

WAR & CONQUEST

DARK AGES



WACForum
ARMIES

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

No	ARMIES OF THE DARK AGES
III/1	Early Slav (476AD - 1218AD)
III/2	Early Lombard (489AD - 584AD)
III/3	Italian Ostrogothic (493AD - 561AD)
III/4	Early Byzantine (493AD - 578AD)
III/5	Middle Frankish (496AD - 639AD)
III/6	Emishi (500AD - 1100AD)
III/7	Pre-Samurai Japanese (500AD - 900AD)
III/8	Central Asian City-States (500AD - 1000AD)
III/9	Burmese (500AD - 1500AD)
III/10	Hindu Indian (545AD - 1500AD)
III/11	Central Asian Turkish (550AD - 1330AD)
III/12	Christian Nubian (550AD - 1500AD)
III/13	Avar (553AD - 826AD)
III/14	Early Bulgar (559AD - 1018AD)
III/15	Tibetan (560AD - 1065AD)
III/16	Khazar (568AD - 1083AD)
III/17	Maurikian Byzantine (575AD - 650AD)
III/18	Breton (580AD - 1072AD)
III/19	Welsh (580AD - 1420AD)
III/20	Sui and Early Tang Chinese (581AD - 755AD)
III/21	Italian Lombard (584AD - 1076AD)
III/22	Maya (600AD - 1500AD)
III/23	Khmer and Cham (605AD - 1400AD)
III/24	Middle Anglo-Saxon (617AD - 1014AD) V1
III/25	Arab Conquest (622AD - 660AD)
III/26	Early Serbian (627 -1089AD) or Croatian (627 - 1180AD)
III/27	Rshuni Armenian (639AD - 717AD)
III/28	Carolingian Frankish (639AD - 888AD)
III/29	Thematic Byzantine (650AD - 963AD) V1
III/30	Magyar (650AD - 997AD)
III/31	Umayyad Arab (661AD - 750AD)
III/32	Volga Bulgar (675AD - 1237AD)
III/33	Early Muslim North Africa and Sicily (696AD - 1160AD)
III/34	Andalusian (710AD - 1172AD)
III/35	Feudal Spanish (718AD - 1340AD)
III/36	Nan-Chao (728AD - 1253AD)
III/37	Abbasid Arab (747AD - 945AD)
III/38	Arab Indian (751AD - 1206AD)
III/39	Late T'ang and Five Dynasties Chinese (755AD - 979AD)
III/40	Norse Viking and Leidang (790AD - 1280AD)
III/41	Dog Peoples and Pueblo Cultures (800AD - 1500AD)
III/42	Sha-T'o Turkish (808AD - 951AD)
III/43	Khurasanian (821AD - 1003AD)
III/44	Tribal Mongolian (840-1218 AD)
III/45	Pre-Feudal Scots (846AD - 1124AD)
III/46	Norse Irish (846AD - 1300AD)
III/47	Pecheneg (850AD - 1122AD)
III/48	Rus (860AD - 1054AD)
III/49	Tulunid or Iqshidid Egyptian (868AD - 969AD)
III/50	Bagratid Armenian (885AD - 1045AD)
III/51	West Frankish or Norman (888AD - 1072AD) V1
III/52	East Frankish (888AD - 1106AD)
III/53	Dynastic Bedouin (890AD - 1150AD)
III/54	Early Samurai (900AD - 1300AD)
III/55	Khitan-Liao (907AD - 1125AD)
III/56	Koryo Dynasty Korean (918AD - 1392AD)
III/57	Buyid or other Dailami Dynasties (927AD - 1090AD)
III/58	Toltec (930AD - 1168AD)
III/59	Medieval Vietnamese (939AD - 1500AD)
III/60	Dynastic Kurdish (950AD - 1085AD)
III/61	Sung Chinese (960AD - 1279AD)
III/62	Early Polish (960AD - 1335AD)
III/63	Ghaznavid (962AD - 1186)
III/64	Nikephorian Byzantine (963AD - 1042AD)
III/65	Fatimid Egyptian (969AD - 1171AD)
III/66	Hsi-Hsia (982AD - 1227AD)
III/67	Early Hungarian (997AD - 1245AD)
III/68	West Sudanese (1000AD - 1500AD)
III/69	Tuareg (1000AD - 1500AD)
III/70	Georgian (1008AD - 1500AD)
III/71	Anglo-Danish (1014AD - 1075AD)
III/72	Communal Italian (1029AD - 1320AD)

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

No	ARMIES OF THE DARK AGES
III/73	Seljuq Turk (1037AD - 1276AD)
III/74	Fanatic Berber (1039AD - 1500AD)
III/75	Konstantinian Byzantine (1042AD - 1071AD)
III/76	Papal Italian (1049AD - 1320AD)
III/77	Scots Isles and Highlands (1050AD - 1493AD)
III/78	Early Russian (1054AD - 1246AD)
III/79	Cuman (Kipchak) (1054AD - 1394AD)

Blue marked lists are officially published by Rob Broom, with version at the end.

Those amazing cover painting is from Guiseppe Rava. Many thanks for let us use it.
You can find it and more here :

<http://myworld.ebay.com/g.ravahistoricalprints> or <http://www.g-rava.it/>

The army-numbers and -names and unit names of the generic lists are taken from the DBM Army Books.

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

SPECIAL RULES

CATAPHRACT ARMOUR

Gives an armour value of 4, including the mount bonus.

CATAPHRACTS

May count a rank bonus of up to 2 towards the combat result.

COMMUNICATIONS

The Egyptians, like other ancient armies used some command and control systems. They may pool all their Strategy Intervention Points for 50 points. Should they do this, any personality that may take SIPs may use them, even if they took none to begin with. All armies within that collection are allowed to do so, if they aren't official ones that are not able to pool the SIP.

HEAVY MACE

Hand weapon with Armour Piercing: 1.

LIGHT BOLT THROWER

	CA	SA	KA	S	L	Mo	Pts
Thrower&Crew	3	3	3	2	3	7	36

Equipment: Hand weapon. 2 men crew.

Durability 8, Armour value 1.

Shot: Range 36", KA4/-1 per rank, no save, D3 wounds per hit

RIDING HORSES OR CAMELS

Up to 8" with horses or 6" with camels a unit can move prior the battle after deployment.

STAMPEDING ANIMALS (200pts)

Some armies sent herds of stampeding animals (e.g. camels, cattle) against their foes. Such a herd is a group of animals based on individual or group bases, which will be deployed and move within up to 6"x6". For a stampeding herd the player declare a direction before the game starts, but after deployment. Beginning in round one the herd move 2D6" each turn exactly in that direction, like a stampeding elephant. Starting with round two the player roll additionally to the 2D6" for the distance another d6. On a 2-5 the stampede continues in exactly the same direction. On a 1 the stampede ends and the animals remain stationary until the battle ends. On a 6 roll the scatter template for the random direction the stampede goes on.

All units touched by a stampeding herd have to flee directly away from it.

