roman cavalry that were named from the region in which they were recruited and initially based - Illyria - which was the main source of effective troops for the legitimate emperors in the mid-3rd century.

Following the Battle of Adrianople, the eastern field army in Thrace needed rebuilding almost in its entirety, as two-thirds had been lost in the battle. By 380 AD the newly appointed emperor, Theodosius, had collected enough troops to once again take the field against the Goths, but these raw troops were defeated. The war dragged on until 382 AD, when a settlement was reached with the Goths, allowing them to settle within the empire. The traditional view is that (as required by the treaty) these settled Goths then provided troops to the Romans when requested, but that these were still tribal warriors and fought under their tribal leaders as allies rather than as part of the Roman army. Up to 20,000 are said to have accompanied Theodosius when he went west in 394AD to fight the usurper Eugenius. However, more recent studies have suggested that the Gothic settlement was less independent than previously thought, and that the Gothic troops may have actually been regular units within the Roman army. Both views are catered for in this list.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as equites.
- The Light Foot in field army legionaries and auxilia battle groups must be Protected if the other foot in the battle group is Armoured, and Unprotected if the other foot in the battle group is Protected.
- The non-archer bases in a battle group of 'Field army legionaries and auxilia' must be all Heavy Foot or all Medium Foot.
- 'Legionaries armed with clubs' use the Light Spear factors at impact and the Heavy Weapon factors in melee. They cannot have attached foot archers.
- * Medium foot archers can only be used in battle groups of 'Heavy Foot' legionaries armed with 'Light Spear'.
- Excluding allied contingents, at least 1/2 of the army's battle groups must be of average or poor quality.
- Western armies cannot include more than one minimum sized battle group of catafractarii or clibanarii, nor more than one minimum size battle group of medium foot 'auxiliary archers.
- Moorish allies cannot be used with any other allies or Goths.
- Theodosius' Eastern army in Thrace, 379AD to 382AD (Special Campaign) may not use Legionaries with clubs.

Dominate Roman									
Territory Types: Agricultural, Developed, Hilly, Woodlands									
C-in-C	Inspired Commander/Field Commander/Troop Commander					80/40/30		1	
Sub-commanders	Field Commander					40		0-2	
	Troop Commander					30		0-3	
Troop name	Troop Type				Capabilities		Point s per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			

Core Troops												
Field army legionaries and auxilia	Only before 380 AD	Heavy Foot	Armoured	Superior	Drilled	-	Impact Foot Swordsmen	14	2/3 or all	6- 12	18-72	
	Any Date	Heavy Foot or Medium Foot	Protected					Armoured	Superior			Drilled
			Armoured	Protected	13	2/3 or all						
		Light Foot	Protected	10	1/3 or 0							
			Unprotected	9	1/3 or 0							
		Heavy Foot or Medium Foot	Armoured	Average	Drilled	-	Light Spear Swordsmen	7	2/3 or all			
			Protected					9	2/3 or all			
		Light Foot	Protected					6	1/3 or 0			
			Unprotected					5	1/3 or 0			
	Upgrade archers in legionary battlegroups to medium foot		Medium Foot	Protected	Superior	Drilled	Bow	-	10	Any		* 0-18
			Average	7								
Scholae		Cavalry	Armoured	Superior	Drilled	-	Light Spear Swordsmen	18	4	0-4	0-8	
		Light Horse	Unprotected			Bow	-	11				
Equites Alani, Taifali, Sciri or Theodosiaci	Only from 383AD	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6	0-8		
				Average				13				
Equites and Equites Illyricani		Cavalry	Armoured	Average	Drilled	-	Light Spear Swordsmen	13	4-6	4- 12	6 - 24	
Equites Catafractarii or Clibanarii		Cataphracts	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	16	4-6	0-8		
Equites Sagittarii		Light Horse	Unprotected	Average	Drilled	Bow	-	8	4-6	0-8		
Equites Mauri						Javelins	Light Spear	7				
Optional Troops												
Legionaries armed with clubs		Heavy Foot	Armoured	Superior	Drilled	-	Light Spear Heavy Weapon	14	4-6	0-12		
Limitanei legionaries and auxilia		Heavy Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8	0-16		
				Poor				5				
Ferentarii, etc.		Light Foot	Unprotected	Average	Drilled	Javelins	Light Spear	5	6-8	0-8		
						Sling	-	4				
						Bow	-	5				
Auxiliary archers in all-archer units		Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8	0-8		
			Unprotected					6				
Light bolt-shooters		Light Artillery	-	Average	Drilled	Light Artillery	-	17	2	0-6		
Heavy bolt-shooters or stone- throwers		Heavy Artillery				Heavy Artillery	-	20				
City militia, laeti etc.		Heavy Foot	Protected	Poor	Undrilled	-	Light Spear	3	8-12	0-12		
Goths	Any from 333AD to 363AD	Heavy Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	8-12	0-36		
	Eastern armies from 383AD											
Alan or Hunnish mercenaries	Only from 389 AD	Light Horse	Unprotected	Superior	Undrilled	Bow	Swordsmen	13	4-6	0-6		
				Average				10				
		Cavalry	Protected	Superior	Undrilled	Bow	Swordsmen	15				
			Average	Average				11				
			Unprotected	Average				10				
Fortified camp								24		0-1		
Special Campaigns												
Theodosius' Eastern army in Thrace, 379AD to 382AD – no allies allowed												
Replace <i>all</i> field army legionaries and auxilia with newly recruited legionaries and auxilia		Heavy Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	2/3 or all	6- 12	0-24	
		Light Foot	Unprotected	Average	Drilled	Bow	-	5	1/3 or 0			
		Heavy Foot	Protected	Poor	Drilled	-	Light Spear Swordsmen	5	2/3 or all	6- 12	12-72	
		Light Foot	Unprotected	Poor	Drilled	Bow	-	3	1/3 or 0			
Allies												
Only Western armies												
Alan allies – see Early Alan list												
Frankish allies – see Later German (Western) list												
Moorish allies – see List Book 1: Numidian and Moorish list												
Only Eastern armies												
Arab allies – see List Book:1 Later Pre-Islamic Bedouin list												
Middle Armenian allies (Only before 364 AD)												

Dominate Roman Allies														
Allied-commander		Field Commander/Troop Commander						30/20		1				
Troop name		Troop Type				Capabilities		Point s per base	Bases per BG	Total bases				
		Type	Armour	Quality	Training	Shooting	Close Combat							
Core Troops														
Field army legionaries and auxilia	Only before 380 AD	Heavy Foot	Armoured	Superior	Drilled	-	Impact Foot Swordsmen	14	2/3 or all	6- 12	9-24			
			Protected					11						
	Any Date	Heavy Foot or Medium Foot	Armoured	Superior	Drilled	-	Light Spear Swordsmen	13	2/3 or all	6- 12				
			Protected					10						
		Light Foot	Protected					Bow				-	9	1/3 or 0
			Unprotected									7		
		Heavy Foot or Medium Foot	Armoured	Average	Drilled	-	Light Spear Swordsmen	9	2/3 or all					
			Protected					7						
		Light Foot	Protected					Bow				-	6	1/3 or 0
			Unprotected									5		
Upgrade archers in legionary battlegroups to medium foot		Medium Foot	Protected	Superior	Drilled	Bow	-	10	Any	* 0-8				
				Average				7						
Equites Alani, Taifali, Sciri or Theodosiaci	Only from 383AD	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4	0-4	4- 12			
				Average				13						
Equites and Equites Illyricani		Cavalry	Armoured	Average	Drilled	-	Light Spear Swordsmen	13	4-6	4-8				
Equites Catafractarii or Clibanarii		Cataphracts	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	16	4	0-4				
Equites Sagittarii		Light Horse	Unprotected	Average	Drilled	Bow	-	8						
Equites Mauri						Javelins	Light Spear	7						

Northern Dynasties Chinese

This list covers Chinese armies from the foundation of the first barbarian ruled state in China in 304 AD – the Xiongnu ruled Han Zhao (304 AD – 329 AD) - to the conquest of the Northern Qi (550 AD – 577 AD) by the Northern Zhou. It does not, however, include the Western Wei and subsequent Northern Zhou regimes following the probable formation of a regular infantry system starting about 540 AD by the Western Wei state. Their armies and the later Sui dynasty that finally reunified all of China are included in the Western Wei to Early Tang Chinese list.

The period is often split into two parts, firstly the more chaotic Sixteen Kingdoms period from 304 AD to 439 AD, during which time the north of China was only briefly united, and then the more stable Northern Dynasties period from the unification of north China in 439 AD by the Northern Wei (386 AD – 534 AD) ruled by the Xianbei Tuoba clan. Despite its stability, the Northern Wei eventually split into two, the Eastern Wei (534 AD – 550 AD) and Western Wei (534 AD – 556 AD).

Troop Notes

The most important and effective part of Northern Dynasty armies were the cavalry provided by the ruling peoples of the Xianbei and, to a lesser extent, the Xiongnu. The foundation of the northern states coincided with the appearance of cataphract cavalry amongst the nomads, which itself may have been linked to the widespread adoption of the stirrup around the same time. Whether full cataphract equipment was ever universal is open to question and so the cavalry of these armies has the option to be either Heavily Armoured or Armoured.

At the same time that cataphract equipment became popular, heavy cavalry tactics appear to have become based around a decisive charge with the lance as opposed to initial shooting with bows prior to a charge. However, the Xianbei ruled Former Yan state on one occasion in 352 AD used a large formation of armoured horse archers in conjunction with other bodies of lancer cavalry. It is possible that these had lighter armour than the lancers in a more traditional style.

Infantry, although often raised in large numbers from amongst the Han Chinese subject people, was uniformly of a poor quality. One Xianbei leader stated "The troops under your command are Han. I fear they will be of no assistance." However, the northern states are recorded as fielding close formation Chinese spearmen, presumably developed as a way for the infantry to stand up to the otherwise dominant cavalry. Crossbow use appears to have been on an even smaller scale than the previous period.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as heavy or guard cavalry.
- The minimum marked * only applies if any non-allied infantry are used.
- A Chinese ally commander's contingent must conform to the Northern Dynasties Chinese allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.

Northern Dynasties Chinese											
Territory Types: Agricultural, Developed, Hilly, Steppes											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Chinese ally commander		Field Commander/Troop Commander						30/20	0-1		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Heavy cavalry		Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	0-18	12-36
		Cataphracts	Heavily Armoured					19			
		Cavalry	Armoured	Average	Undrilled	-	Lancers, Swordsmen	12	4-6	6-24	
		Cataphracts	Heavily Armoured					14			
Levy foot with halberds, <i>ji</i>		Medium Foot	Protected	Poor	Undrilled	-	Pole Arm	5	8-10	0-36	*16-48
Levy spearmen		Heavy Foot	Protected	Poor	Undrilled	-	Defensive Spearmen	4	8-10	0-48	
Optional Troops											
Guard cavalry	Only from 439	Cataphracts	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	21	4-6	0-8	
		Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6		
Light horse archers		Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	0-10	
Levy archers or crossbowmen		Medium Foot	Protected	Poor	Undrilled	Bow	-	4	6-8	0-16	0-16
		Medium Foot	Protected	Poor	Undrilled	Crossbow	-	4	6-8	0-16	
Skirmishing archers		Light Foot	Unprotected	Poor	Undrilled	Bow	-	3	6-8	0-8	
Steppe auxiliaries	Only from 500AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4	0-4	0-8
	Any date	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6		
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-6	
			Protected					11			

"Dare to die" volunteers or similar	"Double armour" troops	Medium Foot	Armoured	Average	Undrilled	-	Pole Arm	9	6-8	0-8
	Others	Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-8	
"Pug-nosed" archers		Medium Foot	Protected	Average	Undrilled	Bow	-	6	6-8	0-12
Bolt shooters or light stone throwers		Light Artillery	-	Average	Drilled	Light Artillery	-	17	2	0-4
Qiang or similar auxiliaries		Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8	0-12
Fortified Camp								24		0-1
Allies										
Qiang or Di allies (only Han, Zhao or Former Zhao)										
Nomad allies – see List Book 1: Early Eastern Steppe Horse Cultures list (before 500 AD) or Later Eastern Steppe Horse Cultures (from 500 AD)										
Special Campaigns										
Only Former Yan in 352 AD										
Armoured horse archers	Cavalry	Armoured	Average	Undrilled	Bow	Swordsmen	14	4-6	8-18	
	Cataphracts	Heavily Armoured	Average	Undrilled	Bow	Swordsmen	16			

Northern Dynasties Chinese Allies											
Allied commander	Field Commander/Troop Commander						30/20	1			
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
	Type	Armour	Quality	Training	Shooting	Close Combat					
Heavy cavalry	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	0-8	6-18	
	Cataphracts	Heavily Armoured					19				
	Cavalry	Armoured	Average	Undrilled	-	Lancers, Swordsmen	12	4-6	4-12		
	Cataphracts	Heavily Armoured					14				
Levy foot with halberds, <i>ji</i>	Medium Foot	Protected	Poor	Undrilled	-	Pole Arm	5	8-10	*8-24		
Levy spearmen	Heavy Foot	Protected	Poor	Undrilled	-	Defensive Spearmen	4	8-10			

Later Sassanid Persian

This list covers the Sassanid Persians from 359AD to 651AD

Troop Notes

Cataphract equipment remained the ideal for the armoured cavalry at the start of the period of this list, however, it may not have been achieved by all, with some making do with lighter equipment. We assume that the kontos wielding cavalry described by Ammianus in the 4th century would probably have enough fully equipped men to qualify as cataphracts. Whilst his description implies that the armoured mounted archers also had the same equipment, we assume that there are those most likely to have had to make do with lighter equipment.

At some stage in the 5th century AD, it appears that cataphract equipment went into decline and that the armoured horse archer became the dominant troop type. Certainly, by the time of the Byzantine Emperor Maurikios, at the end of the 6th century, the vast majority of the cavalry were archers. We have assigned the date of 488 AD, coinciding with major defeats to Turkish armies, as the date of this change although it is somewhat arbitrary.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cataphracts or armoured horse archers.
- Arab allies cannot be used with Hephthalite, Chionite or Kushan allies.
- Armenian allies cannot be used with Kushans or Hephthalite Huns.
- Dilimnite allies can only be used with Sabir allies.
- Bahram Chobin cannot use Dailami.
- The minimum marked * only applies if any non-allied Armenian cavalry are used. If any are fielded the C-in-C must be depicted as Armenian cavalry.
- Cavalry Asvaran can always dismount as Medium Foot, Armoured, Superior or Average (as mounted), Undrilled or Drilled (as mounted), Bow, Swordsmen.
- If using the Khusrau I from 531 AD to 579 AD special campaign option all Superior Cavalry must be upgraded to Drilled before any Average ones are.

Later Sassanid Persian												
Territory Types: Agricultural, Developed, Hilly												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1		
Sub-commanders		Field Commander						40		0-2		
		Troop Commander						30		0-3		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Asvaran	Before 489 AD	Cataphracts	Heavily armoured	Elite	Undrilled	-	Lancers, Swordsmen	22	4	0-4	16-48	
			Superior	19				4-6	4-18			
		Cataphracts	Heavily Armoured	Average	Undrilled	Bow	Swordsmen	16	4-6	0-24		
			Cavalry					Armoured		14		8-24
	From 489 AD to 628 AD	Cataphracts	Heavily armoured	Superior	Undrilled	-	Lancers, Swordsmen	19	4-6	0-8		
			Cavalry	Armoured				Superior		19		4-6
				Average	Undrilled	Bow	Swordsmen	14	4-6	8-24		
	From 629 AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-12		
				Average				14		12-48		
Optional Troops												
Light horse archers		Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	0-12		
Elephants	Before 629AD	Elephants	-	Average	Undrilled	-	-	25	2	0-6		
				Poor				20				
Paighan			Heavy Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	6	6-8	0-24	
Kamandaran			Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12	
Elephants	From 629AD	Elephants	-	Average	Undrilled	-	-	25	2	0-2		
Paighan			Heavy Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	6	6-8	0-36	
Kamandaran			Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-18	
Skirmishers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12		
						Sling	-	4				
						Javelins	Light Spear	5				

Hill Tribesmen		Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	0-8	
Dailami guardsmen	Only from 591AD to 636AD	Medium Foot	Protected	Superior	Drilled	-	Impact foot, Swordsmen	11	6-8		
			Armoured					14			
Armenian cavalry	Only from 596AD to 617AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	*8-12	
Levy spearmen		Heavy Foot	Protected	Poor	Undrilled	-	Defensive Spearmen	4	8-12	0-48	0-48
		Mob	Protected	Poor	Undrilled	-	-	3	8-12	0-16	
Fortified camp								24		0-1	
Allies											
Arab allies – See List Book 1: Later Pre-Islamic Bedouin list											
Middle Armenian allies (only before 371 AD and from 489 AD to 644 AD)											
Chionite Hunnic allies (Only from 356 AD to 460 AD)											
Hephthalite Hunnic allies (only before 553 AD)											
Sabir Hunnic allies (Only from 463 AD to 628 AD)											
Kushan allies (only before 489 AD) – see List Book 1: Kushan or Indo-Skythian list											
Dilimnite allies (only before 644 AD)											
Special Campaigns											
Khusrau I from 531 AD to 579 AD											
Upgrade cataphracts to		Cataphracts	Heavily armoured	Superior	Drilled	-	Lancers, Swordsmen	21	4-6	All	
Upgrade armoured horse archers to		Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	12-All	
				Average				15			
Only in 550 AD											
Alan allies – see Early Alan list											
Bahram Chobin in 591 AD											
Göktürk allies - see Western Turkish list											

Later Sassanid Persian Allies											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Asvaran	Before 489 AD	Cataphracts	Heavily armoured	Superior	Undrilled	-	Lancers, Swordsmen	19	4-6	0-8	8-24
		Cataphracts	Heavily Armoured	Average	Undrilled	Bow	Swordsmen	16	4-6	0-12	
		Cavalry	Armoured					14		4-12	
	From 489AD to 628AD only	Cataphracts	Heavily armoured	Superior	Undrilled	-	Lancers, Swordsmen	19	4	0-4	
		Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-18	
				Average				14		4-24	
	From 629 AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-8	
				Average				14		4-24	

Hunnish

This list covers the Western Huns from the later 4th century AD until the absorption of their remnants by the Avars in the mid-6th century. It also covers the eastern Hephthalite Huns for the same period.

Previously a loose confederation of tribes each under its own king, from 420AD on, under Octar and later his brother Rua, the Huns began to be welded into a single coherent force. Under Rua, large allied forces were supplied to the Roman general Aetius, who had spent time as a hostage with the Huns in his youth. This alliance enabled Aetius to suppress for the time being the ambitions of the Germanic tribes settled in various parts of the Western Roman Empire.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as nobles.
- Minimum marked * may only be used if at least one battle group of elephants are used.
- Optionally, troops in a subject ally contingent can be downgraded one quality class to represent disaffection (all or none).
- A Hunnic ally commander's contingent must conform to the Hunnic allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.

Hunnish											
Territory Types: Agricultural, Woodlands, Steppes											
C-in-C		Inspired Commander/Field Commander/Troop Commander					80/40/30		1		
Sub-commanders		Field Commander					40		0-2		
		Troop Commander					30		0-3		
Hunnish allied-commander		Field Commander/Troop Commander					30/20		Only Western Huns before 420 AD or Hephthalites at any date: 1-3		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Horse archers		Light Horse	Unprotected	Superior	Undrilled	Bow	Swordsmen	13	4-6	0-12	8-20
				Average				10		8-16	
		Cavalry	Protected	Superior	Undrilled	Bow	Swordsmen	15	4-6	0-24	8-60
			Protected	Average				11		8-48	
			Unprotected					10			
		Optional Troops									
Nobles		Cavalry	Armoured	Elite	Undrilled	Bow	Swordsmen	22	0-4	0-8	
				Superior				19	0-8		
Alan subjects	Only Western Huns before 454AD	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-6	
			Protected	Average				Undrilled			Bow
Cavalry		Unprotected	Average		Undrilled	Bow	Swordsmen		10		
		Cavalry		Protected				Superior	Undrilled	-	Lancers, Swordsmen
Average	9										
Elephants	Only Hephthalite Huns	Elephants	-	Superior	Undrilled	-	-	35	2	0-6	
				Average				25			
				Poor				20			
Elephant escort halbardiers		Medium Foot	Protected	Average	Undrilled	-	Pole Arm	7	6-8	*0-8	
Indian levy foot			Unprotected	Poor	Undrilled	Bow	-	3	8-12	*12-24	
Fortified camp								24		0-1	
Special Campaigns											
Uldin in 408AD											
Sciri allies – see later German (Eastern) list											
Attila from 433 AD to 453 AD											
Burgundian, Frankish, Rugian or Thuringian subjects		Heavy Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	8-12	8-48	
				Poor				5			
Gepid subject allies – see Later German (Eastern) list											
Ostrogothic subject allies - see Later German (Eastern) list											

Hunnish Allies										
Allied commander	Field Commander/Troop Commander						30/20	1		
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Horse archers	Light Horse	Unprotected	Superior	Undrilled	Bow	Swordsmen	13	4-6	0-8	4-8
			Average				10		4-12	
	Cavalry	Protected	Superior	Undrilled	Bow	Swordsmen	15		0-12	4-16
		Unprotected	Average				10		4-16	
		Protected					11			

Post-Roman British

This list covers Post-Roman British armies (except in Wales) from the late 4th century AD, when local warlords were probably left to fend for themselves in the north and west, until the collapse of the lowland kingdoms at the end of the 6th century. Thereafter it continues to cover the northern British kingdoms of Elmet (annexed by Northumbria in 616 AD or 626 AD), Gododdin (annexed by Bernicia circa 638 AD), Rheged (annexed by Northumbria some time before 730 AD), and Strathclyde (annexed by the Scots between 1019 AD and 1053 AD). Also, the south-western kingdoms of Dumnonia and Cornwall (finally annexed by England by the reign of Edward the Confessor 1042 AD – 1066 AD).

Troop Notes

Drilled troops represent remnants of the Roman garrison. We assume that these survived the withdrawal of Roman authority for a number of years and initially formed the basis of local warlord forces before finally fading away.

The choice of classification for the undrilled spearmen is to allow for various interpretations of the limited evidence. Our feeling is that the spearmen of the lowland kingdoms would be more likely to qualify as heavy foot, while those of the hillier regions, such as Rheged, might be more appropriately classified as medium foot.

"Arthur's companions" are to allow for the very faint possibility that the later legends of King Arthur's Knights of the Round Table preserve some folk memory of this era. If so a survival or revival of the Equites Catafractarii, part of the Dux Britanniarum's command as listed in the Late Roman Notitia Dignitatum, might conceivably have provided the model. We incorporate this wild speculation for the benefit of those so inclined. Even so, it is extremely unlikely that they would still have had full cataphract equipment.

Roman allies represent a possible return of the field army circa 416 AD.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cavalry.
- British ally-commanders' contingents must conform to the Post-Roman British allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- The minimum marked * only applies before 425AD. This is to represent the remnant Roman forces that would be the initial troop base.
- Welsh allies cannot be used with Saxon foederati or mercenaries
- Undrilled cavalry can always dismount as Medium or Heavy Foot, Average or Superior (as mounted type), Armoured or Protected (as mounted type), Undrilled, Impact Foot, Swordsmen.
- Drilled cavalry can always dismount as Medium or Heavy Foot, Average or Superior (as mounted type), Armoured or Protected (as mounted type), [Drilled](#), Light spear, Swordsmen.

Post-Roman British											
Territory Types: Agricultural, Hilly, Woodlands											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander/Troop Commander						40/30	0-2		
British ally-commanders		Field Commander/Troop Commander						30/20	0-3		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Cavalry	Only before 500AD	Cavalry	Armoured	Average	Drilled	-	Light Spear Swordsmen	13	4-6	*4-12	10-24
	Any date	Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4-6	0-12 6-24	
		Cavalry	Protected	Superior	Undrilled	-	Light Spear Swordsmen	13	4-6		
				Average				9			
"Arthur's companions"	Only before 540AD	Cavalry	Armoured	Eliter Superior	Drilled	-	Lancers, Swordsmen	21 18	4	0-4	24-80
	Only before 500AD	Medium or Heavy Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8	*24-80	
Spearmen	Any date	Medium or Heavy Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8	0-80	0-16
	Only from 600AD	Heavy Foot		Average	Undrilled	-	Defensive Spearmen	9	6-8		
	Veteran Spearmen	Any date	Medium or Heavy Foot	Protected	Superior	Undrilled	-	Light Spear Swordsmen	9	6-8	
	Only from 600AD	Heavy Foot					Defensive Spearmen				
Optional Troops											
Levy spearmen		Heavy Foot	Protected	Poor	Undrilled	-	Defensive Spearmen	4	8-12	0-48	
Light cavalry		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-8	
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12	
Saxon foederati or mercenaries	Only before 442AD	Heavy Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-8	0-16	

Allies
Roman allies (Only from 416 AD to 425 AD) – see Foederate Roman list
Saxon allies (Only before 442 AD) – see Later German (Western) list
Viking allies (Only from 790 AD)
Early Welsh allies (Only before 580 AD)

Post-Roman British Allies										
Allied commander		Field Commander/Troop Commander						30/20	1	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Cavalry	Only before 500AD	Cavalry	Armoured	Average	Drilled	-	Light Spear Swordsmen	13	4-6	0-4
	Any date	Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4-6	
		Cavalry	Protected	Superior	Undrilled	-	Light Spear, Swordsmen	13	4-6	0-8
				Average				9		
Spearmen	Only before 500AD	Medium or Heavy Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8	*6-32
	Any date	Medium or Heavy Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8	6-32
	Only from 600AD	Heavy Foot					Defensive Spearmen			

Foederate Roman

This list covers Imperial Roman armies in the west from the death of Theodosius I in 395 AD to 493 AD when the Ostrogoths defeated Odoacer's army in Italy, and those in the east from 395 AD until 460 AD. It also includes the "Gothic" army of Alaric and his immediate successors from 395 AD until their settlement in south-western Gaul in 418 AD which led to the formation of the Visigoth kingdom.

Troop Notes

This was the period of maximum dependence on "barbarian" foederati to replace the declining native Roman troops. This was, however, mainly though using federate barbarian armies wholesale rather than the incorporation of undisciplined troops into the Roman army proper as has been the traditional approach of wargames army lists. That said, towards the very end of the Roman army in the west the quality of many of the troops had probably declined to the point where the difference between them and their barbarian contemporaries was marginal at best.

Despite its decline and the increased reliance on barbarian recruits, until the end of Majorian's campaign in Spain in 460 AD the Roman army was still effective and won nearly all of its battles against the barbarians. However, the fall of Carthage and the loss of the wealthy parts of North Africa in 439 AD was a significant blow and will have affected the Western empire's ability to pay and equip the army. After Majorian's failed Spanish campaign, the situation deteriorated rapidly.

Sometime in the second half of the 5th century, Roman cavalry was re-equipped with bows under the influence of Hunnic equipment and tactics. However, this is unlikely to have taken place in the west as the infrastructure was breaking down and central control failing, and so we take this point as the end of this list in the east where the change definitely took place.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as equites.
- Armies must be designated Eastern (395AD to 460AD), Western (395AD to 493AD) or "Gothic" (395AD to 418AD).
- The non-archer bases in a battle group of 'Field army legionaries and auxilia' must be all Heavy Foot or all Medium Foot.
- * Medium foot archers can only be used in battle groups of 'Heavy Foot' legionaries armed with 'Light Spear'.
- Eastern armies can only use one ally.
- "Gothic" armies must have more foot battle groups than mounted ones.
- "Gothic" armies from 408AD must have more Undrilled battle groups than Drilled ones.

