ARMY LISTS – BOOK 1
SUPPLIMENTAL

EARLY BRONZE AGE TO LATE REPUBLICAN ROMAN

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Early Highland Raiders

This list covers the various highland peoples of the Zagros, Taurus and Anatolian uplands from c.3000 BC until c.1000BC. It includes the early/middle Bronze Age peoples of the Zagros mountains such as the Guti, Lullubi and early Kassites. It also includes the pre-Mitanni Hurrians of north-east Mesopotamia and the Gasgans (Kaska) of northern Anatolia. All appear in the records of their more settled neighbours as fierce and unpredictable raiders of civilised lands, although many of them did have small towns and cities of their own.

This list covers the following armies:

Lullubi	2300 BC to 675 BC
Hurrian	2254 BC to 1600 BC
Guti	2300 BC to 2115 BC
Early Kassites	1531 BC to 1155 BC
Gasgan	1500BC to 1200 BC

Troop Notes

Large army-sized groups of these highlanders would have been formed from alliances of a number of tribes, although larger individual tribes would normally dominate.
The early Gutian and Lullubi tribesmen are depicted practically naked or wearing animal skins but without shields and so are rated as Unprotected. Later highland tribesmen appear to have adopted shields and so may be Protected although we still allow less well-equipped warriors to be fielded. Gasgan armies are noted in some Hittite records as sometimes containing levies as well as the normal warriors, we allow all to field such troops. From c.2190 to 2115 BC the Guitians over-ran a large portion of Mesopotamia and rules some cities as a warrior aristocracy. This gave them access to the city militias. They also formed alliances with unconquered cities.

The Hurrians were the first highland peoples to adopt the chariot in any numbers and went on to found the Mitanni state which created the *Maryannu* chariot system that became the dominant military system in the Middle East for the best part of a millennium.

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 warriors or, if Gutlan from 2190 to 2115 BC in a 4-equid platform car or 2-equid proto-chariot, or if early Kassite, Gasgan of Hurrian, in a 2-horse chariot.
- An Early Highland Raider allied commanders contingent must conform to the Early Highland Raider Allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- *Warriors in the main army, must all have the same close-combat capabilities. The same applies to warriors in allied contingents, although they need not have the same close-combat capability as those in the main army.

Early Highland Raiders											
Territory Types: Hilly, Mountains											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander/ Troop Commander						40/30		0-2	
Early Highland Raiders allied commanders		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	Any	Medium Foot	Unprotected	Average	Undrilled	-	Impact Foot Swordsmen	6	6-10	30-90	
	Only from 2100 BC	Medium Foot	Protected	Average	Undrilled	-		7	6-10		
		Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-10		
Poor-quality warriors	Any	Medium Foot	Unprotected	Average	Undrilled	-	Light Spear	2	8-12	0-72	
	Only from 2100 BC		Protected					3			
Skirmishers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-24	12-36
						Sling	-	4		6-16	
						Javelins	Light Spear	5		0-12	
Optional Troops											
Chariots	Only Gasgan from 1700 BC	Light Chariots	-	Superior	Undrilled	-	Light Spear	16	4-6	0-8	
		Light Chariots	-	Superior	Undrilled	Bow	-	18	4-6		
	Only Hurrians from 1800 BC, or early Kassites or Gasgans from 1700BC	Light Chariots						18	4-6		

Special Campaigns									
Guti ruling Mesopotamian City States from 2190 BC to 2115 BC									
Mesopotamian retained spearmen	Heavy Foot	Protected	Superior	Drilled	-	Defensive Spearmen	7	6-8	0-16
			Average				10		
	Medium Foot	Unprotected	Superior	Drilled	-	Offensive Spearmen	7	6-8	
			Average				9		
Mesopotamian militia spearmen	Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	6-10	10-36
			Poor				5		
Allies									
Subject city allies – Guti special campaign only - Late Sumerian or Akkadian – see List Book 1									

Early Highland Raiders 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											
Warriors	Any	Medium Foot	Unprotected	Average	Undrilled	-	Impact Foot Swordsmen	6	6-10	10-40	
	Only from 2100 BC	Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-10		
							Light Spear Swordsmen	6			
Poor-quality warriors	Any	Medium Foot	Unprotected	Average	Undrilled	-	Light Spear	2	8-12	0-16	
	Only from 2100 BC		Protected					3			
Skirmishers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-16	6-18
						Sling	-	4			
						Javelins	Light Spear	5		0-6	

Hyksos

The Hyksos (from the Egyptian *heqa khasewet*, "foreign rulers") were a people of Asiatic (possibly Amorite) origin who took over Lower (northern) Egypt in the mid-16th century BC. The traditional view of their accession to power is based on the history of Manetho, who wrote in Ptolemaic Egypt in the 3rd century BC. He recorded the Egyptian tradition that the Hyksos arrived as foreign invaders and took control of Lower Egypt by military force. Their supposed military success has in the past been attributed to their possession of the latest technology in the form of war chariots and composite bows. More recently it has been theorized that the Hyksos may in fact have arrived as nomadic settlers during a period of weakness under the Egyptian 13th dynasty, and taken over control gradually after perhaps being employed as soldiers and officials by the dynasty.

Whatever the truth, a modus vivendi was soon established between the Hyksos in Lower Egypt, ruling from Memphis, and the native Egyptian 17th dynasty in Upper (southern) Egypt, ruling from Thebes. This lasted until the final years of the 17th dynasty, when the Theban pharaohs launched an offensive against the Hyksos. The reconquest was completed by Ahmose I, the first pharaoh of the 18th century, who finally drove the Hyksos from Egypt circa 1535.

This list covers Hyksos armies from circa 1650 to circa 1535 BC.

Troop Notes

We assume that retinue close fighters were armed with typical Amorite weaponry as depicted on Old Babylonian terracottas – javelins, bronze sickle sword and shield.