SUPERIOR BATTLE STANDARD (50pts)

Some armies had a special army standard which can be fielded instead of the normal battle standard bearer for the same points if the size of the army is 3000 points or more. Such superior signs are based on a light chariot base (40x80mm), have a movement rate of 4" and cannot march or flee. Whenever they are attacked successfully they are automatically destroyed and the army has to make a panic test similar to the one in case of the generals death. As long as they are within 4" of the Army General his Zone Of Command get a bonus of 10" instead of 5".

UNMOTIVATED

Units not allowed to use SIP for.

WAGON LAAGER

	CA	SA	KA	S	L	Mo	Pts
Wagon&crew	3	3	3	6	6	8	60

Equipment: Six men crew armed with hand weapon, bow, throwing spears.

A wagon has a 40x80mm base. Durability 8, Armour value 4.

Up to 4 wagons per laager. Must be deployed first (within up to 2" between the wagons) and cannot move, count as cover. Crew cannot shoot twice.

WARHOUNDS

	CA	SA	KA	Mo	Pts
Packmaster	4	4	3	6	8
0-6 Warhound	4	-	3	3	5

Equipment: Packmaster may have javelins (+1) and light armour (+1). Any hits inflicted by missile weapons should be randomly divided between the packmaster and the hounds.

Special Rules: *Warband, Skirmishers*

WAR WAGON

	CA	SA	KA	S	L	Mo	Pts
Wagon&crew	3	3	3	6	6	8	120

Equipment: Six men crew armed with hand weapon, bow, throwing spears.

A wagon has a 60x120mm base. Durability 8, Armour value 4.

Can move 6", Cannot charge, count as cover. Crew cannot shoot twice.

Notes from Rob

Formations are Regular unless noted otherwise

This draft was edited on 24 August 2012 while

listening to Iron Maiden En Vivo! and Rock in

Rio- Up the Irons :)

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

1. EARLY SLAV (476-1218AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3)

Army General 1 SIP, may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

NOBLE CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, light armour

May have thrusting spear (+1) and shield (+2).

Special Rules: Only after 580AD

DANISH, OLD SAXON AND THURINGIAN MERCENARIES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	13

Equipment: Hand weapon

May have throwing spear (+1) and light armour (+2).

Only if Wends after 1106AD: Upgrade to CA4 (+2), may have heavy armour (+3), lance (+4), cloth barding (+3).

Special Rules: Only if Wends from 1057-1184AD

SWABIAN KNIGHTS

	CA	SA	KA	Mo	Pts
Knight	3	3	3	7	15

Equipment: Hand weapon, light armour, shield

May have thrusting spear (+1) and shield (+2).

May be upgraded to CA4 (+2)

Special Rules: Only if Western Slavs after 830AD

INFANTRY

SLAV JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	2	2	3	5	5

Equipment: Hand weapon, javelins and buckler

Only if Western Slavs after 830AD: Upgrade to Mo7 and thrusting spear instead of *Light Infantry* and javelins & buckler (+4), may have shield (+1)

Special Rules: *Light Infantry*

SLAV ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	2	3	5	5

Equipment: Hand weapon, bow

Only if Wends from 1057-1184AD:

Upgrade to SA3, Mo7 and Light Infantry (+3)

Only if Western Slavs after 830AD:

Upgrade to SA3, Mo6 and no longer *Skirmishers* (+2)

Special Rules: *Skirmishers*

SLAV SCOUTS

	CA	SA	KA	Mo	Pts
Scout	3	3	3	5	5

Equipment: Hand weapon, javelins and buckler

May have sling instead of javelins & buckler (-1)

Special Rules: *Skirmishers*

SLAV ILL-ARMED

	CA	SA	KA	Mo	Pts
Javelinman	2	2	3	5	5

Equipment: Hand weapon, javelins and buckler

Special Rules: *Light Infantry*

0-1 WAGON TABOR

VIKINGS

	CA	SA	KA	Mo	Pts
Viking	4	3	3	7	9

Equipment: Hand weapon

May have light armour (+2) and shield (+1)

Special Rules: Only if Wends from 804-1056AD

ALLIES

Only if Western Slavs from 741-772AD: Bavarian Allies, II/73

Only if Wends before 804AD: Old Saxon Allies, II/73

Only if Western Slavs after 830AD: Pecheneg Allies, III/30

Only if Western Slavs after 830AD: Magyar Allies, III/47

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

2. EARLY LOMBARD (489-584AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3)

Army General 1 SIP, may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

NOBLE CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	16

Equipment: Hand weapon, light armour

May have thrusting spear (+1) and shield (+2).

FOLLOWERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, light armour

May have thrusting spear (+1) and shield (+2).

INFANTRY

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

Special Rules: *Light Infantry*

0-1 WAGON TABOR

FOLLOWERS

	CA	SA	KA	Mo	Pts
Follower	3	3	3	7	8

Equipment: Hand weapon, shield

Special Rules: *Warband*, *Undisciplined*, Only before 568AD instead of mounted Followers

ALLIES

Only from 526-583AD: Suevi Allies, II/72

Only in 566AD: Avar Allies, III/13

Only in 566AD: Frankish Allies, III/5

Only from 568-574AD: Saxon Allies, II/73

Only from 568-583AD: Bulgar Allies, III/14

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

3. ITALIAN OSTROGOTHIC (493-561AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3)

Army General 1 SIP, may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

GOTHIC CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	16

Equipment: Hand weapon, light armour

May have thrusting spear (+1) and shield (+2).

0-1 BITTUGURIC HUNS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	19

Equipment: Hand weapon, bow

May have light armour (+2) and shield (+2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

BYZANTINE DESERTERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, light armour

May have throwing spear (+1) and shield (+2).

Special Rules: *Light Cavalry*, Only from 544-552AD

MOORISH DESERTERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	14

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*, Only from 544-552AD

INFANTRY

GOTHIC SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2)

GOTHIC ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

May be upgraded to Mo7 (+1)

Special Rules: *Light Infantry*

ITALIAN PEASANT LEVIES

	CA	SA	KA	Mo	Pts
Peasant	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

ALLIES

Burgundian Allies, II/70

Only after 548AD: Middle Frankish Allies, III/5

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

4. EARLY BYZANTINE (493-578AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

BOUKELLARIOI

	CA	SA	KA	Mo	Pts
Horseman	4	4	3	8	25

Equipment: Hand weapon, light armour

May have thrusting spear (+1) and shield (+2).

Only after 550AD: Up to half can have bow instead of spear or shield placed in the second rank using *Combined Formation* (+1)

Special Rules: *Drilled*

KAVALLARIOI

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, light armour

May have thrusting spear (+1) and shield (+2).

Only after 550AD: May be upgraded to CA4 (+2)

Special Rules: *Light Cavalry*

GEPID, HERUL, GOTH OR VANDAL SYMMACHOI

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	16

Equipment: Hand weapon, light armour

May have thrusting spear (+1) and shield (+2).