Foederate Roman												
Territory Types: Agricultural, Developed, Hilly, Woodlands												
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30			1		
Sub-commanders	Field Commander						40			0-2		
	Troop Commander						30			0-3		
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases			
	Type	Armour	Quality	Training	Shooting	Close Combat						
Core Troops – “Gothic” only												
Legionaries and auxilia	Heavy Foot or Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	2/3 or all 1/3 or 0	6-12	6-36		
	Unprotected	Unprotected			Bow	-	5					
“Barbarised” legionaries and auxilia	Heavy Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	2/3 or all 1/3 or 0	6-12	12-48		
	Light Foot	Unprotected			Bow	-	5					
	Heavy Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-8				
Equites and Equites Illyricani	Cavalry	Armoured	Average	Drilled	-	Light Spear Swordsmen	13	4-6	0-8	4-16		
Poor			10									
“Barbarised” equites and similar cavalry		Armoured	Average	Undrilled		Light Spear Swordsmen	12	4-6	0-8			
			Protected	Average			Undrilled	9	4-6			4-16
		Poor		7								
Core Troops – Eastern only												
Legionaries and auxilia	Heavy Foot or Medium Foot	Armoured	Average	Drilled	-	Light Spear Swordsmen	9	2/3 or all 1/3 or 0	6-9	0-36	18-60	
	Light Foot	Protected			Bow	-	6	1/3 or 0				
	Heavy Foot or Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	2/3 or all 1/3 or 0	6-9	6-60		
	Light Foot	Unprotected			Bow	-	5	1/3 or 0				
Upgrade archers in legionary battlegroups to medium foot	Medium Foot	Protected	Average	Drilled	Bow	-	7	*Any				
Equites and Equites Illyricani	Cavalry	Armoured	Average	Drilled	-	Light Spear Swordsmen	13	4-6	4-16			
			Poor				10					
Equites Catafractarii or Clibanarii	Cataphracts	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	21	4-6	0-8			
			Average				16					

Core Troops – Western only												
Legionaries and auxilia	Only before 440AD	Heavy Foot or Medium Foot	Armoured	Average	Drilled	-	Light Spear Swordsmen	9	2/3 or all	6-12	0-36	18-60
		Light Foot	Protected			Bow	-	6	1/3 or 0			
	Only from 440 AD to 461 AD	Heavy Foot or Medium Foot	Armoured	Average	Drilled	-	Light Spear Swordsmen	9	2/3 or all	6-12	0-24	
		Light Foot	Protected			Bow	-	6	1/3 or 0			
		Heavy Foot or Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	2/3 or all	6-12	12-60	
		Light Foot	Unprotected			Bow	-	5	1/3 or 0			
Upgrade archers in legionary battlegroups to medium foot		Medium Foot	Protected	Average	Drilled	Bow	-	7	*Up to half			
“Barbarised” legionaries and auxilia	Only from 461 AD	Heavy Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	2/3 or all	6-12	12-36	
		Light Foot	Unprotected			Bow	-	5	1/3 or 0			
		Heavy Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-8			
Equites and Equites Illyricani	Only before 461 AD	Cavalry	Armoured	Average	Drilled	-	Light Spear Swordsmen	13	4-6		4-12	
“Barbarised” equites and similar cavalry	Only from 461 AD	Cavalry	Armoured	Average	Undrilled	-	Light Spear Swordsmen	12	4-6		0-8	
			Protected	Average	Undrilled	-	Light Spear Swordsmen	9	4-6		4-12	
Equites Catafractarii or Clibanarii	Only before 425 AD	Cataphracts	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	16	4-6		0-6	
Poor	13											
Optional Troops												
Veteran infantry	Only before 461AD	Heavy Foot or Medium Foot	Armoured	Superior	Drilled	-	Light Spear Swordsmen	13	2/3 or all	6-9	0-18	
		Light Foot	Protected			Bow	-	9	1/3 or 0			
	Any date	Heavy Foot or Medium Foot	Protected	Superior	Drilled	-	Light Spear Swordsmen	10	2/3 or all	6-9		
		Light Foot	Unprotected			Bow	-	7	1/3 or 0			
Upgrade archers in veteran infantry battlegroups to medium foot		Medium Foot	Protected	Superior	Drilled	Bow	-	10	*Any			
Veteran cavalry		Any date	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6		0-8	
					Drilled	-	Light Spear Swordsmen	18				
					Undrilled	-	Light Spear Swordsmen	17				
Equites Alani, Taifali, Sciri, or similar	Only before 461 AD	Cavalry	Armoured	Average	Drilled	-	Lancers, Swordsmen	13	4-6		0-8	
Equites Sagittarii	Eastern or Western only	Light Horse	Unprotected	Average	Drilled	Bow	-	8	4-6		0-8	
Equites Mauri		Light Hose	Unprotected	Average	Drilled	Javelins	Light Spear	7	4-6		0-4	
Auxiliary archers in all-archer units		Medium Foot	Unprotected	Average	Drilled	Bow	-	6	4-6		0-6	
				Poor				4				
Remnant border troops, city militia, laeti etc.		Heavy Foot	Protected	Poor	Undrilled	-	Light Spear	3	8-12		0-12	
Alan or Hunnic mercenaries	Eastern or Western only	Light Horse	Unprotected	Superior	Undrilled	Bow	Swordsmen	13	4-6		0-6 or 0-12 if Aëtius' Western army from 425 AD to 440 AD	
				Average				10				
		Cavalry	Unprotected	Average				10				
			Protected	Superior				15				
Bolt-shooters or stone-throwers		Heavy Artillery	-	Average	Drilled	Heavy Artillery	-	20	2		0-4	
Field defences		Field Fortifications						3			0-24	
Fortified camp								24			0-1	
Allies												
Hunnish allies (Eastern or Western armies before 440AD, cannot be used with Alan or Hunnic mercenaries)												
Only Western armies												
Alan allies – see Alan list												
Armorican allies												
Burgundian or Frankish allies – see Later German (Western) list												
Later Visigothic allies (only from 419AD) – see Later Visigothic list												
Eastern Roman allies (only from 425AD to 460AD) – see Foederate Roman list												
Early Byzantine allies (only from 461AD to 471AD) – see Early Byzantine list												
Only Eastern armies												
Arab allies – see List Book 1: Later Pre-Islamic Bedouin list												
Gothic allies – see Later German (Eastern) list												
Middle Armenian allies												

Foederate Roman Allies															
C-in-C		Field/Troop Commander						30/20		1					
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases					
		Type	Armour	Quality	Training	Shooting	Close Combat								
Core Troops – “Gothic” only															
Legionaries and auxilia		Heavy Foot or Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	2/3 or all	6-9	9-18				
		Light Foot	Unprotected			Bow	-	5	1/3 or 0						
"Barbarised" legionaries and auxilia		Heavy Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	2/3 or all	6-9	6-18				
		Light Foot	Unprotected			Bow	-	5	1/3 or 0						
		Heavy Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-8						
Equites and Equites Illyricani		Cavalry	Armoured	Average	Drilled	-	Light Spear Swordsmen	13	4-6		0-4	4-8			
"Barbarised" equites and similar cavalry		Cavalry	Armoured	Average	Undrilled	-	Light Spear Swordsmen	12			4-6		0-4		
				Protected	Average	Undrilled	-	Light Spear Swordsmen	9	4-6	4-8				
					Poor	Poor	Poor	Poor	7						
Core Troops – Eastern only															
Legionaries and auxilia		Heavy Foot or Medium Foot	Armoured	Average	Drilled	-	Light Spear Swordsmen	9	2/3 or all	6-9	0-12	9-27			
		Light Foot	Protected			Bow	-	6	1/3 or 0						
		Heavy Foot or Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	2/3 or all	6-9	6-18				
		Light Foot	Unprotected			Bow	-	5	1/3 or 0						
Upgrade archers in legionary battlegroups to medium foot		Medium Foot	Protected	Average	Drilled	Bow	-	7	*Any						
Equites and Equites Illyricani		Cavalry	Armoured	Average	Drilled	-	Light Spear Swordsmen	13	4-6		4-8				
Equites Catafractarii or Clibanarii		Cataphracts	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	16	4		0-4				
Core Troops – Western only															
Legionaries and auxilia		Only before 440AD	Heavy Foot or Medium Foot	Armoured	Average	Drilled	-	Light Spear Swordsmen	9	2/3 or all	6-9	0-12	9-36		
			Light Foot	Protected			Bow	-	6	1/3 or 0					
		Only from 440AD to 461AD	Heavy Foot or Medium Foot	Armoured	Average	Drilled	-	Light Spear Swordsmen	9	2/3 or all	6-9	0-9			
			Light Foot	Protected			Bow	-	6	1/3 or 0					
			Heavy Foot or Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	2/3 or all	6-9	9-27			
			Light Foot	Unprotected			Bow	-	5	1/3 or 0					
"Barbarised" legionaries and auxilia		Only from 461AD	Heavy Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	2/3 or all	6-9	8-24			
			Light Foot	Unprotected			Bow	-	5	1/3 or 0					
			Heavy Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-8					
Equites and Equites Illyricani		Only before 461AD	Cavalry	Armoured	Average	Drilled	-	Light Spear Swordsmen	13	4-6		4-8		4-8	
"Barbarised" equites and similar cavalry		Only from 461AD	Cavalry	Armoured	Poor	Undrilled	-	Light Spear Swordsmen	10						
					Protected		Average	Undrilled	-	Light Spear Swordsmen	12	4-6			0-4
							Poor		Poor	Poor	Poor	9			4-6
Equites Catafractarii or Clibanarii	Before 425AD	Cataphracts	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	16	4	0-4					
				Poor				13							

Later Visigothic

In 418 AD, following their campaign, at Roman instigation, against the Vandals, Alans and Suebi in the Iberian peninsula (modern Spain), the Visigoths were rewarded with land in Gallia Aquitania (modern south-west France). By 475 AD the kingdom had achieved full independence. By 500AD, it had extended its territory to include most of modern southern France and most of Spain.

This list covers the Visigothic Kingdom from 419 AD until the completion of the Arab conquest circa 718 AD.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as bucellarii.
- Only one ally contingent can be used.

Later Visigothic													
Territory Types: Agricultural, Developed, Hilly, Woodlands (only before 507 AD), Mountains (only from 507 AD)													
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1			
Sub-commanders		Field Commander						40		0-2			
		Troop Commander						30		0-3			
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases			
		Type	Armour	Quality	Training	Shooting	Close Combat						
Core Troops													
Bucellarii		Cavalry	Armoured	Elite	Undrilled	-	Lancers Swordsmen	20	0-4		0-4	4-12	
				Superior				17			4-12		
Gardingi		Cavalry	Protected	Superior	Undrilled	-	Light Spear Swordsmen	13	4-6		0-12	6-30	
				Average				9			6-30		
Spearmen	Only before 622AD	Heavy Foot	Protected	Average	Undrilled	-	Impact foot Swordsmen	7	8-12		12-72		
Spearmen	Only from 622AD	Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	2/3 or all	8-12	12-72	12-72	
Supporting archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	1/3 or 0		0-24		
Separately deployed archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		0-8	6-24	
		Medium Foot									6-24		
Optional Troops													
Romans	Before 467AD	Heavy Foot	Protected	Poor	Drilled	-	Light Spear Swordsmen	5	2/3 or all	8-12	0-18		
		Medium Foot							1/3 or 0				
	From 467AD	Light Foot	Unprotected	Poor	Drilled	Bow	-	3	2/3 or all	8-12	0-18		
		Heavy Foot	Protected	Poor	Undrilled	-	Defensive Spearmen	4	1/3 or 0				
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8		0-8		
Basque cavalry	Only from 622AD	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4		0-4		
Basque javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8		0-8		
Fortified camp								24			0-1		
Allies													
Only before 467 AD													
Burgundian allies – see Later German (Western) list													
Only from 467 AD to 621 AD													
Byzantine allies (only from 550 AD to 554 AD) – see Maurikian Byzantine list													
Italian Ostrogothic allies – see Later German (Eastern) list													
Suebi allies – see Later German (Western) list													

Later Visigothic Allies												
Allied commander		Field Commander/Troop Commander						30/20		1		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG		Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Bucellarii		Cavalry	Armoured	Superior	Undrilled	-	Lancers Swordsmen	16	4		0-4	
Gardingi		Cavalry	Protected	Superior	Undrilled	-	Light Spear Swordsmen	12	4-6		0-6	4-10
				Average				9			4-10	
Spearmen	Only before 622AD	Heavy Foot	Protected	Average	Undrilled	-	Impact foot Swordsmen	7	8-12		8-36	
Spearmen	Only from 622AD	Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	2/3 or all	8-12	12-36	8-36
Supporting archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	1/3 or 0		0-24	
Separately deployed archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		0-8	

African Vandal

In 429 AD political machinations in the Roman high command led to the Roman commander in North Africa, Boniface, inviting the Vandals under King Geiseric to cross over from modern Spain to Africa to aid him against the central government. Once there they could not be dislodged. By 439 AD they had captured Carthage itself and made it the capital of their new kingdom. In 442 AD the Romans, in order to secure the corn supply from Africa, recognised the status quo.

This list covers Vandal armies from 442 AD until 534 AD.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Vandal cavalry.

African Vandal											
Territory Types: Agricultural											
C-in-C		Inspired Commander/Field Commander/Troop Commander					80/40/30	1			
Sub-commanders		Field Commander					40	0-2			
		Troop Commander					30	0-3			
Troop name		Troop Type			Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting					Close Combat
Core Troops											
Vandal cavalry		Cavalry	Armoured	Elite	Undrilled	-	Lancers, Swordsmen	20	4	0-4	16-60
				Superior				17	4-32		
				Average				12	12-48		
Optional Troops											
Moorish cavalry		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4	0-4	
Alans	Only before 500AD	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-6	
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6		
			Protected					11			
Fortified camp								24		0-1	
Allies											
Moorish allies (Only before 500 AD) – see List Book 1: Numidian and Moorish list											

African Vandal Allies										
Allied commander	Field Commander/Troop Commander						30/20	1		
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Vandal cavalry	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	0-18	6-24
			Average				12		6-24	

Later Hindu Indian

This list covers Hindu Indian armies across the whole sub-continent and Sri Lanka from the fall of the Gupta Empire in the mid-5th century AD until 1500AD.

Armies are divided into two broad categories: northern covering the regions where large-scale horse breeding was possible such as Rajasthan, and southern where it was difficult to raise horses and so infantry and elephants dominated the battlefield.

Major northern states include the Vardhan empire (570AD to 647AD), the various Rajput city states and the Palas empire (760AD to c. 1120AD). Southern states include city states of varying size and importance such as the Pandyas, Pallavas, Hoysalas, Cholas (985AD to 1246AD), Vijayanagar (1336AD to 1660AD) and the Sinhalese states in what is now Sri Lanka.

Troop Notes

Hindu military organization was based on traditional and often sacred sources. The bow appears to have been the chief infantry weapon. A smaller curved bow became popular in the later part of the medieval era. A wide variety of bladed weapons were also in use.

Rajput warriors were mainly horsemen. They were dressed in saffron robes. They were armed with spears, swords, bows and shields. They were supplemented in their armies by the usual foot warriors.

Hindu military organization was based on traditional and often sacred sources. The bow appears to have been the chief infantry weapon. A smaller curved bow became popular in the later part of the medieval era. A wide variety of bladed weapons were also in use.

Southern Indian armies were always short of horses, often having to import them at vast cost only for them to die quickly due to the climate. This was compensated to some extent by the larger number of elephants available, but their armies remained infantry based for the most part. Vijayanagar was the partial exception, bringing in Moslem mercenary cavalry and also training some of its own cavalry in Moslem tactics.

The Chola Empire retained an effective and well-trained standing army which was expanded at times of war with short term soldiers.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted on elephants or as cavalry.
- An army must represent a specific state, at a specific date during the period of existence of that state.

Later Hindu Indian											
Rajput city states: - Desert, Developed											
Other Northern States – Agricultural, Developed, Hilly, Woodlands											
Southern States: - Agricultural, Developed, Hilly, Tropical											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Elephants	Northern States	Elephants	-	Average	Undrilled	-	-	25	2	2-4	
	Southern States								2-3	3-8	
Cavalry	Only Rajputs	Cavalry	Armoured	Superior	Undrilled	-	Lancers Swordsmen	17	4-6	0-20	4-24
			Protected	Superior	Undrilled	-	Lancers Swordsmen	13	4-6	0-12	
				Average				9		4-16	
	Other Northern Sates	Cavalry	Armoured	Superior	Undrilled	-	Lancers Swordsmen	17	4	0-4	
			Protected	Average	Undrilled	-	Lancers Swordsmen	12	4-6	0-18	
				Average				9	4-6	4-24	
Archers	Any	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-64	16-90
	Only Chola from 965 AD to 1246 AD				Drilled			6		12-24	
Sinhalese militia	Only Sinhalese	Medium Foot	Unprotected	Poor	Undrilled	Bow	-	3	8-10	16-60	
Bladesmen	Any	Medium Foot	Unprotected	Average	Undrilled	-	Light Spear Swordsmen	5	6-8	0-40	6-40
	Only Chola from 965 AD to 1246 AD				Drilled			6		6-18	

Optional Troops										
Cavalry	Only southern	Cavalry	Protected	Average	Undrilled	-	Lancers, Swordsmen	9	4-6	0-8
Light cavalry	Only northern or Vijayanagar	Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	0-6
						Javelins	Light Spear	7		
Camelry	Only Bhatti Rajputs	Camelry	Protected	Average	Undrilled	-	Light Spear	9	4-6	
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-16
Spearmen		Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6		
Forest or hill tribe skirmishers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6	0-6
Kashmiri slingers	Only northern	Light Foot	Unprotected	Average	Undrilled	Sling	-	4		
Moslem trained or mercenary horse	Only Vijayanagar from 1400 AD	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-8
				Average				15		
Rocket troops	Only Vijayanagar	Light Artillery	-	Average	Undrilled	Light Artillery	-	15	2	0-8
Bombards	Only Vijayanagar from 1470 AD	Heavy Artillery	-	Average	Undrilled	Heavy Artillery	-	20	2	0-2
Peasants		Mob	Unprotected	Poor	Undrilled	-	-	2	10-12	0-24
Allies										
Only Vardhan										
North Indian city-state allies – Later Hindu Indian (up to 2 contingents)										
Pandya-Tamil allies – Later Hindu Indian (southern options)										
Only Rajputs										
Rajput allies – Later Hindu Indian (up to 2 contingents)										
Only Others										
North Indian city-state allies – Later Hindu Indian (up to 2 contingents)										
Pandya-Tamil allies – Later Hindu Indian (southern options)										
Rajput allies – Later Hindu Indian										

Later Hindu Indian Allies											
Allied commander		Inspired Commander/Field Commander/Troop Commander						30/20	1		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Elephants	Northern States	Elephants	-	Average	Undrilled	-	-	25	2	0-2	
	Southern States								2-3	2-4	
Cavalry	Only Rajputs	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	0-6	0-8
			Protected	Superior				13		0-8	
				Average				9			
	Other Northern States	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4	0-4	
			Armoured	Average				12	0-6		
			Protected					9	4-6	0-6	
Archers	Any	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-16	8-24
	Only Chola from 965 AD to 1246 AD				Drilled			6		0-8	
Sinhalese militia	Only Sinhalese	Medium Foot	Unprotected	Poor	Undrilled	Bow	-	3	8-10	8-20	
Bladesmen	Any	Medium Foot	Unprotected	Average	Undrilled	-	Light Spear, Swordsmen	5	6-8	0-18	6-16
	Only Chola from 965 AD to 1246 AD				Drilled			6		6-8	

Early Byzantine

This list covers the armies of the Eastern Roman Empire, from adoption of armoured horse archer tactics (taken to be 461 AD) until the widespread adoption of lances for some ranks of the kavallarioi circa 577 AD.

Troop Notes

The boukellarioi are described as having both spear and bow, however, it does not appear that they had yet developed full blown lancer tactics and thus are treated as Light Spear and not Lancers.

Although we allow Kavallarioi and Boukellarioi to dismount it is clear that if steady infantry to tackle charging cavalry were needed these were not the troops chosen. Therefore, we do not allow them an Impact phase capability when dismounted.

Whilst the cavalry were usually the battle winning troops of the army, the infantry was usually the most numerous part, although of varying quality.

After the fall of the Vandal kingdom 5 regiments of Vandali Justiniani were formed and sent to the eastern front. It is conjectured that these retained their native tactics and were not rearmed with bows.

From 466 AD large numbers of Isaurians were recruited into the army party to offset the influence of the Goths and partly to remove an internal banditry problem. Like the Goths and other foreigners, it appears they were mainly recruited into normal units and did not fight in their native style.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as bucellarii.
- Kavallarioi can always dismount as Medium Foot, Armoured, Average, Drilled, Bow, Swordsmen.
- Boukellarioi can always dismount as Medium Foot, Armoured, Superior, Drilled, Bow, Swordsmen.
- Gepid, Herul or Lombard cavalry can always dismount as Heavy Foot, Average, Undrilled, Armoured or Protected (as mounted type), -, Defensive Spearmen.
- An Early Byzantine ally general's contingent must conform to the Early Byzantine allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- Only one non-Byzantine ally can be fielded.

Early Byzantine													
Territory Types: Developed, Agricultural, Hilly, Mountains													
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30			1		
Sub-commanders		Field Commander						40		0-2			
		Troop Commander						30		0-3			
Ally commanders		Field Commander/Troop Commander						30/20		0-3			
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases			
		Type	Armour	Quality	Training	Shooting	Close Combat						
Core Troops													
Kavallarioi	Any date	Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6		12-24		
	Only from 550AD	Cavalry	Armoured	Average	Drilled	Bow	Light Spear Swordsmen	16					
Update kavallarioi to veteran	Any date	Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	20	4-6		Up to 1/3 of bases		
	Only from 550AD	Cavalry	Armoured	Average	Drilled	Bow	Light Spear Swordsmen	21					
Legiones or Auxilia		Heavy Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	2/3	6-12	12-48	12-48	
		Light Foot	Unprotected	Average	Drilled	Bow	-	5	1/3				
		Heavy Foot	Protected	Poor	Drilled	-	Light Spear Swordsmen	4	2/3	9-12	0-24		
		Light Foot	Unprotected	Poor	Drilled	Bow	-	3	1/3				
Optional Troops													
Boukellarioi	Only from 518AD	Cavalry	Armoured	Elite	Drilled	Bow	Light Spear Swordsmen	24	4-6	0-4	0-12		
				Superior				21					
Clibanarii	Only before 518AD	Cataphracts	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	16	4	0-4			
				Poor				13					
Gepid, Gothic, Herul or Lombard cavalry		Cavalry	Armoured	Average	Undrilled	-	Lancers, Swordsmen	12	4-6	0-12			
			Protected					9					
Vandali Justiniani or similar cavalry		Cavalry	Armoured	Average	Drilled	-	Lancers, Swordsmen	13	4-6				
			Protected					10					
Moorish cavalry		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4	0-4			

Hunnish cavalry	Light Horse	Unprotected	Superior	Undrilled	Bow	Swordsmen	13	4-6	0-8	
			Average				10			
	Cavalry	Protected	Superior	Undrilled	Bow	Swordsmen	15	4-6		
			Average				11			
Archers in separate units	Medium Foot	Unprotected	Average	Drilled	Bow	-	6	6-8	0-18	
			Poor				4			
Isaurians or other similar javelinmen	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	0-12	0-12
	Light Foot	Unprotected					5		0-8	
Other levies	Mob	Unprotected	Poor	Undrilled	-	-	2	8-12	0-12	
Field fortifications	Field Fortifications						3		0-12	
Fortified camp							24		0-1	
Allies										
Arab allies – see List Book 1: Later PreIslamic Bedouin list										
Gothic allies (only before 489 AD) – see Later German (Eastern) list										
Sabir Hun allies (only from 518 AD to 577 AD)										
Middle Armenian allies										
Lombard allies (only from 551 AD to 552 AD) – see Later German (Eastern) list										
Herul allies - see Later German (Eastern) list										

Early Byzantine Allies										
Allied commander		Field Commander/Troop Commander						30/20	1	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Kavallarioi	Any date	Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6	4-12
	Only from 550 AD	Cavalry	Armoured	Average	Drilled	Bow	Light Spear Swordsmen	16		
Legiones or Auxilia	Heavy Foot	Protected	Average	Drilled	-	Light Spear Swordsmen		7	2/3	6-12
	Light Foot	Unprotected	Average	Drilled	Bow	-		5	1/3	

Merovingian Frankish

In 486 AD, Clovis I, King of the Salian Franks and founder of the Merovingian dynasty, defeated Syagrius, "King" of a Roman rump-state in north-west modern France. In 496 AD he converted to Catholic Christianity. In 507 he defeated the Visigoths in southern France and forced them to retreat to their Iberian possessions. During his long reign he also conquered the Riparian Franks (on the Rhine) and the Alamanni, and reduced the Bretons to vassal status. At his death in 511 AD, his rule extended over most of modern France and well into modern Germany.

This list covers Frankish armies from 496 AD until 751 AD.

Troop Notes

An earlier skirmishing style of cavalry combat seems to have been replaced circa 600 by the fierce charge for which the Franks became famous. By then infantry of tribal or Gallo-Roman descent were probably indistinguishable from each other, and had adopted a shield-wall style of combat – see page 5.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cavalry.
- Cavalry (not light horse) can always dismount as Heavy Foot, Armoured or Protected (as mounted type), Superior **or** **Average (as mounted type)**, Undrilled, Impact Foot, Swordsmen (before 600) or Offensive Spearmen (from 600).
- Frankish ally-commanders' contingents must conform to the Merovingian Frankish allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.

Merovingian Frankish										
Territory Types: Agricultural, Woodlands										
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders	Field Commander						40	0-2		
	Troop Commander						30	0-3		
Frankish ally commanders	Field Commander/Troop Commander						30/20	0-2		
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Frankish, Gallo-Roman, Alamannic or Burgundian cavalry	Only before 600 AD	Cavalry	Armoured	Average	Undrilled	-	Light Spear Swordsmen	12	4-6	4-24
			Protected					9		
	Only from 600 AD	Cavalry	Armoured	Average	Undrilled	-	Lancers Swordsmen	12	4-6	
			Protected					9		
Upgrade any of the above to nobles or veteran		Cavalry	Armoured	Superior	Undrilled	-	As above	17	Up to 2/3 of bases	
			Protected					13		
Frankish, Alamannic, Burgundian, Saxon or Thuringian warriors	Only before 600 AD	Heavy Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	8-12	32-96
Gallo-Roman spearmen	Only before 600 AD	Heavy Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8	
Spearmen	Only from 600 AD	Heavy Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	
Optional Troops										
Foot archers	Light Foot	Unprotected	Average	Undrilled	Bow	-		5	6-8	0-8
Javelinmen	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear		5	4-6	0-6
Alan, Breton or Thuringian cavalry	Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4	0-4	
			Average				12			
Breton or Basque cavalry	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear		7	4	0-4
Barricades	Field Fortifications							3		0-12
Allies										
Breton allies										
Burgundian allies (only before 532 AD) – see Later German (Western) list										
Later Visigothic allies (only from 589 AD)										

Merovingian Frankish Allies										
Allied Commander		Field Commander/Troop Commander						30/20	1	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Frankish, Gallo-Roman, Alamannic or Burgundian cavalry	Only before 600 AD	Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4-6	4-12
				Average				12		
			Protected	Superior				13		
				Average				9		
	Only from 600 AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers Swordsmen	17	4-6	
				Average				12		
			Protected	Superior				13		
				Average				9		
Frankish, Alamannic, Burgundian, Saxon or Thuringian warriors	Only before 600 AD	Heavy Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	8-12	8-48
Gallo-Roman spearmen	Only before 600 AD	Heavy Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8	
Spearmen	Only from 600 AD	Heavy Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	

Later Eastern Steppe Horse Cultures

This list covers eastern steppe-based nomads from the re-emergence of the armoured horse archer as the dominant troop type around 500AD until the end of the period covered by our rules. The western nomads, who were similar to their eastern cousins, are covered by the Western Turkish list and the Seljuq Turkish list.

The list covers, amongst others, the Rouran, Eastern Turkish Khaganate, Uighur, Shatuo, pre-Liao Qidan and the Qarakhanids, as well as other more minor steppe tribes. It also covers eastern steppe-based Mongol armies before and after the Mongol conquest period – before 1218 AD and from 1266 AD to 1500 AD. The Mongols of the conquest period are covered by the Mongol Conquest list in List Book 3.

Troop Notes

Armoured cavalry were now more important than ever, with some being described as “Iron Cavalry” by the Chinese, who said that these were even better equipped than their own cavalry. However, in general, leather was the most common form of horse armour and levels of protection did not quite reach the degree they had previously when cataphracts were used. On this basis we classify the best cavalry as armoured. There was a return to more mobile tactics. The Manchurian tribes were relatively backward. At the time of the Sui dynasty, what armour they used was still made of leather or bone.