Hyksos											
Territory Types: Developed, 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											
Chariots	Before 1590	Light Chariots	-	Superior	Drilled	Bow	-	19	4-6	0-6	
	From 1590									4-16	
Retinue close fighters with sickle sword or axe		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-10	16-60	
Retinue Archers		Medium Foot	Unprotected	Average	Drilled	Bow	-	6	6-8	12-48	
Optional Troops											
Javelinmen		Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	0-32	0-36
		Light Foot	Unprotected					5		0-16	
Skirmishing archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-16	
Slingers						Sling		4			
Allies											
Egyptian vassals – Old or Middle Kingdom Egyptian											

Hyksos Allies										
Territory Types: Developed, Agricultural										
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										
Chariots	From 1590	Light Chariots	-	Superior	Drilled	Bow	-	19	4-6	0-6
Retinue close fighters with sickle sword or axe		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-10	8-20
Retinue Archers		Medium Foot	Unprotected	Average	Drilled	Bow	-	6	6-8	6-16

Later Mycenaean or Trojan

This list covers Mycenaean armies from the mid-13th century until the early 12th century BC. It also covers Trojan armies of the Trojan War.

Troop notes

A change to lighter chariot types and more lightly equipped crew in the mid-13th century BC suggests a change in chariot tactics.
Likewise, there appears to have been a change of infantry equipment from long spears and very large body shields to shorter spears, smaller round shields and body armour. In the Iliad, some infantry (Nestor's) still appear to use the old 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 in chariots.
- Chariots can always dismount as Medium Foot, Armoured, Superior, Undrilled, Offensive Spearmen.

Later Mycenaean or Trojan										
Territory Types: 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										
Chariots	Light Chariots	-	Superior	Undrilled	-	Light Spear	16	4-6	4-16	
			Average				11		4-16	
Spearmen	Medium Foot	Armoured	Average	Undrilled	-	Offensive Spearmen	9	6-8	0-12	12-66
		Protected					7		12-60	
Javelinmen	Light foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	6-16	
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	6-12
	Medium Foot								0-8	
Optional Troops										
Cavalry	Cavalry	Armoured	Average	Undrilled	-	Light Spear	10	4-6	0-6	
		Protected					7			
Slingers	Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-8	
Fortified Camp							24		0-1	
Special Campaigns										
Only Achaians in the Trojan War										
Achilles's Myrmidons	Medium Foot	Armoured	Superior	Undrilled	-	Impact Foot, Swordsmen	12	4-6	0-6	
		Protected					9			
Nestor's spearmen and supporting archers	Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	2/3 or all	6-9	0-18
	Light Foot	Unprotected	Average	Drilled	Bow	-	5	1/3 or 0		
Only Trojans in the Trojan War										
Sarpedon's Lukka warriors	Medium Foot	Protected	Average	Undrilled	-	Impact Foot, Swordsmen	7	6-8	0-8	
Thracians	Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	0-12	

Later Mycenaean or Trojan 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	
			Average				11			
Spearmen	Medium Foot	Armoured	Average	Undrilled	-	Offensive Spearmen	9	6-8	0-8	8-24
		Protected					7		0-24	
Javelinmen	Light foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-8	
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6	0-6	
	Medium Foot									

Philistine

Descended from Sea Peoples defeated by Egypt in the second quarter of the 12th century BC, the Philistines either carved out their own territory in modern Palestine, or were settled there by Egypt as military colonists but soon asserted their independence. Their name, as well as that of Palestine, derives from the Peleset, one of the Sea People groups. The five principal Philistine cities were Gaza, Ashdod, Ekron, Gath, and Ashkelon. This list covers Philistine armies from their development of a distinct military system circa 1100 BC. They lost their independence to Tiglath-Pileser III of Assyria by 732 BC, though there were several revolts thereafter. They eventually became part of the Neo-Babylonian 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 in chariots or as elite spearmen.
- Aramaean allies cannot be used with Kushite Egyptian allies.

Philistine											
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											
Chariots	Before 800	Light Chariots	-	Average	Drilled	Bow	-	14	4-6	6-24	
	From 800	Heavy Chariots	-	Average	Drilled	Bow	-	18	4-6		
Upgrade chariots to Veteran	Before 800	Light Chariots	-	Superior	Drilled	Bow	-	19	4-6	Up to 2/3 of Bases	
	From 800	Heavy Chariots	-	Superior	Drilled	Bow	-	24	3-4		
Elite spearmen		Heavy Foot	Armoured	Superior	Drilled	-	Offensive Spearmen	13	6-8	0-12	16-48
			Protected					10			
Other spearmen		Medium Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	16-48	
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6-8	0-16	8-32
		Medium Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6-8	6-24	
		Medium Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	5	6-8	0-16	
Optional Troops											
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	0-8
		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	4-6	0-8	
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	4-6	0-6	
Hebrew mercenaries		Medium Foot	Armoured	Superior	Drilled	-	Light Spear, Swordsmen	12	6-8	0-8	
			Protected	Superior				9			
			Protected	Average				7			
Cavalry	Only from 800	Cavalry	Protected	Average	Drilled	-	Light Spear, Swordsmen	10	4	0-4	
Allies											
Aramaean allies – Neo-Hittite and Later Aramaean											
Egyptian allies (Only from 800) – Libyan Egyptian or Kushite Egyptian											
Phoenician allies											

Philistine 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	Before 800	Light Chariots	-	Superior	Drilled	Bow	-	19	4-6	4-8
	From 800	Heavy Chariots	-	Superior	Drilled	Bow	-	24	3-4	
Other spearmen		Medium Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	6-16
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6-8	0-12
		Medium Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6-8	
		Medium Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	5	6-8	0-8

Early Zhou Chinese

The Zhou Dynasty lasted from 1122 to 255 BC. Originating as a Shang vassal kingdom in modern Gansu province, duke Wu of Zhou defeated the last Shang king at the battle of Muye in 1046 BC, establishing the Western Zhou dynasty, named after its capital Hao, close to the site of modern Xian. A strong military system based on the Six armies of the West and the Eight armies of Chengzhou conquered a large empire on north central China. Civil war in 771 BC led to the defeat of the Western Zhou king by his former queen's father, the marquis of Shen, with the aid of the Rong tribes and the allied states of Zheng, Liu and Qin, and his son, Ji Yijiu, was established as emperor. Soon afterwards the capital was sacked by northern barbarian invaders, and was moved to Luoyang in the east, after which the later Zhou is known as the Eastern Zhou.

Zhou control was limited, and the periods 722-481 BC, known as the Spring and Autumn period after the annals of the state of Lu during the period, and the following Warring States period, 475-221 BC, were ages of constant conflict between effectively independent states, most dominant of which were Qi, Qin Jin and Chu. It was during this time that Sunzi wrote his Art of War.

In addition to the wars between the states, there were continual campaigns against the 'barbarian' tribes of the north and west the Rong, Di and Yi. These were largely subsumed into the expanding territories of the states by the late 7th century, after which campaigns against displaced tribes continued, but no more alliances are recorded.