MOORISH SYMMACHOI

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	14

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*

SCOUTS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	20

Equipment: Hand weapon, bow, buckler

May have light armour (+2)

Special Rules: *Skirmishers*, *Nomad Cavalry*, *Feign Flight*, Only after 550AD

HUNS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow

May have light armour (+2) and shield (+2)

Special Rules: *Skirmishers*, *Nomad Cavalry*, *Feign Flight*, Only after 550AD

INFANTRY

SKOUTATOI

	CA	SA	KA	Mo	Pts
Spearman	4	3	3	7	10

Equipment: Hand weapon, shield

May have thrusting spear (+2) and light armour (+2).

Special Rules: *Shieldwall*

PSILOI

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	6	5

Equipment: Hand weapon, sling

May upgrade to Mo7 and SA3 with bow instead of sling (+3)

Special Rules: *Skirmishers*, Bow armed Psiloi may be designated as *Light Infantry* (free)

ISAURIANS, ARMENIANS, LAZOI, ABASGOI, TZANOI, ANTAE OR SLAVS

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	6	7

Equipment: Hand weapon, javelins

May have shield (+1)

Special Rules: *Light Infantry*

LYKAONIAN "ISAURIANS" OR MOORISH LEVY

	CA	SA	KA	Mo	Pts
Javelinman	2	3	3	6	6

Equipment: Hand weapon, javelins

May have shield (+1)

Special Rules: *Light Infantry*

CITY RACING FACTIONS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	4

Equipment: Hand weapon, shield

Special Rules: *Undisciplined*, *Unmotivated*

RELUCTANTLY LEVIED CITY OR PEASANT MILITIA

	CA	SA	KA	Mo	Pts
Militia	2	2	3	4	2

Equipment: Hand weapon

Special Rules: *Undisciplined*, *Unmotivated*

0-1 WAGON TABOR

ALLIES

Hun Allies, II/80

Arab Nomad Allies, II/23

Only after 550AD: Herul Allies, II, 67

Only after 550AD: Lombard Allies, III/2

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

5. MIDDLE FRANKISH (496-639AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	1410
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3)

Army General 1 SIP, may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

NOBLE CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	16

Equipment: Hand weapon, light armour

May have thrusting spear (+1)

May be downgraded to CA3 (-2)

0-1 BRETONS AND ALANS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, throwing spear

May have light armour (+2) and cloth barding (+3)

SARMATIANS AND TAIFALI

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	16

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+2)

BRETON OR BASQUE LIGHT CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	7	15

Equipment: Hand weapon, javelins

May have throwing spear (+2) and shield (+2).

Special Rules: *Light Cavalry, Feign Flight*

CITY OR CHAMPAGNE LEVY CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	11

Equipment: Hand weapon

May have throwing spear (+2) and shield (+2).

Special Rules: Only after 560AD

INFANTRY

TRIBAL INFANTRY

	CA	SA	KA	Mo	Pts
Warrior	4	3	3	8	13

Equipment: Hand weapon, shield

May have light armour (+2) and throwing spear (+1)

May be downgraded to CA3 and Mo7 (-5)

Special Rules: *Warband*

LEVY INFANTRY

	CA	SA	KA	Mo	Pts
Spearman	2	3	3	6	7

Equipment: Hand weapon, thrusting spear

May have shield (+1)

JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	6	8

Equipment: Hand weapon, javelins and buckler

Special Rules: *Skirmishers*

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	2	3	5	5

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*

SAXONS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	8

Equipment: Hand weapon, shield

May have light armour (+2)

Special Rules: *Warband*

ALLIES

Only in 507AD: Burgundian Allies, II/70

Only after 588AD: Visigothic Rebel Allies, II/82

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

6. EMISHI (500-1100AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3)

Army General 1 SIP, may add up to 2 SIP for 20 each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	17

Equipment: Hand weapon, bow

May have light armour (+2), throwing spear (+2), buckler (+1)

Special Rules: *Light Cavalry, Feign Flight*

INFANTRY

FOOT ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

Only before 700AD: May be upgraded to Mo7 (+1)

Special Rules: *Light Infantry*

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

7. PRE-SAMURAI JAPANESE (500-900AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%
SIP: not pooled

ALLIES

Kaya Allies, II/75

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

GUARD, SENIOR OFFICIAL AND UJI NOBLE CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, light armour

May have bow (+2)

CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	13

Equipment: Hand weapon, light armour

May have bow (+2)

Special Rules: Only from 645-792AD

INFANTRY

POORER UJI

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	6

Equipment: Hand weapon, bow

SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

Equipment: Hand weapon, thrusting spear

May have shield (+1)

EMISHI SCOUTS

	CA	SA	KA	Mo	Pts
Scout	2	2	2	5	4

Equipment: Bow

Special Rules: *Skirmishers*

SAKIMORI

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	11

Equipment: Hand weapon, bow

Special Rules: Only from 645-792AD

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

8. CENTRAL ASIAN CITY STATES (500-1000AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SPECIAL: Up to 10%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3)

Army General 1 SIP, may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

CHAKAR ARMoured CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, light armour

May have throwing spear (+1), bow (+2) and cloth barding (+2)

SCOUT OR LOCAL NOMAD HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	18

Equipment: Hand weapon, bow

May have buckler (+2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

EXILED PERSIAN NOBLES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, light armour

May have kontos (+3), bow (+2) and cloth barding (+2)

May have CA4 (+2)

Special Rules: Only Sogdians from 650-730AD

INFANTRY

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

Only Turfan: Upgrade to Mo7 (+1)

Special Rules: *Light Infantry*

SPEARMAN

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	5

Equipment: Hand weapon, thrusting spear

Special Rules: *Undisciplined, Unmotivated*

SPECIAL

0-1 ELEPHANT

	CA	SA	KA	Mo	L	S	D	Pts
Elephant	4	3	4	7	6	5	8	190

Equipment: Two warriors are armed with javelins and bow. A third warrior may be added for 10 points. **Armour value:** 1

Special Rules: *Elephants*, Only Khotan after 950AD

ALLIES

Turkish Allies, III/11

Only Sogdians in 704AD: Umayyad Arab Rebels, III/31

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

9. BURMESE (500-1500AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

ALLIES: Up to 25%

SPECIAL: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3) or elephant.