Under Moslem influence the Qarakhanids are reported to have maintained a small body of ghilman as professional soldiers.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as best equipped cavalry.
- A Later Horse Nomad ally commander's contingent must conform to the Late Horse Nomad allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- The minimum marked * only applies if any foot is used.

Later Eastern Steppe Horse Cultures											
Territory Types: Uighurs from 856 to 1335, Qarakhanids, Chagatai Mongols - Agricultural, Steppes.											
Manchurians – Woodlands, Steppes. Others - Steppes.											
Others - Steppes.											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Later Horse Nomad ally commander		Field Commander/Troop Commander						30/20	0-1		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Best equipped cavalry	Only Manchurians before 650AD	Cavalry	Protected	Superior	Undrilled	Bow	Swordsmen	15	4-6	4-18	
	Only Mongols before 1218AD or Manchurians from 650AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	4-18	
	Only Mongols from 1266 AD	Cavalry	Armoured	Elite	Drilled	Bow	Swordsmen	23	4-6	0-4	8-30
				Superior				20		4-16	
				Average				15		4-30	
	Others	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-18	
				Average				14		6-30	
Other cavalry	Only Mongols from 1266AD	Light Horse	Unprotected	Superior	Drilled	Bow	Swordsmen	13	4-6	4-12	12-60
				Average				10		0-8	
		Cavalry	Protected	Superior	Drilled	Bow	Swordsmen	16	4-6	4-24	
			Protected	Average				12		4-36	
			Unprotected	Average				11			
		Others	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	
	Cavalry		Unprotected	Average	Undrilled	Bow	Swordsmen	11	8-40		
			Protected					10			
	Optional Troops										
Ghilman	Only Qarakhanids from 999AD to 1211AD	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-6	
Foot archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12	0-12
		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	
Militia Spearmen	Only Uighur from 856AD to 1335AD	Heavy Foot	Protected	Poor	Undrilled	-	Defensive Spearmen	4	8-10	*16-48	
Militia archers		Medium Foot	Unprotected	Poor	Undrilled	Bow	-	3	8-10	0-24	
Camp followers or other levies		Mob	Unprotected	Poor	Undrilled	-	-	2	10-12	0-12	
Fortified camp								24		0-1	

Allies										
Tibetan allies (only Uighurs from 1014AD to 1028AD)										
Qara Khitai allies (only Qarakhanids from 1128AD to 1207AD or Kuchlug-Naiman from 1211AD to 1218AD) – see Liao list										
Special Campaigns										
Eastern Turks in 597AD										
Sui allies – see Western Wei to Early Tang list										
Eastern Turks in 628AD										
Tang allies – see Western Wei to Early Tang list										

Later Eastern Steppe Horse Cultures Allies											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Best equipped cavalry	Only Manchurians before 650AD	Cavalry	Protected	Superior	Undrilled	Bow	Swordsmen	15	4-6	0-6	
	Only Mongols before 1218AD or Manchurians from 650AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-8	
	Only Mongols from 1266AD	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	4-8	
				Average	Drilled			15			
	Others	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6		
				Average				14			
Other cavalry	Only Mongols from 1266AD	Light Horse	Unprotected	Superior	Drilled	Bow	Swordsmen	13	4-6	0-8	4-16
				Average				10			
		Cavalry	Protected	Superior	Drilled	Bow	Swordsmen	16	4-6	0-8	
			Protected	Average				12			
			Unprotected	Average				11			
		Any	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	
	Cavalry		Protected	Average	Undrilled	Bow	Swordsmen	11	4-6	0-8	
			Unprotected					10			

Western Wei to Early Tang Chinese

This list covers Chinese armies from the 540s AD when the Western Wei (535 AD – 556 AD) in the north of China, and the following Northern Zhou (557 AD – 581 AD), started to develop a standing army that included infantry, until the collapse of the military system of the Tang in the aftermath of the rebellion started by An Lushan (755 AD – 763 AD).

Troop Notes

Cavalry remained the premier arm of the army, although now effective infantry was also a recognised part, both being recruited under the *fubing* system. Initially the cavalry followed the cataphract pattern of the preceding three centuries, but increasing Turkish influence led to a lightening of equipment in imitation of current steppe style and an increase in the importance of mounted archery. There are occasional Tang references to mounted crossbowmen.

The equipment of Tang *fubing* infantry is not clear. There is the implication that all troops should be armed with bows, but the split of the infantry into two types - *bubing*, "marching troops", and *bushe*, "foot shooters" - indicates that in practice there may have been a distinction between those equipped for close combat and those equipped for shooting. Whilst both bows and crossbows were used, the former appear to have been more common - so formations that may have used both mixed together are classified as having Bow capability.

Tang training manuals describe tactics based on "companies" (*dui*) of 50 men deployed in loose formation shooting with bows and crossbows followed by an attack by spearmen and the missile men – who are also equipped with swords and expected to take part in the close combat on pain of death. The loose formation and charges by relatively small groups in succession suggests that neither Heavy Foot nor Spearmen classification would be correct, therefore, we feel that Medium Foot Light Spear, Swordsmen and Bow, Swordsmen in mixed battle groups best represents these troops.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as heavy or guard cavalry
- The minimum marked * does not apply to Yang Guang's Korean campaigns 613 AD to 614 AD, nor to Tang armies or contingents.

Western Wei to Early Tang Chinese												
Territory Types: Western Wei and northern Zhou - Agricultural, Developed, Hilly												
Sui and Early Tang - Agricultural, Developed, Hilly, Tropical.												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1		
Sub-commanders		Field Commander						40		0-2		
		Troop Commander						30		0-3		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Heavy cavalry	Western Wei, Northern Zhou and Sui	Cataphracts	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	21	4-6	0-12	6-16	
				Average				16				
		Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6	0-8		
				Average				13		4-8		
	Tang	Cataphracts	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	21	4-6	0-6	12-30	
				Average				16				
		Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-18		
				Average				15		8-30		
		Cavalry	Armoured	Average	Drilled	Crossbow	Swordsmen	14	4-6	0-6		
	<i>Xiang bing, fubing, xiaoguo</i> or other professional infantry		Medium Foot	Protected	Average	Drilled	-	Light Spear, Swordsmen	7	1/2	6-8	*12-80
							Bow	Swordsmen	8	1/2		
Optional Troops												
Chinese light horse archers		Light Horse	Unprotected	Average	Drilled	Bow	-	8	4-6	0-8		
Tribal auxiliaries	Only Western Wei or Northern Zhou	Medium Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	6	6-8	0-12		
	Any before 630 AD	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-6		
								Cavalry				Unprotected
		Protected	11									
	Only Tang from 630 AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4	0-4	0-16	
								Protected				Average
Unprotected		10										
Light Horse		Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8			
Anti-cavalry squads		Heavy Foot	Protected	Average	Undrilled	-	Pole Arm	7	4-8	0-8		
					Drilled			8				
Crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	Swordsmen	8	6-8	0-8		
Skirmishers		Light Foot	Unprotected	Average	Drilled	Bow	-	5	6-8	0-8		
Fortified Camp								24		0-1		

Allies										
Rouran, Turkish or Uighur allies – see Later Eastern Steppe Horse Cultures list (Tang may use 2 contingents)										
Qarluq, Turgesh or similar western Turk allies (Only Tang after 650 AD) – see Western Turkish list										
Khotan, Turfan or similar allies (Only Tang after 630 AD) – see Central Asian City States allies										
Shilla Korean allies (Only Tang 660 AD to 668 AD) – see Three Kingdoms Korean allies										
Special Campaigns										
Yang Guang's Korean campaigns 613 AD to 614 AD										
Demoralised and/or hastily raised <i>fubing</i>	Medium Foot	Protected	Poor	Drilled	-	Light Spear, Swordsmen	5	1/2	8-10	24-100
	Medium Foot	Protected	Poor	Drilled	Bow	Swordsmen	6	1/2		
Li Shimin's Tang armies from 617 AD to 626 AD										
Black clothed and armoured guard	Cataphracts	Heavily Armoured	Elite	Drilled	-	Lancers, Swordsmen	24	2-4	0-4	
	Cavalry	Armoured	Elite	Drilled	-	Lancers, Swordsmen	21			
	Cavalry	Armoured	Elite	Drilled	Bow	Swordsmen	23			
C-in-C must be an Inspired Commander or a Field Commander										

Western Wei to Early Tang Chinese Allies																			
Allied commander		Field Commander/Troop Commander					30/20	1											
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases									
		Type	Armour	Quality	Training	Shooting	Close Combat												
Heavy cavalry	Western Wei, Northern Zhou and Sui	Cataphracts	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	21	4-6	4-8									
				Average				16											
		Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6										
				Average				13											
	Tang	Cataphracts	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	21	4	0-4	6-18								
				Average				16											
		Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-8									
				Average				15		4-18									
				Xiang bing, fubing, xiaoguo or other professional infantry				Medium Foot		Protected	Average	Drilled	-	Light Spear, Swordsmen	7	1/2	6-8	*6-24	
													Bow	Swordsmen	8	1/2			

Christian Nubian

This list covers the armies of the Nubian kingdoms of Nobatia, Makouria and Alwa from the conversion of Nobatia to Christianity around 550 AD until the collapse of the kingdom of Alwa circa 1500AD.

Troop Notes

Arab accounts of Nubian armies make no mention of infantry other than the archers, however, there are depictions of spear armed infantry and archaeological finds of substantial spears which indicate that other infantry existed although probably of poorer quality than the archers.

Camel mounted warriors are described as poorly armoured or naked and fighting with spears. Some were Nubians whilst others were Beja nomads. They were routed with ease by Arab cavalry who, on one occasion, tied bells to their horses to frighten the camels.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Nubian or noble cavalry.
- The minimum marked * only applies if any Bedouin are used.

Christian Nubian											
Territory Types: Desert, Agricultural											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Nubian cavalry		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-12	0-12 before 800AD 12-36 from 800AD
		Cavalry	Protected	Superior	Undrilled	-	Light Spear Swordsmen	13	4-6	0-12	
				Average				9			
Nubian and Beja camel riders		Light Camelry	Unprotected	Average	Undrilled	Javelins	Light Spear	9	4-6	0-8	
		Camelry	Protected	Average	Undrilled	-	Light Spear	9		0-24	
				Poor				7			
Archers	Only before 800 AD	Medium Foot	Unprotected	Superior	Undrilled	Bow	-	7	6-8	16-48	
	Any date			Average				5		8-60	
			Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8
Spearmen		Medium Foot	Protected	Poor	Undrilled	-	Defensive Spearmen	4	8-12	12-36	
Optional Troops											
Noble cavalry	Only from 800 AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	0-6	
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-8	
Bedouin infantry	Only from 1175 AD	Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8	*8-24	
Bedouin cavalry		Light Horse	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6	0-4	*12-24
		Cavalry	Protected	Average	Undrilled	-	Lancers, Swordsmen	9	4-6	*12-24	
			Unprotected					8			
Allies											
Mamluk allies (Only from 1276 AD) – see List Book 3: Mamluk list											

Christian Nubian Allies											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Nubian cavalry		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-6	0-6 before 800 AD 4-18 from 800 AD
		Cavalry	Protected	Superior	Undrilled	-	Light Spear Swordsmen	13	4-6	0-6	
				Average				9			
Nubian and Beja camel riders		Light Camelry	Unprotected	Average	Undrilled	Javelins	Light Spear	9	4-6	0-8	
		Camelry	Protected	Average	Undrilled	-	Light Spear	9		0-12	
				Poor				7			
Archers	Only before 800 AD	Medium Foot	Unprotected	Superior	Undrilled	Bow	-	7	6-8	6-16	
	Any date			Average				5		0-20	
Spearmen		Medium Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	8-12	8-16	

Maurikian Byzantine

By 555 AD, the Emperor Justinian's ambitious project to reconquer the Western Roman Empire from the Germanic tribes had reached its fullest success – Africa, Italy, the former modern Yugoslavia and the south of modern Spain were back under Roman (Byzantine) control. Justinian and his great general, Belisarius, both died in 565.

In 568, the majority of Italy was conquered by the Lombards (See **P.Error! Bookmark not defined.**). The Byzantine possessions in Spain were reduced by the Visigoths to a narrow coastal strip by 575, and finally lost by 624.

The emperor Maurikios (582-602) codified current Byzantine military practice in the Strategikon, a military manual written either by himself or one of his close circle.

The deposition and murder of Maurikios by Phokas (602-610) formed the pretext for a Sassanid Persian invasion by Khosrau II. The eastern provinces of the Empire, including Mesopotamia, Syria, Palestine and Egypt, were quickly conquered, and in 626 Constantinople was besieged on the Asian side by the Persians and on the European side by their allies the Avars. However, the walls of Constantinople were strong, and the emperor Herakleios (610-641) adopted the strategic master-stroke of sailing up the Black Sea to attack Persia from the rear. Herakleios's campaign into the Persian heartland sapped Persian morale, already exhausted by the long war. Khosrau II was assassinated in 628 and the lost provinces were restored to the Empire. By then, however, most of the former Yugoslavia, the interior of central Greece and even much of the Peloponnese had been lost to the Slavs.

From 634, the Arabs, newly united by Mohammed, invaded and had conquered Syria, Palestine, Egypt and Mesopotamia from the Byzantines by 646. These provinces were never to be recaptured.

This list covers Byzantine armies from the widespread adoption of lances for some ranks of the line cavalry circa 550 until the completion of the Thematic system (See P.51) circa 650.

Troop Notes

Byzantine organisation of this period is described in the Strategikon of the Emperor Maurikios. Although the ideal was for all ranks of the cavalry to be armed with lance and bow, it was soon found impossible to train all the men up to the same standard with both weapons. Thus, whether or not all men in a battle group have both weapons, the front-rank base is treated as lancers and the back rank base as archers. The rear rank archers are treated as the same armour class as the lancers, even though they may sometimes have had less armour. When detached, however, they are graded according to their own true armour class.

Though Phoideratoi and Optimates were both elite units recruited largely from Goths, the former were armed in Byzantine fashion, the latter in Gothic fashion.

The heavy foot normally formed up with long spear and large shield, either 16, 8 or 4 ranks deep with their attached archers either behind or within the files. For fighting in wooded regions, rough terrain and narrow passes they were re-equipped with short spear and medium sized shield.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as elite cavalry or Optimates.
- Scholae and 'Boukellarioi, Foideratoi and other elite cavalry' can always dismount as Medium Foot, Armoured, Elite or Superior (as mounted type), Drilled, ½ Light Spear/swordsmen, ½ Bow/Swordsmen.
- Line cavalry can always dismount as Medium Foot Armoured, Average, Drilled, Bow*, Light Spear, Swordsmen.
- No more than half the total number of battle groups of the above cavalry types may be dismounted.
- The minimum marked * applies if any foot are used.
- Moorish allies cannot be used with any other allies.

Maurikian Byzantine												
Territory Types: Developed, Agricultural, Hilly, Mountains												
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30	1				
Sub-commanders	Field Commander						40	0-2				
	Troop Commander						30	0-3				
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases			
	Type	Armour	Quality	Training	Shooting	Close Combat						
Core Troops												
Boukellarioi, Foideratoi and other elite cavalry	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	1/2	4-6	0-18	12-36	
					Bow	Swordsmen	20	1/2				
Line cavalry	Cavalry	Armoured	Average	Drilled	Bow*	Lancers, Swordsmen	15	4-6		6-36		
Skoutatoi and attached archers	Heavy Foot or Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	3/4	8-12	*8-36		
	Light Foot	Unprotected			Bow	-	5	1/4				
	Heavy Foot or Medium Foot	Protected	Poor	Drilled	-	Light Spear Swordsmen	5	2/3 or 3/4	8-12			
	Light Foot	Unprotected			Bow	-	3	1/3 or 1/4				

Optional Troops											
Scholae	Cavalry	Armoured	Elite	Drilled	-	Lancers, Swordsmen	21	1/2	4	0-4	0-8
					Bow	Swordsmen	23	1/2			
Optimates	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6		0-6	
“Outflankers”	Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6	0-8		
		Protected					12				
Detached Koursoes or mercenary light horse	Cavalry	Protected	Average	Drilled	Bow	Swordsmen	12	4-6	0-8	0-12	
	Light Horse	Unprotected					10		0-12		
Archers	Medium Foot	Unprotected	Average	Drilled	Bow	-	6	6-8	0-12		
	Light Foot						5				
Javelinmen	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	0-8		
	Light Foot	Unprotected					5				
Bolt-shooters	Heavy Artillery	-	Average	Undrilled	Heavy Artillery	-	20	2	0-2		
Fortified camp							24		0-1		
Allies											
Ghassanid Arab allies (only before 637AD) – See Book1: Later Pre-Islamic Bedouin list											
Khazar allies (only from 609AD to 628AD) – see Western Turkish list											
Moorish allies – see Book 1: Numidian or Moorish Allies list (no Numidian veterans allowed).											
Sassanid allies(only from 591AD to 602AD) – Later Sassanid Persian list											

Maurikian Byzantine Allies												
Ally commander	Field Commander/Troop Commander						30/20	1				
Troop name	Troop Type				Capabilities		Points per base	Bases per BG		Total bases		
	Type	Armour	Quality	Training	Shooting	Close Combat						
Boukellarioi, Foideratoi and other elite cavalry	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	17	1/2	4-6	0-8	8-16	
					Bow	Swordsmen	19	1/2				
Line cavalry	Cavalry	Armoured	Average	Drilled	-	Lancers, Swordsmen	15	4-6		6-16		
Skoutatoi	Heavy Foot or Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	2/3 or 3/4	8-12	*8-16		
	Light Foot	Unprotected	Average	Drilled	Bow	-	5	1/4				

Western Turkish

This list covers the Western Turks from the first appearance of the Göktürks around the mid-6th century until the final destruction of the Khazar Khaganate in the 11th century. The list also covers other Turkish tribes such as the Qarluqs, pre-Seljuq Oghuzs, and Turgesh as well as the Avars from 553 AD to 826 AD.

Of all the groups covered by this list the Khazars lasted the longest and had the widest impact. Initially they were subject to the Göktürks but by the middle of the 7th century were fully independent. Their empire was based on the Volga River basin and stood astride a number of important trade routes from which they drew their wealth and much of their power. In addition to Turks the Khazars ruled Eastern Slavs and Alans amongst their subject populations. The Khaganate was decisively defeated circa 968 AD by the Kiev Rus led by Sviatoslav, who sacked the Khazar capital Atil. There is some evidence that a remnant Khazar state continued to exist in the North Caucasus into the 11th century.

The Khazars are possibly most famous for their conversion to Judaism, around the middle of the 8th century. The story goes that the Khagan (Khazar ruler) asked a Muslim scholar which was better, Judaism or Christianity, to which he said the former. The Khagan then asked a Christian priest which was better, Judaism or Islam, and again received the answer Judaism. As both had said Judaism that is what he chose for his people. A theory that the Khazars were the ancestors of most modern East European Jews has not been supported by recent genetic studies.

Troop Notes

Although of Turkish descent the Khazars are noted, and depicted, as using lances rather than being mainly horse archers. It is not clear when any change took place but it appears to have happened by the mid-7th century. The Khazars trained by Herakeios in 627 may have influenced this change. Khazar nobles are always depicted as heavily armoured. Khazar grave finds show what appear to be dismounted noble cavalymen fighting on foot with their lances held in both hands.

At some time in the 8th century, possibly following their defeat by the Arabs in 737 AD, the Khazars recruited a standing army based around Arsiyah who were armoured horse archers rather like the later Abbasid ghilman. These were recruited from Moslems, mainly from Khwarism, on condition that they did not have to fight other Moslems. There may have been as many as 15,000 of these at their height. We assume that these would not be available to a remnant Khazar state after 968 AD.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as noble cavalry.
- Up to half of all Khazar noble cavalry armed with lances can always dismount as Heavy Foot, Armoured, Superior, Undrilled, Offensive Spearmen.

Western Turkish											
Territory Types: Steppe, Agricultural											
C-in-C		Inspired Commander/Field Commander/Troop Commander					80/40/30	1			
Sub-commanders		Field Commander					40	0-2			
		Troop Commander					30	0-3			
Troop name		Troop Type			Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting					Close Combat
Core Troops – Khazar only											
Khazar Noble cavalry	Any date	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	0-18	12-24
	Only before 627AD	Cavalry	Armoured	Average			12	0-24			
			Protected	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-18	
			Protected	Average				15		0-24	
Arsiyah	Only from 738AD to 968AD	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-16	12-24
				Average				15		4-24	
Other horse archers		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-16	
		Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11		8-40	
			Unprotected					10			
Core Troops – Avar only											
Avar Noble cavalry		Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	4-16	12-24
				Average				15		4-24	
Avar horse archers		Light Horse	Unprotected	Average	Drilled	Bow	Swordsmen	10	4-6	0-16	12-40
		Cavalry	Protected					12			
Other horse archers		Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6	8-40	
			Unprotected					10			
Core Troops – All except Khazar and Avar											
Noble cavalry		Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	4-18	12-24
			Protected					15		4-24	
			Armoured	Average				14			
			Protected					11			
Other horse archers		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-16	12-40
		Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11		8-40	
			Unprotected					10			

Optional Troops										
Slav javelinmen	Only Avars from 558AD to 631AD or Khazars from 651AD to 968AD	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	0-36
Slav skirmishers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12
						Javelins	Light Spear			
Guard infantry	Only Khazars before 969AD	Heavy Foot	Armoured	Average	Undrilled	-	Defensive Spearmen	8	6-8	0-8
Artillery		Heavy Artillery	-	Average	-	Heavy Artillery	-	20	2	0-2
Foot archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12
		Light Foot		Poor				3		
Khazar city militia or Turkish levy		Mob	Unprotected	Poor	Undrilled	-	-	2	8-12	0-12
Fortified camp								24		0-1
Allies										
Utigur allies (only Göktürks in 576 AD) – Bulgar allies										
Sogdian allies (only Turgesh) – see Central Asian City States allies										
Tibetan allies (only Turgesh) – see Tibetan list										
Oghuzz allies (only Khazars from 780 AD) – see Western Turkish list										

Western Turkish Allies											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops – Khazar only											
Khazar Noble cavalry	Any date	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	0-6	4-12
			Average	12				0-8			
	Only before 627AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-18	
			Protected	Average				15		0-24	
Arsiyah	Only from 738AD to 968AD	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-6	4-24
				Average				15		4-8	
Other horse archers		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-6	
		Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11		0-16	
			Unprotected					10			
Core Troops – Avar only											
Avar Noble cavalry		Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-6	4-12
				Average				15		4-8	
Avar horse archers		Light Horse	Unprotected	Average	Drilled	Bow	Swordsmen	10	4-6	0-16	4-16
		Cavalry	Protected					12			
Other horse archers		Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6	4-16	
			Unprotected					10			
Core Troops – All except Khazar and Avar											
Noble cavalry		Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-6	4-12
			Protected					15			
			Armoured	Average				14		4-12	
			Protected					11			
Other horse archers		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-6	4-16
		Cavalry	Protected					11		4-16	
			Unprotected					10			

Anglo-Saxon and Anglo-Danish

By the early 7th century AD, Anglo-Saxon England had stabilised into a number of kingdoms, conventionally known as the Heptarchy because the country was supposedly divided into the seven independent kingdoms of Northumbria, Mercia, East Anglia, Kent, Wessex, Essex and Sussex. However, it is doubtful whether Essex and Sussex ever achieved the same status as the others, and at various times there were other kingdoms or sub-kingdoms such as Bernicia and Deira within Northumbria, Hwicce in the south-west Midlands, Magonsaete in Herefordshire, Lindsey in Lincolnshire and Middle Anglia in Leicestershire.

In the 7th and 8th centuries power shifted back and forth between the larger kingdoms. Christianity was adopted, the last pagan king, Penda of Mercia, dying in 655 AD.

In 1013 AD King Sweyn Forkbeard of Denmark invaded England. The English King, Æthelred the Unready, fled to Normandy and Sweyn was accepted as King of England by the Witan and crowned on Christmas Day. In February of 1014 AD, however, he died. His army elected his younger son Canute (*Knut*) as King of England, but then withdrew to Denmark. King Æthelred returned to England and was restored to the throne. In 1015 AD, Canute reinvaded and by the end of 1016 AD was in control of the whole of England.

This list covers Anglo-Saxon and Anglo-Danish armies from the early 7th century until 1071AD and the end of English resistance to the Norman conquest.

Troop Notes

The standard Anglo-Saxon battle formation was the shieldwall (*bord-weal* or *scyld-burh*) much as described under the Viking list, though less use was made of axes and archery. Mail coats were initially rare, but became more common later in the period.

The Huscarls were a permanently retained royal force of Danish mercenaries. They were armed with two-handed axes, capable of felling a horse and rider with one blow. They normally wore iron mail, but were on at least one occasion deployed in leather armour with lighter weapons to fight the Welsh.

By the Anglo-danish period (from 1016 AD) the Select Fyrd, comprising thanes (minor noblemen) holding 5 or more hides of land, were expected to muster with sword, spear, shield, byrnie (mail coat), helmet and horse. The Armoured option for the good quality fyrd reflects fyrd with a high proportion of mail, however, as this may not always have been achieved the Protected option is always available.

The conventional view is that the Anglo-Saxons nearly always fought on foot. Recent academic thinking, however, has challenged this "received wisdom", for which there is in fact little evidence. Although there are only a few accounts specifically stating that troops fought mounted, accounts stating that they fought on foot are also uncommon. Thus for most recorded battles we don't know whether troops fought on foot or mounted. There is, by contrast, much evidence for the importance of the horse in Anglo-Saxon warfare. Those interested in exploring the subject further are referred to Guy Halsall's "Warfare and Society in the Barbarian West, 450-900".

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as hirdsmen or, from 1016 AD, as huscarls.
- Hirdsmen listed as Cavalry can always dismount as Heavy Foot, Protected or Armoured (as per their mounted type), Superior, Undrilled, Offensive Spearmen.
- Huscarls listed as Cavalry can always dismount as Heavy Foot, Armoured, Superior, Undrilled, Heavy Weapon.
- Select fyrd listed as Cavalry can always dismount as Heavy Foot, Armoured, Average, Undrilled, Offensive Spearmen.
- If any mounted "good quality fyrd" dismount then all must do so.
- Anglo-Saxon ally-commanders' contingents must conform to the Middle Anglo-Saxon allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
-

Middle Anglo-Saxon and Anglo-Danish										
Territory Types: Agricultural, Woodlands										
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1	
Sub-commanders		Field Commander						40	0-2	
		Troop Commander						30	0-3	
Anglo-Saxon ally-commanders		Field Commander/Troop Commander						30/20	0-2 (only before 1016AD)	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops										
Hirdsmen	Only before 1016AD	Heavy Foot	Protected	Superior	Undrilled	-	Offensive Spearmen	10	6-8	6-20
		Cavalry	Protected	Superior	Undrilled	-	Light Spear Swordsmen	13	6	
	Only from 950AD to 1015AD	Heavy Foot	Armoured	Superior	Undrilled	-	Offensive Spearmen	13	6-8	
		Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	6	
Huscarls	Only from 1016 AD to 1066 AD	Heavy Foot	Armoured	Superior	Undrilled	-	Heavy weapon	13	6-8	6-20
		Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	6	
Regrade huscarls inlightened equipment	Only from 1042 AD to 1065 AD	Medium Foot	Protected	Superior	Undrilled	-	Light Spear Swordsmen	8	6-8	All or none
Good quality fyrd	Any date	Heavy Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	24-56
	Only from 1016 AD		Armoured					9		

Optional Troops											
Poor quality fyrd		Heavy Foot	Protected	Poor	Undrilled	-	Offensive Spearmen	5	8-10	0-80	
		Mob	Unprotected	Poor	Undrilled	-	-	2	8-12	0-20	
Vassal British cavalry	Only before 700 AD	Cavalry	Protected	Average	Undrilled	-	Light Spear Swordsmen	9	4	0-4	
				Superior				13			
Normans	Only from 1042 AD to 1065 AD	Knights	Armoured	Average	Undrilled	-	Lancers, Swordsmen	16	4	0-4	
				Superior				23			
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	4-6	0-6	0-12
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	4-6	0-6	
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	4-6	0-6	
Allies											
Early Welsh allies (only before 700 AD and from 1016 AD)											
Viking allies (only from 1012 AD)											
Scots exile allies (only from 1042 AD to 1054 AD) – see Early Scots list											
Special Campaigns											
Only Earl Ralph the Timid in 1055 AD											
Upgrade good quality fyrd to:		Cavalry	Armoured	Poor	Undrilled	-	Light Spear Swordsmen	9	6	All	
The following are not permitted: Inspired Commander, huscarls, Superior Normans or any allies.											