This list covers Zhou Dynasty armies from 1122 to c. 350 BC.

Troop Notes

Zhou forces were dominated by four horse chariots, crewed by a driver and warriors armed with the dagger-axe and bow (and later in the period, the crossbow). At Muye in 1046 BC the Zhou forces is recorded as 300 chariots accompanied by 3,000 *huben* ('Tiger guards') and 45,000 other infantry.

Dagger-axes (*ge)* became longer and were wielded with two hands, so we interpret them as heavy weapon. Spears (*mao*) continued in a subordinate role, while bronze straight swords (*qian*) appeared later in the 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 in chariots.
- Medium Foot archers in a mixed battle group must have the same armour rating as the dagger-axe men or spearmen in the battle group.
- A Zhou Chinese ally commander's contingent must conform to the Early Zhou Chinese allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.

Early Zhou Chinese												
Territory Types: Agricultural, Developed, Hilly												
C-in-C			Inspired Commander/Field Commander/Troop Commander					80/40/30			1	
Sub-commanders			Field Commander/Troop Commander					40/30			0-2	
Zhou Chinese 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												
Chariots	Any date	Heavy Chariots	-	Superior	Undrilled	Bow	-	22	3-4		6-18	
Dagger-axe men and supporting archers	Any Date	Medium Foot	Protected	Average	Drilled	-	Swordsmen	7	1/2	6-8	0-27	12-64
						Bow	-	7	1/2			
		Medium Foot	Protected	Average	Drilled	-	Swordsmen	7	2/3	6-9		
		Light Foot	Unprotected			Bow	-	5	1/3			
	Only from 700	Medium Foot	Armoured	Average	Drilled	-	Heavy Weapon	10	1/2	6-8	0-27	
						Bow	-	9	1/2			
		Medium Foot	Armoured	Average	Drilled	-	Heavy Weapon	10	2/3	6-9		
		Light Foot	Protected			Bow	-	6	1/3			
		Medium Foot	Protected	Average	Drilled	-	Heavy Weapon	8	1/2	6-8	0-7	
						Bow	-	7	1/2			
		Medium Foot	Protected	Average	Drilled	-	Heavy Weapon	8	2/3	6-9		
		Light Foot	Unprotected			Bow	-	5	1/3			
Detached archers	Any date	Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8		0-18	8-48
		Light Foot	Unprotected					5				
	Any date	Medium Foot	Protected	Poor	Undrilled	Bow	-	4	6-8		8-32	
		Light Foot	Unprotected					3			0-8	

Optional Troops												
Tiger guards, *huben*	Only before 770	Medium foot	Protected	Superior	Drilled		Swordsmen	9	6-8		0-8	
Spearmen and supporting archers	Any date	Medium Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	1/2	6-8	0-18	0-18
						Bow	-	7	1/2			
		Medium Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	2/3	6-9		
		Light Foot	Unprotected			Bow	-	5	1/3			
	Only from 700	Medium Foot	Armoured	Average	Drilled	-	Offensive Spearmen	8	1/2	6-8	0-9	
						Bow	-	9	1/2			
		Medium Foot	Armoured	Average	Drilled	-	Offensive Spearmen	8	2/3	6-9		
		Light Foot	Protected			Bow	-	6	1/3			
Convicts, prisoners of war		Mob	Unprotected	Poor	Undrilled	-	-	2	10-12		0-24	
Tribal allies	Only from 700	Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	8-10		0-20	
Allies												
Shang Chinese allies (Only before 1034)												
Di, Rong or Yi allies – Early Northern barbarians (Only before 622)												

Early Zhou 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					
Core Troops												
Chariots	Any date	Heavy Chariots	-	Superior	Undrilled	Bow	-	22	3-4		3-8	
Dagger-axe men and supporting archers	Any Date	Medium Foot	Protected	Average	Drilled	-	Swordsmen	7	1/2	6-8	0-12	8-24
						Bow	-	7	1/2			
		Medium Foot	Protected	Average	Drilled	-	Swordsmen	7	2/3	6-9		
		Light Foot	Unprotected			Bow	-	5	1/3			
	Only from 700	Medium Foot	Armoured	Average	Drilled	-	Heavy Weapon	10	1/2	6-8	0-12	
		Medium Foot	Armoured			Bow	-	9	1/2			
				Average	Drilled	-	Heavy Weapon	10	2/3	6-9		
		Light Foot	Protected			Bow	-	6	1/3			
		Medium Foot	Protected	Average	Drilled	-	Heavy Weapon	8	1/2	6-8	0-12	
						Bow	-	7	1/2			
		Medium Foot	Protected	Average	Drilled	-	Heavy Weapon	8	2/3	6-9		
		Light Foot	Unprotected			Bow	-	5	1/3			
Detached archers	Any date	Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8		0-8	0-16
		Light Foot	Unprotected					5				
	Any date	Medium Foot	Protected	Poor	Undrilled	Bow	-	4	6-8		0-12	
		Light Foot	Unprotected					3			0-6	

Neo-Hittite and Aramaean

Following the collapse of the Hittite Empire, a number of so-called Neo-Hittite (Syro-Hittite) kingdoms arose in southern Anatolia and northern Syria. In the northern group - including Carchemish, Milid, Tabal, Kummuhu, Hilakku, Quwê & Gurgum - Hittite rulers remained in power. In the southern group - including Unqi, Sam'al, Bit-Adini, Bit-Bahiani, Bit Agusi, Napigu, Hatarikka-Luhuti and Hama - Aramaean rulers came to power around 1000 BC. Aleppo and Damascus were major cities under Aramaean control.

Hadadezer of Damascus and King Ahab of Israel, together with other Aramaean and Neo-Hittite allies, fought the army of the Assyrian King Shalmaneser III at Qarqar in 853. Though Shalmaneser claims to have won, his advance was halted for the time being.

Nevertheless, the Neo-Hittite and Aramaean kingdoms were gradually conquered by the expanding Assyrian Empire. Carchemish and Milid survived until conquered by Sargon II of Assyria in the late 8th century BC.

This list covers the Neo-Hittite and Aramaean kingdoms of southern Anatolia and Syria from 1100 to 700 BC.

Troop Notes

During the 9th and 8th centuries BC Neo-Hittite chariots changed from 2 crew to 4 crew. The number of horses probably changed from 2 to 4 at the same time.