Army General 1 SIP, may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

STANDING ARMY CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	2	2	3	6	10

Equipment: Hand weapon

Only after 1173AD: May be upgraded to CA/SA 3 and Mo7 (+3)

May have bow (+2) and light armour (+2)

MILITIA CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	2	2	3	6	10

Equipment: Hand weapon

May have throwing spear (+2) and light armour (+2)

THAI CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	2	2	3	6	11

Equipment: Hand weapon, javelins

Special Rules: *Light Cavalry*, Only after 1287AD

INFANTRY

STANDING ARMY SPEARMAN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

Equipment: Hand weapon, thrusting spear

May have shield (+1)

MILITIA SPEARMAN

	CA	SA	KA	Mo	Pts
Spearman	2	2	3	5	5

Equipment: Hand weapon, thrusting spear

May have shield (+1)

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	2	3	3	7	11

Equipment: Hand weapon, crossbow

Only after 1173AD: May be upgraded to SA4 (+2)

SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	2	5	3

Equipment: Sling

May have bow instead of sling (+1) or javelins &buckler (+1)

Special Rules: *Skirmishers*

0-1 GUARD SWORDSMEN

	CA	SA	KA	Mo	Pts
Guard	4	3	3	8	17

Equipment: Hand weapon, shield

May have light armour (+2)

Special Rules: *Drilled*, Only after 1173AD

THAI SPEARMEN

	CA	SA	KA	Mo	Pts
Thai	3	3	3	7	9

Equipment: Hand weapon, thrusting spear

May have shield (+1)

Special Rules: *Warband*, Only after 1287AD

SPECIAL

ELEPHANTS

	CA	SA	KA	Mo	L	S	D	Pts
Elephant	4	3	4	7	6	5	8	190

Equipment: Two warriors are armed with javelins and bow. A third warrior may be added for 10 points. **Armour value:** 1

Special Rules: *Elephants*, Only after 1043AD

ALLIES

Only after 1287AD: Yuan Mongol Allies, IV/48

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

10. HINDU INDIAN (545-1500AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

ALLIES: Up to 25%

SPECIAL: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3) or elephant.

Army General 1 SIP, may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, throwing spear

May have light armour (+2) and barding (+2)

Only Rajputs from 747-1300AD: Have thrusting spear

SKIRMISHING LIGHT HORSE

	CA	SA	KA	Mo	Pts
Horseman	2	2	2	6	12

Equipment: Hand weapon, javelins

May have bow instead of javelins (+1)

Special Rules: *Skirmishers*, *Feign Flight*

MUSLIM MERCENARY CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, thrusting spear, shield

May have light armour (+2) and bow (+2)

Special Rules: *Light Cavalry*, Only Rajputs from 747-1300AD

INFANTRY

GUARD SPEARMEN

	CA	SA	KA	Mo	Pts
Guard	3	3	3	7	9

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2)

SWORDSMEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	10

Equipment: Hand weapon, shield

May have light armour (+2)

JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	7	9

Equipment: Hand weapon, javelins, buckler

Only Harsha's Kanauj empire from 606-647AD: Have thrusting spear instead of javelins & buckler and are *Light Infantry*

Special Rules: *Skirmishers*

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

Only Vijayanagar after 1336AD: May have Mo7 (+1)

CAMP FOLLOWERS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined*, *Unmotivated*

TRIBAL ARCHERS OR KASHMIRI SLINGERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	4

Equipment: Hand weapon, sling

May have bow instead of sling (+1)

Special Rules: *Skirmishers*

SPECIAL

ELEPHANTS

	CA	SA	KA	Mo	L	S	D	Pts
Elephant	4	3	4	7	6	5	8	190

Equipment: Two warriors are armed with javelins and bow. A third warrior may be added for 10 points. **Armour value:** 1

Special Rules: *Elephants*

ALLIES

Only before 600AD: Hun (Hephtalite) Allies, II/80

Only from 620-860AD: Tibetan Allies, III/15

Only Rajputs from 747-1300AD: Non-Rajputs Hindu Allies, III/10

Only Rashtrakutas from 753-975AD: Rajput Allies, III/10

Only Rashtrakutas from 753-975AD: Muslim Allies, III/38

Only Palas from 810-850AD or Rashtrakutas: Pandya Allies, II/42

Only Hoysalas from 1206-1342AD: Muslim Allies, IV/36

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

11. CENTRAL ASIAN TURKISH (550-1330AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

NOBLES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, throwing spear, light armour

May have heavy armour (+2) or bow (+2)

May have CA/SA4 (+4)

Only Qarakhanids from 999-1212AD: May have barding (+2) and kontos (+2)

HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	19

Equipment: Hand weapon, bow

May have light armour (+2), throwing spear (+2) and buckler (+2)

Only Uighurs from 860-1330AD: May downgrade to SA3 (-2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

INFANTRY

FOOT ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

May have *Riding Camels* (+1)

Special Rules: *Light Infantry*

LEVY SPEARMEN

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	5

Equipment: Hand weapon, thrusting spear

Special Rules: *Undisciplined, Unmotivated*

SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

Equipment: Hand weapon, thrusting spear

May have shield (+1)

Special Rules: Only Uighurs from 860-1330AD

ALLIES

Other Turkish Allies or Subject Allies, III/11

Only Gök from 565-581AD, Western Gök 582-630AD, Eastern

Gök 712-713, Türgesh 704-707AD and 721-738AD or

Ferghanans 739-741AD: Sogdian Allies, III/8

Only Türgesh in 717AD or from 729-730AD or Kan-Chou

Uighurs from 1014-1028AD: Tibetan Allies, III/15

Only Türgesh in 717 and 737AD: Umayyad Arab Allies, III/31

Only Qarakhanids from 999-1212AD: Khitan Allies, III/55 (no chinese troops)

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

12. CHRISTIAN NUBIAN (550-1500AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

COURT CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, thrusting spear

May have light armour (+2), barding (+3)

May have CA4 (+2)

MOUNTED WARRIORS

	CA	SA	KA	Mo	Pts
Camelrider	3	3	3	7	15

Equipment: Hand weapon, thrusting spear

May have light armour (+2), shield (+2) and bow (+2)

Special Rules: *Light Cavalry, Camelry*

CAMEL SCOUTS

	CA	SA	KA	Mo	Pts
Camelrider	2	2	3	5	10

Equipment: Hand weapon, short bow

Special Rules: *Skirmishers, Camelry*

ARAB CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, bow

May have light armour (+2), throwing spear (+2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight,*

Only after 1174AD

INFANTRY

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

Equipment: Hand weapon, bow

Special Rules: *Light Infantry*

SWORDSMEN AND SPEARMEN

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	7

Equipment: Hand weapon

May have shield (+1) and thrusting spear (+2)

Special Rules: *Warband*

JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	7	8

Equipment: Hand weapon, javelins, buckler

Special Rules: *Skirmishers*

ARAB SWORDSMEN AND SPEARMEN

	CA	SA	KA	Mo	Pts
Arab	4	3	3	7	10

Equipment: Hand weapon, shield

May have light armour (+2) and thrusting spear (+2)

Special Rules: Only after 1174AD

ARAB ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*, Only after 1174AD

ALLIES

Beja Allies, II/55

Only from 1276-1365AD: Mamluk Allies, IV/45

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

13. AVAR (553-826AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

AVAR NOBLES

	CA	SA	KA	Mo	Pts
Horseman	4	4	3	7	25

Equipment: Hand weapon, throwing spear, light armour, bow

May have barding (+3)

Special Rules: *Light Cavalry, Nomad Cavalry, Feign Flight*

AVAR SKIRMISHERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow

May have light armour (+2), throwing spear (+2) and buckler (+1)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

GEPIDS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, thrusting spear, shield

May have light armour (+2)

Special Rules: Only after 562AD

BULGAR NOBLES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	17

Equipment: Hand weapon, throwing spear, light armour

May have barding (+3)

