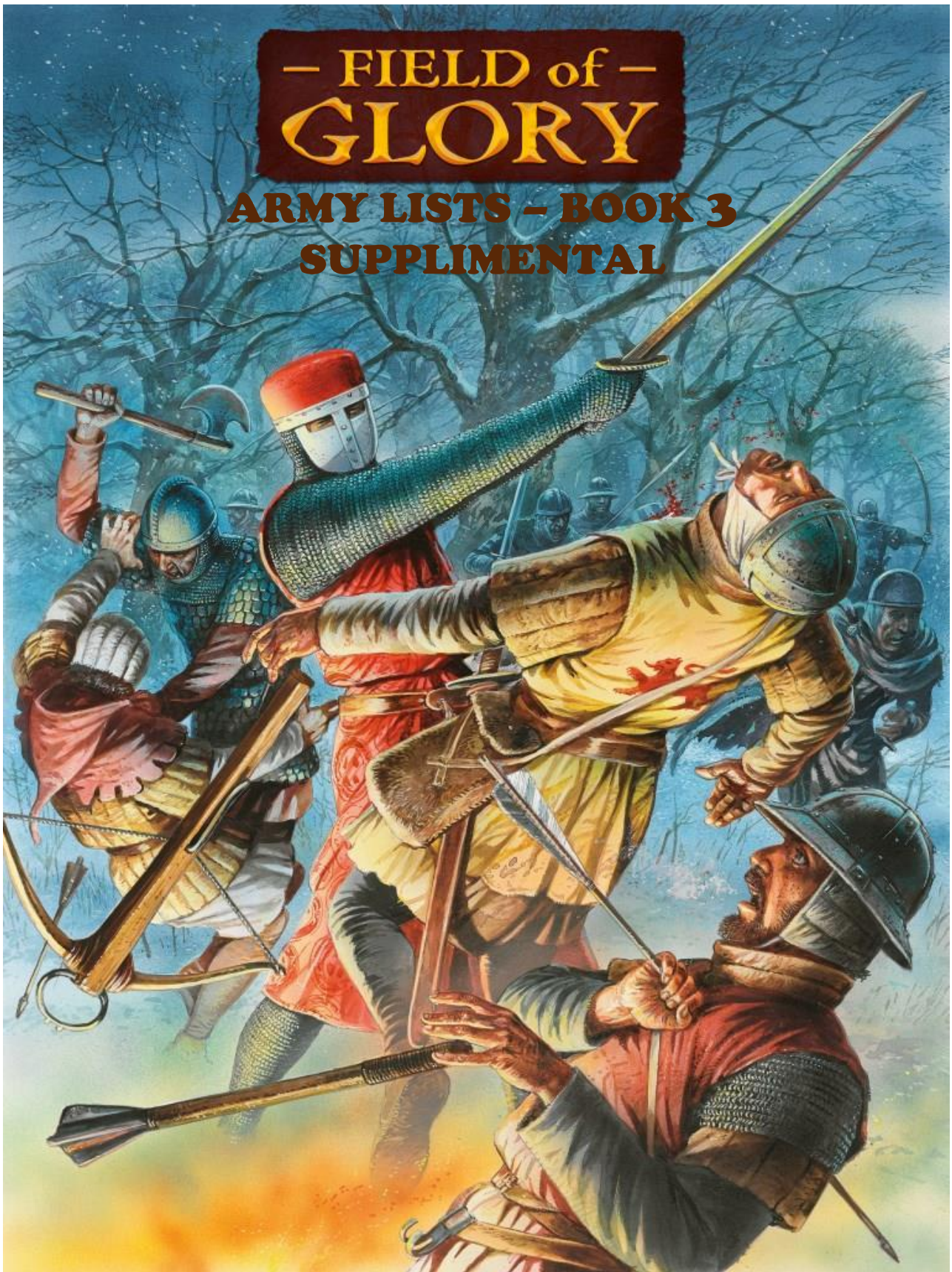


— FIELD of — GLORY

ARMY LISTS – BOOK 3 SUPPLIMENTAL



EARLY MEDIEVAL TO LATE MEDIEVAL

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Komnenan Byzantine

This list covers Byzantine armies from the aftermath of the defeat of Manzikert in 1071 AD until the capture of Constantinople by the Fourth Crusade in 1204 AD.