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 in chariots.
- A Neo-Hittite or Aramaean ally commander's contingent must conform to the Neo-Hittite or Aramaean allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- The main army (excluding allied contingents) cannot include more than 16 chariot bases (excluding commanders).

Neo-Hittite and Aramaean											
Territory Types: Agricultural, Developed, Hilly											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander/Troop Commander						40/30		0-2	
Neo-Hittite or Aramaean 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											
Chariots	Any date	Light Chariots	-	Superior	Drilled	Bow	-	19	4-6	0-24	8-24
	Only from 890	Heavy Chariots	-	Superior	Drilled	Bow	-	24	3-4	4-16	
Guard spearmen		Heavy Foot	Protected	Superior	Drilled	-	Light Spear Swordsmen	10	4-8	0-8	
Other regular spearmen		Medium Foot		Average				7	6-8	0-16	
Aramaean spearmen	Only from 1000 BC	Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-10	6-40	12-64
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	6-24
		Medium Foot				Bow	-		6-8	6-24	
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-16	
Optional Troops											
Camelry		Camelry or Light Camelry	Unprotected	Average	Undrilled	Bow	-	10	4	0-4	
Cavalry	Only from 890	Cavalry	Protected	Average	Drilled	-	Light Spear Swordsmen	10	1/2	4-6	0-8
		Cavalry	Protected	Average	Drilled	Bow	Swordsmen	12	1/2		
Allies											
Israelite allies (Only from 890) – Later Hebrew											
Phoenician allies (Only from 890)											

Neo-Hittite or Aramaean 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	Any date	Light Chariots	-	Superior	Drilled	Bow	-	19	4-6	4-8
	Only from 890	Heavy Chariots	-	Superior	Drilled	Bow	-	24	3-4	
Regular spearmen		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8	0-16
Aramaean spearmen	Only from 1000 BC	Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	5	6-10	6-24
Archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	4-6	0-6

Lydian or Lycian

This list covers the armies of the Lydian empire in western Asia Minor from the early 7th century BC until 546 BC when it was conquered by the Persians. Lydia was wealthy due to extensive gold deposits, and has been credited with the invention of coinage. The phrase “as rich as Croesus” refers to the last King of Lydia.

It also covers the kingdom of Lycia, from the establishment their Kingdom in the middle 7th century BC until their incorporation into the Achaemenid Empire in 546 BC. After the Persian defeat by the Greeks in 468 BC Lycia joined the Athenian league. They left the Athenian league in 365 BC and remained semi-independent until incorporated into the Macedonian Empire after Alexander the Great destroyed the Persians in 334 BC.

Troop Notes

Lydian heavy cavalry were armed with thrusting spears and had a sufficiently high reputation that the Persians, whose own cavalry were renowned for their quality and numbers, resorted to using camels to disrupt them.

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 or chariots.
- Lydian heavy cavalry can always dismount if the enemy has camelry.
- After 546BC Lydians cannot be used, and Lycians only as allies to the Achaemenid Persians

Lydian or Lycian											
Territory Types: 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											
Lydian or Lycian heavy cavalry		Cavalry	Armoured	Superior	Drilled	-	Light Spear Swordsmen	18	4-6	Lydian 6-24, Lycian 4-12	
					Undrilled			17			
			Protected		Drilled			14			
					Undrilled			13			
Paphlagonian or Phrygian light horse	Lydian only	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	4-8	
Phrygian, Mysian, Thracian or similar foot with short spears or javelins		Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	8-24	8-32
		Light Foot	Unprotected			Javelins	Light Spear		6-8	0-8	
Lycian hoplites	Lycian only	Heavy Foot	Armoured	Average	Drilled	-	Offensive Spearmen	10	6-8	16-48	
Lydian, Ionian or Karian mercenary hoplites	Lydian only	Heavy Foot	Armoured		Undrilled			9		8-32	
			Protected					7			
Lycian marines	only from 545 BC	Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8	6-16	
				Poor				4			
Optional Troops											
Chariots	Lydian only	Light chariots	-	Superior	Undrilled	-	Light Spear	16	4-6	0-8	
Skythian mercenaries		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4	0-4	
		Cavalry									
Thracian “swordsmen”		Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	4-8	0-8	
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-8	
Special Campaigns											
Only in 546 BC											
Lydian foot recently upgraded to hoplites		Heavy Foot	Protected	Poor	Undrilled	-	Offensive Spearmen	5	6-8	0-24	

Lydian or Lycian 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			
Lydian or Lycian heavy cavalry		Cavalry	Armoured	Superior	Drilled	-	Light Spear Swordsmen	18	4-6	Lydian 4-8, Lycian 0-4
					Undrilled			17		
			Protected		Drilled			14		
					Undrilled			13		
Paphlagonian or Phrygian light horse	Lydian only	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-4
Phrygian, Mysian, Thracian or similar foot with short spears or javelins		Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	0-6
		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6	0-6
Lycian hoplites	Lycian only	Heavy Foot	Armoured	Average	Drilled	-	Offensive Spearmen	10	6-8	8-16
Lydian, Ionian or Karian mercenary hoplites	Lydian only	Heavy Foot	Armoured		Undrilled			9		6-12
			Protected					7		
Lycian marines	only from 545 BC	Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8	0-8
				Poor				4		

Neo-Babylonian Empire

In 626, the Chaldaean Nabopolassar (Nabû-apal-usur), governor of the Sea-Land, rose in revolt against the Assyrian Empire. By the following year he was in control of Babylon. A desultory war ensued. In 615 the Medes, under Cyaxares (Uvaxštra), invaded the Assyrian heartland. Ashur fell to them in 614. An alliance between the Medes and the Babylonians was sealed by the marriage of Cyaxares's grand-daughter to Nabopolassar's son Nebuchadrezzar (Nabû-kudurri-uṣur) II. The Assyrians sought Egyptian help, but this did not arrive in time to prevent the Assyrian capital, Nineveh, falling to the allies in 612. The last major Assyrian centre, Harran, fell in 610. An attempt to recover it with Egyptian help in 609 failed.

Under Nebuchadrezzar II (605-562) the Egyptians were decisively defeated at the Battle of Carchemish (605), ending Egyptian attempts to regain control of Palestine and Syria. Nebuchadrezzar went on to conquer an empire including most of the territory of the former Assyrian Empire, excluding Egypt itself.