Special Rules: Only from 558-631AD

BULGAR HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	6	20

Equipment: Hand weapon, bow

May have light armour (+2) and buckler (+2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight* Only from 558-631AD

INFANTRY

SLAV JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	6	8

Equipment: Hand weapon, javelins, buckler

Special Rules: *Light Infantry*, Only from 558-631AD

SLAV ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*, Only from 558-631AD

SLAV SCOUTS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	4

Equipment: Hand weapon, sling

May have javelins & buckler instead of sling (+1)

Special Rules: *Skirmishers*, Only from 558-631AD

ALLIES

Only in 626AD: Sassanid Allies, II/69

Only from 675-805AD: Bulgar Allies, III/14

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

14. EARLY BULGAR (559-1018AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

BULGAR NOBLES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	17

Equipment: Hand weapon, throwing spear, light armour

May have barding (+3)

BULGAR HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	17

Equipment: Hand weapon, bow

May have light armour (+2) and buckler (+2)

Special Rules: *Skirmishers*

INFANTRY

0-1 WAGON TABOR

Special Rules: Only before 680AD

WAGON TABOR LEVIES

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

Only before 680AD and with Wagon Tabor

SLAV JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	7	9

Equipment: Hand weapon, javelins, buckler

Only after 812AD: Have throwing spears instead of javelins

Special Rules: *Light Infantry*, Only after 675AD

SLAV ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*, Only after 675AD

SLAV SCOUTS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	4

Equipment: Hand weapon, sling

May have javelins & buckler instead of sling (+1)

Special Rules: *Skirmishers*, Only from after 675AD

ALLIES

Only in 896AD: Pecheneg Allies, III/47

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

15. TIBETAN (560-1065AD)

CHARACTERS: Up to 25%

CAVALRY: At least 25%

INFANTRY: Up to 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

TIBETAN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	24

Equipment: Hand weapon, kontos, cataphract armour

May have barding (+3).

Only after 841AD: Downgrade to Mo7 and no longer *Shock Impact* (-5)

Special Rules: *Cataphracts*, *Shock Impact +1*

CH'YANG NOBLES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	17

Equipment: Hand weapon, throwing spear, light armour

May have barding (+3) and heavy armour (+2)

NOMAD TRIBESMEN

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	18

Equipment: Hand weapon, bow. May have buckler (+1)

Special Rules: *Skirmishers*, *Feign Flight*, *Nomad Cavalry*

NEPALESE CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	13

Equipment: Hand weapon, thrusting spear

May have light armour (+2)

Special Rules: *Light Cavalry*, Only from 640-703AD

UGHUR OR YARKAND MERCENARIES

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

Equipment: Hand weapon, thrusting spear, bow

May have light armour (+2)

Special Rules: *Light Cavalry*, *Feign Flight*, *Nomad Cavalry*

Only from 660-848AD

ABBASID HEAVY CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	17

Equipment: Hand weapon, thrusting or throwing spear, light armour

May have heavy armour (+2) and barding (+3)

Special Rules: Only from 795-801AD

INFANTRY

0-1 EXORCISTS

	CA	SA	KA	Mo	Pts
Exorcist	3	3	3	7	8

Equipment: Hand weapon

Special Rules: *Warband*, *Fanatical*

GARRISON SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	8

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2)

GARRISON ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	11

Equipment: Hand weapon, bow

HIMALAYAN MOUNTAIN TRIBESMEN

	CA	SA	KA	Mo	Pts
Tribal	3	3	3	6	8

Equipment: Hand weapon, javelins, buckler

Special Rules: *Light Infantry*

NEPALESE SWORDSMEN AND ARCHERS

	CA	SA	KA	Mo	Pts
Nepalese	4	3	3	7	10

Equipment: Hand weapon, shield

May have light armour (+2) and bow (+1)

Special Rules: *Light Infantry*, Only from 640-703AD

ABBASID INFANTRY

	CA	SA	KA	Mo	Pts
Abbasid	3	3	3	6	8

Equipment: Hand weapon, thrusting spear

May have shield (+1). Up to half can exchange spear for bow (free)

Special Rules: *Light Infantry*, *Combined Formation*, Only from 795-801AD

ALLIES

Only from 660-848AD: Türgesh, Qarlug, Ferghanan or other Turkic Allies, III/11

Only from 670-692 and 790-851AD: Khotanese Allies, III/8

Only in 707AD: Sogdian Allies, III/8

Only from 754-793AD: Nan-chao Allies, III/36

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

16. KHAZAR (568-1083AD)

CHARACTERS: Up to 25%

CAVALRY: At least 25%

INFANTRY: Up to 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may be mounted on a War Wagon.

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

KHAZAR NOBLES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	17

Equipment: Hand weapon, throwing spear, light armour

May have barding (+3) and heavy armour (+2).

Only from 738-965AD: Up to half can have bow (+2),

Combined Formation

KHAZAR SKIRMISHERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

Equipment: Hand weapon, bow

May have buckler (+2)

Special Rules: *Skirmishers, Feign Flight*

KASOGIANS OR BURTAS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow

May have buckler (+1) and light armour (+2)

Special Rules: *Light Cavalry, Nomad Cavalry, Feign Flight*

RAS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, thrusting spear

May have shield (+2), bow (+2) and light armour (+2)

Special Rules: *Light Cavalry*

MAGYARS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, bow

May have shield (+2), throwing spear (+2) and light armour (+2)

Special Rules: *Light Cavalry, Nomad Cavalry, Feign Flight*

Only before 896AD

VOLGA BULGARS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	14

Equipment: Hand weapon, bow

May have shield (+2), throwing spear (+2) and light armour (+2)

Special Rules: *Light Cavalry*, Only before 965AD

INFANTRY

KHAZAR GUARD

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	8

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

May have *Riding Camels* (+1)

KHAZAR LEVY SPEARMEN

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	5

Equipment: Hand weapon, thrusting spear

May have *Riding Camels* (+1)

Special Rules: *Undisciplined, Unmotivated*

KHAZAR LEVY ARCHERS

	CA	SA	KA	Mo	Pts
Levy	2	2	2	5	4

Equipment: Bow

Special Rules: *Skirmishers*

0-2 LIGHT BOLT THROWERS

0-1 WAGON TABOR

SLAVS

	CA	SA	KA	Mo	Pts
Levy	3	3	3	6	8

Equipment: Hand weapon, javelins, buckler

Special Rules: *Light Infantry*, Only before 965AD

ALLIES

Only from 780-965AD: Oghuz Allies, III/11

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

17. MAURIKIAN BYZANTINE (575-650AD)

CHARACTERS: Up to 25%

CAVALRY: At least 25%

INFANTRY: Up to 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

BOUKELLARIOI LANCERS

	CA	SA	KA	Mo	Pts
Horseman	4	4	3	8	26

Equipment: Hand weapon, light armour, throwing spear

May have heavy armour (+2), barding (+3) and shield (+2).