Following its disastrous defeat by the Seljuk Turks under Alp Arslan at Manzikert, and the subsequent civil wars, the Byzantine army was in disarray and had to be reconstituted often by recruiting mercenaries from any available source. Native troops still existed, but the significant proportion of the army was comprised of mercenaries. Latinikon were western knights.

Skythikon were mostly Pechenegs in the earlier part of the period, later mostly Cumans. Turkopouloi were Seljuk Turks or Turcomans or their descendants. Vardariots were Uzes or Magyars from Macedonia. Varangians were a mixture of Englishmen, Scandinavians and Rus.

Troop Notes

Although contemporary depictions (often of warrior saints) show many spearmen in metal armour, it is postulated, based on earlier Byzantine evidence, that this represents only the equipment of officers, rankers being mostly in non-metallic armour. Hence, we treat the spearmen as Protected.

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 mostly be depicted as **Tagmata heavy** cavalry.
- The minimum marked * applies only if the emperor is present. Cataphracts may not be used unless the emperor is present.
- The minimum marked ** applies only if any foot is used.
- Sicilian Norman allies cannot be used with any other allies, and cannot include otherwise compulsory Saracen archers.

Komnenan Byzantine											
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											
Tagmata heavy cavalry	Before 1150AD	Cavalry	Protected	Average	Drilled	-	Lancers, Swordsmen	10	4-6	4-8	
	From 1150AD	Knights	Armoured	Average	Drilled	-	Lancers, Swordsmen	18	4-6	4-12	
Vardariots		Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6	0-8	8-24
			Protected					12			
Skythikon,or Turkopouloi		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8	
		Cavalry	Protected					11			
			Unprotected					10			
		Latinikon or Mercenary Franks	Only before 1150 AD					Knights	Armoured	Superior	Drilled
Average	Undrilled		16	4-8							
Only from 1150 AD	Knights		Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	29	3-4	0-8	
				Average	Undrilled			18	4-6	4-12	
Optional Troops											
Byzantine guard cavalry	Only before 1150 AD	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4	0-4	
	Only from 1150 AD	Knights	Armoured	Superior	Drilled	-	Lancers, Swordsmen	25	4-6	0-8	0-8
Vardariotai guards		Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4	0-4	
Oikeioi	Before 1150AD	Cataphracts	Heavily Armoured	Elite	Drilled	-	Lancers, Swordsmen	24	4	*0-4	
Varangian guard and other Varangian units		Heavy Foot	Heavily Armoured	Elite	Drilled	-	Heavy Weapon	20	4-6	0-6	*4-16
			Heavily Armoured	Superior				17	6-8	*4-12	
			Heavily Armoured					14			
			Armoured								
Vestiaritai		Cavalry	Armoured	Elite	Drilled	-	Lancers, Swordsmen	21	4	0-4	
Byzantine archers		Light Foot	Unprotected	Average	Drilled	Bow	-	5	6-8	0-8	**8-18
		Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8	**6-18	
			Unprotected	Average				6			
			Unprotected	Poor				4			
Byzantine spearmen		Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	6-8	**8-16	
		Poor	5								
Mevalatoi		Heavy Foot	Armoured	Average	Drilled	-	Pole Arm	10	4-6	0-6	
Peltasts		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8	0-24	
Infantry Skirmishers		Light Foot	Unprotected	Average	Drilled	Javelins	Light Spear	5	6	0-6	
						Sling	-	4			
Fortified camp								24		0-1	

Allies	
Turkish allies – see Book 2: Seljuk Turk list	
Early Serbian allies (only from 1150 AD to 1180 AD)	
Cilician Armenian allies	
Crusader allies (only from 1138 AD to 1159 AD) – see Crusader list	
Sicilian Norman allies – see Italo-Norman and Sicilian list	
Hungarian allies (only from 1167 AD) – see Early Hungarian list	