In 539 the Persians under Cyrus (Kūruš) II the Great invaded Babylonia. After winning a minor victory over the Babylonian army near Opis, the Persians were able to capture Babylon by a surprise attack by a detachment of their army while the two main armies continued to face each other off. The Babylonian King Nabonidus (Nabû-nā'id) (556-539) was captured when he left his army to return to Babylon, not realising it had been taken. His army then surrendered, so that Cyrus was able to enter Babylon peacefully shortly afterwards. The Persians then incorporated all the former territories of the Babylonian Empire into their own Empire.

This list covers Babylonian armies from 626 to 539 BC.

Troop Notes

It is clear from evidence relating to later periods that it was difficult to train troops to be equally adept with bow and spear. We therefore classify Babylonian cavalry armed with both as Bow*/Light Spear.

Some, at least, of the Babylonian foot archers were equipped with bow, spear and 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 in chariots.

Neo-Babylonian Empire										
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										
Chariots	Heavy Chariots	-	Superior	Drilled	Bow	-	24	3-4	4-12	
Guard cavalry	Cavalry	Armoured	Superior	Drilled	Bow*	Light Spear Swordsmen	20	4-6	0-8	4-12
Other cavalry	Cavalry	Protected	Average	Drilled	Bow*	Light Spear Swordsmen	12	4-6	4-8	
	Cavalry	Unprotected	Average	Drilled	-	Light Spear Swordsmen	9	1/2 4-6		
					Bow	Swordsmen	11	1/2		
	Cavalry	Unprotected	Average	Drilled	-	Light Spear Swordsmen	9	4-6		
Guard spearmen	Heavy Foot	Armoured	Superior	Drilled	-	Light Spear Swordsmen	13	4-8	0-12	
Archers	Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8	8-32	16-72
	Medium Foot	Protected	Average	Drilled	Bow	Light Spear	7	1/2 6-8		
					Bow	-	7	1/2		
	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	8-32	
	Light Foot								0-16	
	Medium Foot	Unprotected	Poor	Undrilled	Bow	-	3	6-8	0-8	
	Light Foot								0-8	
Optional Troops										
Skythian mercenaries	Cavalry or Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4	0-4	
Arab levy camelry	Camelry or Light Camelry	Unprotected	Poor	Undrilled	Bow	-	10	4-6	0-12	
Greek mercenary hoplites	Heavy Foot	Armoured	Average	Drilled	-	Offensive spearmen	10	4	0-8	
Other levies	Mob	Unprotected	Poor	Undrilled	-	-	2	8-12	0-12	
Allies										
Median allies (Only before 550 BC).										

Neo-Babylonian Empire 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	Heavy Chariots	-	Superior	Drilled	Bow	-	24	3-4		0-6
Guard cavalry	Cavalry	Armoured	Superior	Drilled	Bow*	Light Spear Swordsmen	20	4-6		0-6
Other cavalry	Cavalry	Protected	Average	Drilled	Bow*	Light Spear Swordsmen	12	4-6		
	Cavalry	Unprotected	Average	Drilled	-	Light Spear Swordsmen	9	1/2	4-6	
						Swordsmen	11	1/2		
	Cavalry	Unprotected	Average	Drilled	-	Light Spear Swordsmen	9	4-6		
Archers	Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8		8-16	8-24
	Medium Foot	Protected	Average	Drilled	Bow	Light Spear	7	1/2	6-8	
					Bow	-	7	1/2		
	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		0-6
	Light Foot									
	Medium Foot	Unprotected	Poor	Undrilled	Bow	-	3	6-8		0-8
	Light Foot									

Ko Choson Korean

The first Korean king is traditionally credited as ruling from as early as 2333 BC, and his descendants reigned in Choson, the "Land of Morning Calm". The Ko Choson list begins with the introduction of iron weapons circa 400 BC and includes the Weiman-Choson era from 200 BC as well.

King Kijan established a military organization for the Korean Army and made Ko Choson one of the dominant powers in Korea. Its main enemies included nomadic tribes from Manchuria and roving bands of exiles who had been followers of a general who had been defeated in an attempt to gain control of China. Rule by King Kijan's family would be replaced by Weiman who led a remnant of the Yen faction into China. The Weiman-Choson rule ended when the Han Empire conquered Korea in 108 BC and establish four main commanderies to rule the region.

This list covers Korean armies from 400 BC until 108 BC.

Troop Notes

Bladesmen are armed with swords, axes or axe-spears (crude halberds). As in later times, shields were not common among foot troops, so we assume that they were not used in these very early 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 noble cavalry or in chariots.

Ko Choson Korean												
Territory Types: : Mountain, 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												
Noble chariotry		Heavy Chariots	-	Superior	Undrilled	Bow	-	24	3-4		0-6	4-12
Noble cavalry	Only from 200 BC	Cavalry	Protected	Superior	Undrilled	Bow	Swordsmen	15	4-6		4-12	
Support cavalry		Cavalry	Unprotected	Average	Undrilled	Bow	-	8	4-6		4-8	4-12
		Light Horse							4-6		4-8	
Spearmen and archers		Heavy Foot	Unprotected	Average	Undrilled	-	Defensive Spearmen	5	1/2	8-10	16-80	
		Medium Foot				Bow	-		1/2			
Skirmishers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		6-8	
Bladesmen		Medium Foot	Protected	Average	Undrilled	-	Swordsmen	6	6-8		6-24	
Optional Troops												
Mercenary nomads		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	7	6-8		0-8	
		Light Horse										
Scouts		Light Foot	Unprotected	Poor	Undrilled	Javelins	Light Spear	3	6-8		0-8	
Peasant levy		Mob	Unprotected	Poor	Undrilled	-	-	2	8-12		0-16	
Allies												
Manchurian Nomad Allies – See List Book 1: Early Eastern Steppe Horse Cultures												

Ko Choson Korean												
Allied Commander		Inspired Commander/Field Commander/Troop Commander						80/50/35			1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Noble chariotry		Heavy Chariots	-	Superior	Undrilled	Bow	-	24	3-4		0-3	0-6
Noble cavalry	Only from 200 BC	Cavalry	Protected	Superior	Undrilled	Bow	Swordsmen	15	4-6		4-6	
Support cavalry		Cavalry	Unprotected	Average	Undrilled	Bow	-	8	4-6		0-6	
		Light Horse										
Spearmen and archers		Heavy Foot	Unprotected	Average	Undrilled	-	Defensive Spearmen	5	1/2	8-10	8-30	
		Medium Foot				Bow	-		1/2			
Skirmishers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		6-8	0-12
Bladesmen		Medium Foot	Protected	Average	Undrilled	-	Swordsmen	6	6-8		6-8	

Hellenistic Greek

This list covers mainland Greek armies from 279 BC until Greece was incorporated as a Roman province in 146 BC.