Up to half can have bow instead of spear or heavy armour, placed in the second rank using *Combined Formation* (+1)

Special Rules: *Drilled*

0-1 PHOIDERATOI, VEXILLATIONES OR ILLYRICANI

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	19

Equipment: Hand weapon, bow

May have buckler (+1), throwing spear (+2), light armour (+2)

Special Rules: *Light Cavalry, Feign Flight*

OPTIMATES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, light armour, kontos

May have heavy armour (+2), barding (+3) and shield (+2).

May have CA4 (+2)

HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow

May have buckler (+1) and light armour (+2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

BYZANTINE-TRAINED KHAZAR CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	17

Equipment: Hand weapon, throwing spear, light armour

May have barding (+3) and heavy armour (+2).

Up to half can have bow (+2), *Combined Formation*

Special Rules: *Only in 627AD*

INFANTRY

SKOUTATOI

	CA	SA	KA	Mo	Pts
Spearman	4	3	3	7	10

Equipment: Hand weapon, shield

May have thrusting spear (+1) and light armour (+2).

Special Rules: May have *Shieldwall Combined Formation*

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	6

Equipment: Hand weapon, bow

May upgrade to Mo7 and SA4 (+3)

Special Rules: *Skirmishers, Combined Formation*

JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	7	8

Equipment: Hand weapon, javelins

May have shield (+1)

Special Rules: *Skirmishers*

LAZOI, ABASGOI, TZANOI AND OTHER PERSARMENIANS

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	6	7

Equipment: Hand weapon, javelins

May have shield (+1)

Special Rules: *Light Infantry*

0-2 LIGHT BOLT THROWERS ON OX WAGON

ALLIES

Ghassanid Arab Nomad Allies, II/23

Khazar Allies, III/16

Moorish Allies, II/57

Only in 591AD: Khusrau II's Sassanid Rebel Allies, II/69

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

18. BRETONS (580-1071AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, light armour, throwing or thrusting spear

May have heavy armour (+2) and shield (+2).

LIGHT CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, javelins

May have buckler (+1) and light armour (+2)

Special Rules: *Light Cavalry, Feign Flight*

INFANTRY

JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	7	8

Equipment: Hand weapon, javelins

May have shield (+1)

Special Rules: *Skirmishers*

PEASANTS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

DISGUISED SAXONS

	CA	SA	KA	Mo	Pts
Saxon	4	3	3	8	13

Equipment: Hand weapon, shield

May have throwing spear (+1) and light armour (+2)

Special Rules: *Warband, Only in 590AD*

ALLIES

Only from 843-888AD: Viking Allies, III/40

Only from 843-888AD: Frankish Allies, III/28

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

19. WELSH (580-1420AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%
SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit
Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.
Ally General 1 SIP, may add up to 2 SIP for 20 points each
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

WELSH UCHELWYR

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, throwing spear
May have light armour (+2) and shield (+1).
Only after 1150AD: Upgrade to CA4 (+2) and may have heavy armour (+3)

INFANTRY

WELSH SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	8

Equipment: Hand weapon, throwing spear
May have shield (+1) and light armour (+2)
Only After 1100AD: *Light Infantry* and Ld6 instead of *Warband* (-1)
Special Rules: *Warband*

WELSH JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	7	8

Equipment: Hand weapon, javelins
May have shield (+1)
Special Rules: *Skirmishers*

WELSH ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow
May have *Riding Horses* (+1)
Special Rules: *Light Infantry*, Only after 1100AD

ALLIES

Only before 1100AD: Dublin or Viking Allies, III/40
Only before 1100AD: Saxon Allies, III/71
Only from 1075-1150AD: Irish Mercenary Allies, III/46
Only after 1150AD: Marcher Allies, IV/23
Only in 1405AD: French Allies, IV/64

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

20. SUI AND EARLY T'ANG CHINESE (581-755AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

MO-HO ALLIES

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow

May have buckler (+1) and light armour (+2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

CATAPHRACTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	21

Equipment: Hand weapon, kontos, cataphract armour

May have barding (+3)

Special Rules: *Cataphracts*, Only Sui from 581-623AD or T'ang from 618-753AD

HEAVY CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, light armour, thrusting spear

May have heavy armour (+2), shield (+2) and barding (+3)

May be upgraded to CA4 (+2)

Special Rules: Only Sui from 581-623AD or T'ang from 618-753AD

HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	18

Equipment: Hand weapon, bow

May have buckler (+1) and light armour (+2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

Only Sui from 581-623AD or T'ang from 618-753AD

MOUNTED CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, light crossbow

May have light armour (+2)

Special Rules: Only T'ang from 618-753AD

TURKISH AND OTHER NOMAD HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow

May have buckler (+2), throwing spear (+2), light armour (+2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

INFANTRY

PU-PING INFANTRY

	CA	SA	KA	Mo	Pts
Trooper	4	4	3	7	14

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+1)

May have bow and Mo8 instead of spear (+3)

May be downgraded to CA/SA3 (-2)

Only T'ang from 618-753AD: May have *Riding Horses* (+1)

PU-SHE ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	11

Equipment: Hand weapon, bow

Only T'ang from 618-753AD: May have *Riding Horses* (+1)

Special Rules: *Light Infantry*

CROSSBOW SPECIALISTS

	CA	SA	KA	Mo	Pts
Specialist	3	4	3	8	15

Equipment: Hand weapon, crossbow, light armour

Only T'ang from 618-753AD: May have *Riding Horses* (+1)

SOUTHERN TRIBAL AUXILIARIES

	CA	SA	KA	Mo	Pts
Tribal	3	3	3	7	8

Equipment: Hand weapon, throwing spear

May have shield (+1)

Special Rules: *Warband*

SOUTHERN TRIBAL ARCHERS OR CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

May have crossbow instead of bow (+3)

Special Rules: *Light Infantry*

0-1 WAGON TABOR

0-2 LIGHT BOLT THROWERS

DISAFFECTED CONSCRIPT INFANTRY

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

Only Sui from 581-623AD

ALLIES

T'u-chüeh, Qarlug, Ferghanan or other Turkish Allies, III/11

Only Only T'ang from 618-753AD: Khotanese or similar

Central Asian Allies, III/8

Only T'ang from 618-753AD: Tribal Khitan or His Allies, II/61

Only T'ang from 660-668AD: Silla Korean Allies, II/77

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

21. ITALIAN LOMBARD (584-1076AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

GASTALDI

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, light armour, thrusting spear

May have heavy armour (+2) and shield (+2).

May have CA4 (+2)

FOLLOWERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2).