Komnenan 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				
Tagmata heavy cavalry	Before 1150AD	Cavalry	Protected	Average	Drilled	-	Lancers, Swordsmen	10	4-6	4-8	
	From 1150AD	Knights	Armoured	Average	Drilled	-	Lancers, Swordsmen	18	4-6		
Vardariots		Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6	0-8	4-12
			Protected					12			
Skythikon,or Turkopouloi		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8	
		Cavalry	Protected					11	4-6	4-12	
			Unprotected					10			
Latinikon or Mercenary Franks	Before 1150 AD	Knights	Armoured	Superior	Drilled	-	Lancers, Swordsmen	25	4-6	0-8	0-8
				Average	Undrilled			16		4-12	
	From 1150AD	Knights	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	29	3-4	0-8	
				Average	Undrilled			18	4-6	4-12	

Medieval Cypriot

In 1192AD Guy de Lusignan purchased the island from the Templars, who had purchased it from Richard Coeur de Lion. A feudal Kingdom was set up, ruled by Guy and his successors. Genoa controlled part of the Island from 1373AD to 1464AD. The kingdom was tributary to Mamluk Egypt from 1426AD. Venice occupied the island in 1474AD, and purchased sovereignty from the last Lusignan queen in 1489AD.

This list covers the armies of the Kingdom of Cyprus from 1192AD until 1489AD.

Troop Notes

Infantry were mainly provided by the native Greek-speaking populace, but also included Franks, Armenians and Maronites. Classification of the fighting style of the Catalan mercenaries presents a problem – therefore we give them a choice of classification.

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 knights.

Medieval Cypriot										
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				
Core Troops										
Knights and sergeants	Knights	Heavily Armoured	Elite	Undrilled	-	Lancers, Swordsmen	30	2	0-2	6-12
			Superior				26	3-4	0-8	
			Average				18	4-6	4-8	
Spearmen	Heavy Foot	Armoured	Average	Undrilled	-	Defensive Spearmen	8	6-8	0-16	8-32
		Protected					6	8-12	8-24	
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-16	
	Medium Foot	Protected					6		6-16	
Crossbowmen	Medium Foot	Protected	Average	Undrilled	Crossbow	-	6	6-8	0-16	
Optional Troops										
Separately deployed turcoples		Cavalry	Protected	Average	Undrilled	Bow*	Light Spear Swordsmen	12	4-6	0-4
Mercenary men-at-arms		Knights	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	21	4-6	0-6
Mercenary crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	0-8
Arriere-ban		Mob	Unprotected	Poor	Undrilled	-	-	2	6-8	0-8
Hospitaller knights and sergeants	Only from 1291AD to 1449AD	Knights	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	29	3-4	0-4
Hospitaller spearmen		Heavy Foot	Armoured	Average	Drilled	-	Defensive Spearmen	9	4-6	0-6
Hospitaller crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	4-6	0-6
Catalan mercenaries	From 1320AD	Medium Foot	Protected	Superior	Undrilled	-	Offensive Spearmen	10	6-8	0-8
				Average				7		
			Protected	Superior	Undrilled	-	Impact Foot Swordsmen	10		
				Average				7		
Turcoman mercenaries	Only from 1415AD	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-12
		Cavalry	Protected					11		
Stradiots		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear Swordsmen	9	4-6	0-6
		Cavalry	Protected	Average	Undrilled	-		9		
			Unprotected					8		
Italian billmen		Heavy Foot	Protected	Average	Drilled	-	Pole arms	8	6-8	0-8
Italian handgunners		Light Foot	Protected	Average	Drilled	Firearms	-	6	4	0-4
Fortified camp								24		0-1
Allies										
Mamluk allies (Only from 1460AD to 1464Ad – see Mamluk Egyptian										
Special Campaigns										
Only from 1373Ad to 1374AD										
Bulgarian and other ex-slaves	Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	0-16	
			Poor				6			

Medieval Cypriot Allies										
C-in-C	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				
Core Troops										
Knights and sergeants	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-6	
			Average				18	4-6		
Spearmen	Heavy Foot	Armoured	Average	Undrilled	-	Defensive Spearmen	6	6-8	0-8	6-16
		Protected					5	8-10	0-16	
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	
	Medium Foot	Protected					6			
Crossbowmen	Medium Foot	Protected	Average	Undrilled	Crossbow	-	6	6-8	0-16	

South-Eastern Woodland Culture

The South-Eastern Woodland culture was a post Mound-Builder culture that dominated the south-east of the United States until the arrival of the Europeans. The tribes were from various language/cultural group, including the Caddo, Biloxi-Souian, Timucuan and the dominate Muskogee.