Troop Notes

During this period some hoplites were replaced by thureophoroi and some by pikemen.

Thureophoroi carried a large oval shield (thureos), probably copied from the Galatians, and usually wore a helmet but no body armour or greaves. They thus appear to have been a development of the Iphikratean hoplite. When fighting in the main battle line, they used a long thrusting spear, with a sword as secondary weapon. Sometimes they operated as euzonoi, substituting javelins for their spears and deploying as skirmishers. Some thureophoroi wore chain mail body armour and were called thorakitai.

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 light horse if Aitolian, otherwise as cavalry.
- Minima marked * apply only if C-in-C is of that origin.
- Whether Athens or Elis continued to field hoplites is uncertain. The minimum marked ** therefore only applies if the C-in-C is Boiotian.
- Unless the C-in-C is of the same origin, troops only permitted to a certain origin can only be fielded under the command of an ally general of that origin. An ally general's contingent must conform to the Hellenistic Greek allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- Spartans from 227 BC to 222 BC cannot have more than 24 pikemen.
- Thureophoroi and thorakitai can be graded as Medium Foot or Heavy Foot, but all of both types must be graded the same.

Hellenistic Greek											
Territory Types: Agricultural, Developed, Hilly, Mountains											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander/Troop Commander						40/30		0-2	
Greek 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											
Armoured cavalry	Any	Cavalry	Armoured	Average	Drilled	-	Light Spear Swordsmen	13	4-6	4-8	
					Undrilled			12			
	Only Achaians from 208 or Athenians	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6		
				Average				13			
Light cavalry		Light Horse	Unprotected	Average	Drilled / Undrilled	Javelins	Light Spear	7	4-6	0-6	
Thureophoroi		All Medium Foot or all Heavy Foot	Protected	Average	Drilled	-	Offensive spearmen	8	6-8	8-80	
Hoplites	Only Boiotians before 270 BC, Athenians or Eleians	Heavy Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	**16-48	
					Drilled			8			
	Only Spartans before 227 BC	Heavy Foot	Protected	Superior	Drilled	-	Offensive Spearmen	10	6-8	*6-16	
	Only Spartans before 221 BC	Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	*8-32	
Pikemen	Only Boiotians from 245 BC, Achaians from 208 BC or Spartans from 227 BC	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	*16-48	
Javelinmen	Only Aitolians	Medium Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	*24-120	
		Light Foot								0-12	
Archers		Light Foot	Unprotected	Average	Drilled / Undrilled	Bow	-	5	6-8	0-8	6-12
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-8	
Optional Troops											
Euzonoi		Light Foot	Protected	Average	Drilled	Javelins	Light Spear	5	6-8	0-12	
Thorakitai	Only Achaians	All Medium Foot or all Heavy Foot	Armoured	Average	Drilled	-	Offensive spearmen	10	6-8	0-12	
Illyrians	Only Achaians	Medium Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	4-6	0-12	
Bolt-shooters		Heavy Artillery	-	Average	Drilled	Heavy Artillery	-	20	2	0-2	

Special Campaigns									
Only Eleians in 207									
Roman allies – Early and Mid-Republican Roman									
Only Achaians in 146									
Freed slaves	Heavy Foot	Protected	Poor	Drilled	-	Pikemen	4	8-12	0-24

Hellenistic Greek Allies										
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			
Armoured cavalry	Any	Cavalry	Armoured	Average	Drilled	-	Light Spear, Swordsmen	13	4	0-4
					Undrilled			12		
	Only Achaians from 208 BC or Athenians	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4	
				Average				13		
Light cavalry		Light Horse	Unprotected	Average	Drilled	Javelins	Light Spear	7	4	0-4
					Undrilled					
Thureophoroi		All Medium Foot or all Heavy Foot	Protected	Average	Drilled	-	Offensive spearmen	8	6-8	6-24
Hoplites	Only Boiotians before 270 BC, Athenians or Eleians	Heavy Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	**6-16
					Drilled			8		
	Only Spartans before 227 BC	Heavy Foot	Protected	Superior	Drilled	-	Offensive Spearmen	10	6-8	0-6
	Only Spartans before 221 BC	Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	*6-12
Pikemen	Only Boiotians from 245 BC, Achaians from 208 BC or Spartans from 227 BC	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	*8-16
Javelinmen	Only Aitolians	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	*8-24
	Others									0-8
Archers		Light Foot	Unprotected	Average	Drilled	Bow	-	5	4	0-4
					Undrilled					
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	4	

Indo-Greek

Circa 180 BC, The Graeco-Bactrian King Demetrios invaded India, which was in some disarray following the fall of the Mauryan Empire. By 175 BC the Indo-Greek kingdom had been established. Soon after this, the overthrow of the Eythydemid dynasty in Bactria led to the Bactrian and Indian sections of the kingdom splitting apart.
Under King Menander I, who ruled from circa 155 BC to 130 BC, the Indo-Greek kingdom was greatly expanded, covering much of north-west and northern India. Thereafter, there were at least two separate Indo-Greek kingdoms, in the east and west of the Greek ruled territories. The Yue-chi took over most of the western kingdom circa 70 BC.
The last Indo-Greek king, Strato II, ruled in the eastern Punjab until overthrown by the Indo-Skythians circa 10 AD.

This list covers the armies of the Greek kingdoms in India from the invasion of India by Demetrios in 80 BC, until the fall of the last kingdom in 10 AD.

Troop Notes

Classification of the Greek cavalry is based on coins of Hermaios showing Greek cavalrymen armed with bow and spear. We assume that they were not specialist horse archers.

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 Greek cavalry.