Special Rules: Only before 775AD (The Italo-Lombard kingdom and duchies)

BULGAR SETTLERS

	CA	SA	KA	Mo	Pts
Horseman	4	4	3	7	18

Equipment: Hand weapon, throwing spear

May have light armour (+2) and buckler (+1)

Up to half may have bow instead of spear (+1)

Special Rules: *Combined Formation*, Only from 668-700AD

MAGYAR MERCENARIES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	18

Equipment: Hand weapon, bow

May have buckler (+1) and light armour (+2)

Special Rules: *Skirmishers*, *Nomad Cavalry*, *Feign Flight*, Only from 900-997AD

INFANTRY

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

Special Rules: *Light Infantry*

ITALIAN TOWN MILITIAS

	CA	SA	KA	Mo	Pts
Militia	3	3	3	6	7

Equipment: Hand weapon, throwing spear

May have shield (+1)

Only after 774AD: Upgrade to Mo7 (+1), may have light armour (+2),

Special Rules: *Shieldwall*

PEASANT LEVIES

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined*, *Unmotivated*, Only after 774AD

ALLIES

Only from 590-601AD: Aver Allies, III/13

Only in 603AD: Slav Allies, III/1

Only from 835-870AD: Aghlabid Allies, III/33

Only after 950AD: Imperialist Allies, III/52

Only from 1018AD: Normann Allies, III/51

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

22. MAYA (600-1500AD)

CHARACTERS: Up to 25%

INFANTRY: At least 75%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

INFANTRY

MAYA WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	6	6

Equipment: Hand weapon

May have shield (+1)

Special Rules: *Light Infantry*

PEASANT SLINGERS

	CA	SA	KA	Mo	Pts
Slinger	2	2	2	6	4

Equipment: Sling

Special Rules: *Skirmishers*

ROAD WEASELS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Skirmishers*

HOLKAN MERCENARIES

	CA	SA	KA	Mo	Pts
Warrior	4	3	3	7	9

Equipment: Hand weapon

May have shield (+1)

Special Rules: *Light Infantry*, Only after 988AD

TOLTEC OR ITZA NOBLES

	CA	SA	KA	Mo	Pts
Noble	3	3	3	7	7

Equipment: Hand weapon

May have shield (+1)

Special Rules: Only after from 988-1283AD

AH CAMUL

	CA	SA	KA	Mo	Pts
Warrior	4	3	3	7	9

Equipment: Hand weapon

May have shield (+1)

Special Rules: Only after from 988-1283AD

TOLTEC-CHICHIMEC MERCENARIES

	CA	SA	KA	Mo	Pts
Mercenary	3	3	3	7	9

Equipment: Hand weapon, bow

Special Rules: Only from 1283-1461AD

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

Special Rules: *Light Infantry*, Only after 1461AD

0-1 HORNET NEST THROWERS

	CA	SA	KA	Mo	Pts
Thrower	2	3	3	6	9

Equipment: Hand weapon, hornet nest (count as javelins)

Cause moral test if kill caused, no armour save allowed.

Special Rules: *Skirmishers*, Only after 1461AD

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

23. KHMER AND CHAM (605-1400AD)

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%
SPECIAL: Up to 25%
SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit
Special Rules: Zone of Command 10".
 May ride a horse (AV3, free) or elephant.
 Only Khmer: May ride a light chariot. General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
 Ally General 1 SIP, may add up to 2 SIP for 20 points each
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY&CHARIOTS

CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	13

Equipment: Hand weapon, shield
 May have throwing spear (+2), light armour (+2) and Mo7 (+2)

LIGHT CHARIOTS

	CA	SA	KA	Mo	S	D	Pts
Chariot	4	4	3	8	2	8	34

Equipment: Hand weapon and bow. **Armour value:** 2
 May have thrusting spear (+2)
 Only after 883BC: May add a crew member (+10, S3)
Special Rules: *Two-Horse Chariot*, Only Khmer

THAI CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	2	2	3	6	11

Equipment: Hand weapon, javelins
Special Rules: *Light Cavalry*, Only Khmer

MOUNTED CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, light crossbow
 May have light armour (+2)
Special Rules: Only Cham after 1170AD

HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	13

Equipment: Hand weapon, bow. May have buckler (+1)
Special Rules: *Skirmishers*

INFANTRY

SHIELD SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	4	3	3	7	13

Equipment: Hand weapon, thrusting spear, large shield
 May have shield and CA3, not longer *Combined Formation* (-2)
Special Rules: *Combined Formation*

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	11

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*, *Combined Formation*

CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	2	2	2	5	7

Equipment: Crossbow
Special Rules: *Skirmishers*

PH'KAK-MEN

	CA	SA	KA	Mo	Pts
Guard	4	3	3	8	17

Equipment: Hand weapon, shield. May have light armour (+2)
Special Rules: *Drilled*, Only Khmer

JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	2	2	2	5	3

Equipment: Javelins
Special Rules: *Skirmishers*, Only Khmer

SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

Equipment: Hand weapon, thrusting spear
Special Rules: Only Khmer

THAI WARBAND

	CA	SA	KA	Mo	Pts
Thai	3	3	3	7	8

Equipment: Hand weapon, throwing spear. Shield (+1)
Special Rules: *Warband*, Only Khmer

0-1 "FIERCE FIRE OIL" CASTERS

	CA	SA	KA	Mo	Pts
Caster	2	3	2	6	9

Equipment: Hand weapon, fire oil (count as javelins)
 Cause moral test if kill caused, no armour save allowed.
Special Rules: *Skirmishers*, Only Cham

SPECIAL

ELEPHANTS

	CA	SA	KA	Mo	L	S	D	Pts
Elephant	4	3	4	7	6	5	8	190

Equipment: Two warriors are armed with javelins and bow. A third warrior may be added for 10 points. **Armour value:** 1
Special Rules: *Elephants*

ALLIES

Only Khmer: Cham Allies, III/23
 Only Khmer: Burmese Allies, III/9
 Only Cham: Khmer Allies, III/23
 Only Cham: Vietnamese Allies, III/59

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

24. MIDDLE ANGLO-SAXON (617-1014AD)

CHARACTERS: Up to 25%

WARRIORS: At least 40%

SKIRMISHERS: Up to 10%

SUPPORT: Up to 25%

SIP: automatically pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
0-1 King	-	-	-	9	3	+2	190
Eorl	-	-	-	8	2	+2	100
Ealdorman	-	-	-	8	2	+2	100
Army Standard	-	-	-	8	2	+1	90
0-1 Abbod	-	-	-	9	2	+1	110

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10", King 15".

May ride a horse (AV3, free)

An Ealdorman must be placed in a unit at the start of the battle and remain there throughout.

King 2 SIP, may add one SIP for 20 points.

Eorl 1 SIP, may add up to 2 SIP for 20 points each

Abbod 0 SIP, may add up to 2 SIP for 20 points each

WARRIORS

0-1 HUSCARLS

	CA	SA	KA	Mo	Pts
Huscarl	4	3	4	8	21

Equipment: Hand weapon, light armour, shield, and two-handed weapon

Special Rules: *Shieldwall*

MOUNTED THEGNS

	CA	SA	KA	Mo	Pts
Thegn	3	3	3	7	17

Equipment: Horse, shield, light armour, hand weapon, throwing spear and javelins. Unit may exchange throwing spear for thrusting spear at no points cost.

Special Rules: Cannot be taken if huscarls are included in the army.