By the start of the 1500, the Muskogee occupied nearly all of what is now the south-east United States. The Muskogee culture consisted of the Creek, Chactaw, Hitchiti-Creek and Muskogee-Creek. The other dominate tribe which entered the area at the end of the era was the Cherokee, who were Iroquoian.

The Creek nation operated as a loose confederacy with minor tribes from different ethnic groups. This confederation is thought to have started as a defensive strategy against the other larger Indian tribes of the region. The Creek alliance would gain and lose land and people as small tribes joined and withdrew. The Creek towns were located mainly in the modern states of Georgia and Alabama.

The Choctaw were the largest of the Muskogean culture nations. They controlled the area of middle and southern Mississippi, with some villages and hunting territory located east of the Tombigbee River. They were closely related to the Chickasaw, who were their bitter enemies. The Choctaw were differentiated from other Muskogean tribes by the practice of "head flattening" and wearing long and unbraided hair.

The Chickasaw was another Muskogean tribe closely related to the Choctaw language and customs. The Chickasaw initially settled in northern Alabama on the north side of the Tennessee River. Eventually they established their main towns in northern Mississippi. The warlike Chickasaw claimed hunting territory far from their villages. They were constantly fighting with the nearby tribes, including the Choctaw, Creeks, Cherokee, Illinois, Kickapoo, Shawnee, Mobilians, Osage, and Quapaw.

This list covers armies of the South-Eastern Woodland culture armies from 1300AD to 1500AD

Troop Notes

Warriors include a mixture of veterans and lower ranking warriors variously armed with bows and/or spears and/or war clubs. Veteran warriors can be distinguished by warriors using two-handed war-clubs or by wearing gorgets of shell. Ambush parties were assigned at the initial war councils and comprised of picked warriors.

Some use was made of raw-hide armour and shields. The extent of such usage is uncertain. We therefore give the option of rating troops as Protected or Unprotected.

The Pensacola Bay and Mobile Bay Choctaws used *atlats* instead of bows.

Subject tribes are vassals of the dominant tribe in the area.

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 veteran warriors.
- South-Eastern Woodland cultures allied commands must conform to the South-Eastern Woodland Cultures Allies list, but the troops in the contingent are deducted from the minima and maxima in the main list. Chactaws can have non-Choctaw allies and vice versa.

South-Eastern Woodland Culture																			
Territory Types: Woodlands, Hilly, 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										
South-Eastern Woodland allied 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																			
Separately deployed veteran warriors or ambush parties	Any	Medium Foot	Protected	Superior	Undrilled	-	Impact Foot Swordsmen	10	6-10	6-20									
			Unprotected					8											
	Any except Pensacola,or Mobile Bay Choctaws	Medium Foot	Protected	Superior	Undrilled	Bow*	Impact Foot Swordsmen	11	6-10										
			Unprotected					9											
	Only Pensacola or Mobile Bay Choctaws	Medium Foot	Protected	Superior	Undrilled	Javelins	Impact Foot Swordsmen	11	6-10										
			Unprotected					9											
Warriors	Any except Pensacola,or Mobile Bay Choctaws	Medium Foot	Protected	Average	Undrilled	Bow*	Impact Foot Swordsmen	8	8-10	24-96									
			Unprotected					7											
	Only Pensacola or Mobile Bay Choctaws	Medium Foot	Protected	Average	Undrilled	Javelins	Impact Foot Swordsmen	8	8-10										
			Unprotected					7											
			Optional Troops																
			Skirmishing archers					Any except Pensacola,or Mobile Bay Choctaws			Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-24
Atlatl skirmishers		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8										
Subject tribe foot		Medium Foot	Unprotected	Poor	Undrilled	-	Light Spear	2	6-12	0-24									