Indo-Greek									
Territory Types: Agricultural, Hilly, Woodlands, Tropical									
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									
Greek cavalry	Cavalry	Armoured	Superior	Drilled	Bow*	Light Spear Swordsmen	20	4-6	0-8
			Average				15		
Indian cavalry	Cavalry	Protected	Average	Undrilled	-	Light Spear	7	4-6	4-8
		Unprotected	Average				6		
			Poor				4		
Phalanx	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	8-24
Indian archers	Medium Foot	Unprotected	Average	Undrilled	Bow	Swordsmen	6	8-10	8-60
			Poor				4		
Indian javelinmen	Medium Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	6	6-8	6-16
			Poor				4		
Optional Troops									
Elephants	Elephants	-	Average	Undrilled	-	-	25	2	0-4
Thureophoroi	Heavy Foot	Protected	Average	Drilled	-	Offensive spearmen	8	6-8	0-8
	Medium Foot								
Euzonoi	Light Foot	Protected	Average	Drilled	Javelins	Light Spear	5	6-8	
Saka cavalry	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-6
	Light Horse								
Mountain Indian cavalry	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-6
Mountain Indian spearmen	Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	0-16
Mountain Indian archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-16
	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5		
Cretans	Light Foot	Unprotected	Superior	Drilled	Bow	-	6	4-6	0-6
Fortified camp							24		0-1
Allies									
Indian allies – Classical Indian									
Saka allies – Kimmerian, Skythian or Saka									

Indo-Greek									
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									
Greek cavalry	Cavalry	Armoured	Superior	Drilled	Bow*	Light Spear Swordsmen	20	4	0-4
			Average				15		
Indian cavalry	Cavalry	Protected	Average	Undrilled	-	Light Spear	7	4	0-4
		Unprotected	Average				6		
			Poor				4		
Phalanx	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	0-12
Indian archers	Medium Foot	Unprotected	Average	Undrilled	Bow	Swordsmen	6	8-10	8-20
			Poor				4		
Indian javelinmen	Medium Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	6	6-8	0-8
			Poor				4		

Three Kingdoms Korean

This list covers Korean armies of the Three Kingdoms period.

Goguryeo

Goguryeo was the strongest and richest of the original Korean kingdoms. As the most northerly of the kingdoms, it had an extensive border with both China and Manchuria, and suffered numerous invasions by the dominant powers from those regions. It was able to hire numerous nomadic tribes as mercenaries or enlist entire tribes as allies. The use of entire nomadic tribes as allies occurred mainly before 400 AD. Mercenaries were used throughout the era.

The successor state of Lesser Goguryeo, also called Later Goguryeo, was founded by exile nobles and supported by the Tang Chinese. This successor kingdom lasted from 698 until 733. An even later Neo- Goguryeo was founded in 901 and became Koryo. Its armies can be found in the Koryo list.

The list covers Koguryo armies from 37 BC to 668 AD and Lesser Koguryo armies from 698 to 733.

Silla

Silla evolved from a walled town called Saro, remaining a small city-state until the reign of King Naemul in 356 AD. He was credited as the ruler who first consolidated Silla as a large confederated kingdom. This kingdom grew out of a confederation of twelve Chin-Han or Jinhan walled towns located south of the Han River in the eastern region of the peninsula.

Silla was initially disorganized and was dominated by Baekje and Goguryeo. Through adept diplomacy and alliances, it was able to maintain a stalemate with the other Korean kingdoms. After 670 AD a period known as Unified Silla existed. Unified Silla fought numerous battles against Tang China, peasant revolts and disaffected nobles from the defeated regions of Goguryeo and Baekje. Unified Silla was eventually defeated by Koryo in 935 AD.

The list covers Shilla armies from 57 BC to 935 AD.

Baekje

Located in the south-western section of the peninsula, Baekje was formed by four distinct groups of people. These included the Puyo nobility who had migrated south from Buyeo, local tribes from Ma-Han, Chinese who remained after the downfall of the Han commanderies of Nang-rang and Dae-bang, and Japanese immigrants.

In the early years they often fought the commanderies and the Silla, but their main enemy was considered Goguryeo. Because of this, at different times they maintained alliances with both the Silla and Japan. Baekje's height of power in the 300s AD was marked by an independent twenty-year campaign in Japan. As late as 890, a Later- Baekje (Neo-Baekje) faction was formed by Baekje families in southwest Korea but was soon crushed.

The list covers Baekje armies from 18 BC to 660 AD.

Gaya Confederacy

Gaya was a confederacy that never managed to form a unified state. It often acted as a balance among the other kingdoms. There is some evidence that it was temporarily dominated by the Japanese for a short period of time.

Gaya had a very small warrior class with fewer full time foot soldiers. Noble families and their factions were dominant only in a particular town. They were allied at various times with the Baekje, Silla and Japanese.

This list covers Gaya armies from 40 AD to 560 AD.

Troop Notes

Guards battle groups represent a combination of clan nobles and professional warriors loyal to a particular commander. Korean heavy cavalry charged with lance. Although they carried bows, they did not make much use of them while mounted. "Spearmen" used a mixture of conventional spears, halberds similar to the Chinese *ji,* and trident headed tri-spears. We classify the mixture as either Heavy Weapon or Pole Arms. They did not carry shields but provincial "spearmen" and archers wore armour under their outer garments, so deserve the classification of '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 be depicted as guard or nobles.
- Guard cavalry must all be classified the same.
- If used, the number of battle groups of nobles and retainers must be equal.
- The total number of bases of provincial "spearmen" in the army cannot exceed the total number of provincial "archers".
- Provincial mixed battle groups must be half "spearmen", and half "archers".
- Up to half the bases of "spearmen" can be fielded as Polearms, with all others fielded as 'Heavy Weapon'.
- Up to half the bases of medium foot "archers" can be armed with crossbow. All others are armed with bow.
- The total number of bases of Medium Foot crossbowmen in the army cannot exceed the number of bases of Medium Foot bowmen.
- Apart from up to 2 Gayan allied contingents in a Gayan army, only one allied contingent can be used.

Only Silla

- Minima marked * only applies from 400AD
- ** Before 400AD at least 2 battle groups marked levy must be used.

Only Paekje

- Minima marked * only applies from 400AD

Only Gaya

- Minima marked * only applies from 400AD
- The army can include up to two Gayan allied contingents. These must conform to the Three Kingdoms allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.