Middle Anglo-Saxon and Anglo-Danish Allies										
C-in-C		Inspired Commander/Field Commander/Troop Commander						30/20	1	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Hirdsmen	Only before 1016AD	Heavy Foot	Protected	Superior	Undrilled	-	Offensive Spearmen	10	6-8	0-8
		Cavalry	Protected	Superior	Undrilled	-	Light Spear, Swordsmen	13	6	
	Only from 950AD to 1015AD	Heavy Foot	Armoured	Superior	Undrilled	-	Offensive Spearmen	13	6-8	
		Cavalry	Armoured	Superior	Undrilled	-	Light Spear, Swordsmen	17	6	
Huscarls	Only from 1016 AD to 1066 AD	Heavy Foot	Armoured	Superior	Undrilled	-	Heavy weapon	13	6-8	
		Cavalry	Armoured	Superior	Undrilled	-	Light Spear, Swordsmen	17	6	
Regrade huscarls with lightened equipment	Only from 1042 AD to 1065 AD	Medium Foot	Protected	Superior	Undrilled	-	Light Spear, Swordsmen	8	6-8	All or none
Good quality fyrd	Any date	Heavy Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	8-24
	Only from 1016 AD	Heavy Foot	Armoured	Average	Undrilled	-	Offensive Spearmen	9	6-8	

Tibetan

This list covers Tibetan armies from the early 7th century AD when the various Tibetan states were unified into an empire by Songtsän Gampo of the Yarlung dynasty. This empire fell apart in the mid-9th century, but the successor states continued to have some military influence in the region until circa 1065 AD despite continual in-fighting.

Troop Notes

Tibetan cavalry was noted for their very complete armour for both man and horse. When fighting dismounted on foot they used long spears. Though bow-armed they favoured close combat. We therefore allow them all to be armed with bow* or none to allow for differing opinions.

One army in India mainly consisted of allied Nepalese cavalry, thus multiple Nepalese allies are allowed.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cataphracts.
- All or none of the troops marked * must be armed with bow*. Mounted cataphracts with bow* shoot as if cavalry, dismounted cataphracts with bow* shoot as if medium foot.
- Other than 2 Nepalese allied contingents only 1 ally can be fielded.
- Minimum marked ** only applies if any 'Abbasid troops are fielded.
- Cataphracts can always dismount as Heavy Foot, Heavily Armoured, Superior or average (as mounted type), Drilled, Offensive Spearmen with or without bow* (as mounted type)..
- A Tibetan ally commander's contingent must conform to the Tibetan allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- From 851 AD only one sub-commander can be fielded.

Tibetan														
Territory Types: Hilly, Developed, Mountains														
C-in-C	Inspired Commander/Field Commander/Troop Commander					80/40/30	1							
Sub-commanders	Field Commander					40	0-2							
	Troop Commander					30	0-3							
Tibetan ally commanders	Field Commander/Troop Commander					30/20	0-2							
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases					
	Type	Armour	Quality	Training	Shooting	Close Combat								
Core Troops														
Cataphract lancers	Cataphracts	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	21	4-6	4-24	*12-48				
			Average				15		8-40					
Cataphract bowmen	Cataphracts	Heavily Armoured	Superior	Drilled	Bow*	Lancers, Swordsmen	23	4-6	4-24					
			Average				18		8-40					
Optional Troops														
Dismounted Cataphract lancers	Heavy Foot	Heavily Armoured	Superior	Drilled	-	Offensive Spearmen	17	4-6	0-12	*0-18				
			Average				13		0-12					
DismountedCataphract bowmen			Superior		Bow*	Offensive Spearmen	18	4-6	0-12					
			Average				14		0-12					
Spearmen	Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	6-8	0-8					
		Armoured					9							
Archers	Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8	0-8					
Tribesmen	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8					
Nomad mercenaries	Only before 851AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-6	0-12			
		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10		0-12				
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6					
			Protected					11						
Fortified camp							24		0-1					
Allies														
Nepalese allies (only before 704 AD, up to 2 contingents)														
Eastern Turkish and other nomad allies – see Later Eastern Steppe Horse Culture list														
Western Turkish allies														
Khotanese allies (Only before 851) – see Central Asian City States allies														

Special Campaigns										
Only from 795 AD to 801 AD										
'Abbasid cavalry	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6		*4-8
				Undrilled			17			
			Average	Drilled			13			
				Undrilled			12			
'Abbasid spearmen and archers	Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	2/3	6-9	0-18
	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	1/3		
	Heavy Foot	Protected	Poor	Undrilled	-	Defensive Spearmen	4	2/3	6-9	
	Light Foot	Unprotected	Poor	Undrilled	Bow	-	3	1/3		

Tibetan Allies										
Allied commander	Field Commander/Troop Commander						30/20	1		
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Cataphracts	Cataphracts	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	21	4-6	0-8	*6-18
			Average				15		4-12	
	Cataphracts	Heavily Armoured	Superior	Drilled	Bow*	Lancers, Swordsmen	23	4-6	0-8	
			Average				18		4-12	

Arab Conquest and Early Umayyad

This list covers Islamic Arab armies from circa 629 AD. Although armies had existed before that time they only numbered a few hundred men. The list ends circa 685 AD when the fifth Umayyad caliph, 'Abd al-Malik, changed the Moslem army from being tribally based to a "regular" structure.

Troop Notes

Until circa 638 AD Moslem armies relied mainly on their infantry. With the acquisition of large numbers of horses in 638 AD, many of the foot warriors were upgraded to cavalry in the new standing Jund forces settled in permanent camps in the conquered areas. Average grading reflects their initial inexperience in mounted fighting.

Whilst swords played an important part in Arab fighting, classifying the infantry warriors as Offensive Spearmen gives the correct results and emphasises the cohesion demonstrated by their armies.

Following the conquest of Persia, a number of Sassanid troops joined the Arab army but continued to fight in their normal manner. Dailami represent the former guard of the Sassanid governor of Iraq who also joined the Arabs. Both proved enthusiastic and were highly valued.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as foot warriors or Jund cavalry.
- Jund cavalry can always dismount as Heavy Foot, [Average](#), Undrilled, Protected, Offensive Spearmen,

Arab Conquest and Early Umayyad												
Territory Types: Desert (only before 638 AD), Agricultural, Developed (only from 638 AD)												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1		
Sub-commanders		Field Commander						40		0-2		
		Troop Commander						30		0-3		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Foot warriors	Before 638 AD	Heavy Foot	Protected	Superior	Undrilled	-	Offensive Spearmen	10	2/3 or all	8-9	24-84	
	From 638 AD										12-48	
Supporting archers		Light Foot	Unprotected	Superior	Undrilled	Bow	-	7	1/3 or 0		0-24	
Jund cavalry	Only from 638 AD	Cavalry	Protected	Average	Undrilled	-	Lancers, Swordsmen	9	4-6		12-24	
Optional Troops												
City cavalry		Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	0-6		
			Armoured	Average				12				
			Protected	Superior				13				
			Protected	Average				9				
Bedouin cavalry		Light Horse	Unprotected	Superior	Undrilled	-	Lancers, Swordsmen	11	4-6	0-12		
				Average				8				
		Cavalry	Protected	Superior	Undrilled	-	Lancers, Swordsmen	13	4-6			
				Average				9				
			Unprotected	Average				8				
				Camel-mounted scouts				Camelry				
Protected	Average	-	11			4-6	0-8					
Light Camelry	Unprotected	Average	-					10				
Persian cavalry	Only from 638AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4	0-4		
Separately deployed archers		Medium Foot	Protected	Average	Undrilled	Bow	-	6	6-8	0-16	0-16	
		Light Foot	Unprotected					5		0-8		
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-8		
Javelinmen		Medium Foot	Protected	Average	Undrilled	-	Light Spear	6	6-8	0-8		
		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8			
Dailami	Only from 636AD	Medium Foot	Protected	Superior	Drilled	-	Impact foot, Swordsmen	11	2/3 or all	6	0-6	
			Armoured					14				
Light Foot		Unprotected	Superior	Drilled	Bow	-	7	1/3 or 0				
Fortified camp								24		0-1		
Special Campaigns												
Only in 636 AD												
Disguised camels		Camelry	Protected	Poor	Undrilled	-	-	6	4	0-4		

Arab Conquest and Early Umayyad Allies											
C-in-C		Inspired Commander/Field Commander/Troop Commander						30/20	1		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG		Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat				
Foot warriors	Before 638AD	Heavy Foot	Protected	Superior	Undrilled	-	Offensive Spearmen	10	2/3 or all	8-9	9-36
	From 638AD										8-24
Supporting archers		Light Foot	Unprotected	Superior	Undrilled	Bow	-	7	1/3 or 0		0-12
Jund cavalry	Only from 638AD	Cavalry	Protected	Average	Undrilled	-	Lancers, Swordsmen	9	4-6		4-12

Thematic Byzantine

The thematic system was initiated by the emperor Herakleios (610-641) in response to the dangers besetting the Byzantine (East Roman) Empire in the first half of the 7th century AD. The Empire was divided into a number of administrative areas termed themes. The soldiers in each theme were granted plots of land to farm, in return for part-time military service. They did not own their land, which was still owned by the state, but pay requirements were correspondingly reduced. Moreover, their descendants would be expected to follow them as thematic soldiers, removing the need for unpopular conscription from the general population. The commander of each theme adopted the dual role of military commander and civil governor – thus reversing the division between civil and military government instituted by Diocletian in the 3rd century. The thematic system gave the Empire a new resilience that allowed it to prosper for centuries.

This list covers Byzantine armies from the completion of the Thematic system circa 650 until the accession of Nikephoros II Phokas in 963.

Troop Notes

Thematic troops were locally based part-timers, supplying their own equipment, and were divided into first-class and second-class. It was considered preferable to summon reinforcements from another Theme rather than use one's own second-class troops. Thematic cavalry generally fought 10 ranks deep. The rear rank archers are treated as the same armour class as the lancers, even though they probably usually had less armour. When detached, however, they are graded according to their own true armour class.

Centrally based professional Tagmatic units were introduced circa 740. They are graded as Bow* because only 2 out of their 5 ranks were armed with bows. The kataphraktoi formed in a deep wedge, designed to break into the enemy army.

The 14,000 Khurramite sectarians who went over to the Byzantines in the second quarter of the 9th century, and who were later joined by 16,000 more deserters from the formerly Christian provinces of the Caliphate, fought in their own units. They were probably later assimilated into normal Byzantine units, but we assume that initially at least they would have retained their previous fighting style.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as first class Thematic or Tagmatic cavalry.
- Opsikian or similar picked cavalry or Tagmatic cavalry can always dismount as Medium Foot, Armoured, Superior, Drilled, ½ Light Spear/Swordsmen, ½ Bow/Swordsmen.
- First class Thematic cavalry can always dismount as Medium Foot, Armoured, Average, Drilled, Bow*, Light Spear, Swordsmen.
- No more than half the total number of battlegroups of Opsikion or similar picked cavalry, Tagmatic cavalry or First class Thematic cavalry fielded may be dismounted.
- Kataphraktoi bowmen shoot as if cavalry.
- Only one ally contingent can be used.

Thematic Byzantine												
Territory Types: Agricultural, Developed, Hilly, Mountains												
C-in-C		Inspired Commander/Field Commander/Troop Commander					80/50/35		1			
Sub-commanders		Field Commander					50		0-2			
		Troop Commander					35		0-3			
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Opsikian or similar picked cavalry	Only before 740AD	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	1/2	4-6	0-8	16-48
						Bow	Swordsmen	20	1/2			
Tagmatic cavalry	Only from 740AD	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	1/2	4-6	0-18	
						Bow	Swordsmen	20	1/2			
First class Thematic cavalry		Cavalry	Armoured	Average	Drilled	Bow*	Lancers, Swordsmen	15	4-6		12-48	
Optional Troops												
Second class Thematic cavalry		Cavalry	Protected	Poor	Drilled	-	Lancers, Swordsmen	8	6		0-18	
Skoutatoi and attached archers		Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	2/3 or 3/4	8-12	0-36	
		Medium Foot										
		Light Foot	Unprotected			Bow	-	5	1/3 or 1/4			
		Heavy Foot	Protected			Poor	Drilled	-	Defensive Spearmen			5
Seperately deployed archers		Medium Foot	Protected	Average	Undrilled	Bow	-	6	6-8		0-12	
		Light Foot	Unprotected					5				
Kataphraktoi	Only from 950AD	Cataphracts	Heavily Armoured	Elite	Drilled	-	Lancers, Swordsmen	24	1/2	2	0-2	
						Bow	Swordsmen	26	1/2			
		Cataphracts	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	21	1/2	2		
						Bow	Swordsmen	23	1/2			
Menavlatoi	Only from 950AD	Heavy Foot	Protected	Average	Drilled	-	Pole Arms	8	6-8		0-8	

Javelinmen		Light Foot	Unprotected	Average	Drilled	Javelins	Light Spear	5	6	0-6
Proklastai, Promachoi or "outflankers"		Cavalry	Armoured	Average	Undrilled	-	Lancers, Swordsmen	15	4-6	0-12
			Protected					12		
Korsores, Bulgar or Alan mercenaries or similar		Light Horse	Unprotected	Average	Drilled	Bow	Swordsmen	10	4-6	0-12
			Protected		Undrilled			10		
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10		
			Protected					11		
Khurramite and other deserters	Only from 834AD to 839AD	Cavalry	Armoured	Average	Undrilled	-	Lancers, Swordsmen	12	4-6	0-12
Bolt-shooters		Heavy Artillery	-	Average	-	Heavy Artillery	-	20	2	0-2
Fortified Camp								24		0-1
Allies										
Slav allies – see Early South Slav allies										
Moorish allies (only before 693AD) see Book 1: Numidian or Moorish Allies list (no Numidian veterans allowed).										
Italian Lombard allies (only before 730AD) – see Later German (Eastern) list										
Bulgar allies (only from 705AD to 717AD)										
Special Campaigns										
Rebellion of Thomas the Slav from 821AD to 823AD										
Georgian cavalry		Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	0-6
Georgian retainers		Light Horse	Unprotected	Average	Drilled	Bow	-	8	4-6	0-6
Arab allies – see Later Umayyad and Early Abbasid list										
Only 1 battlegroup of Tagmatic cavalry allowed, and no Bulgar or Alan mercenaries or Moorish allies allowed										

Thematic Byzantine Allies												
Ally commander		Field Commander/Troop Commander						30/20	1			
Troop name		Troop Type				Capabilities		Points per base	Bases per BG		Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Opsikian or similar picked cavalry	Only before 740AD	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	1/2	4	0-4	6-24
						Bow	Swordsmen	20	1/2			
Yagmatic cavalry	Only from 740AD	Cavalry	Armoured	Average	Drilled	-	Lancers, Swordsmen	18	1/2	4-6	0-8	
						Bow	Swordsmen	20	1/2			
First class Thematic cavalry		Cavalry	Armoured	Average	Drilled	Bow*	Lancers, Swordsmen	15	4-6		6-20	

Later Umayyad and Early 'Abbasid

This list covers the armies of the Arab caliphate from the development of a "regular" army circa 685AD until the victory of the 'Abbasids led by Abu Muslim over the Umayyads in 750AD at the Battle of the Zab. It then covers the 'Abbasid caliphate until 830AD when the army became based around the newly developed ghilman. It does not cover the later Umayyad state in Spain.

Troop Notes

Abna' were the descendants of the original Abbasid army who settled in Baghdad. They fought as normal Arab cavalry and infantry and so are included in the "Jund cavalry" and "Jund infantry" lines in this list. Naffatun were armed with naptha bombs – the medieval equivalent of the Molotov cocktail.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Jund cavalry.
- Jund cavalry can always dismount as Heavy Foot, Superior or Average (as per mounted type), Drilled, Armoured, Defensive Spearmen.
- Berbers cannot be used with any other allies, nor with Khurasanians, Turks, Dailami or Hillmen.

Later Umayyad and Early ‘Abbasid														
Territory Types: Agricultural, Developed, Hilly, Mountains														
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1				
Sub-commanders		Field Commander						40		0-2				
		Troop Commander						30		0-3				
Troop name		Troop Type				Capabilities		Points per base	Bases per BG		Total bases			
		Type	Armour	Quality	Training	Shooting	Close Combat							
Core Troops														
Jund cavalry		Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6		0-18	12-32		
				Average							13		6-32	
'Abbasiyah or similar cavalry	Only from 794AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6		0-8			
				Average				14			4-18			
Jund infantry		Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	2/3	9-12	18-72			
		Light Foot	Unprotected			Bow	-	5	1/3					
		Heavy Foot	Protected	Poor	Drilled	-	Defensive Spearmen	5	2/3	9-12				
		Light Foot	Unprotected			Bow	-	3	1/3					
Optional Troops														
Jund archers		Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8		0-12	0-12		
		Light Foot	Unprotected					5			0-8			
Ghazi and other volunteer cavalry		Cavalry	Unprotected	Superior	Undrilled	-	Lancers, Swordsmen	11	4-6		0-6			
			Protected					13						
Ghazi and other volunteer infantry		Medium Foot	Protected	Average	Undrilled	-	Impact foot, Swordsmen	7	6-8	0-12				
Bedouin cavalry		Light Horse	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6	0-6	0-12			
		Cavalry	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6				0-12	
			Protected				9							
Khurasanian light horse archers		Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4	0-4				
Turkish cavalry	Only before 750 AD	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4					
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10						
			Protected				11							
Turkish mawali or ghilman	Only from 815 AD	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6		0-8	0-8		
			Elite				23	0-4						
Dailami		Medium Foot	Protected	Superior	Drilled	-	Impact foot, Swordsmen	11	2/3 or all	6-9	0-12			
			Armoured					14						
		Light Foot	Unprotected	Superior	Drilled	Bow	-	7	1/3 or 0					
Hillmen		Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8				0-8	
		Light Foot	Unprotected				5							
Berbers	Only before 820AD	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-6				
		Light Foot					5	6-8	0-8					
Naffatun		Light Foot	Unprotected	Average	Drilled	Firearm	-	5	4		0-4			
			Protected				6							
Bolt-shooters or stone-throwers		Heavy Artillery	-	Average	-	Heavy Artillery	-	20	2	0-2				
Fortified camp								24		0-1				
Optional Troops														
Alan allies (only before 745 AD) – see Central Asian City States allies														
Berber allies (only before 820 AD)– See Book 1: Numidian or Moorish Allies list (no Numidian veterans permitted – date restrictions are ignored)														
Tibetan allies (only before 745 AD) – see Tibetan list														

Later Umayyad and Early 'Abbasid Allies											
Allied commander		Field Commander/Troop Commander					30/20	1			
Troop name		Troop Type			Capabilities		Points per base	Bases per BG		Total bases	
		Type	Armour	Quality	Training	Shooting					
Jund cavalry		Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	17	4-6	0-8	4-12
				Average				13		4-12	
'Abbasiyah or similar cavalry	Only from 794AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-4	
				Average				14		0-8	
Jund infantry		Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	2/3	9-12	9-24
		Light Foot	Unprotected			Bow	-	5	1/3		
		Heavy Foot	Protected	Poor	Drilled	-	Defensive Spearmen	5	2/3	9-12	
		Light Foot	Unprotected			Bow	-	3	1/3		

Parhae Korean

Parhae was a multi-ethnic state created by old Koguryo nobles and Manchurian nobles from old Koguryo lands located in the Manchurian holdings of the original kingdom. It extended far north and south of the Yalu and Tumen rivers and maintained five capitals. Though supported by the Chinese Tang Dynasty, Parhae's semi-independent status resulted in several conflicts with Tang China, other nomadic northern tribes and Korean Shilla. Ex-Koguryo nobles often inter-married with the nomads and controlled key towns or resources in the region.
The list covers the armies of Parhae from 698 to 926 AD.

Troop Notes

Korean regular cavalry and provincials are remnants of the Korean professional soldier class that have sworn loyalty to the Manchurians. Korean nobles, retainers and levy foot are troops loyal to a specific Koguryo high ranking noble.

"Spearmen" used a mixture of conventional spears, halberds and trident headed tri-spears. We classify the mixture as Pole arm.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as nobles.
- The minima marked * apply if any Koguryo nobles or retainers are used.
- Provincial mixed battle groups can be half "spearmen", half archers or half "spearmen", half crossbowmen.
- The total number of bases of provincial "spearmen" in the army cannot exceed the total number of provincial archers and crossbowmen.
- The total number of bases of provincial Medium Foot crossbowmen in the army cannot exceed the number of bases of provincial Medium Foot archers.
- Only one ally contingent can be used.

Parhae Korean										
Territory Types: Developed, Hilly, Woodlands										
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders	Field Commander						40	0-2		
	Troop Commander						30	0-3		
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Manchurian nobles	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	4-16	16-40
Other nomad cavalry	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8	
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	4-24	
		Protected					11			
Korean regular cavalry	Cavalry	Armoured	Average	Drilled	-	Lancers, Swordsmen	13	4-6	4-8	
		Protected					10			
Levy "spearmen"	Medium Foot	Unprotected	Poor	Undrilled	-	Light Spear	2	1/2	10-12	10-60
Levy archers					Bow	-	3	1/2		
Optional Troops										
Korean mounted scouts	Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4	0-4	
Koguryo nobles	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4	*4	
Koguryo retainers		Protected	Average		-	Light Spear Swordsmen	9	4-6	*4-6	
Provincial "spearmen" in mixed battle groups	Medium Foot	Protected	Average	Drilled	-	Pole arm	8	1/2	6-8	0-18
Provincial archers or crossbowmen in mixed battle groups					Bow	-	7	1/2		0-18
Separately deployed provincial archers or crossbowmen					Medium Foot		Protected	Average	Drilled	
					Crossbow					
Provincial skirmishing archers	Light Foot	Unprotected	Average	Drilled	Bow	-	5	6-8	0-8	
Foot nomads	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	
Levy skirmishing archers	Light Foot	Unprotected	Poor	Undrilled	Bow	-	3	6-8	0-8	
Field fortifications	Field Fortifications						3		0-24	
Allies										
Tang Chinese allies (Only before 750) – Western Wei to Early Tang Chinese										
Manchurian Nomad allies – Later Eastern Steppe Horse Cultures										

Parhae Korean										
Ally Commander	Field Commander/Troop Commander						30/20	1		
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Manchurian nobles	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-6	8-40
Other nomad cavalry	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4	0-4	
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	4-8	
		Protected					11			
Korean regular cavalry	Cavalry	Armoured	Average	Drilled	-	Lancers, Swordsmen	13	4	0-4	
		Protected					10			
Levy "spearmen"	Medium Foot	Unprotected	Poor	Undrilled	-	Light Spear	2	1/2	8-10	0-20
Levy archers					Bow	-	3	1/2		

Nanzhao

In 750AD the Nanzhao rebelled against a declining Tang Dynasty and successfully defended itself against Tang attempts to regain control. Following this the two states actually co-operated on occasion, hence the alliances allowed in the two lists. This list covers the Nanzhao kingdom, centered around Yunnan in modern China, from 738AD to 917AD. It also covers the subsequent Dali kingdom until 1253AD when it was destroyed by the Mongols.

Troop Notes

Fupai guards are depicted as wearing leather armour, carrying long spears and the front ranks, at least, carrying large shields. The majority of the infantry, however, are shown as unarmoured and armed with a smaller shield and swords. Cavalry are reported to be armed with spears and bows, or later, spears and crossbows, and were possibly the most important part of Nanzhao armies.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as heavy cavalry.
- Only one of the minima marked ** applies. If one troop type so marked is used then the other need not be.
- Only one of the minima marked * applies. If one troop type so marked is used then the other need not be.

Nanzhao													
Territory Types: Agricultural, Hilly, Woodlands													
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1			
Sub-commanders		Field Commander						40		0-2			
		Troop Commander						30		0-3			
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases			
		Type	Armour	Quality	Training	Shooting	Close Combat						
Core Troops													
Heavy cavalry	Any date	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-4	4-16		
			Protected	Average				12		0-6			
	Only from 795AD	Cavalry	Armoured	Superior	Drilled	Crossbow	Swordsmen	19	4-6	0-4			
			Protected	Average				11		0-6			
Fupai guards		Heavy Foot	Armoured	Superior	Drilled	-	Offensive Spearmen	14	6-8	6-16			
			Protected					11					
Spearmen		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	8-10	10-48			
			Unprotected					6					
Archers		Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8	**8-16	8-32		
			Unprotected					6					
		Light Foot	Unprotected	Average	Drilled	Bow	-	5	6-8	0-8			
			Crossbowmen	From 795AD	Medium Foot	Protected	Average	Drilled	Crossbow	-		7	6-8
Unprotected	6												
Optional Troops													
Cavalry scouts		Light Horse	Unprotected	Average	Drilled	Bow	-	8	4	0-4		0-8	
Wangxiezhi tribal cavalry		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-8			
Other tribal cavalry		Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6	0-8			
			Unprotected					10					
Elephants		Elephants	-	Average	Undrilled	-	-	25	2	0-2			
Tribal infantry		Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-8	0-16			
			Unprotected					6					
Tribal skirmishers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8			
Fortified camp							`	24		0-1			
Allies													
Tang Chinese allies (Only from 728AD to 740AD) – Western Wei to Early Tang													
Tibetan allies (Only from 754 AD to 793AD)													
Proto-Thai allies (Only from 1181) - Thai allies													
Vietnamese rebel allies (only from 860AD to 866AD) – Viet allies													
Pyu Burmese (only from 760AD to 902AD) – Pagan Burmese													

Nanzhao Allies												
Allied commander		Field Commander/Troop Commander						30/20	1			
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Heavy cavalry	Any date	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4	0-4	4-8	
			Protected	Average				12				
	Only from 795AD	Cavalry	Armoured	Superior	Drilled	Crossbow	Swordsmen	19	4-6	0-6		
			Protected	Average				11				
Fupai guards		Heavy Foot	Armoured	Superior	Drilled	-	Offensive Spearmen	14	6-8	0-8		
			Protected					11				
Spearmen		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	8-10	0-20		
			Unprotected					6				
Archers		Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8	**6-16	6-16	
			Unprotected					6				
Crossbowmen	From 795AD	Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	**6-16		
			Unprotected					6				

Early Spanish

Don Pelayo, the first Asturian king, was a former member of the Visigothic court in Toledo who found shelter in the Cantabrian Mountains after the Umayyad invasion of the Iberian Peninsula. From there he began the Reconquista, leading local forces and Visigothic troops who had maintained resistance in the mountains to the invading Moslems.

During the 9th and 10th centuries AD, the Astur-Leonese kingdom had to fight off several Viking raids and suffered from internal dynastic disputes, but nevertheless managed to maintain its southwards expansion.

In the early 11th century, the kingdom was weakened by renewed internal conflicts, the attacks of the Andalusians led by Al-Mansur, and the expansionistic policy of Sancho III of Navarre, whose son Fernando I first became Count of Castile, then, after a short civil war, King of León and Castile.

This list covers Christian armies in the north west of modern Spain, from the founding of the Asturian kingdom in 718AD, through its conversion into the kingdom of León, until the death of Bermudo III in the battle of Tamarón in 1037AD fighting against the Count of Castile, Fernando I.

It also covers Navarrese armies from the insurrection against Charlemagne and the Battle of Roncesvalles in 778AD until the death of Sancho III in 1035 AD.

Troop Notes

Early armies followed the Visigothic tradition, but with a very important presence of light infantry who could cope well with the rugged terrain of northern Spain. Later on, and as the kingdom expanded south and west, many Christian refugees fleeing from persecution in the areas under Muslim control provided additional forces, and the militias of the reconquered cities increased the importance of heavy infantry again.

Cavalry came from a number of groups: Ricoshombres were the higher nobility, descendants of the Visigothic and Hispano-Roman aristocracy. Infanzones were the lesser nobility. Caballeros villanos were rich burghers accepted as nobles from the mid-10th century.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as noble cavalry.