South-Eastern Woodland Culture 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										
Separately deployed veteran warriors or ambush parties	Any	Medium Foot	Protected	Superior	Undrilled	-	Impact Foot Swordsmen	10	6-8	0-12
			Unprotected					8		
	Any except Pensacola,or Mobile Bay Choctaws	Medium Foot	Protected	Superior	Undrilled	Bow*	Impact Foot Swordsmen	11	6-8	
			Unprotected					9		
	Only Pensacola or Mobile Bay Choctaws	Medium Foot	Protected	Superior	Undrilled	Javelins	Impact Foot Swordsmen	11	6-8	
			Unprotected					9		
Warriors	Any except Pensacola,or Mobile Bay Choctaws	Medium Foot	Protected	Average	Undrilled	Bow*	Impact Foot Swordsmen	8	8-10	10-40
			Unprotected					7		
	Only Pensacola or Mobile Bay Choctaws	Medium Foot	Protected	Average	Undrilled	Javelins	Impact Foot Swordsmen	8	8-10	
			Unprotected					7		

Late Byzantine

This list covers the Byzantine armies from the recovery of Constantinople in 1261AD. Armies can be either that of the Central Imperial state based at Constantinople (modern Istanbul), the Despotate of Epiros (in Albania and north-west Greece), the Despotate of the Morea (in the Greek Peloponnese), or the Empire of Trebizond (based at modern Trabzon on the south-east Black Sea coast.

The Despotate of Epiros was conquered by the Central State in 1340AD. Constantinople did not fall to the Turks until 1453AD, but no field army was available to the Central State after the end of the 14th Century. The Despotate of Morea was semi-independent from 1349AD, and finally fell to the Turks in 1460AD. Trebizond fell to the Turks in 1461AD.

Troop Notes

Kavallarioi were probably the descendants of Frankish mercenary knight. Sources of horse archers include Cumans, Turks, Alans, Vlachs, Bulgars, Lazoi and Tzanoi., depending on local availability. Sources of irregular foot included Vlachs, Slavs, Albanians, Lazoi and Tzanoi.

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 Byzantine cavalry.
- The minimum marked *does not apply to Central armies.

Late Byzantine												
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												
Kavallarioi	Only Central	Knights	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	29	3-4	4-6		
				Average				21	4-6			
Byzantine cavalry	Any except Trebizond	Cavalry	Armoured	Average	Drilled	-	Lancers, Swordsmen	13	4-6	6-16		
			Protected					10				
	Trebizond before 1440AD	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6			
			Protected					14				
	Trebizond from 1440AD	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6			
			Protected					16				
Irregular horse archers	Any except Morea	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8	8-20	
		Cavalry	Protected					11	4-6	4-16		
			Unprotected					10				
Regular archers		Light Foot	Unprotected	Average	Drilled	Bow	Swordsmen	6	6-8	0-8	12-64	
		Medium Foot	Protected					8		6-12		
irregular archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-16		
		Medium Foot	Protected					6		6-24		
			Unprotected					5				
Optional Troops												
Vardariotai guards	Only Central	Light Horse	Unprotected	Superior	Drilled	Bow	Swordsmen	13	4-6	0-6		
		Cavalry	Protected					16				
Tzakones foot guards			Medium Foot	Protected	Superior	Drilled	-	Light Spear Swordsmen	10	6-8	0-8	
Catalan foot guards			Medium Foot	Protected	Superior	Drilled	-	Offensive Spearmen	11	6-8	0-8	
		-					Impact Foot Swordsmen					
Byzantine spearmen		Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	6-8	0-16		
Hillmen	Any except central	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-8	0-24	
		Medium Foot	Protected					6		0-24		
Albanian cavalry	Only Epiros	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear Swordsmen	9	4-6	0-6		
		Cavalry	Protected			-						
	Only Morea	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear Swordsmen	9	4-6	0-8		
		Cavalry	Protected			-						
Frankish vassals	Only Morea	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-4		
Frankish mercenaries	Only Epiros	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-4		
				Average				21	4			
Fortified camp								24		0-1		