Three Kingdoms Korean											
Territory Types: Developed, Hilly, Woodlands. All except Koguryo: 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		
Gayan allied-commanders		Field commander/Troop commander						30/20	0-2 Only if Gaya		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Guard cavalry	Any	Cavalry	Armoured	Superior	Drilled	-	Lance, Swordsmen	17	4-6	*4-8	*4-12
	Goguryeo from 300AD others from 400AD	Cataphracts	Heavily Armoured	Superior	Drilled	-	Lance Swordsmen	20	4-6	*4-12	
Regular cavalry	Goguryeo at any date or Shilla from 600AD	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	17	4-6	0-6	*4-24
		Cavalry	Armoured	Average	Drilled	-	Lancers, Swordsmen	13	4-6	*4-12	
			Protected					10			
Nomad mercenary cavalry	Only Shilla or Goguryeo	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8	
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6		
			Protected					11			
Paekche or Koguryo exiles	Only Shilla from 670	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	16	4-6	0-8	
Separately deployed provincial "spearmen"		Medium Foot	Protected	Average	Drilled	-	Pole Arms	8	6-8	6-36	
							Heavy Weapon				
Provincial mixed battle groups	Provincial "spearmen"	Medium Foot	Protected	Average	Drilled	-	Pole Arms	8	1/2 6-8		
							Heavy Weapon				
	Provincial 'archers'	Medium Foot				Bow	-	7	1/2 6-8	6-36	
						Crossbow					
Separately deployed provincial 'archers'		Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8		
						Crossbow					
** Mixed battle groups of Levy		Medium Foot	Unprotected	Poor	Undrilled	-	Defensive Spearmen	3	1/2 8-10	10-40	
						Bow	-		1/2		
Optional Troops											
Horse archers		Light Horse	Unprotected	Average	Drilled	Bow	-	8	4-6	0-8	
Nobles	Before 400AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	16	4-6	0-4	
	From 400AD									0-8	
Retainers	Before 400AD	Cavalry	Protected	Average	Undrilled	-	Light Spear, Swordsmen	9	4-6	0-4	
	From 400AD									0-8	
Provincial skirmishing archers		Light Foot	Unprotected	Average	Drilled	Bow	-	5	6-8	0-12	0-16
Foot nomads	Only Goguryeo	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		0-12	

Allies
Only Silla
gaya allies (Only before 550) – Three Kingdoms Korean
Goguryeo or Baekje allies (Only from 350 to 660) – Three Kingdoms Korean
Tang Chinese Allies (Only from 660 to 670) – Western Wei to Early Tang Chinese
Only Goguryeo
Japanese Allies (Only from 660) – Kofun-Nara Japanese
Gaya, Baekje or Silla allies (Only before 550) – Three Kingdoms Korean
Tang Chinese allies (Only from 700) – Western Wei to Early Tang Chinese
Manchurian Nomad allies (Only before 400) – Early Horse Nomad
Only Baekje
Gaya allies – Three Kingdoms Korean
Goguryeo or Silla Allies (Only from 375) – Three Kingdoms Korean
Japanese Allies (Only from 375) - Kofun-Nara Japanese
Only Gaya
Gaya allies – Three Kingdoms Korean (Up to 2 contingents)
Japanese Allies (Only from 375) - Kofun-Nara Japanese
Baekje allies – Three Kingdoms Korean
Silla Allies (Only from 375) – Three Kingdoms Korean

Three Kingdoms Korean Allies

Ally commander		Field Commander/Troop Commander						30/20	1			
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Troop name**		**Troop Type**	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Guard cavalry	Any	Cavalry	Armoured	Superior	Drilled	-	Lance, Swordsmen	17	4-6		0-4	0-6
	Goguryeo from 300AD others from 400AD	Cataphracts	Heavily Armoured	Superior	Drilled	-	Lance Swordsmen	20	4-6		0-6	
Regular cavalry	Goguryeo at any date or Shilla from 600AD	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	17	4-6		0-4	0-12
		Cavalry	Armoured	Average	Drilled	-	Lancers, Swordsmen	13	4-6		0-8	
			Protected					10				
Nomad mercenary cavalry	Only Shilla or Goguryeo	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6		0-4	
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6			
			Protected					11				
Paekche or Koguryo exiles	Only Shilla from 670	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	16	4-6		0-4	
Separately deployed provincial “spearmen”		Medium Foot	Protected	Average	Drilled	-	Pole Arms	8	6-8		4-16	
							Heavy Weapon					
Provincial mixed battle groups	Provincial “spearmen”	Medium Foot	Protected	Average	Drilled	-	Pole Arms	8	1/2	6-8		
							Heavy Weapon					
	Provincial ‘archers’	Medium Foot				Bow	-	7	1/2		4-16	
						Crossbow						
Separately deployed provincial ‘archers’		Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8			
						Crossbow						

Appendix 1 – Allied Lists

Bruttian or Lucanian 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			
Cavalry	Cavalry	Protected	Average	Undrilled	-	Light Spear Swordsmen	9	4	0-4
Javelinmen	Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8	6-24
Skirmishers	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6-8	0-8

Early Northern Barbarian 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	Before 1050 BC	Light Chariots	-	Superior	Drilled	Bow	-	19	4-6	0-4
	From 1125 BC	Heavy Chariots	-	Superior	Drilled	Bow	-	24	3-4	
Warriors with dagger-axe or sword	Any Date	Medium Foot	Protected	Average	Undrilled	-	Swordsmen	6	6-8	8-24
	Only from 7000 BC					-	Impact Foot Swordsmen	7	6-8	
Archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-16
		Light Foot							6-8	

Mannaean 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	-	Light Spear	6	4	0-4
		Protected					7		
Spearmen	Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	6-24
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-16

Phoenician 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			
Chariots	Before 800	Light Chariots	-	Superior	Drilled	Bow	-	19	4	0-4
	From 800	Heavy Chariots	-	Superior	Drilled	Bow	-	24	3-4	
						-	Light Spear	22		
Spearmen		Medium Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	6-16
							Light Spear Swordsmen	6		
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12
Slingers						Sling	-	4		
Javelinmen						Javelins	Light Spear	5		

Shang Chinese 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				
Nobles	Only before 1300	Medium Foot	Protected	Superior	Drilled	Bow	Swordsmen	10	4-6	0-6	
					Undrilled			9			
	Only from 1300	Light chariot	-	Superior	Undrilled	Bow	-	17	4-6		
Dagger-axe men		Medium Foot	Protected	Average	Drilled	-	Swordsmen	7	6-8	6-16	6-24
Archers		Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8	0-8	
			Unprotected					6			
Skirmishing archers		Light Foot	Unprotected	Poor	Undrilled	Bow	-	3	4-6	0-6	
		Light Foot	Unprotected	Average	Drilled	Bow	-	5	4-6		
Spearmen		Medium Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	0-8	
Armed slaves	Only from 1300	Mob	-	Poor	Undrilled	-	-	2	10-12	0-12	