Early Spanish												
Territory Types: Agricultural, Hilly, Developed (only Astur-Leonese)												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1		
Sub-commanders		Field Commander						40		0-2		
		Troop Commander						30		0-3		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Noble Cavalry	Any Date	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	17	4-6	8-32	8-32	
			Average					12				
	Only Astur-Leonese before 900AD	Cavalry	Protected	Superior	Undrilled	-	Light Spear Swordsmen	13	4-6	0-24		
				Average				9				
Spearmen	Any except Navarrese	Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	2/3 or all	8-12	16-48	
Supporting archers		Light Foot	Unprotected			Bow	-	5	1/3 or 0			
Javelinmen	Only Navarrese	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	12-48		
	Any	Light Foot	Unprotected					5			0-12	
Optional Troops												
Separately deployed archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-18	0-18	
		Light Foot								0-8		
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-8		
Basque or mercenary berber light horse		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-6		
Crossbow men	Only from 900AD	Medium Foot	Unprotected	Average	Undrilled	Crossbowmen	-	5	6-8	0-8		
		Light Foot										
Fortified camp								24		0-1		
Allies												
Navarrese allies (Only Astur-Leonese from 860AD)												
Leonese allies (Only Navarrese from 860AD)												
Andalusian allies (Only Navarrese before 860AD) – see Andalusian list												

Early Spanish Allies												
Allied Commander		Field Commander/Troop Commander						30/20		1		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG		Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Noble Cavalry	Any Date	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	17	4-6		4-12	4-12
	Only Astur-Leonese before 900AD	Cavalry	Protected	Average				12			0-8	
				Superior	Undrilled	-	Light Spear Swordsmen	13				
				Average				9				
Spearmen	Any except Navarrese	Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	2/3 or all	8-12	8-24	
Supporting archers		Light Foot	Unprotected			Bow	-	5	1/3 or 0			
Javelinmen	Only Navarrese	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8		8-24	

Carolingian Frankish

In 751 AD Pepin the Short was crowned King of the Franks, the first king of the Carolingian dynasty. In 759 AD he drove the Arabs out of southern France and annexed Aquitaine. In 768 AD he died, and was succeeded by his sons Charles (Charlemagne) and Carloman. This list covers Frankish armies from 751AD until 888AD.

Troop Notes

By this time cavalry had become the decisive arm. West Frankish cavalry were renowned among their contemporaries for the fierceness of their charge, but were also willing to dismount and fight on foot when necessary. East Frankish cavalry sometimes used feigned flight, and often preferred to fight on foot.

Cavalry battle groups are treated as Armoured or Protected depending on the proportion of men with mail coats.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cavalry.
- Armies should be designated as "East" or "West" Frankish. Minimum marked * only applies to East Frankish armies.
- Imperial retainers can always dismount as Heavy Foot, Armoured, Superior, Drilled, Offensive Spearmen.
- "West Frankish cavalry and East Frankish lancers" can always dismount as Heavy Foot, Armoured or Protected (as mounted type), Superior or Average (as mounted type), Undrilled, Offensive Spearmen.
- "Other East Frankish cavalry" can always dismount as Heavy Foot, Armoured or Protected (as mounted type), average, Undrilled, Light Spear, Swordsmen.
- Frankish "horse archers" can always dismount as Medium Foot, Armoured or Protected (as mounted type), Average, Drilled, Bow, Swordsmen.
- No more than half the total bases of cavalry may be dismounted. i.e. there must be at least as many mounted cavalry (including non-allied Bretons) as there are dismounted cavalry. Cavalry in allied commands are excluded.
- Gascon, Basque or Andalusian troops cannot be used with East Franks or any allies other than Bretons, Frisian or Old Saxons or Vikings.
- Breton cavalry from the Optional Troops list cannot be used with Breton allies.
- Aghlabid, Umayyad or Thematic Byzantine allies cannot be used with East Franks or Imperial retainers.
- Frankish ally-commanders' contingents must conform to the Carolingian Frankish allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- Only one non-Frankish ally contingent can be used.

Carolingian Frankish												
Territory Types: Agricultural, Woodlands												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1		
Sub-commanders		Field Commander						40		0-2		
		Troop Commander						30		0-3		
Frankish ally commanders		Field Commander/Troop Commander						30/20		0-2		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Imperial retainers	Only from 768 AD to 814 AD	Cavalry	Armoured	Elite	Drilled	-	Lancers, Swordsmen	21	4	0-4	4-20	
			Superior					18	4-6	0-12		
Frankish "horse archers"		Cavalry	Armoured	Average	Undrilled	-	Lancers, Swordsmen	13	4	0-4		
			Protected					10				
West Frankish cavalry and East Frankish lancers		Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	0-8	8-32	
			Protected					13		4-12		
			Armoured	Average				12		4-16		
			Protected					9		0-8		
Other East Frankish cavalry		Cavalry	Armoured	Average	Undrilled	-	Light Spear, Swordsmen	12	4-6	0-12	*4-24	
			Protected					9		4-16		
Spearmen		Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	2/3 or all	8-9	16-48	
Supporting archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	1/3 or 0			
Optional Troops												
Separately deployed foot archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12		
		Medium Foot										
Gascon or Basque javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-8		
Gascon, Basque or Andalusian cavalry		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4	0-4		
Breton cavalry		Cavalry	Armoured	Superior	Undrilled	-	Light Spear, Swordsmen	17	4	0-4		
			Protected	Average				9				
Peasants		Mob	Unprotected	Poor	Undrilled	-	-	2	10-12	0-12		
Fortified camp								24		0-1		

Allies
Breton allies
Frisian or Old Saxon allies (only from 716 AD to 804 AD) – see Later German (Western) list
Viking allies (only from 857 AD)
Slav allies (only from 790 AD)
Aghlabid allies (only from 835 AD) – see Muslim North African and Sicily list
Umayyad allies (only from 835 AD) – see Andalusian list
Thematic Byzantine allies (only from 835 AD)

Carolingian Frankish Allies											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Imperial retainers	Only from 768 AD to 814 AD	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6	0-8	6-18
West Frankish cavalry and East Frankish lancers		Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	0-4	
			Protected					13		4-8	
			Armoured	Average				12			
			Protected					9			
Other East Frankish cavalry		Cavalry	Armoured	Average	Undrilled	-	Light Spear Swordsmen	12	4-6	0-6	
			Protected					9			
Spearmen		Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	2/3 or all	8-9	8-24
Supporting archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	1/3 or 0		

Andalusian

This list covers Muslim armies of the Emirate (later Caliphate) of Cordoba from the arrival of the Umayyad dynasty in 755AD until the abolition of the Andalusian Caliphate in 1031 AD. Al-Andalus was the Arab name for the Muslim possessions in the Iberian Peninsula (all but the far north of modern Spain and Portugal).

Troop Notes

Syrian Jund troops took refuge in Spain after being defeated in the North African rebellions of 740AD.

At various times assorted guard units were raised from white or black slave recruits. The Hasham Guard or "Silent Ones" created by Hakam I in 770AD was originally formed from Egyptian troops, but later came to consist of "Slav" mamluks (mixed European slave recruits). The "Slav Guard", created by Abd al-Rahman III in the early 10th century, fought with swords and were equipped with mail coats. The "Black Guard" was raised from black slave recruits. They swore an oath never to flee but to fight to the last man in defence of the Caliph.

Building a customised list using our army points

- Commanders should be depicted as Jund, Arab or Andalusian cavalry.
- The minimum marked * applies if any foot are used.
- From 1010 AD, Berbers and "Slav Guard" cannot be used together.
- Castilian allies cannot be used with the "Slav Guard" nor with Catalan allies
- Catalan allies cannot be used with Berbers nor with Castilian allies.

Andalusian												
Territory Types: Developed, Agricultural, Hilly												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1		
Sub-commanders		Field Commander						40		0-2		
		Troop Commander						30		0-3		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG		Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Jund or guard cavalry	Only before 1010 AD	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6		0-12	10-24
			Armoured	Average				13				
Other Arab Cavalry	Any date	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6		0-4	
			Protected					13			4-12	
			Protected	Average				9			6-24	
Andalusian or Berber cavalry		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6		0-12	12-36
		Cavalry									8-24	
Andalusian regular spearmen		Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	2/3 or all	8-12	*12-36	
Supporting archers		Light Foot	Unprotected	Average	Drilled	Bow	-	5	1/3 or 0			
Optional Troops												
"Black Guard"	Only before 978 AD	Heavy Foot	Protected	Superior	Drilled	-	Defensive Spearmen	10	6-8		0-8	0-12
"Silent Ones"	Only from 770 AD to 928 AD	Heavy Foot	Protected	Superior	Drilled	-	Defensive Spearmen	10	6-8		0-8	
				Average				7				
"Slav Guard"	Only from 929 AD	Heavy Foot	Armoured	Superior	Drilled	-	Light Spear, Swordsmen	13	6-8		0-8	
Separately deployed archers		Medium Foot	Unprotected	Average	Drilled	Bow	-	6	6-8		0-24	
Andalusian levy spearmen		Heavy Foot	Protected	Poor	Undrilled	-	Defensive Spearmen	4	2/3 or all	8-12	0-24	
Supporting archers		Light Foot	Unprotected			Bow	-	3	1/3 or 0			
Other black spearmen		Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8		0-8	
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8		0-8	
Berber javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8		0-8	0-32
		Medium Foot	Protected					6			0-24	
Horse archers		Light Horse	Unprotected	Average	Drilled	Bow	-	8	4		0-4	
Fortified camp								24			0-1	
Allies												
Castilian allies (Only from 1010 AD) – see Early Medieval Spanish list												
Catalan allies (Only from 1010 AD) – see Early Medieval Spanish list												

Andalusian Allies										
Allied commander		Field Commander/Troop Commander					30/20	1		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Jund or guard cavalry	Only before 1010 AD	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6	0-6
			Armoured	Average				13		
Other Arab Cavalry		Cavalry	Protected	Superior	Undrilled	-	Lancers, Swordsmen	13	4-6	0-8
			Protected	Average				9		
Andalusian or Berber cavalry		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-4
		Cavalry								4-8
Andalusian regular spearmen		Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	2/3 or all 1/3 or 0	*8-18
Supporting archers		Light Foot	Unprotected	Average	Drilled	Bow	-	5	8-12	

Late Tang to Five Dynasties Chinese

From 755AD to 763AD the Tang Empire was rocked by a major rebellion started by An Lushan, one of the powerful military governors (*jiedushi*) of the northern provinces.

The Tang dynasty was ended in 907AD when Zhu Wen deposed the last emperor and founded his own Later Liang dynasty. This subsequent period is known as the "Five Dynasties" period as traditionally the Chinese have only recognised the dynasties based in the north, of which there were five major ones, as legitimate, whilst the southern states, along with the Northern Han, are described as the "Ten Kingdoms".

The Five Dynasties were the **Later Liang** (907AD – 923AD), **Restored Tang** (923AD – 936AD), **Later Jin** (936AD – 947AD), **Later Han** (947AD – 951AD) and **Later Zhou** (951AD – 960AD).

The 10 Kingdoms were the **Wu** (902AD – 937AD), **Wuyue** (907AD – 978AD), **Min** (909AD – 945AD), **Chu** (927AD – 951AD), **Southern Han** (917AD – 971AD), **Former Shu** (907AD – 925AD), **Later Shu** (935AD – 965AD), **Jingnan** (924AD – 963AD), **Southern Tang** (937AD – 976AD) and **Northern Han** (951AD – 979AD). Apart from the Northern Han all of these were based in the south of China.

Troop Notes

It is unclear how much of the Early Tang military system survived in the chaos that followed the rebellion of An Lushan, especially with respect to the infantry. Armies were often hurriedly raised and their quality was variable, especially in the north of China where warfare was almost continuous through the period. We assume that in such circumstances sophisticated formations are likely to be replaced by more basic ones, and thus shooters and close combat troops are less likely to have been in mixed formations. However, we allow for a number of mixed formations to remain for the better troops, as they were the usual deployment in the following Song period, which suggests continuity.

The succeeding Song used crossbows as their main missile weapon for the foot and it is likely that the changeover from bows took place at some time during the period covered by this list. However, as it is impossible to say when this change took place we allow missile troops the choice of bow or crossbow but this choice must apply to all the battle groups in the army.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as guard cavalry.
- An army must be designated as either Late Tang, Li Keyong's rebellion (878AD – 907AD), or one of the states list as 5 Dynasties or 10 kingdoms above.
- A Chinese ally commander's contingent must conform to the Late Tang to Five Dynasties Chinese Allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- Where there is a choice of Bow or Crossbow capability for troops, this represents alternative possibilities of their historical armament. All such troops must be classed the same other than southern auxiliaries.
- The minima marked * only apply if any militia are used.
- Nanzhao or Liao allies cannot be used with any non-Chinese allied contingent.
- Southern auxiliaries cannot be used with Uighur or Shatuo Turk allies.

Late Tang to Five Dynasties Chinese											
Territory Types: Five Dynasties, Northern Han - Agricultural, Developed, Hilly Ten Kingdoms (including Northern Han) and Late Tang – Tropical, Developed, Hilly Li Keyong's rebellion – Developed, Hilly											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40		0-2	
		Troop Commander						30		0-2	
Chinese ally commander		Field Commander/Troop Commander						30/20		0-2	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Guard and similar good cavalry	Only Shatuo in Hedong before 908AD	Cavalry	Armoured	Elite	Undrilled	Bow	Swordsmen	22	4	0-4	4-16
				Superior				19	4-6	4-16	
	Only Five Dynasties and Northern Han	Cavalry	Armoured	Elite	Drilled	Bow	Swordsmen	23	4	0-4	
				Superior				20	4-6	4-16	
	Others	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4	0-4	
Shatuo tribesmen	Only Shatuo in Hedong before 908AD	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-12	8-24
		Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6	4-16	
			Unprotected					10			
Regular infantry	Only Late Tang and Ten Kingdoms (excluding Northern Han)	Medium Foot	Protected	Average	Drilled	-	Light Spear, Swordsmen	7	1/2	6-8	12-64
						Bow or Crossbow	-		1/2		
	Others	Medium Foot	Protected	Average	Drilled	-	Light Spear, Swordsmen	7	1/2	6-8	6-32
						Bow or Crossbow	-		1/2		

Optional Troops										
Chinese cavalry		Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6	0-8
			Protected					12		
Chinese light horse archers		Light Horse	Unprotected	Average	Drilled	Bow	-	8	4	0-4
Steppe light cavalry	Only Late Tang, Five Dynasties and Northern Han	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4	0-4
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4	
			Protected					11		
Anti-cavalry squads		Heavy Foot	Protected	Average	Undrilled	-	Pole Arm	7	4-8	0-8
					Drilled			8		
Militia spearmen		Medium Foot	Protected	Poor	Undrilled	-	Light Spear, Swordsmen	4	8-10	*10-56
Militia missile foot		Medium Foot	Protected	Poor	Undrilled	Bow or Crossbow	-	4	6-8	*8-40
			Unprotected					3		
Skirmishers		Light Foot	Unprotected	Average	Undrilled	Bow or Crossbow	-	5	6-8	0-8
Elephants	Only Southern Han	Elephants	-	Superior	Undrilled	-	-	35	2	0-2
				Average				25		
				Poor				20		
Southern auxiliaries	Only Late Tang and Ten Kingdoms, excluding Northern Han	Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	0-16
							Impact Foot, Swordsmen	7		
							Light Spear, Swordsmen	6		
				Light Foot	Unprotected	Average	Undrilled	Bow or Crossbow	-	5
Light stone throwers or heavy crossbow artillery		Light Artillery	-	Average	Drilled	Light Artillery	-	15	2	0-4
Heavy stone throwers		Heavy Artillery	-	Average	Drilled	Heavy Artillery	-	20	2	0-2
Palisades or similar fortifications		Field Fortifications						3		0-24
Fortified Camp								24		0-1
Allies										
Uighur or Shatuo Turk allies (only Late Tang before 883 AD) – see Later Eastern Steppe Horse Cultures list (Up to 2 contingents)										
Nanzhao allies (Only Later Tang)										
Tibetan allies (only Late Tang)										
Liao allies (only Later Jin and Northern Han)										
Special Campaigns										
Fang Guan in 756 AD										
Ox drawn "chariots"		Battle Wagons	-	Poor	Undrilled	-	-	10	4	8-12

Late Tang to Five Dynasties Chinese Allies												
Allied commander		Field Commander/Troop Commander						30/20		1		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG		Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Guard and similar good cavalry	Only Shatuo in Hedong before 908AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6		4-8	
	Only Five Dynasties and Northern Han	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6			
	Others	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4		0-4	
Shatuo tribesmen	Only Shatuo in Hedong before 908AD	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6		0-8	4-8
		Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6	4-8		
			Unprotected					10				
Regular infantry	Only Late Tang and Ten Kingdoms (excluding Northern Han)	Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	1/2	6-8	6-24	
		Medium Foot	Protected	Average	Drilled	Bow or Crossbow	-	7	1/2			
	Others	Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	1/2	6-8	6-16	
		Medium Foot	Protected	Average	Drilled	Bow or Crossbow	-	7	1/2			

Muslim North African and Sicily

This list covers the armies of the North African emirates, from their assumption of independence from the Abbasid Caliphate. The Idrisids formed their own rival Shiite caliphate in Morocco in 789 AD which lasted until about 926 AD. The Aghlabids in Tunisia achieved de facto independence by about 820 AD. They subsequently conquered Sicily, which they held until conquered by the Normans between 1060 AD and 1091 AD. The Shiite Fatimids replaced the Aghlabids in Tunisia in 909 AD and this list represents their army from this date until their Egyptian state started to employ Turks and Dailami circa 978 AD. After the Fatimids conquered Egypt the Zirids rules Tunisia from 972 Ad to 1160 AD

This list also covers Almoravid (Murabit) armies from 1039 AD to 1146 AD, Almohad armies from 1130 AD to 1269 AD, Marinid armies from 1248 AD to 1465 AD, Abdalwadid armies from 1236 AD to 1500 AD and Hafsid armies from 1229 AD to 1500 AD.

Troop Notes

Armies were based around converted (albeit initially only nominally) Berber tribesmen fighting in a similar style to the Arabs, although the Aghlabids, Fatimids and Zirids also recruited black slave troops as guards and to provide a standing army.

Black Guard were usually deployed in the rear. Lamtuna and Hintata were tribal troops, but were trained to fight in close formation with long spears, and were considered the best infantry in the Almoravid and Almohad armies. Lamtuna covered their faces with veils. Andalusian infantry were used as sacrificial troops to blunt the charges of the Christian knights. At Sagrarias 4.000 Black Africans with javelins and sword were used by the Almoravids to attack the Christian camp. We assume that these were similar to Black troops used by the Fatimids.

Sagrarias was the first battle in Spain in which camels were used - with great success against the Christian knights. "Ghuzz" mercenaries were probably Turcomans. Arab cavalry were the Almohades' response to Christian knights. They were not used in Africa. Christian mercenaries were used in Africa but not in Spain.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Berber cavalry.
- Supporting archers must be of the same Quality as the spearmen in their battle group.
- Christian mercenaries and almughavars cannot be used with Andalusians or Camelry.
- Abdalwadid and Hafsid armies cannot include Andalusians.

Muslim North African and Sicily												
Territory Types: Agricultural, Hilly, Desert												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1		
Sub-commanders		Field Commander						40		0-2		
		Troop Commander						30		0-3		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Berber or Andalusian cavalry		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6		6-14	12-42
		Cavalry	Protected					8			6-14	
		Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	0-8		
			Armoured	Average				12	4-6	0-18		
			Protected					9				
Lamtuna or Hintata spearmen	Only Almoravids or Almohades	Heavy Foot	Protected	Superior	Drilled	-	Offensive Spearmen	11	2/3 or all	8-12	8-27	
		Light Foot	Unprotected			Bow	-	7	1/3 or 0			
Black slave javelinmen	Only Aghlabids, Fatimids or Zirids	Heavy Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	2/3	9-12	16-48	
		Light Foot	Unprotected			Bow	-	5	1/8			
Other Berber or Black spearmen		Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	2/3 or all	8-12		
		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	1/3 or 0			
Berber or Black javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8		0-12	6-40
		Medium Foot	Protected					6			6-32	

Optional Troops											
"Black Guard"	Only Almoravids, Almohades or Hafsids	Heavy Foot	Protected	Superior	Drilled	-	Defensive Spearmen	10	6-8	0-8	
Separately deployed archers		Medium Foot	Protected	Average	Undrilled	Bow	-	6	6-9	0-16	
Arab cavalry	Only Almohades	Cavalry	Armoured	Average	Undrilled	-	Lancers Swordsmen	12	4-6	0-12	
			Protected					9			
"Ghuzz" mercenaries		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4	0-4	
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10			
			Protected					11			
Christian mercenary knights and sergeants	Only Almoravids	Knights	Armoured	Superior	Undrilled	-	Lancers Swordsmen	23	4-6	0-6	
	Only Hafsids	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	4-6		
Camelry	Only from 1030 AD	Camelry	Protected	Average	Undrilled	-	Lancers Swordsmen	11	4-6	0-6	
Andalusian spearmen		Heavy Foot	Protected	Poor	Undrilled	-	Defensive Spearmen	4	2/3 or all	8-12	0-24
Supporting archers		Light Foot	Unprotected	Poor	Undrilled	Bow	-	3	1/3 or 0		
Black swordsmen	Only Almoravids	Heavy Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	2/3 or all	8-12	0-16
Supporting archers		Light Foot	Unprotected	Average	Drilled	Bow	-	5	1/3 or 0		0-8
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-8	
Arab crossbowmen		Light Foot	Unprotected	Average	Undrilled	Crossbow	-	5	6-8		
Christian mercenary crossbowmen	Only Almoravids or Hafsids	Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6		
					Undrilled			6			
Mercenary almughavars	Only Hafsids from 1269 AD to 1350 AD	Medium Foot	Unprotected	Superior	Undrilled	-	Offensive Spearmen	8	6-8	0-8	
			Protected					10			
		Medium Foot	Unprotected	Superior	Undrilled	-	Impact Foot Swordsmen	8			
			Protected					10			
Fortified camp								24		0-1	
Allies											
Tuareg allies (only from 1000 AD to 1029 AD and not in Sicily)											
Zirid allies (only in Sicily from 1035 AD to 1063 AD)											
Andalusian allies (only Almoravids in Spain) – see List Book 3: Taifa Andalusian list											

Muslim North African and Sicily Allies												
Allied commander		Field Commander/Troop Commander					30/20	1				
Troop name		Troop Type				Capabilities		Points per base	Bases per BG		Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Berber or Andalusian cavalry		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6		0-6	6-14
		Cavalry									4-8	
		Cavalry	Protected	Average	Undrilled	-	Lancers, Swordsmen	9	4-6		0-6	
			Armoured					12				
Lamtuna or Hintata spearmen	Only Almoravids or Almohades	Heavy Foot	Protected	Superior	Drilled	-	Offensive Spearmen	11	2/3 or all	8-12	0-12	
				Average				8				
		Light Foot	Unprotected	Superior	Drilled	Bow	-	7	1/3 or 0			
				Average				5				
Black slave javelinmen	Only Aghlabids, Fatimids or Zirids	Heavy Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	2/3	9-12	8-18	
		Light Foot	Unprotected	Average	Drilled	Bow	-	5	1/8			
Other Berber or Black spearmen		Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	2/3 or all	8-12		
		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	1/3 or 0			
Berber or Black javelinmen		Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8		0-8	

Viking

From the late 8th century AD the Scandinavian peoples of Denmark, Norway and Sweden erupted forth from their homeland in their famous longships as raiders, merchants, invaders and settlers. Their travels took them as far afield as Russia and Constantinople in the East, Spain and North Africa in the South and Newfoundland in the West. Their raids terrorized the coastal areas of Western Europe and often probed far up the larger rivers. Their settlements played a major role in the history of England, Scotland, Ireland and Russia, as described in the notes for the relevant lists. Viking settlers in France became the Normans, who had a major part to play in English, French and Italian history and the First Crusade.

The term Viking comes from Old Norse "vikingr" ("one who came from the fjords"). This list covers Danish, Norwegian and Swedish armies at home and overseas from the late 8th century until the development of knightly cavalry in the later 12th century. It does not cover Rus armies, which have their own list.

Troop Notes

The standard Viking battlefield formation was the shieldwall (*skjaldborg*), comprising men armed with various combinations of sword, axe, throwing spears and thrusting spears. This formation is best represented under the rules as Offensive Spearmen. Archers would form up in the rear ranks. They can be represented separately as supporting light foot, or assumed to be included in the overall effect of the shieldwall.

The famous two-handed Viking axe came into use from about 900. Battle groups with Heavy Weapon capability are those with a high proportion of men armed with two-handed axe.

Berserkers, while they certainly existed, were not present in large enough numbers to form separate battle groups. Vikings often rode to battle on horses, but usually dismounted to fight.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as huscarls.
- After 900AD up to 1 battle group of Huscarls and 1 or 2 battle groups of freemen (maximum of 2 battle groups in total) may be upgraded by having berserkers attached. These battle groups cannot have attached archers.
- Any battle group upgraded with attached berserkers and any battle group of Huscarls upgraded to cavalry must be deducted from the total bases of Huscarls and/or Freeman permitted.
- Huscarls with attached berserkers fight as Impact Foot during the impact phase and as Heavy Weapon during the melee phase.
- Mounted huscarls can always dismount as Heavy Foot, Armoured, Superior, Undrilled, Offensive Spearmen. They cannot have attached berserkers.

Viking												
Territory Types: Agricultural, Woodlands, Hilly, Mountains												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1			
Sub-commanders		Field Commander						40	0-2			
		Troop Commander						30	0-3			
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Huscarls	Any date	Heavy Foot	Armoured	Superior	Undrilled	-	Offensive Spearmen	13	2/3 or all	6-9	6-18	
	Only from 900AD					-	Heavy Weapon					
Supporting archers		Light Foot	Unprotected			Average	Undrilled	Bow	-		7	1/3 or 0
Freemen		Heavy Foot	Protected	-	Offensive Spearmen			7	2/3 or all	24-92		
Supporting archers		Light Foot	Unprotected	Average	Undrilled			Bow	-		5	1/3 or 0
Optional Troops												
Upgrade mounted huscarls to		Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	6	0-12		
Attached berserkers after 900AD	Huscarls	Heavy Foot	Armoured	Elite	Undrilled	-	Impact Foot Heavy Weapon	16	4-6	0-6	0-16	
	Freemen	Heavy Foot	Protected	Superior	Undrilled	-	Offensive Spearmen	10	6-8	0-16		
Separately deployed archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12		
Thralls		Mob	Unprotected	Poor	Undrilled	-	-	2	8-10	0-10		
Irish	Only in Ireland	Medium Foot	Unprotected	Average	Undrilled	-	Light Spear Swordsmen	5	6-8	0-12		
		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5				
	Only in Ireland from 900AD	Medium Foot	Unprotected	Average	Undrilled	-	Heavy Weapon	6	6-8			
Palisades or similar fortifications		Field Fortifications						3		0-24		
Fortified Camp								24		0-1		

Allies
Breton allies (Only in France in 866 AD)
Cornish allies (Only in Britain from 838 AD to 900 AD) – see Post-Roman British list
English rebel allies (Only in Britain in 1066 AD or 1069 AD) – see Middle Anglo-Saxon and Anglo-Danish list
Frankish allies (Only in France from 857 AD to 922 AD) – see Carolingian Frankish or Early Medieval European list
Norse Irish allies (Only in Ireland)
Scots allies (Only in Britain in 1069 AD) – see List Book 3: Medieval Scots list

Viking Allies											
Allied commander		Field Commander/Troop Commander						30/20		1	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG		Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat				
Huscarls	Any date	Heavy Foot	Armoured	Superior	Undrilled	-	Offensive Spearmen	13	2/3 or all	6-9	0-8
	Only from 900 AD					-	Heavy Weapon				
Supporting archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	7	1/3 or 0		8-9
Freemen		Heavy Foot	Protected			-	Offensive Spearmen	7	2/3 or all	8-24	
Supporting archers		Light Foot	Unprotected			Bow	-	5	1/3 or 0	0-12	

Early Heian Japanese

This list covers Japanese armies from the start of the period when the capital was at Heian-kyo (Kyoto, 794 AD - 1185 AD) until the earliest possible date for the introduction of the naginata and latest plausible date for archers behind shield walls - circa 1040 AD.

Troop Notes

Armies were much smaller than in the preceding ritsuryo period, in the low thousands or even mere hundreds. They were led by powerful local warlords fighting either for the Imperial court or on their own behalf, and based round relatives and retainers fighting as mounted archers. These and the *kondei*, ('strong fellows'), established in 792 AD, evolved into the *bushi* or *samurai*.