Allies
Tartar allies (only Central from 1282AD to 1283AD) – see Mongol Conquest list
Ottoman Turkish allies (only Central from 1348AD and Morea from 1382AD) – see Ottoman Turkish list
Serbian allies (only Central from 1150 AD to 1180 AD) – see Later Serbian list
Turkish allies (only Central before 1348 and Trebizond after 1360AD) – Anatolian Turcoman
Angevin allies (only Epiros from 1276AD to 1291AD) – see Italo-Norman and Sicilian list
Byzantine allies (only Epiros from 1309AD to 1310AD) – see Later Byzantine (Central) list

Late 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				
Core TroopsO											
Kavallarioi	Only Central	Knights	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	29	3-4	0-4	
				Average				21	4		
Byzantine cavalry	Any except Trebizond	Cavalry	Armoured	Average	Drilled	-	Lancers, Swordsmen	13	4-6	4-8	
			Protected					10			
	Trebizond before 1440AD	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6		
			Protected					14			
	Trebizond from 1440AD	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6		
			Protected					16			
Irregular horse archers	Any except Morea	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8	0-8
		Cavalry	Protected					11	4-6		
			Unprotected					10			
Regular archers		Medium Foot	Protected	Average	Drilled	Bow	Swordsmen	8	6	0-12	6-24
irregular archers		Medium Foot	Protected	Average	Undrilled	Bow	-	6	6-8	6-18	
			Unprotected					5			

Yi Korean

During the Yi Dynasty era, the Koreans had military conflicts with various neighbours including Japan, nomadic tribes from Manchuria, Ming dynasty China and various warlords fleeing from China. Political instability in those countries had a ripple effect on Korea. As long as conditions were quiet in China, the border with Korea remained calm. However, when rebellions occurred, various refugees and rebel remnants crossed the border. These crossings were followed by Ming threats and demands for the refugees' return. As a result, sometimes the Koreans would have to conduct campaigns against these bands and/or defend against Ming retaliatory raids.

Stability in Japan meant that Japanese shoguns would consider campaigns against China or Korea. As long as the Japanese were involved with factional fighting, only Japanese pirate raids would threaten Korea. Likewise in Manchuria, as long as the nomadic tribes were divided, only light raiding activities affected the Korean border areas. Once the tribes were united, as under the Manchus, then serious invasions of Korea could be expected.

In regards to the strict Korean social caste system, one advantage of having the Yang-ban, a military professional class, was that military training and attendance at military schools was provided to all designated youth. This resulted in a high level of military training for Korean soldiers. One disadvantage of the caste system is that it was almost impossible for a soldier to be promoted above his station based on merit or valour.

This list covers Yi Korean armies from 1388 to 1500 AD.

Troop Notes

Until the reforms of 1400, the Yi Dynasty used Koryo military formations. The Yi military underwent further reforms between 1457 and 1464. At this time the special To-bang, Tae-gak and private armies were outlawed and replaced with a new smaller "soldier" class. This was supported by more extensive conscription laws.

The highest troop classification were bodyguards who acted as government policemen rather than soldiers and were regarded as highly loyal but poor combat troops. The Yang-ban provided the next level of troops who were regarded as the best warriors. These troops, often referred to as "armoured soldiers", were brigaded in elite units and assigned either to the capital or to the frontier. They would often fight mounted (depicted charging in a wedge in many paintings) and would have the best armour and equipment. The third level was the common soldiers. By 1469, these were full-time volunteers from the lower social classes. They were often deployed as garrison troops in the less threatened regions or to supplement the garrison of a vital region. The fourth level was the conscripts who were often impressed into service only under emergency conditions. They were trained mainly as "spearmen" though some operated as archers.

"Spearmen" used a mixture of conventional spears, halberds and trident headed tri-spears. We classify the mixture as Pole Arms. Classification of "soldiers" is based on several drawings of troops from the Yi era who are armed with a tri-spear and bow, and shown in battle scenes using a long sword. Protected troops wear armour under their outer garments.

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 guards.
- The total number of bases of Kwang-gun foot in the army cannot exceed the total number of bases of conscript foot by more than 50%.
- Kwang-gun mixed battle groups can be half "spearmen", half archers or half "spearmen", half crossbowmen.
- The total number of bases of Kwang-gun "spearmen" in the army cannot exceed the total number of Kwang-gun archers and crossbowmen.
- The total number of bases of Kwang-gun Medium Foot crossbowmen in the army cannot exceed the number of bases of Kwang-gun Medium Foot archers.
- "Soldiers" cannot be used with To-bang or Tae-gak guards.

