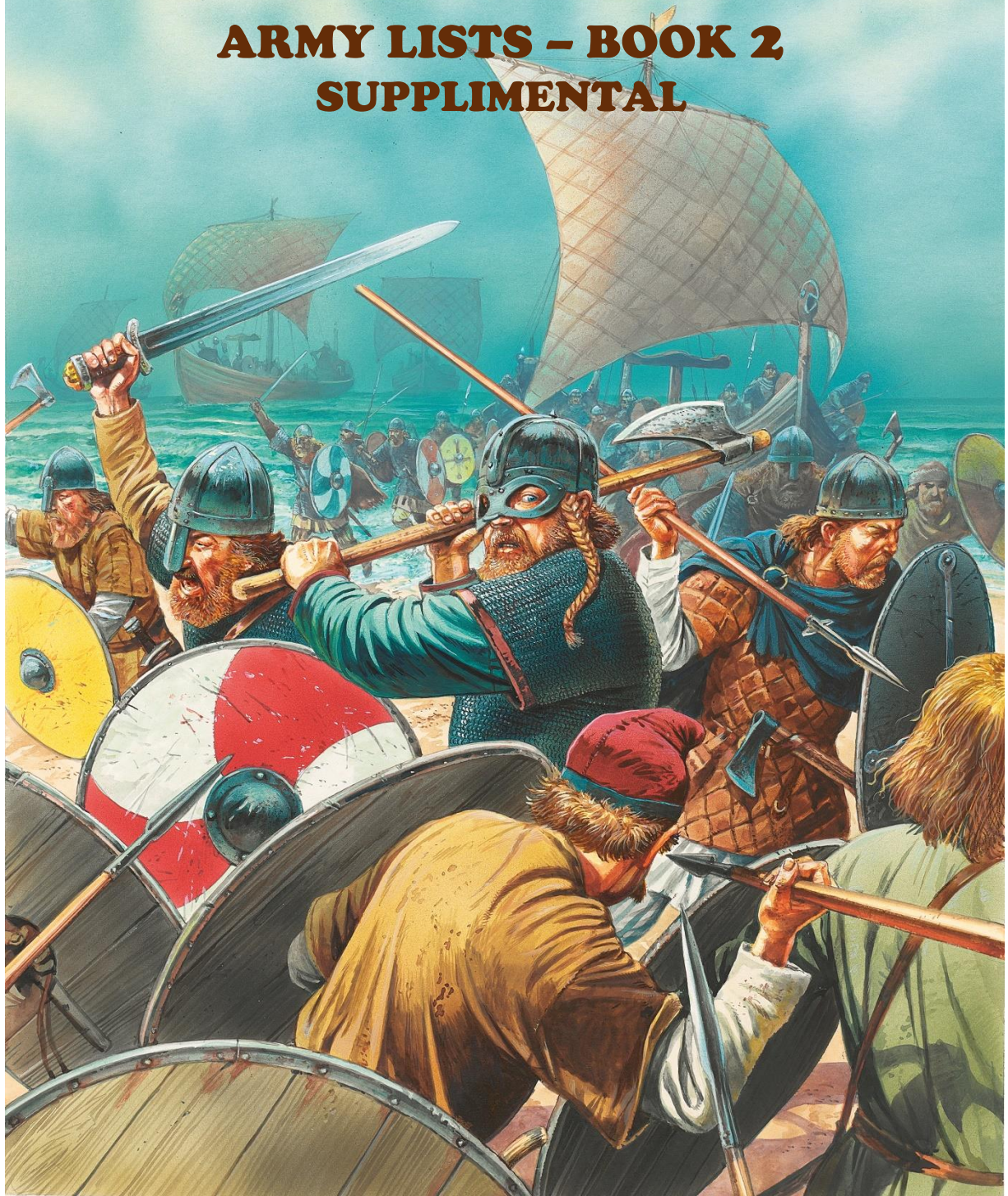


# — FIELD of — GLORY

## ARMY LISTS – BOOK 2 SUPPLIMENTAL



**IMPERIAL ROME TO THE LATER DARK AGES**

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## Early Alan

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

In the 2<sup>nd</sup> 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 2<sup>nd</sup> half of the 4<sup>th</sup> 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 1<sup>st</sup> 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
Optional Troops									
Foot archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12
Fortified Camp							24		0-1

Early Alan Allies									
Territory Types: Steppes									
Allies 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			
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 *atlatis* (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
Slings		Light Foot	Unprotected	Average	Undrilled	Slings	-	4	6-8	0-12

Teotihuacan Allies										
Territory Types: Agricultural, Developed, Hilly										
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			
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 Swordsmen	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>atlatl</i>		Medium Foot	Unprotected	Average	Undrilled	Javelins	Light Spear Sword	6	6-8	Up to half
			Protected					7		

## 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			
					Crossbow						
Separately deployed provincial archers or crossbowmen	Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8		0-18	
					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										
Territory Types: Developed, Hilly, Woodlands										
Ally 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				
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		0-8	
		Light Foot	Unprotected	Average	Drilled	Bow	-	5	6-8	0-8	
			Crossbowmen	From 795AD	Medium Foot	Protected	Average	Drilled	Crossbow	-	
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						40/30	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				



## 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 accomodating 12 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, Developed, 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	
Burman 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			
		Only from 1173AD	Medium Foot	Unprotected	Average			Drilled	-	Light Spear Swordsmen	
Only from 1173AD	Medium Foot	Unprotected	Average	Drilled	-	Light Spear Swordsmen	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
		Medium Foot	Protected	Average	Drilled	Bow or Crossbow	-	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		
			Unprotected					5			
	Only from 1173AD	Medium Foot	Protected	Average	Drilled	Bow or crossbow	-	7	6-8		
			Unprotected					6			
Burman Spearmen	Any date	Medium Foot	Unprotected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8	0-16	
	Only from 1173AD				Drilled			7			