Although the provincial *heishi* militia had been abolished in most of the country in 792 AD, they remained in existence in the northern provinces of Mutsu and Dewa, where they served at least as late as the Emishi rising of 878 AD, and were even increased in numbers in 815 AD.

Oyumi artillery remained an essential part of 9th-century armies but were rare later because it became increasingly difficult to find skilled men to maintain them.

Most of the troops were still infantry archers, either retainers or conscripts, fighting as archers behind shield-walls as in the earlier period, but less well-trained. In 940 AD a strong wind blew over a line of pavises leaving the archers behind unprotected. Other infantry, conscripted peasants called *nimbei sei* in the 9th century and *banrui* allies in the 10th, included men with spears and small shields but were very unreliable.

Kondei and Bushi often dismounted to attack bridges or defences, so a small number are permitted to dismount to allow for this.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as *kondei/bushi*.
- A Japanese ally commander's contingent must conform to the Early Heian Japanese allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.

Early Heian Japanese												
Territory Types: Agricultural, Developed, Hilly												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1		
Sub-commanders		Field Commander						40		0-2		
		Troop Commander						30		0-3		
Japanese ally commanders		Field Commander/Troop Commander						30/20		0-2		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Kondei and bushi mounted archers	Before 900AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6		4-16	
	From 900AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	4-16	8-24	
			Protected					4-16				
Followers fighting behind standing shields		Medium Foot	Armoured	Average	Undrilled	Bow	-	8	6-8	8-48	24-96	
			Armoured	Poor				6				
			Protected	Average				6				
Heishi militia	Only Mutsu or Dewa provinces before 900AD	Medium Foot	Armoured	Poor	Drilled	Bow	Light Spear	7	1/2	6-8	8-16	
						Bow	-	7	1/2			
		Medium Foot	Protected	Poor	Drilled	Bow	Light Spear	5	1/2	6-8	8-60	
						Bow	-	5	1/2			
Upgrade Heishi Militia with longer service		Medium Foot	Armoured	Average	Drilled	Bow	½ Light Spear ½ none	9	Up to ½ bases			
			Protected					7	Up to ½ bases			
Optional Troops												
Commanders' personal retainers		Cavalry	Armoured	Elite	Undrilled	Bow	Swordsmen	22	2	0-2		
Pacified Emishi foot archers	Only before 900AD	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8		
		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8			
Pacified Emishi mounted archers	Only before 900AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4	0-4		
			Protected					15				
Artillery oyumi	Only before 900AD	Light Artillery	-	Average	Drilled	Light Artillery	-	15	2	0-6		
	Only from 900AD									0-2		
Nimbei sei conscripts, banrui or similar		Medium Foot	Unprotected	Poor	Undrilled	-	Light Spear	2	10-12	0-12		

Early Heian Japanese Allies												
Allied commander		Field Commander/Troop Commander						30/20	1			
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting	Close Combat					
<i>Kondei</i> and <i>bushi</i> mounted archers	Before 900 AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	4-6		
	From 900 AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	4-8		
			Protected					15				
Followers fighting behind standing shields		Medium Foot	Armoured	Average	Undrilled	Bow	-	8	6-8	8-16	8-24	
			Armoured	Poor				6				
			Protected	Average				6	6-8			
<i>Heishi</i> militia	Only Mutsu or Dewa provinces before 900 AD	Medium Foot	Armoured	Poor	Drilled	Bow	Light Spear	7	1/2	6-8	8-16	
						Bow	-	7	1/2			
		Medium Foot	Protected	Poor	Drilled	Bow	Light Spear	5	1/2	6-8		
						Bow	-	5	1/2			
Upgrade <i>Heishi</i> Militia with longer service		Medium Foot	Armoured	Average	Drilled	Bow	½ Light Spear ½ none	9	Up to ½ bases			
			Protected					7	Up to ½ bases			

Khmer or Champa

This list covers Khmer armies from 802 AD to 1473 AD and Champa armies from 600 AD to 1500 AD.

Troop Notes

Ethnic infantry represents either Khmer or Champa troops with long shields and/or wearing some type of protective armour. Conscript foot represents local levies with limited training, round shield and no body armour. Subject troops are impressed troops from controlled areas with little motivation to fight.

Skirmishers cover a wide range of light troops expected to both scout and secure jungle flanks near the battlefield. They can be armed with javelins, blowguns, poisonous darts and even a few Champa 'fire oil' throwers.

Bolt-shooters can either be on wheeled carriages or mounted on elephants. Khmer and Champa elephant mounted bolt-shooters are clearly shown in action in Khmer reliefs. As it seems unlikely that they were used for close-combat assault purposes, they are treated as normal Light Artillery in all respects and do not count as elephants for any purpose.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Khmer commanders should be depicted on elephants or in chariots or as Khmer cavalry.
- Champa commanders should be depicted on elephants.

Khmer or Champa											
Territory Types: Tropical, Agricultural, Hilly											
C-in-C		Inspired Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Elephants		Elephants	-	Average	Undrilled	-	-	25	2-3	4-12	
Archers		Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8	0-24	6-24
		Light Foot	Unprotected	Average	Drilled	Bow	-	5	6-8	0-8	
Spearmen	Any	Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8	6-24	12-48
							Light spear	6		6-24	
Spearmen and ph'kak-men	Only Khmer	Medium Foot	Protected	Superior	Drilled	-	Light Spear Swordsmen	10	6-8	0-16	
Conscript spearmen		Medium Foot	Unprotected	Average	Undrilled	-	Light Spear	4	8-10	8-60	
Optional Troops											
Khmer cavalry	Only Khmer	Cavalry	Protected	Average	Drilled	-	Light Spear	8	4-6	0-6	
Champa cavalry	Only Champa at any date	Light Horse	Unprotected	Average	Drilled	Bow	-	8	4	0-4	0-8
	Only Champa before 1170AD	Cavalry	Unprotected	Average	Drilled	Javelins	Light Spear	8	4-6	0-6	
	Only Champa from 1170AD		Unprotected	Average	Drilled	Crossbow	-	8	4-6		
Khmer chariots	Only Khmer before 1100AD	Light Chariots	-	Average	Undrilled	-	Light Spear	11	4	0-4	
Crossbowmen		Light Foot	Unprotected	Average	Drilled	Crossbow	-	5	6	0-6	
Skirmishers					Undrilled	Javelins	Light Spear		6-8	0-8	
Hill tribes	Only Champa	Medium Foot	Unprotected	Average	Undrilled	-	Impact foot Swordsmen	6	8-12	0-24	
Subject cavalry		Cavalry	Unprotected	Poor	Undrilled	-	Light Spear	4	4	0-4	
Subject archers		Medium Foot	Unprotected	Poor	Undrilled	Bow	-	3	6-8	0-8	
Peasants		Mob	-	-	-	-	-	2	10-12	0-20	
"Fierce fire oil" throwers	Only Champa	Light Foot	Unprotected	Average	Undrilled	Firearms	-	5	4	0-4	
Bolt-shooters	Only from 1100AD	Light Artillery	-	Average	Undrilled	Light Artillery	-	15	2	0-4	
Stone-Throwers	Only from 1280AD	Heavy Artillery	-	Average	Undrilled	Heavy Artillery	-	20	2	0-2	
Allies											
Only Khmer											
Champa allies – see Khmer or Champa list											
Thai allies (Only from 1300 AD)											
Burmese allies – see List Book 3: Medieval Burmese list											
Only Champa											
Chinese allies (Only from 1320 AD to 1370 AD) – see List Book 3: Yuan Chinese list											
Khmer allies – see Khmer or Champa list											
Viet allies (Only from 1284 AD to 1287 AD)											

Khmer or Champa Allies										
Allied commander		Field Commander/Troop Commander					30/20	1		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Elephants		Elephants	-	Average	Undrilled	-	-	25	2	2-4
Archers		Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8	0-8
		Light Foot	Unprotected	Average	Drilled	Bow	-	5	6-8	0-8
Spearmen	Any	Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8	8-16
							Light Spear	6		
Spearmen and ph'kak-men	Only Khmer	Medium Foot	Protected	Superior	Drilled	-	Light Spear Swordsmen	10	6	0-6
Conscript spearmen		Medium Foot	Unprotected	Average	Undrilled	-	Light Spear	4	8-10	0-20

Khurasanian Dynasties

This list covers the **Tahirid** (821 AD – 873 AD), **Saffarid** (861 AD – 1073 AD) and **Samanid** (875 AD – 999 AD) dynasties in the eastern provinces of the former Abbasid Empire, and the **Ghaznavid** empire that succeeded them from 962 AD to 1187 AD.

Troop Notes

Khurasanian armies relied heavily on the local Dihqan class of landowners fighting in a style similar to that of their Sassanid forebears. However, the Saffarids and Samanids, particularly the latter, also recruited Turkish ghilman in large numbers.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Khurasanian armoured cavalry, Turkish ghilman, or, if Ghaznavid, as Elephants.
- At least 1/3 of the bases of Khurasanian armoured cavalry and Ghilman must remain as average.
- Up to 1 battle group of elite bodyguards may be used. Bases for this battle group must be deducted from the permitted bases of upgraded veteran (superior) cavalry.
- Ghilman can always dismount as Elite, Superior or Average (as mounted), Armoured, Drilled, Medium Foot – Bow, Swordsmen.
- Minimum marked * does not apply to Ghaznavid armies.

Khurasanian Dynasties													
Territory Types: Ghaznavid: Agricultural, Steppe; hilly. Others: Agricultural, Steppe													
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1			
Sub-commanders		Field Commander						40		0-2			
		Troop Commander						30		0-3			
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases			
		Type	Armour	Quality	Training	Shooting	Close Combat						
Core Troops													
Turkish ghilman	Only Ghaznavids	Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6	12-32			
	Samanids, and Saffarids									4-16	8-28		
Khurasanian armoured cavalry	Samanids and Saffarids	Cavalry	Armoured	Average	Undrilled	Bow	Swordsmen	14	4-6	4-20			
	Tahirids									4-24			
Upgrade Ghilman as veteran		Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	Up to 2/3 of bases			
Upgrade Khurasanian cavalry as veteran					Undrilled			19					
Further upgrade ghilman veterans to bodyguards	Samanid, Saffarid and Ghaznavid	Cavalry	Armoured	Elite	Drilled	Bow	Swordsmen	23	2-4	Up to 1 battle group			
Spearmen and archers		Heavy Foot	Armoured	Average	Undrilled	-	Defensive Spearmen	8	2/3	9-12	0-12	*9-24	
			Protected					6					
		Light Foot	Unprotected	Poor	Undrilled	Bow	-	5	1/3	9-12	0-24		
		Heavy Foot	Protected			-	Defensive Spearmen	4	2/3				
		Light Foot	Unprotected	Bow	-	3	1/3						
Turkish and other nomad horse archers	Only Ghaznavids	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-12			
		Cavalry	Unprotected					10		4-24			
			Protected					11					
Optional Troops													
Khurasanian light horse archers	Only Tahirids, Samanids and Saffarids	Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	0-8			
Turkish mercenary cavalry		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-6			
		Cavalry	Unprotected					10					
			Protected					11					
Bedouin or volunteer cavalry		Light Horse	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6	0-8			
		Cavalry	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6				
			Protected					9					
Dailami		Medium Foot	Armoured	Superior	Drilled	-	Impact foot, Swordsmen	14	2/3 or all	6-9	0-9		
			Protected					11					
		Light Foot	Unprotected			Bow	-	7	1/3 or 0				

Infantry archers		Medium Foot	Protected	Average	Undrilled	Bow	-	6	6-8	0-16
Naffatun		Light foot	Unprotected	Average	Undrilled	Firearms	-	5	4	0-4
Ghazi or other volunteer foot		Medium Foot	Protected	Average	Undrilled	-	Impact foot, Swordsmen	7	6-8	0-8
Levy foot		Mob	Unprotected	Poor	Undrilled	-	-	2	10-12	0-12
Elephants	Only Samanids or Saffarids	Elephants	-	Superior	-	-	-	35	2	0-2
				Average				25		
				Poor				20		
	Only Ghaznavids			Average				25	2-3	0-8
Fortified camp								24		0-1
Allies										
Only Tahirids										
'Abbasid allies – see Later Umayyad and Early 'Abbasid list (before 831 AD) or Later 'Abbasid, Tulunid and Ikshidid list (from 831 AD to 873 AD)										
Only Saffarids										
Seljuq Turkish allies (only from 1036 AD to 1073 AD)										
Only Samanids										
Western Turkish allies (not Avars or Khazars)										
Ziyarid allies – see Dailami Dynasties list										
Ghaznavid allies (only from 976 AD to 999 AD – see Khurasanian Dynasties list										
Central Asian City State allies										
Only Ghaznavids										
Later Hindu Indian allies (only northern options from 1050 AD to 1187 AD)										

Khurasanian Dynasties Allies												
Allied commander		Field Commander/Troop Commander						30/20	1			
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Turkish ghilman	Only Ghaznavids	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	4-12		
				Average				15				
	Only Samanids, Saffarids	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-8	4-12	
				Average				15		0-8		
Khurasanian armoured cavalry	Only Samanids and Saffarids	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	4-8		
	Only Tahirids			Average				14				
Spearmen and archers		Heavy Foot	Armoured	Average	Undrilled	-	Defensive Spearmen	8	2/3	6-12	*6-12	
			Protected					6				
		Light Foot	Unprotected	Poor	Undrilled	Bow	-	Defensive Spearmen	5	1/3		6-12
									4			
		Heavy Foot	Protected	Poor	Undrilled	-	Defensive Spearmen	4	2/3	6-12		
								Light Foot				Unprotected
Turkish and other nomad horse archers	Only Ghaznavids	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8	4-16	
		Cavalry	Unprotected					10				
			Protected					11				

Later 'Abbasid, Tulunid and Ikhshidid

This list covers armies of the Abbasid Caliphate from 831AD onwards when ghilman became the mainstay of the 'Abbasid armies, until 946AD when the Buyids captured Baghdad and the temporal power of the Caliphate ceased to exist.

This list also covers the Tulunid and Ikhshidid Egyptian states created by Abbasid governors who assumed independence as 'Abbasid authority failed. The Tulunids ruled independently from 874AD to 905AD when the Abbasids regained control. The Ikhshidids ruled independently from 937AD to 969AD when they were conquered by the Fatimids. Their armies were based on Turkish ghilman and black slave troops.

Troop Notes

The armament of the black troops is uncertain. In Fatimid armies some were close order infantry fighting with javelins and swords. We allow both for this possibility and for the possibility that they fought as traditional style spearmen but merely supplied the manpower.

'Abna were the descendants of the original Abbasid army who settled in Baghdad. They fought as normal Arab cavalry and infantry and so are included in the Arab cavalry and spearmen and archers lines in this list.

Naffatun were armed with naphtha bombs – the medieval equivalent of Molotov cocktails.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Turkish Ghilman cavalry.
- At least 1/3 of the bases of Ghilman cavalry must remain as average.
- Only 1 battlegroup of bodyguards may be used. Bases for this bodyguard must be deducted from the permitted bases of upgraded veteran (superior) cavalry.
- Jund cavalry (not light horse) can always dismount as Heavy Foot, Average, Undrilled, Armoured or protected (as mounted type), Defensive Spearmen.
- Ghilman can always dismount as Elite, Superior or Average (as mounted type), Armoured, Drilled Medium Foot – Bow, Swordsmen.
- All Zanj and black slave soldier HF must have the same close combat capabilities.

Later ‘Abbasid, Tulunid and Ikhshidid													
Territory Types: only ‘Abbasid or Tulunid: Agricultural, Developed, Hilly, Mountains													
Others: Agricultural, Developed													
C-in-C		Inspired Commander/Field Commander/Troop Commander					80/40/30		1				
Sub-commanders		Field Commander					40		0-2				
		Troop Commander					30		0-3				
Troop name		Troop Type				Capabilities		Points per base	Bases per BG		Total bases		
		Type	Armour	Quality	Training	Shooting	Close Combat						
Core Troops													
Turkish ghilman, Faraghina, etc.		Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6		12-48		
Upgrade Ghilam to veteran		Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6		Up to 2/3 of bases		
Further upgrade Ghilman to bodyguards		Cavalry	Armoured	Elite	Drilled	Bow	Swordsmen	23	2-4		0-4		
Zanj and black slave soldiers	Only from 874 AD	Heavy Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	2/3	9-12	9-48	9-48	
						-	Defensive Spearmen						
		Light Foot	Unprotected			Bow	-	5	1/3				
Replace Zanj and black slave soldier battle groups with Dailami	Only ‘Abbasids from 890 AD	Medium Foot	Armoured	Average	Drilled	-	Impact Foot Swordsmen	10	2/3 or all	6-9	0-24		
			Protected				-	8					
		Light Foot	Unprotected			Bow	-	5	1/3 or 0				
Optional Troops													
Jund, Bedouin or volunteer cavalry		Light Horse	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6		0-12	0-18	
			Cavalry	Armoured	Average	Undrilled	-	Lancers, Swordsmen	12	4-6	0-12		
				Protected					9				
Bedouin camelry		Light Camelry	Unprotected	Average	Undrilled	Bow	-	10	4-6		0-6		
Jund, ‘Abna, or if Tulunid, Thughur infantry	Only ‘Abbasids or Tulunids	Heavy Foot	Protected	Poor	Undrilled	-	Defensive Spearmen	4	2/3	9-12	0-24	0-24	
		Light Foot	Unprotected			Bow	-	3	1/3				
Maghariba guards	Only ‘Abbasids before 890 AD	Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	2/3	9-12	0-18		
		Light Foot	Unprotected			Bow	-	5	1/3				
Khurasanian light horse archers	Only before 874 AD	Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6		0-6		

Archers		Medium foot	Protected	Average	Undrilled	Bow	-	6	6-8		0-12	0-12
			Unprotected					5				
		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8		
Dailami	Only 'Abbasids before 890 AD	Medium Foot	Armoured	Superior	Drilled	-	Impact foot Swordsmen	14	2/3 or all	6-9	0-9	
			Protected					10				
		Light Foot	Unprotected	Superior	Drilled	Bow	-	7	1/3 or 0			
Ghazis and other volunteer infantry		Medium Foot	Protected	Average	Undrilled	-	Impact foot Swordsmen	7	6-8	0-8		
City militia		Mob	Unprotected	Poor	Undrilled	-	-	2	10-12	0-12		
Naffatun		Light Foot	Unprotected	Average	Undrilled	Firearm	-	5	4	0-4		
			Protected					6				
Ditch and bank		Field Fortifications						3		0-12		
Fortified Camp								24		0-1		
Allies												
Mosul Hamdanid allies (only 'Abbasids from 890 AD) – see Bedouin Dynasties list												
Tulunid rebel allies (only 'Abbasids from 883 AD to 904 AD) – see Later 'Abbasid, Tulunid or Ikshshidid list												

Later 'Abbasid, Tulunid and Ikshidid Allies												
Allied commander		Field Commander/Troop Commander						30/20		1		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG		Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Turkish ghilman, Faraghina, etc.		Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6		0-8	6-12
				Average				15			0-8	
Zanj and black slave soldiers	Only from 874 AD	Heavy Foot	Protected	Average	Drilled	-	Light Spear, Swordsmen	7	2/3	9-24	9-24	
		Heavy Foot				-	Defensive Spearmen					
		Light Foot	Unprotected			Bow	-	5	1/3			
Replace Zanj and black slave soldier battle groups with Dailami	Only 'Abbasids from 890 AD	Medium Foot	Armoured	Average	Drilled	-	Impact Foot, Swordsmen	10	2/3 or all	6-9	0-12	
			Protected				8					
		Light Foot	Unprotected			Bow	-	5	1/3 or 0			

Pagan Burmese

The Burmese city of Pagan (Bagan) was first established in 849AD at a strategic location on the banks of the Irrawaddy by ethnically Burman peoples migrating into the area. Throughout this period small city-states of Mon or Pyo people dotted the Burmese landscape.

In 1044AD King Anawrahta seized the throne of Pagan and attacked both Mon and Shan towns in the region and came to rule over most of the area of modern Burma (Myanmar). centred on the city of Pagan, dominated by ethnically Burman people. Pagan Burma fought many campaigns against non-Burman towns in Burma, invading Chinese expeditions, city-states in eastern India and the Mongols of Yuan China. The Mongol expedition which conquered Pagan contained a higher proportion of Mongol troops the earlier Yuan armies – which had failed.

This list covers the Pagan Burmese armies from 849AD to 1287AD when Kublai Khan's Mongols sacked Pagan.

Troop Notes

Marco Polo describes Burmese elephants at the battle of Vochan(1272AD) as having castles on their backs capable of accomodating12 of 16 crew. Unshielded troops classified as Protected wear quilted cotton armour. Some crossbowmen seem to have been double armed with Spear or Halberd. The Pagan rulers used Indian bodyguards between 1040AD and 110AD. King Narapatisithu (1173AD to 1210AD) established the foot guards.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted on elephants or as cavalry.

Pagan Burmese											
Territory Types: Agricultural, Hilly, Woodlands, Tropical											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Elephants		Elephants	-	Average	Undrilled	-	-	25	2-3	4-12	
Burmese archers	Any date	Light Foot	Unprotected	Average	Undrilled	Bow or crossbow	-	5	6-8	0-12	12-60
		Medium Foot	Protected	Average	Undrilled			6	6-8	8-60	
			Unprotected					5			
	Only from 1173AD	Medium Foot	Protected	Average	Drilled	Bow or crossbow	-	7	6-8	8-60	
			Unprotected					6			
Burmese Spearmen	Any date	Medium Foot	Unprotected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8	6-40	
	Only from 1173AD				Drilled			7			
Optional Troops											
Guard cavalry	Only before 1040AD or from 1173AD	Cavalry	Protected	Superior	Drilled	-	Light Spear Swordsmen	14	4	0-4	
Other Burman cavalry		Cavalry	Unprotected	Average	Undrilled	-	Light Spear	7	4-6	0-8	
Indian bodyguard	Only from 1040AD to 1100AD	Medium Foot	Protected	Superior	Undrilled	-	Light Spear Swordsmen	9	6-8	0-8	
Guard Foot	Only from 1173AD	Medium Foot	Protected	Superior	Drilled	-	Light Spear Swordsmen	10	6-8	0-16	
Better armed Burman infantry	Only from 1173AD	Medium Foot	Protected	Average	Drilled	Bow or Crossbow	Pole Arm	9	1/2	6-8	0-16
							-	7	1/2		
		Medium Foot	Protected	Average	Drilled	Bow or Crossbow	Light Spear	7	6-8		
Mon warriors		Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	8-12	0-16	
Shan spearmen		Medium Foot	Unprotected	Average	Undrilled	-	Offensive Spearmen	6	8-12	0-16	
Levy craftsmen or Peasants		Mob	Unprotected	Poor	Undrilled	-	-	2	10-12	0-24	
Bolt shooters or light stone throwers		Light Artillery	-	Average	Undrilled	Light artillery	-	15	2	0-2	
Allies											
Thai allies (Only from 1240)											

Pagan Burmese Allies											
Allied commander		Field Commander/Troop Commander					40/30		1		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Elephants		Elephants	-	Average	Undrilled	-	-	25	2	0-4	
Burman archers	Any date	Light Foot	Unprotected	Average	Undrilled	Bow or crossbow	-	5	6-8	0-12	6-24
		Medium Foot	Protected	Average	Undrilled			6	6-8	6-24	
			Unprotected					5			
	Only from 1173AD	Medium Foot	Protected	Average	Drilled	Bow or crossbow	-	7	6-8		
			Unprotected					6			
		Medium Foot	Unprotected	Average	Drilled			6	6-8		
Burman Spearmen	Any date	Medium Foot	Unprotected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8	0-16	
	Only from 1173AD				Drilled			7			

Early Scots

Traditionally, the Picts and Scots were united by Kenneth MacAlpin (*Cináed mac Ailpín*) in the middle of the 9th century AD, but this tradition was developed some considerable time after the events. It was his grandson Constantine II (*Constantín mac Áeda*) who was the first recorded King of Alba (Scotland), from circa 900 AD.

This list covers Scottish armies from the mid-9th century until 1052, when Macbeth gave a number of Norman exiles from England refuge at his court.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cavalry.
- Thegns must all be classified as either all Offensive Spearmen or all Impact Foot, Swordsmen.

Early Scots										
Territory Types: Hilly, Woodlands										
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders	Field Commander						40	0-2		
	Troop Commander						30	0-3		
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Cavalry	Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4-6	0-8	4-20
	Cavalry	Protected	Average	Undrilled	-	Light Spear Swordsmen	9	4-6	0-8	
	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-8	
Thegns	Heavy Foot	Armoured	Superior	Undrilled	-	Impact Foot Swordsmen	13	6-8	6-20	
		Protected					10			
	Heavy Foot	Armoured	Superior	Undrilled	-	Offensive Spearmen	13	6-8		
		Protected					10			
Spearmen	Medium Foot	Protected	Average	Undrilled	-	Offensive spearmen	7	8-10	24-80	
Optional Troops										
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-16	
Javelinmen	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8		
Allies										
Galwegian allies										
Strathclyde allies (Only before 945 AD) – see Post-Roman British list										
Viking allies – see Viking list										

Early Scots Allies										
Allied commander	Field Commander/Troop Commander						30/20	1		
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Cavalry	Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4	0-6	0-8
		Protected	Average				9			
	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-4	
Thegns	Heavy Foot	Armoured	Superior	Undrilled	-	Impact Foot Swordsmen	13	6-8	0-8	
		Protected					10			
	Heavy Foot	Armoured	Superior	Undrilled	-	Offensive Spearmen	13	6-8		
		Protected					10			
Spearmen	Medium Foot	Protected	Average	Undrilled	-	Offensive spearmen	7	8-10	8-24	

Rus

By the mid-9th century AD, Vikings (mainly of Swedish origin) had long been established as traders and raiders along the major rivers of Russia. In 860 AD they sailed across the Black Sea with 200 ships and raided Constantinople itself. About the same time, according to the earliest Russian chronicles, a Varangian (Viking) named Rurik was selected as ruler by several Slavic and Finno-Ugric tribes in north-west Russia, first establishing himself at Novgorod. He later moved south and established control over Kiev (the capital of modern Ukraine), ending the tribute to the Khazar Khaganate. He was the founder of the Rurikid dynasty, who provided the princes that ruled Russia throughout the Middle Ages.

This list covers Rus armies from 860 AD until the mid-11th century.

Troop Notes

The standard Rus battlefield formation was the shieldwall, comprising men armed with various combinations of sword, axe, throwing spears and thrusting spears. This formation is best represented under the rules as Offensive Spearmen.

Not much use was made of archery by the Rus themselves, archers being supplied by Slav or Turkic auxiliaries. Foot archers were massed on the wings on the final day of the Battle of Dorostolon against the Byzantines. They must have been somewhere else earlier in the battle, so we allow them the option to be included as supporting LF in spearmen battle groups.

Druzhina usually fought on foot, but sometimes fought mounted.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as druzhina.
- Druzhina can always dismount as Heavy Foot, Armoured, Superior, Undrilled, Offensive Spearmen. If any dismount then all must do so.
- * Battlegroups of Spearmen with supporting archers must have 6 bases of Heavy Foot and 3 bases of Light Foot
- Rus ally-commanders' contingents must conform to the Rus allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- Apart from Pechenegs with Poles, only one non-Rus ally can be used.

Rus											
Territory Types: Agricultural, Steppes, Woodlands											
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30	1			
Sub-commanders	Field Commander						40	0-2			
	Troop Commander						30	0-3			
Rus ally-commanders	Field Commander/Troop Commander						30/20	0-2			
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
	Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops											
Druzhina	Heavy Foot	Armoured	Superior	Undrilled	-	Offensive Spearmen	13	6-8	4-18		
	Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4-6			
Spearmen	Heavy Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	9	32-96		
	Light Foot	Unprotected			Bow	-	5				
Upgrade Spearmen with a high proportion of veterans	Heavy Foot	Protected	Superior	Undrilled	-	Offensive Spearmen	10	9	Up to 1/3 of Battlegroups		
	Light Foot	Unprotected			Bow	-	7				
Optional Troops											
Separately deployed foot archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	
		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5			
Alan, Bulgar, Magyar, Pecheneg or Oghuz mercenaries	Only from 960 AD	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8	0-12
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10		0-8	
			Protected					11			
Fortified Camp								24		0-1	
Allies											
Pecheneg allies (only from 968AD)											
Pecheneg allies (Only from 968AD)											
Varangian allies – see Viking list											
Polish allies (only in 1018AD) – see Early Polish allies											

Rus Allies									
Allied commander	Field Commander/Troop Commander					30/20		1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Druzhina	Heavy Foot	Armoured	Superior	Undrilled	-	Offensive Spearmen	13	6	0-6
	Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4-6	
Spearmen	Heavy Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	*9	12-32
	Light Foot	Unprotected			Bow	-	5		
Upgrade Spearmen with a high proportion of veterans	Heavy Foot	Protected	Superior	Undrilled	-	Offensive Spearmen	10	*9	Up to 1/3 of Battlegroups
	Light Foot	Unprotected			Bow	-	7		

Norse-Irish

This list covers native Irish armies from the late 9th century when the Irish began to adopt Viking style weapons until the first Anglo-Norman mercenaries were imported in 1167 AD. Soon after, the Norman conquest of Ireland began.