Yi Korean										
Territory Types: Developed, Mountains, Hilly, Woodlands										
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										
Guard cavalry	Cavalry	Armoured	Superior	Drilled	-	Lancers Swordsmen	17	4-6	4-12	8-40
			Average				13			
Light cavalry	Light Horse	Unprotected	Average	Drilled	Bow	-	8	4-6	0-12	
Kwang-gun cavalry	Cavalry	Armoured	Average	Drilled	-	Lancers, Swordsmen	13	4-8	4-18	
Nomad nobles	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-8	
Other nomad mercenaries	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-12	
	Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6		
Irregular cavalry	Cavalry	Unprotected	Poor	Undrilled	-	Light Spear	4	4-6	0-6	

Separately deployed Kwang-gun "spearmen"	Medium Foot	Protected	Average	Drilled	-	Pole Arm	8	6-8		6-24
Kwang-gun "spearmen" in mixed battle groups	Medium Foot	Protected	Average	Drilled	-	Pole Arm	8	1/2	6-8	
Kwang-gun archers or crossbowmen in mixed battle groups	Medium Foot	Protected	Average	Drilled	Bow	-	7	1/2		6-8
				Crossbow						
Separately deployed Kwang-gun archers or crossbowmen	Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8	6-8	
				Crossbow						
Conscript "spearmen"	Medium Foot	Unprotected	Poor	Undrilled	-	Pole Arm	4	1/2	8-10	10-50
Conscript archers	Medium Foot	Unprotected	Poor	Undrilled	Bow	-	3	1/2		
Optional Troops										
Skirmishers	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear Swordsmen	6	1/2	6-8	0-16
	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	1/2		
Foot Nomads	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		0-8
Conscript skirmishing archers	Light Foot	Unprotected	Poor	Undrilled	Bow	-	3	6-8		0-8
To-bang Guard	Heavy Foot	Protected	Superior	Drilled	-	Pole Arm	10	6-8		0-8
Tae-gak Guard	Medium Foot	Protected	Superior	Drilled	Crossbow	-	9	6-8		0-8
"Soldiers"	Medium Foot	Protected	Superior	Drilled	Bow*	Light Spear Swordsmen	10	6-8		0-16
Peasants	Mob	Unprotected	Poor	Undrilled	-	-	2	10-12		0-24
Handgunners	Light Foot	Unprotected	Average	Drilled	Firearms	-	4	4		0-4
Stone-Throwers	Heavy Artillery	-	Average	Undrilled	Heavy Artillery	-	20	2	0-2	0-4
Bolt-shooters									0-4	
Field fortifications	Field Fortifications						3			0-24
Allies										
Nomad allies – Later Horse Nomad										
Chinese allies – Ming Chinese										

Yi 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				
Core Troops										
Guard cavalry	Cavalry	Armoured	Superior	Drilled	-	Lancers Swordsmen	17	4-6	0-4	4-16
			Average				13			
Light cavalry	Light Horse	Unprotected	Average	Drilled	Bow	-	8	4-6	0-4	
Kwang-gun cavalry	Cavalry	Armoured	Average	Drilled	-	Lancers, Swordsmen	13	4-8	4-8	
Other nomad mercenaries	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-4	
	Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6		
Separately deployed Kwang-gun "spearmen"	Medium Foot	Protected	Average	Drilled	-	Pole Arm	8	6-8		0-8
Kwang-gun "spearmen" in mixed battle groups	Medium Foot	Protected	Average	Drilled	-	Pole Arm	8	1/2	6-8	0-8
Kwang-gun archers or crossbowmen in mixed battle groups	Medium Foot	Protected	Average	Drilled	Bow	-	7	1/2		
					Crossbow					
Separately deployed Kwang-gun archers or crossbowmen	Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8		
					Crossbow					
Conscript "spearmen"	Medium Foot	Unprotected	Poor	Undrilled	-	Pole Arm	4	1/2	8-10	0-20
Conscript archers	Medium Foot	Unprotected	Poor	Undrilled	Bow	-	3	1/2		