Troop Notes

Irish warriors of this period were armed with short thrusting spear, javelins and big axes. Although Giraldus Cambrensis describes the Irish axe as used in one hand, several contemporary illustrations, including in his own manuscript, show it being used two-handed. Giraldus states that neither helmet nor mail were any protection against it. "The whole thigh of a soldier, though ever so well cased in iron mail, is cut off by one blow of the axe, the thigh and the leg falling on one side of the horse, and the dying body on the other". We therefore allow players the option to treat all such axes as heavy weapon, or only those used two-handed. In the latter case, battle groups graded as light spear, swordsmen are those with a low proportion of men using two-handed axes. Armour was rare amongst Irish troops and shields were uncommon.

Skirmishes and ambushes were favoured, but Irish foot sometimes formed up in close order for pitched battle, as at Clontarf. Although wealthier men often rode to battle, they fought on foot. The first account of massed mounted combat was in 1131 AD, when the marcsluag ("steed-host") of Munster defeated that of Connacht.

Bands of landless adventurers hired themselves out as mercenaries. They were variously known in this period as Meic Mallachtain (Sons of Malediction), Macca Bais (Sons of Death) or Gall-Gaedhil (Foreign Irish). Some modelled themselves on the former pagan Dibergea and Fianna warrior cults, who shaved their hair at the front and grew it long and plaited at the back.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as nobles and retainers.
- Irish ally-commanders' contingents must conform to the Norse-Irish allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- Nobles and retainers upgraded to cavalry can always dismount as Medium Foot, Unprotected, Superior, Undrilled, Heavy Weapon.

Norse-Irish										
Territory Types: Agricultural, Hilly, Woodlands										
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders	Field Commander/Troop Commander						40/30	0-2		
Irish ally-commanders	Field Commander/Troop Commander						30/20	1-2		
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Nobles and retainers or other veteran warriors	Medium or Heavy Foot	Unprotected	Superior	Undrilled	-	Heavy Weapon	8	6-8	6-24	
Other warriors	Medium Foot	Unprotected	Average	Undrilled	-	Heavy Weapon	6	6-8	8-48	24-96
	Medium Foot	Unprotected	Average	Undrilled	-	Light Spear, Swordsmen	5	6-8	8-48	
	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	6-20	
Optional Troops										
Upgrade nobles and retainers to cavalry	Only from 1131 AD	Cavalry	Protected	Average	Undrilled	-	Light Spear, Swordsmen	9	4-6	Any
Meic Mallachtain etc.	Medium Foot	Unprotected	Superior	Undrilled	-	Heavy Weapon	8	6-8	0-8	
Levies	Light Foot	Unprotected	Poor	Undrilled	Javelins	Light Spear	3	6-8	0-8	
Slingers	Light Foot	Unprotected	Average	Undrilled	Sling	-	4			
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5			
Trenches, abatis or plashing	Field Fortifications						3		0-16	
Fortified Camp							24		0-1	
Allies										
Viking or Ostmen Allies (up to 2 contingents) – see Viking list										

Norse-Irish Allies										
Allied commandert	Field Commander/Troop Commander						30/20	1		
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Nobles and retainers or other veteran warriors	Medium or Heavy Foot	Unprotected	Superior	Undrilled	-	Heavy Weapon	8	6-8	0-8	
Other warriors	Medium Foot	Unprotected	Average	Undrilled	-	Heavy Weapon	6	6-8	8-32	
	Medium Foot	Unprotected	Average	Undrilled	-	Light Spear, Swordsmen	5	6-8		
	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-6	

Early Medieval European

Following the death of Charles the Fat in 888 AD, the Frankish Empire was permanently divided. East Francia (Germany) fell to Arnulf of Carinthia, an illegitimate son of the late Carolingian King Carloman of Bavaria. In West Francia (France) Count Odo of Paris was elected king, but by 898AD the throne was once again in the hands of a Carolingian, Charles III. In 911AD he granted the lower Seine area, henceforth known as Normandy, to the Viking leader Rollo (Rolf).

As a matter of policy, Otto I the Great (936AD to 973AD) strengthened the ecclesiastical authorities in Germany, subject to the monarchy, at the expense of the secular nobility. In 962AD he was crowned Holy Roman Emperor by Pope John XII. In 972AD this title was recognised by the Byzantine Emperor John I Tzimiskes.

This list covers armies of the Kingdom of East Francia (Germany) and West Francia (France) from 888 AD until 1050 AD, and the County (later Duchy) of Normandy from 923AD until 1041AD including Norman armies in Italy from 1018AD. These cut off dates are somewhat arbitrary and are based on when it feels appropriate to classify the milites as Knights rather than Cavalry. The Normans were noted as being unusually fierce in their charge at the Battle of Monte Maggiore against the Byzantines in 1041AD with the rest of western Europe following them soon after.

Troop Notes

Cavalry battle groups are treated as Armoured or Protected depending on the proportion of men with mail coats. As time went on, the proportion with mail increased.

Even before Monte Maggiore the Normans were seen as particularly effective and so are allowed a higher number of Superior Milites.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as milites.
- Minimum marked * is reduced to 8 for East Frankish armies before 928AD.
- Minimum marked ** only applies to East Frankish armies before 928 AD or if any Spearmen are fielded.
- Milites can always dismount as Heavy Foot, Armoured or Protected (as mounted type), Superior or Average (as mounted type), Undrilled, Offensive Spearmen.
- Ally-commanders' contingents must conform to the Early Medieval European allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.

Early Medieval European												
Territory Types: Agricultural, Woodlands												
C-in-C		Inspired Commander/Field Commander/Troop Commander					80/40/30		1			
Sub-commanders		Field Commander					40		0-2			
		Troop Commander					30		0-3			
Ally commanders		Field Commander/Troop Commander					30/20		0-2			
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Milites		Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	8-28 if Norman 8-20 otherwise	*16-54	
			Protected					13				
		Cavalry	Armoured	Average	Undrilled	-	Lancers, Swordsmen	12	4-6	8-40		
			Protected					9				
Spearmen		Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	6-8	**16-24		
Optional Troops												
Old Saxon, Slav or Thuringian cavalry		Only East Frankish	Cavalry	Armoured	Average	Undrilled	-	Light Spear Swordsmen	12	4-6	0-8	
				Protected					9			
Foot archers			Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-6	0-16
			Medium Foot							6-8	0-16	
Crossbowmen		Any Date	Light Foot	Unprotected	Average	Undrilled	Crossbow	-	5	6-8	0-8	
		Only from 950AD	Medium Foot						Protected	6		
Gascon javelinmen		Only West Frankish	Light Foot	Unprotected	Average	Undrilled	Javelins	Light spear	5	6-8	0-8	
Gascon cavalry			Light Horse	Unprotected	Average	Undrilled	Javelins	Light spear	7	4	0-4	
Peasants			Mob	Unprotected	Poor	Undrilled	-	-	2	8-12	0-12	
Allies												
Viking allies (Only West Frankish before 923AD) – see Viking list												
Magyar allies (Only East Frankish from 892AD to 894AD)												
Polish allies (Only East Frankish from 1044AD) – see Early Polish allies												

Early Medieval European Allies										
Allied commander	Field Commander/Troop Commander						30/20	1		
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Milites	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	0-12 if Norman, 0-8 otherwise	4-18
		Protected					13			
	Cavalry	Armoured	Average	Undrilled	-	Lancers, Swordsmen	12	4-6	4-18	
		Protected					9			
Spearman	Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearman	6	6-8	**6-16	

Bedouin Dynasties

This list covers the local Arab dynasties in Syria and Iraq that flourished during and after the disintegration of Abbasid power. The main dynasties were the Hamdanids in Mosul (890 AD – 991 AD) and Aleppo (944 AD – 1008 AD), the Iqaylids in Mosul (996 AD – 1096 AD), the Mazyadids in southern Iraq (997 AD – 1150 AD) and the Mirdassids in Aleppo (1008 AD – 1079 AD), although other minor dynasties and tribes were influential on a smaller scale.

Troop Notes

Hamdanid armies, unlike the other dynasties, did not rely politically on Bedouin tribesmen but on Turkish ghilman and Dailami infantry, the upkeep of which forced them to levy high rates of tax on their subjects. The armament of the Khurasanian ghazis is highly speculative.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as armoured cavalry or ghilman.
- Ghilman can always dismount as Superior, Armoured, Drilled Medium Foot – Bow, Swordsmen.
- A Bedouin ally commander's contingent must conform to the Bedouin Dynasties Allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.

Bedouin Dynasties													
Territory Types: Agricultural, Developed, Hilly, Steppes													
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1			
Sub-commanders		Field Commander						40		0-2			
		Troop Commander						30		0-3			
Ally commanders		Field Commander/troop Commander						30/20		0-2			
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases			
		Type	Armour	Quality	Training	Shooting	Close Combat						
Core Troops													
Bedouin cavalry		Light Horse	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6		12-16		
		Cavalry	Protected	Average	Undrilled	-	Lancers, Swordsmen	9	4-6	12-48			
			Unprotected					8					
Bedouin Camelry		Camelry	Protected	Average	Undrilled	-	Lancers, Swordsmen	11	4-6	4-12			
		Light Camelry	Unprotected			Bow	-	10		4-8			
						-	Light Spear	8					
Optional Troops													
Bedouin or Kurdish armoured cavalry		Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	0-12			
				Average				12					
Bedouin infantry		Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8		0-8		
Bedouin archers		Medium Foot	Protected	Average	Undrilled	Bow	-	6	6-8	0-18	0-18		
			Unprotected					5					
		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8			0-8	
City militia or peasant foot		Mob	Unprotected	Poor	Undrilled	-	-	2	8-12			0-12	
Ghilman	Only Hamdanids	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-12			
				Average				15					
Dailami	Only Iqaylids in 997 AD or Hamdanids	Medium Foot	Protected	Superior	Drilled	-	Impact foot, Swordsmen	11	2/3 or all	6-9	0-12	0-18	
			Armoured					14					
		Light Foot	Unprotected	Superior	Drilled	Bow	-	7	1/3 or 0	6-9	0-12		
		Medium Foot	Protected	Average	Drilled	-	Impact foot, Swordsmen	8	2/3 or all				
			Armoured					10					
Light Foot	Unprotected	Average	Drilled	Bow	-	5	1/3 or 0	0-24					
Tarsus and other thughur infantry	Only Hamdanids	Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen		6	2/3	9-12		
		Light Foot	Unprotected			Bow	-		5	1/3			
		Heavy Foot	Protected	Poor	Undrilled	-	Defensive Spearmen		4	2/3	9-12		
		Light Foot	Unprotected			Bow	-	3	1/3				
Ghazis or other volunteers	Only Hamdanids of Aleppo	Medium Foot	Protected	Average	Undrilled	-	Impact foot, Swordsmen	7	6-8		0-12		
		Cavalry	Unprotected	Superior	Undrilled	-	Lancers, Swordsmen	11	4-6				
			Protected					13					
Fortified camp								24			0-1		

Allies										
Kurdish allies (Only Iqaylids)										
Special Campaigns										
Hamdanids of Aleppo from 964 AD to 965 AD										
Khurasanian ghazis	Cavalry	Armoured	Average	Undrilled	Bow	Swordsmen	14	4-6	0-12	0-12
	Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	0-4	
Cannot use ghilman										

Bedouin Dynasties Allies									
Allied commander	Field Commander/Troop Commander						30/20	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Bedouin cavalry	Light Horse	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6	4-8
	Cavalry	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6	6-30
		Protected					9		
Bedouin Camelry	Camelry	Protected	Average	Undrilled	-	Lancers, Swordsmen	11		0-8
	Light Camelry	Unprotected			Bow	-	10		
					-	Light Spear	8		

Dailami Dynasties

This list covers the armies of the dynasties from the northern Iranian Caspian Sea provinces of Dailam and Gilan whose people are usually grouped together as Dailamites. Never fully subdued by the Arab conquests they did not convert to Islam until the early 10th century when 'Alid missionaries finally succeeded.

The most important Dailami dynasty was that of the Buyids from 934 AD to circa 1055 AD when the emirates fell to the Seljuk Turks. The list also covers the Ziyarids in the Caspian provinces of Gorgan and Mazandaran from 928 AD to 1043 AD, and the Musafirids in Azerbaijan from 941 AD to 984 AD.

Troop Notes

Dailami infantry were fierce fighters, armed with large shields and two headed "zupin" javelins. They were sought after as mercenaries throughout the Islamic world.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Dailami foot or Turkish ghilman.
- Ghilman can always dismount as Superior or Average (as mounted), Armoured, Drilled Medium Foot – Bow, Swordsmen.

Dailami Dynasties												
Territory Types: Agricultural, Developed, Hilly, Mountains												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1		
Sub-commanders		Field Commander						40		0-2		
		Troop Commander						30		0-3		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Turkish ghilman	Only Buyids	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6		0-16	4-24
				Average				15			4-24	
Dailami foot		Medium Foot	Armoured	Superior	Drilled	-	Impact foot, Swordsmen	14	2/3 or all	6-9	0-36	24-81
			Protected					11				
		Light Foot	Unprotected	Superior	Undrilled	Bow	-	7	1/3 or 0	6-9		
		Medium Foot	Armoured					13			2/3 or all	
		Protected	10									
		Light Foot	Unprotected	Average	Drilled	Bow	-	7	1/3 or 0	6-9		
		Medium Foot	Protected					8			2/3 or all	
		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	1/3 or 0	18-81		
		Medium Foot	Protected					7			2/3 or all	
		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	1/3 or 0	6-9		
Optional Troops												
Separately deployed Dailami archers		Medium Foot	Protected	Average	Undrilled	Bow	-	6	6-8		0-12	
					Drilled			7				
		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8			
Bedouin cavalry		Light Horse	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6		0-8	
		Cavalry	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6			
Protected	9											
Bedouin camelry		Light Camelry	Unprotected	Average	Undrilled	Bow	-	10	4		0-4	
Kurdish cavalry		Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6		0-6	
				Average				12				
Indian Zott mercenaries		Medium Foot	Unprotected	Average	Undrilled	-	Impact foot Skilled Swordsmen	6	6-8		0-8	
Elephants		Elephants	-	Superior	-	-	-	35	2		0-2	
				Average				25				
				Poor				20				
Fortified camp								24			0-1	
Allies												
Bagratid Armenian allies (only Musafarids)												
Hamdanid or other Bedouin allies (only Buyids) – see Bedouin Dynasties list												
Kurdish allies												
Saffarid allies (only Buyids) – see Khurasanian Dynasties list												

Dailami Dynasties Allies												
Allied commander		Field Commander/Troop Commander						30/20	1			
Troop name		Troop Type				Capabilities		Points per base	Bases per BG		Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Turkish ghilman	Only Buyids	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6		0-6	4-12
				Average				15			0-8	
Dailami foot		Medium Foot	Protected	Superior	Drilled	-	Impact foot, Swordsmen	11	2/3 or all	6-9	0-12	9-36
			Armoured					14				
		Light Foot	Unprotected	Superior	Undrilled	Bow	-	7	1/3 or 0	6-9		
		Medium Foot	Protected			-	Impact foot, Swordsmen	10	2/3 or all			
			Armoured	13								
		Light Foot	Unprotected	Bow	-	7	1/3 or 0					
		Medium Foot	Protected	Average	Drilled	-	Impact foot, Swordsmen	8	2/3 or all	6-9	8-24	
		Light Foot	Unprotected			Bow	-	5	1/3 or 0			
		Medium Foot	Protected	Average	Undrilled	-	Impact foot, Swordsmen	7	2/3 or all	6-9		
		Light Foot	Unprotected			Bow	-	5	1/3 or 0			

Liao

This list covers Qidan (Khitan) armies from 907 AD until the fall of their Liao dynasty to the Jurchen Jin dynasty in 1125 AD, and then the successor Qara Khitai (Western Liao/Xi Liao) state until its fall in 1211 AD.

Troop Notes

Liao and Qara Khitai armies were based around their formidable ordo heavy cavalry fighting in traditional steppe style, although particularly well equipped. The full list of equipment was: nine pieces of iron armour, saddle clothes, bridles, armour of leather and iron for the horses, four bows, four hundred arrows, a long and a short spear, a club (mace), a halberd, small banner, hammer, awl, knife and flint, a bucket for the horse, a peck of dried food, a grappling hook, a felt umbrella and two hundred feet of rope! However, some of the cavalry may have been less well equipped, lacking horse armour, and these are identified as "foragers". Whilst these still meet the Field of Glory "Armoured" classification they may have been less effective than the fully equipped troops and so classify them as Average quality. These troops can also represent the Chinese cavalry that were present in some Liao armies.

Chinese infantry came mainly from the "Sixteen Prefectures" taken over from the Chinese Later Jin dynasty in 936 AD and so we assume they would follow the organisation of Chinese infantry of that time and not follow changes subsequently made in China under the Song dynasty. Anti-cavalry squads represent Chinese infantry armed with a mixture of two-handed swords, axes, pole axes and shorter swords. One of the main roles of such troops in Song armies was to fight enemy cavalry. We assume they served the same function in Liao armies, hence we have classified them as Heavy Foot.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as ordo cavalry.
- There must be at least as many ordo cavalry battle groups as ordo "forager" battle groups.
- Only one allied contingent can be used.

Liao											
Territory Types: Only before 936 AD – Steppes. Only from 936 AD to 1125 AD - Agricultural, Developed, Hilly, Steppes. Only from 1126 AD - Agricultural, Developed, Steppes											
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30		1		
Sub-commanders	Field Commander						40	0-2			
	Troop Commander						30	0-3			
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
	Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops											
Ordo cavalry	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	8-20	12-36	
Ordo "foragers" or Chinese cavalry	Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6	4-20		
Tribal cavalry	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-12	8-30	
						-	8		0-8		
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	4-24		
		Protected				11					
	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-6		
Optional Troops											
Tribal infantry		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12	
		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		
				Poor				3			
Anti-cavalry squads	Only from 936A D to 1125A D	Heavy Foot	Protected	Average	Undrilled	-	Pole Arm	7	4-8	0-8	
				Drilled	8						
Other Chinese regular infantry		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	1/2	6-8	0-24
		Medium Foot	Protected	Average	Drilled	Bow or Crossbow	-	7	1/2		
Chinese militia		Medium Foot	Protected	Poor	Undrilled	-	Light Spear Swordsmen	4	8-10	0-24	
		Medium Foot	Unprotected	Poor	Undrilled	Bow or Crossbow	-	3	8-10		
Light stone throwers and crossbows			Light Artillery	-	Average	Drilled	Light Artillery	-	17	2	0-2
City militia	Only from 1130 AD	Heavy Foot	Protected	Poor	Undrilled	-	Defensive Spearmen	4	8-10	0-24	
Fortified camp								24		0-1	
Allies											
Khwarazmian allies (Only from 1198 AD to 1207 AD) – see Seljuq Turk list											
Northern Han allies (Only from 951 AD to 979 AD) – see Late Tang to Five Dynasties Chinese list											
Qarakhanid allies (Only from 1128 AD to 1207 AD) – see Later Eastern Steppe Horse Cultures list											
Uighur allies (Only from 1130 AD to 1208 AD) – see Later Eastern Steppe Horse Cultures list											
Xi, Tatar or other steppe allies – see Later Eastern Steppe Horse Cultures list											

Special Campaigns									
Yelu Deguang in 947 AD									
Sacrificial poor quality troops	Cavalry	Protected	Poor	Undrilled	Bow	Swordsmen	9	4-6	4-8
Qara Khitai in 1210 AD									
Elephants	Elephants	-	Superior	Undrilled	-	-	35	2	2
			Average				25		
			Poor				20		

Liao Allies										
Allied commander	Field Commander/Troop Commander						30/20	1		
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Ordo cavalry	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-8	4-16
Ordo "foragers" or Chinese cavalry	Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6	0-8	
Tribal cavalry	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-4	
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	4-8	
		Protected					11			

Tuareg

This list covers Tuareg and similar western desert tribe armies from 950 AD to 1500 AD.

Battles involving desert tribes using massed camelry go back as far as the latter 10th century in sub-Saharan Africa. At various times Tuareg and other desert tribes fought against or allied themselves with Songhay, Hausa and Bornu.

Troop Notes

Most of the evidence comes from later periods, but there is no reason to suppose that earlier Tuareg fighting styles differed significantly.

Camelry represent the Ihaggaren nobles and their mounted Imrad vassals. Weapons were the *allarh*, a short lance made entirely of iron, javelins, sword and shield. Other Imrad fought on foot. Ikian were black servants or serfs.

Cavalry were used in later periods when the Tuaregs controlled territory capable of supporting them, and may have been used in this period.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as camelry or cavalry.
- A Tuareg ally commander's contingent must conform to the Tuareg allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- Camelry and cavalry **can always** dismount as Medium Foot, Protected, Superior or Average (as mounted type), Undrilled, Impact Foot, Swordsmen.

Tuareg										
Territory Types: Desert, Hilly										
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders	Field Commander						40	0-2		
	Troop Commander						30	0-3		
Tuareg ally commanders	Field Commander/Troop Commander						30/20	0-2		
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Camelry	Camelry	Protected	Superior	Undrilled	-	Lancers, Swordsmen	15	4-6	4-40	16-54
			Average				11		12-54	
	Light Camelry	Unprotected	Average	Undrilled	Bow	-	10	4-6	0-8	
					-	Light Spear	8			
Optional Troops										
Imrad or mountain tribe foot	Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	8-12	0-32	
Iklan levies	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-24	
	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	5	6-8		
Cavalry	Cavalry	Protected	Superior	Undrilled	-	Lancers, Swordsmen	13	4-6	0-12	
			Average				9			

Tuareg Allies										
Allied commander	Field Commander/Troop Commander						30/20	1		
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Camelry	Camelry	Protected	Superior	Undrilled	-	Lancers, Swordsmen	15	4-6	0-16	6-30
			Average				11		6-24	

Song Chinese

In 960 AD Zhao Kuangyin engineered a coup against the Later Zhou and set up his own Song dynasty in their stead. Remarkably, although there was no real difference between the regimes, the Song did not just become the sixth dynasty but went on to once again unite most of China.

This list covers both Northern and Southern Song armies, the former from 960 AD to 1127 AD, and the latter from then until the end of the Yuan conquest in 1279 AD.

Troop Notes

Infantry formations were made up of a single rank of close combat troops armed with a mix of spears, pole arms and swords, three ranks of crossbowmen and a single rank of archers. They were expected to put the enemy to flight by dense crossbow shooting. We feel that a classification as Medium Foot, half Light Spear, Crossbow, half Crossbow, best reproduces the historical effect.

From around 1067 AD, under the influence of the reformer Wang Anshi, the close combat troops in the infantry were equipped with a larger proportion of large swords, axes and pole arms. This does not affect their classification when in mixed battle groups, but gives the option of classification as Heavy Weapon if the infantry are deployed in separate bodies. It is possible that the proportion of close combat troops increased around this time as well.

A mid-11th century writer recommended that weapons should not be mixed in the same formation and that crossbowmen could stop a cavalry charge on their own. It is unclear if this advice was put into practice, however an account from Southern Song times suggests that some infantry could not cope with Jin cavalry which would be consistent with a unit with no missile power being attacked. Therefore, we allow battle groups of separate troops to be fielded but on an all or none basis.

"Companies of Archers" were a militia on the northern borders of the Northern Song. They were given the produce of vacant fields to support themselves and equip them with armour and a horse. They are described as being equal to their enemy in weapons, armour, saddlery and horses. As the enemy would mainly be the Liao it is probable that the account talks them up somewhat and so we only rate them as Protected at best.

The Southern Song general Yue Fei successfully used picked bodies of specially trained men allegedly armed with the *zhanmadao*, "horse chopping sword", against the Jin armies in campaigns between 1129 AD and 1141 AD. As the *zhanmadao* is associated with heavy *mazhadao* swords and pole-axes, they are treated as Pole Arms. Their tactics may have been adopted by other similar troops in his army as halberds and crossbows were said to be the weapons the Jin most feared in Song armies.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as guard cavalry.
- Armies should be selected as either Northern song or Southern song.
- From 1050 AD only one set of troops with minima marked * can be used.
- The minima marked ** only apply if regular infantry in separate formations is used.
- "Companies of Archers" cannot be used with Southern Auxiliaries.

Song Chinese											
Territory Types: Northern Song - Agricultural, Developed, Hilly, Tropical. Southern Song - Developed, Hilly, Tropical											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Guard and similar good cavalry	Northern Song	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	4-12	
	Southern Song	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4	0-4	
Other cavalry		Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6	4-8	
			Protected					12			
		Cavalry	Protected	Poor	Drilled	Bow	Swordsmen	10	4-6		
Regular infantry in mixed formations	Any date	Medium Foot	Protected	Average	Drilled	Crossbow	Light Spear	7	1/2	6-8	*16-64
						Crossbow	-		1/2		
	Only from 1005 AD	Medium Foot	Protected	Poor	Drilled	Crossbow	Light Spear	5	1/2		
						Crossbow	-		1/2		
Regular infantry in separate formations	Only from 1050 AD	Medium Foot	Protected	Average	Drilled	-	Heavy Weapon	8	6-8	**6-16	*16-64
		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	**12-40	
						Bow	-			0-16	
						Optional Troops					
"Companies of Archers"	Northern Song	Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4	0-4	
			Unprotected					10			
Crossbow guards	Southern Song from 1162 AD	Medium Foot	Protected	Superior	Drilled	Crossbow	-	10	4-6	0-6	
Anti-cavalry squads		Heavy Foot	Protected	Average	Undrilled	-	Pole Arm	7	6-8	0-12	
					Drilled			8			

Provincial or other poor-quality infantry		Medium Foot	Protected	Poor	Undrilled	-	Heavy Weapon	5	8-10	0-20	0-48
		Medium Foot	Protected	Poor	Undrilled	Crossbow	-	4	8-10	0-20	
			Unprotected					3			
		Medium Foot	Protected	Poor	Undrilled	Bow	-	4	8-10	0-10	
			Unprotected					3			
Skirmishers		Light Foot	Unprotected	Average	Drilled	Bow	-	5	6-8	0-8	
						Crossbow	-	5			
Southern auxiliaries		Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	0-16	
						-	Impact Foot, Swordsmen	7			
							Light Spear, Swordsmen	6			
		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	
						Crossbow	-	5	6-8		
Huotong "fire tube" armed infantry	Southern Song from 1200 AD	Light Foot	Unprotected	Average	Drilled	Firearm	-	5	4	0-4	
Mongol mercenaries or deserters	Southern Song from 1250 AD	Light Horse	Unprotected	Superior	Drilled	Bow	Swordsmen	13	4-6	0-4	0-8
				Average				10			
		Cavalry	Protected	Superior	Drilled	Bow	Swordsmen	16	4-6	0-4	
				Average				12		0-8	
Light stone throwers or crossbows	Northern Song	Light Artillery	-	Average	Drilled	Light Artillery	-	15	2	0-4	
	Southern Song									0-6	
Heavy stone throwers	Northern Song	Heavy Artillery	-	Average	Drilled	Heavy Artillery	-	20	2	0-2	
	Southern Song									0-4	
Palisades or similar		Field Fortifications						3		0-24	
Fortified Camp								24		0-1	
Special Campaigns											
Northern Song conquest of Southern Tang 974 AD to 976 AD											
Wuyue allies – see Late Tang to Five Dynasties Chinese list											
Yue Fei's Southern Song 1129 AD to 1141 AD											
Replace all Heavy Weapon troops (average or poor) with retrained units		Heavy Foot	Protected	Average	Drilled	-	Pole Arm	8	6-8	All or none	

Song Chinese Allies												
Allied commander		Field Commander/Troop Commander						30/20	1			
Troop name		Troop Type				Capabilities		Points per base	Bases per BG		Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Guard and similar good cavalry	Only Northern Song	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6		4-6	
	Only Southern Song	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4		0-4	
Other cavalry		Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6		0-4	
			Protected					12				
		Cavalry	Armoured	Poor	Drilled	Bow	Swordsmen	12	4-6			
			Protected					10				
Regular infantry in mixed formations	Any date	Medium Foot	Protected	Average	Drilled	Crossbow	Light Spear	7	1/2	6-8	*8-32	
		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	1/2			
	Only from 1005 AD	Medium Foot	Protected	Poor	Drilled	Crossbow	Light Spear	5	1/2			
		Medium Foot	Protected	Poor	Drilled	Crossbow	-	5	1/2			
Regular infantry in separate formations	Only from 1050 AD	Medium Foot	Protected	Average	Drilled	-	Heavy Weapon	8	6-8		0-8	
				Poor				6				
		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8		**6-20	
				Poor				5				
		Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8		0-8	
				Poor				5				

Nikephorian Byzantine

Under the Macedonian dynasty (867AD-1056AD) the Byzantine Empire was once again strong enough to go on the offensive. Initially the attempted reconquest met with mixed success. However, the soldier emperors Nikeforos II Fokas (963AD – 969AD) and John I Tzimiskes (969AD – 976AD) reconquered Crete, Cyprus and parts of Syria. Basil II (976AD – 1025AD) conquered the Bulgar Empire after a campaign lasting nearly twenty years. The Bulgars finally surrendered in 1018AD and were incorporated into the empire, restoring the Danube frontier last held 400 years before.

Following the death of Basil II, the civil service faction gained the upper hand, running down the expensive native army and relying more on mercenaries on short term contracts. The Normans conquered the remaining Byzantine possessions in Italy. In 1071 AD, the main Byzantine field army, under the Emperor Romanus IV Diogenes, was decisively defeated by the Seljuk Turks under the Sultan Alp Arslan at Manzikert in Asia Minor. Over the next few years most of Asia Minor (modern Turkey) was lost to the Turks.

This list covers Byzantine armies from 963AD until 1071 AD.

Troop Note

S

The army declined in the latter part of the period, mainly due to cost cutting by the central bureaucracy, and archery became uncommon among the regular cavalry.

The katafraktoi formed in one or occasionally two deep wedges, designed to break into the enemy army.

Menavlatoi usually formed the front rank of the infantry formations, however, on occasion they were deployed separately. The classification of their weapon (essentially a very heavy spear) is somewhat problematic; however, Pole Arm gets the right effect against their historical enemies which was to blunt the attack of heavily armoured cavalry. They were sometimes used to contest bad terrain, hence the Medium Foot option. In this more flexible role, Light Spear, Swordsmen better captures their effect.

The Varangian guard in this period were armed with spears, axes only becoming their main weapon later – probably following the influx of English recruits after the Norman conquest of England.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cavalry or, from 1042 AD, (one) as Norman mercenaries.
- Katafraktoi bowmen shoot as if cavalry.
- Superior kavallarioi can dismount as Medium Foot, Armoured, Superior, Drilled, ½ Light Spear, Swordsmen, ½ Bow, Swordsmen.
- Before 1042 AD Average kavallarioi can dismount as Medium Foot, Armoured, Average, Drilled, Bow*, Light Spear, Swordsmen.
- From 1042 AD Average or Poor kavallarioi can dismount as Medium Foot, Armoured or Protected (as mounted type), Average or Poor (as mounted type), Drilled, Light Spear, Swordsmen.
- No more than half the kavallarioi battle groups fielded can be dismounted.

Nikephorian Byzantine												
Territory Types: Agricultural, Developed, Hilly, Mountains												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1		
Sub-commanders		Field Commander						40	0-2			
		Troop Commander						30	0-3			
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Kacallarioi	Only Before 1041AD	Cavalry	Armoured	Average	Drilled	Bow*	Lancers, Swordsmen	15	4-6		8-24	12-32
		Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	1/2	4-6	0-20	
						Bow	Swordsmen	20	1/2			
	Only from 1042AD	Cavalry	Armoured	Average	Drilled	-	Lancers, Swordsmen	13	4-6		12-24	
			Protected				Swordsmen	10				
			Protected	Poor	Drilled	-	Lancers, Swordsmen	8	4-6		0-12	
		Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	1/2	4-6	0-12	
						Bow	Swordsmen	20	1/2			
Spearmen and archers	Any date	Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	1/2	6-8	12-48	12-48
		Medium Foot				Bow	-		1/2			
	Only from 1042AD	Heavy Foot	Protected	Poor	Drilled	-	Defensive Spearmen	5	1/2	6-8	0-32	
		Medium Foot				Bow	-		1/2			

Optional Troops													
Prokoursatores, etc		Cavalry	Protected	Average	Drilled	Bow	Swordsmen	12	4-6		0-8	0-12	
		Light Horse	Protected	Average	Drilled	Bow	Swordsmen	11			0-8		
			Unprotected					10					
Kataphraktoi	Only before 1042AD	Cataphracts	Heavily Armoured	Elite	Drilled	-	Lancers, Swordsmen	24	1/2	2-4	0-4		
				Superior	Drilled	Bow	Swordsmen	26	1/2	2-4			
						-	Lancers, Swordsmen	21	1/2				
						Bow	Swordsmen	23	1/2				
Skirmishing archers		Light Foot	Unprotected	Average	Drilled	Bow	-	5	6-8		0-12		
Slingers						Slingers	-	4					
Javelinmen		Light Foot	Unprotected	Average	Drilled	Javelins	Light Spear	5	6-8				
		Medium foot	Protected					7					
Detached menavlatoi		Heavy Foot	Protected	Average	Drilled	-	Pole Arm	8	6-8		0-8		
		Medium Foot					Light Spear Swordsmen	7					
Rus or Varangian mercenaries	Only from 988Ad to 1033AD	Heavy Foot	Protected	Average	Undrilled	-	Offensive Spreamen	7	6-8		0-18	0-18	
Varangian garrisons	Only from 1000AD		Armoured		Drilled	-		10			0-8		
Varangian guard	Only from 1034AD	Heavy Foot	Heavily Armoured	Elite	Drilled	-	All Offensive Spearmen or all Heavy Weapons	20	4-6		0-8		
				Superior				17					
				Elite				16					
				Superior				14					
Norman mercenaries	Only from 1018AD to 1041AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6		0-6		
	Only from 1042AD	Knights	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	23	4-6	0-6	0-12		
	Average			16				0-12					
Alan, Cuman, Pecheneg or similar mercenaries		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6		0-8		
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10					
			Protected					11					
Bolt-shooters or stone throwers		Heavy Artillery	-	Average	Drilled	Heavy Artillery	-	20	2		0-2		
Fortified Camp								24			0-1		
Allies													
Armenian allies (only before 1042AD) – see Bagratid Armenian allies													
Bedouin allies (only before 1019AD) – see Bedouin Dynasty list													
Georgian allies (only before 1042AD) – see Georgian list													
Lombard allies (only before 1051AD) – see Later Lombard allies													

Nikephorian Byzantine Allies												
Allied commander		Field Commander/Troop Commander						30/20	1			
Troop name		Troop Type				Capabilities		Points per base	Bases per BG		Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Kacallarioi	Only Before 1041AD	Cavalry	Armoured	Average	Drilled	Bow*	Lancers, Swordsmen	15	4-6		4-8	
		Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	1/2	4-6	0-12	
						Bow	Swordsmen	20	1/2			
	Only from 1042AD	Cavalry	Armoured	Average	Drilled	-	Lancers, Swordsmen	13	4-6		6-12	
			Protected				Swordsmen	10				
			Protected	Poor	Drilled	-	Lancers, Swordsmen	8	4-6		0-8	
		Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	1/2	4-6	0-6	
						Bow	Swordsmen	20	1/2			
Spearmen and archers	Any date	Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	1/2	6-8	6-24	
		Medium Foot				Bow	-		1/2			
	Only from 1042AD	Heavy Foot	Protected	Poor	Drilled	-	Defensive Spearmen	5	1/2	6-8	6-16	
		Medium Foot				Bow	-		1/2			

Fatimid Egyptian

The Fatimid Caliphate was a Shi'a dynasty originating in North Africa (modern Tunisia and eastern Algeria), replacing the Aghlabids. They took their name from Fatima, the Prophet's daughter and wife of the 4th caliph 'Ali, from whom their caliphs also claimed descent, although this is dubious. 'Ali was the first Shi'a Imam and the Fatimid caliphs also took the title imam unlike their 'Abbasid counterparts.

This list covers Fatimid armies from their initial employment of Turks and Dailami circa 978AD until Saladin's takeover in 1171AD on the death of the last Fatimid caliph al-Adid.

Troop Notes

Sudanese slave troops ('Abid al-shira) were mostly close order infantry armed with sword and javelins. Some were armed with the heavy lutat mace. The Sariraya was a unit armed with 11-to-12-foot spears.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as lancers or mamluks.
- 'Other' Mamluks can always dismount as Superior, Armoured, Drilled Medium Foot – Bow, Swordsmen.
- Only one ally contingent can be used.

Fatimid Egyptian												
Territory Types: Agricultural, Developed												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1		
Sub-commanders		Field Commander						40		0-2		
		Troop Commander						30		0-3		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Guard Memeluks		Cavalry	Armoured	Elite	Drilled	-	Lancers, Swordsmen	23	4		0-4	
'Other' Memeluks		Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6		4-12	12-30
Berber, Arab, Syrian or other lancers		Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6	0-8		
				Average				13		4-24		
Turkish or other mamluks		Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6		4-12	
Berber foot	Only before 1074 AD	Heavy Foot	Protected	Average	Undrilled	-	Defensive spearmen	6	2/3	9-12	0-18	18-60
		Light Foot	Unprotected			Bow	-	5	1/3			
'Abid al-shira		Heavy Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	2/3	9-12	0-36	
		Light Foot	Unprotected			Bow	-	5	1/3			
Armenian archers	Only from 1074 AD	Medium Foot	Unprotected	Average	Drilled	Bow	-	6	6-8	6-24		
			Protected					7				
Optional Troops												
Berber light horse	Only before 1074 AD	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6		0-8	
Bedouin cavalry		Light Horse	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6			
								Cavalry	Unprotected	Average		
	Protected											
Turkoman cavalry	Only from 1074 AD	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6		0-6	
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6			
			Protected					11				
Lutat macemen		Heavy Foot	Protected	Average	Drilled	-	Heavy Weapon	8	4-6		0-6	
Sariraya or other drilled spearmen and supporting archers		Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	2/3	9-12	0-12	
		Light Foot	Unprotected	Average	Drilled	Bow	-	5	1/3			
Other separately deployed archers		Light Foot	Unprotected	Average	Drilled	Bow	-	5	6-8		0-8	
		Medium Foot	Protected	Average	Undrilled	Bow	-	6	6-8			
			Protected		Drilled			7				
Dailami	Only before 1074 AD	Medium Foot	Protected	Superior	Drilled	-	Impact foot, Swordsmen	11	2/3 or all	6-9	0-9	
			Armoured					14				
		Light Foot	Unprotected			Bow	-	7	1/3 or none			
Crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	4		0-4	
Stone-throwers or bolt-shooters	Only from 1074 AD	Heavy Artillery	-	Average	Drilled	Heavy Artillery	-	20	2		0-2	
Fortified camp								24			0-1	

Allies
Bedouin allies – see Bedouin Dynasty list
Damascene allies (Only from 1074 AD) – see List Book 3: Ayyubid and Syrian States list
Special Campaigns
Only in 1167 AD
Frankish allies – see List Book 3: Crusader list

Fatimid Egyptian Allies												
Allied commander		Field Commander/Troop Commander						30/20		1		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG		Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Berber, Arab, Syrian or other lancers		Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6		0-8	6-18
				Average				13			0-18	
Turkish or other mamluks		Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6		0-8	
				Average				15				
Berber foot	Only before 1074 AD	Heavy Foot	Protected	Average	Undrilled	-	Defensive spearmen	6	2/3	6-9	0-9	9-30
		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	1/3			
'Abid al-shira		Heavy Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	2/3	9-12	0-27	
		Light Foot	Unprotected	Average	Drilled	Bow	-	5	1/3			
Armenian archers	Only from 1074 AD	Medium Foot	Unprotected	Average	Drilled	Bow	-	6	6-8		0-12	
			Protected					7				

Georgian

This list covers the armies of the Christian Kingdom of Georgia from the creation of a unified kingdom by Bagrat III in 1008 AD until the division of the kingdom at the end of the 15th century.

Troop Notes

At some point in the early 12th century Georgian fighting style changed from charging lancers, with bows kept mainly for hunting, to a Turkish style emphasis on the bow. The arrival of the Cumans has been chosen as a likely, if arbitrary, date for the change.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as nobles.

Georgian												
Territory Types: Agricultural, Hilly, Mountains												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1		
Sub-commanders		Field Commander						40		0-2		
		Troop Commander						30		0-3		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Georgian nobles and followers	Only before 1118 AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	8-20	16-48	
				Average				12		8-32		
Georgian or Cuman nobles and followers	Only from 1118 AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	8-16		
Retainers, Cumans, Alans and other nomads	Only from 1118 AD	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-12		
		Cavalry	Armoured	Average	Undrilled	Bow	Swordsmen	14	4-6	8-20		
			Protected					11				
Optional Troops												
Retainers	Only before 1118 AD	Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	0-8		
Spearmen		Heavy Foot	Armoured	Average	Undrilled	-	Defensive Spearmen	8	6-8	0-16		
			Protected					6				
Foot archers		Medium Foot	Protected	Average	Undrilled	Bow	-	6	6-8	0-24		
			Unprotected					5				
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-8		
Rus mercenaries	Only from 1027 AD to 1213 AD	Heavy Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	2/3 or all	6-9	0-18	
		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	0 or 1/3			
Crusader knights, sergeants and turcoples	Only from 1118 AD to 1144 AD	Knights	Armoured	Superior	Undrilled	Lancers	Swordsmen	23	4	0-4		
Alan armoured cavalry	Only from 1118 AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4	0-4		
		Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19				
Fortified camp								24		0-1		
Allies												
Muslim client allies (Only from 1124 AD to 1243 AD) – see Seljuk Turk list												

Georgian Allies											
Allied commander		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Georgian nobles and followers	Only before 1118 AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	4-8	
				Average				12		4-16	
Georgian or Cuman nobles and followers	Only from 1118 AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	4-8	
Retainers, Cumans, Alans and other nomads	Only from 1118 AD	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-4	
		Cavalry	Armoured	Average	Undrilled	Bow	Swordsmen	14	4-6	4-8	
			Protected					11			

Seljuk Turk

This list covers Seljuk armies from their sack of Ghazni in 1037 AD until the final demise of the remnants of the Seljuk Sultanate of Rum in 1307 AD. It also includes the Khwarazmian armies from 1156 AD to 1246 AD, and the armies of the larger Syrian states following the decline in Seljuq control from 1092 AD to 1286 AD when the last fell to the Mamluks.

Troop Notes

Western accounts of the First Crusade mention 3,000 troops called Agulani within the Seljuk armies "who feared neither lances, arrows, nor arms because they and their horses were wearing iron armour, and they fought only with swords". It is most likely that "Agulani" is a corruption of ghilman/ghulam by Crusaders unaware of what they actually were (they are also identified as a people) and that these were no different from other similar troops who on occasion disdained the use of their bows and fought with hand-to-hand weapons only.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as nobles or ghilman.
- Armies must be designated as one of: Eastern Seljuks, Sultanate of Rum, Khwarazmian or Syrian States.
- Ghilman can always dismount as Superior or Average (as mounted), Armoured, Drilled Medium Foot – Bow, Swordsmen.
- Only one ally contingent can be used.

Seljuk Turk												
Territory Types: Agricultural, Developed, Hilly, Steppes												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1		
Sub-commanders		Field Commander						40		0-2		
		Troop Commander						30		0-3		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Nobles	Only before 1100AD or Khwarasmian before 1231AD	Cavalry	Armoured	Elite	Undrilled	Bow	Swordsmen	22	4-6	0-4		8-24
				Superior				19		0-16		
				Average				14		4-12		
Ghilman		Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-16		
			Average	15				4-12				
Syrian, Armenian, Kurdish or ex-Fatimid lancers	Not Eastern Seljuks or Khwarasmian	Cavalry	Armoured	Average	Undrilled	-	Lancers, Swordsmen	12	4-6	0-20		
Turcomans		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	4-16		
		Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11		8-48		
Optional Troops												
Artchers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		0-24	
Javelinmen		Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8			
Spearmen	Only Rum from 1150AD	Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	6-8			
Ahdath militia	Only in Syria	Heavy Foot	Protected	Poor	Undrilled	-	Defensive Spearmen	4	2/3	9-12	0-24	
		Light Foot	Unprotected			Bow	-	3	1/3			
Bedouin cavalry	Only before 1128AD	Light Horse	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6		0-8	0-12
		Cavalry	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6	0-8		
			Protected					9				
Crossbow men	Only Rum from 1128AD	Medium Foot	Protected	Average	Undrilled	Crossbow	-	6	4-6		0-6	
"Firenk", Armenian or Greek cavalry	Only Rum from 1150AD	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4		0-4	
		Knights	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	23	4			
		Cavalry	Armoured	Average	Undrilled	-	Lancers, Swordsmen	12				
		Cavalry	Protected	Average	Undrilled	-	Lancers, Swordsmen	9				
Dailami	Only before 1128AD or Eastern Seljuks	Medium Foot	Protected	Superior	Drilled	-	Impact Foot Swordsmen	11	2/3 or all	6-9	0-9	
			Armoured					14				
		Light Foot	Unprotected	Superior	Drilled	Bow	-	7	1/3 or none			
Elephants	Only Eastern Seljuks or Khwarasmian from 1215AD to 1220AD	Elephants	-	Superior	Undrilled	-	-	35	2	0-2		
				Average				25				
				Poor				20				
Fortified camp								24		0-1		

Allies
Bavandid Dailami allies (only Eastern Seljuks from 1153 AD) – see Dailami Dynasties list
Ghaznavid vassals (only Eastern Seljuks) – see Khurasanian Dynasties list
Iqaylid allies (only before 1092 AD) – see Bedouin Dynasties list
Ilkhanid allies (only Rum from 1256 AD to 1276 AD) – see List Book 3: Imperial Mongol list
Khwarazmian allies (only Eastern Seljuks from 1153 AD, Rum in 1237 AD or Damascus in 1246 AD) – see Seljuk Turk list
Qarakhanid allies (Only before 1128 – not in Syria or Khwarazmian from 1204 AD to 1212 AD) – see Later Eastern Steppe Horse Culture list
Saffarid allies (only before 1072 AD – not in Syria) – see Khurasanian Dynasties list
Frankish allies (only Syrian states) – see List Book 3: Crusader list
Ghurid allies (only Khwarazmian from 1212 AD to 1220 AD)– see List Book 3: Ghurid Afghan list

Seljuk Turk Allies											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Nobles	Only before 1100 AD or Khwarasmian before 1231 AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-8	4-8
				Average				14			
Ghilman		Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6		
				Average				15			
Syrian, Armenian, Kurdish or ex-Fatimid lancers	Not Eastern Seljuks or Kjarasmian	Cavalry	Armoured	Average	Undrilled	-	Lancers, Swordsmen	12	4-6	0-8	
Turcomans		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8	6-20
		Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11		6-20	

Appendix 1 – Allied Lists

Armorican Allies									
Allied commander	Field Commander/Troop Commander						30/20	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Armorican cavalry	Cavalry	Armoured	Superior	Undrilled	-	Light Spear, Swordsmen	17	4-6	0-6
		Armoured	Average				12		
		Protected	Average				9		
Alan nobles	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	16	4-6	
Alan horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-6
	Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11		
Armorican foot	Medium or Heavy Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8	8-24
			Poor	Undrilled			4		
			Poor	Drilled			5		

Bagratid Armenian Allies									
Allied commander	Field Commander/Troop Commander						30/20	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Nobles and retainers	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	4-8
Skirmishing retainers	Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	4-6
Spearmen and supporting archers	Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	2/3 or all 1/3 or 0	0-18
	Light Foot	Unprotected			Bow	-	5	2/3 or all 1/3 or 0	
	Heavy Foot	Protected	Poor	Undrilled	-	Defensive Spearmen	4	2/3 or all 1/3 or 0	
	Light Foot	Unprotected			Bow	-	3	2/3 or all 1/3 or 0	
Separately deployed archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8
	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	

Breton Allies									
Allied commander	Field Commander/Troop Commander						30/20	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Cavalry	Cavalry	Armoured	Superior	Undrilled	-	Light Spear, Swordsmen	17	4-6	0-8
	Cavalry	Protected	Average	Undrilled	-	Light Spear, Swordsmen	9	4-6	4-16
	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-8

Bulgar Allies									
Allied commander	Field Commander/Troop Commander						30/20	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Boyers	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	4-8
		Protected					15		
	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17		
		Protected					13		
Bulgar horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	- Swordsmen	10	4-6	4-8
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10		0-8
		Protected					11		

Central Asian City States Allies									
Allied commander	Field Commander/Troop Commander						30/20	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Noble cavalry	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	4-10
			Average				12		
	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	18	4-6	
			Average				14		
Horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	0-8
					Bow	Swordsmen	10		
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	
		Protected					11		
Foot archers	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-18

Chionite Hunnic Allies									
Allied commander	Field Commander/Troop Commander						30/20	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Lancers	Cavalry	Unprotected	Superior	Undrilled	-	Lancers, Swordsmen	11	4-6	0-6
			Average				8		0-6
Horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-12
	Cavalry								4-24

Dilimnite Allies									
Allied commander	Field Commander/Troop Commander						30/20	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Dilimnite warriors	Medium Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	6	6-8	8-40
Skirmishers	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-16

Early Polish Allies										
Allied commander		Field Commander/Troop Commander						30/20	1	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Noble cavalry	Only before 1200AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	4-12
	Only from 120AD to 1241AD	Knights	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	23	4-6	
Spearmen		Heavy Foot	Unprotected	Average	Undrilled	-	Defensive Spearmen	6	6-8	8-24
Peasant archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	
			Protected					6		

Early South Slav Allies									
Allied commander	Field Commander/Troop Commander						30/20	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Noble cavalry	Cavalry	Protected	Superior	Undrilled	-	Light Spear, Swordsmen	13	4-6	0-6
		Armoured					17		
Foot warriors	Before 850AD	Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8
	From 850AD	Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	6-8

Early Welsh Allies									
Allied commander	Field Commander/Troop Commander						30/20	0-2	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Cavalry	Cavalry	Armoured	Superior	Undrilled	-	Light Spear, Swordsmen	17	4-6	0-6
	Cavalry	Protected	Superior	Undrilled	-	Light Spear, Swordsmen	13		
Spearmen	Medium Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	6	6-10	10-36
Javelin skirmishers	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6	0-6

Galwegian Allies									
Allied commander	Field Commander/Troop Commander						30/20	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Warriors	Medium Foot	Protected	Average	Undrilled	-	Impact Foot, Swordsmen	7	8-12	8-48
		Unprotected					6		

Kurdish Allies									
Allied commander	Field Commander/Troop Commander						30/20	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Cavalry	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	0-8
			Average				12		4-12
Archers	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8

Later Lombard allies									
Allied commander	Field Commander/Troop Commander						30/20	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Cavalry	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	0-6
			Average				12		6-12
Archers	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	4-6	0-12
Italian militia	Heavy Foot	Protected	Poor	Undrilled	-	Defensive Spearmen	4	8-12	6-24
				Drilled			5		

Magyar Allies									
Allied commander	Field Commander/Troop Commander						30/20	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Armoured cavalry	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-6
Light cavalry	Light horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8
	Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11		6-20
		Unprotected					10		

Middle Armenian Allies										
Allied commander		Field Commander/Troop Commander						30/20	1	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Noble cavalry	Only before 420 AD	Cataphracts	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	19	4-6	4-8
	Any date	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	
Light horse archers		Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	4-8
Javelinmen		Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	0-16
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8
		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	

Nepalese Allies									
Allied commander	Field Commander/Troop Commander						30/20	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Cavalry	Cavalry	Armoured	Average	Undrilled	Bow	Swordsmen	14	4-6	8-24
		Protected					11		
Foot archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8

Pecheneg Allies										
Ally commander		Field Commander/Troop Commander						30/20	1	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Heavy cavalry		Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4	0-6
Light cavalry	Light Horse	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-12
			Unprotected					10		6-24
			Protected					11		

Qiang and Di Allies											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Cavalry	From 300 AD	Cataphracts	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	19	4	0-4	0-12
		Cavalry	Armoured					17			
	Any date	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4		
			Protected					15			
		Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6		
			Unprotected					10			
		Light Horse		Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	
		Warriors		Medium Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	6	
Armoured	8				6-8					0-8	
Archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12	
		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		

Sabir Hunnic Allies										
Allied commander	Field Commander/Troop Commander						30/20	1		
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8	6-16
	Cavalry	Protected	Superior	Undrilled	Bow	Swordsmen	15	4-6	4-8	
		Unprotected					13			
		Protected	Average	Undrilled	Bow	Swordsmen	11	4-6	0-8	
		Unprotected					10			
Foot Warriors	Heavy Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	8-12	0-24	

Scots-Irish Allies										
Allied commander		Field Commander/Troop Commander						30/20	1	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Chariots		Light Chariots	-	Superior	Undrilled	-	Light Spear	16	4-6	4-8
Warriors	Ulster	Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-12	12-30
	Rest of Ireland	Medium Foot	Unprotected	Average	Undrilled	-	Light Spear Swordsmen	5		
Javelin skirmishers		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-8

Slav Allies										
Allied commander		Field Commander/Troop Commander						30/20	1	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Noble cavalry		Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4-6	0-6
			Protected					13		
Foot Warriors	Before 850AD	Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	8-32
	From 850AD	Heavy Foot					Defensive Swordsmen	6	6-8	8-24
Archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-16

Thai Allies										
Allied commander		Field Commander/Troop Commander						30/20	1	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Elephants		Elephants	-	Average	Undrilled	-	-	25	2	0-2
Cavalry	Cavalry	Cavalry	Protected	Average	Undrilled	-	Light Spear	7	4-6	0-6
			Unprotected					6		
Warriors	Medium Foot	Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	8-40
						-	Light Spear, Swordsmen	6	6-8	

Three Kingdoms Korean Allies											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Guard cavalry	Any date	Cavalry	Armoured	Superior	Drilled	-	Lancers Swordsmen	18	4	0-4	4-12
	Only Koguryo from 300AD or others from 400AD	Cataphracts	Heavily Armoured	Superior	Drilled	-	Lancers Swordsmen	21	4		
Horse archers		Light Horse	Unprotected	Average	Drilled	Bow	Swordsmen	10	4	0-4	
Nobles		Cavalry	Armoured	Superior	Undrilled	-	Lancers Swordsmen	17	4	0-4	
Retainers		Cavalry	Protected	Average	Undrilled	-	Light Spear, Swordsmen	9	4	0-4	
Regular cavalry	Only Shilla or Koguryo	Cavalry	Armoured	Average	Drilled	-	Lancers Swordsmen	13	4	0-4	
			Protected					10			
Separately deployed provincial "spearmen"		Medium Foot	Protected	Average	Drilled	-	Pole Arm	8	6-8		6-12
Provincial "spearmen" in mixed battle groups		Medium Foot	Protected	Average	Drilled	-	Pole Arm	8	1/2	6-8	
Provincial archers or crossbowmen in mixed battle groups		Medium Foot	Protected	Average	Drilled	Bow	-	7	1/2		6-12
						Crossbow	-				
Separately deployed provincial archers and crossbowmen		Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8		
						Crossbow	-		6-8		
Provincial skirmishing archers		Light Foot	Unprotected	Average	Drilled	Bow	-	5	6-8		0-8

Viet Allies									
Allied commander	Field Commander/Troop Commander					30/20		1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Warriors	Medium Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	6	6-10	8-30
Archers or crossbowmen	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-24
					Crossbow	-	5	6-8	
Skirmishing archers or crossbowmen	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8
					Crossbow	-	5	6-8	