THEGNS

	CA	SA	KA	Mo	Pts
Thegn	3	3	3	7	12

Equipment: Hand weapon, shield, thrusting spear, light armour and javelins. May take throwing spear(+1)

May combine with ceorls or geburs below. Should thegns combine with ceorls or geburs, there is no particular restriction on numbers except that the thegns should be in the front rank(s) of the unit

Special Rules: *Shieldwall*

CEORLS

	CA	SA	KA	Mo	Pts
Ceorl	2	3	3	6	8

Equipment: Shield, hand weapon and thrusting spear.

Special Rules: *Shieldwall*

GEBURS

	CA	SA	KA	Mo	Pts
Gebur	2	3	3	5	7

Equipment: Shield, hand weapon and thrusting spear.

Special Rules: *Shieldwall*

SKIRMISHERS

SKIRMISH GEBURS

	CA	SA	KA	Mo	Pts
Gebur	2	3	2	5	4

Equipment: Hand weapon, javelins

May replace javelins with slings (free). May have a buckler (+1)

Special Rules: *Skirmishers*

SKIRMISH ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	2	5	5

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*

You may not take more units of skirmish archers than you have units of skirmish geburs in your army.

SUPPORT

RENEGADE CAVALRY

	CA	SA	KA	Mo	Pts
Renegade	4	3	3	6	18

Equipment: Horse, hand weapon, shield, light armour, throwing spears and javelins. Unit may exchange throwing spear for thrusting spear at no points cost.

Special Rules: *Light Cavalry, Warband*

RENEGADE INFANTRY

	CA	SA	KA	Mo	Pts
Renegade	4	3	3	6	10

Equipment: Hand weapon, shield and javelins.

May have light armour (+2) and throwing spears (+1) or thrusting spear (+2).

Special Rules: *Light Infantry, Warband*

RENEGADE ARCHERS

	CA	SA	KA	Mo	Pts
Renegade	2	4	3	6	9

Equipment: Hand weapon, bow

Special Rules: *Light Infantry, Warband*

VIKING RAIDERS

	CA	SA	KA	Mo	Pts
Viking	3	3	4	7	15

Equipment: Light armour, shield, hand weapon and a mix of weapons.

Special Rules: *Light Infantry, Warband, Undisciplined*

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

25. ARAB CONQUEST (622-660AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

ARAB CITIZEN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, shield

May have thrusting spear (+2) and light armour (+2)

NOMAD CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, bow. May have buckler (+1).

Special Rules: *Skirmishers*, *Nomad cavalry*, *Feign Flight*

NOMAD OR SETTLED SCOUTING CAMEL-RIDERS

	CA	SA	KA	Mo	Pts
Camelrider	2	2	3	6	11

Equipment: Hand weapon, javelins.

May have shield (+2) and short bow (+1) or bow (+2)

Special Rules: *Skirmishers*

JUND CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, shield

May have throwing spear (+2) and light armour (+2)

Special Rules: Only after 638AD

INFANTRY

NOMAD OR SETTLED FOOT WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	4	3	3	8	14

Equipment: Hand weapon, throwing spear, shield

May have light armour (+2). May have *Riding Camels* (+1)

Special Rules: *Warband*

NOMAD OR SETTLED FOOT ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

Special Rules: *Light Infantry*

NOMAD OR SETTLED JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	6	8

Equipment: Hand weapon, javelins and buckler

Special Rules: *Light Infantry*

NOMAD OR SETTLED SLINGERS

	CA	SA	KA	Mo	Pts
Slinger	2	2	2	5	3

Equipment: Sling

Special Rules: *Skirmishers*

ELEPHANT SLAYERS

	CA	SA	KA	Mo	Pts
Slayer	3	3	3	6	8

Equipment: Hand weapon, double handed weapon

Special Rules: *Light Infantry*, *Immune to Fear from Elephant*, Only after 630AD

DAILAMI

	CA	SA	KA	Mo	Pts
Dailami	3	3	3	7	8

Equipment: Hand weapon, throwing spear

May have shield (+1)

Special Rules: *Light Infantry*, Only in Arabia and Iraq after 628 and Iran after 641AD

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

26. EARLY SERBIAN OR CROATIAN (627-1180AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

NOBLE CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	16

Equipment: Hand weapon, shield

May have thrusting spear (+2) and light armour (+2)

Only Croatsians: May downgrade to CA3 (-2)

INFANTRY

JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	6	8

Equipment: Hand weapon, javelins and shield

Only if Croatian: May have Mo7 (+1)

Special Rules: *Light Infantry*, Only until 798AD

SKIRMISHING ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	2	3	5	5

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*

SCOUTS

	CA	SA	KA	Mo	Pts
Scout	2	3	2	5	4

Equipment: Sing

Special Rules: *Skirmishers*

ILL-ARMED

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	4

Equipment: Hand weapon, shield

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

Special Rules: *Light Infantry*, Only if Serbian

SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	7

Equipment: Hand weapon, thrusting spear

May have shield (+1)

Special Rules: Only after 798AD

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

27. RSHTUNI ARMENIAN (639-717AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: Up to 50%

ALLIES: Up to 25%

SIP: not pooled

ALLIES

Only in 653AD: Arab Allies, III/25

Only in 652 and from 654-661AD: Byzantine Allies, III/29

Only after 661AD: Arab Allies, III/31

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

NAKHARAKS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, kontos

May have light armour (+2) and shield (+2).

Up to half can have bow instead of kontos placed in the second rank using *Combined Formation* (-1)

VOLUNTEER CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	14

Equipment: Hand weapon, bow

May have buckler (+2) and throwing spear (+2)

Special Rules: *Skirmishers*

INFANTRY

SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

Equipment: Hand weapon, thrusting spear

May have shield (+1)

Special Rules: *Combined Formation*

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	2	2	6	5

Equipment: Bow

Special Rules: *Skirmishers*, *Combined Formation*

SLINGERS

	CA	SA	KA	Mo	Pts
Slinger	2	2	2	5	3

Equipment: Sling

Special Rules: *Skirmishers*

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

28. CAROLINGIAN FRANKISH (639-888AD)

CHARACTERS: Up to 25%

CAVALRY: At least 25%

INFANTRY: Up to 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3)

Only Charlemagne from 768-814AD: General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

CABALLARII

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	18

Equipment: Hand weapon, light armour, thrusting spear, shield

May have heavy armour (+2). May be downgraded to CA3 and throwing spear instead of thrusting (-1)

Only Charlemagne from 768-814AD: May have Mo8 (+3) and *Drilled* (+4)

FRANKISH HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, light armour, bow, shield

Special Rules: *Light Cavalry*

ANDALUSIAN MERCENARIES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, light armour, throwing spear

May have bow (+2) and shield (+2)

Special Rules: *Light Cavalry*, Only Charlemagne from 768-814AD

BASQUE OR GASCON LIGHT CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	14

Equipment: Hand weapon, javelins

May have shield (+2) and throwing spear (+2)

Special Rules: *Skirmishers*, *Feign Flight*

Only from 830-838AD

INFANTRY

SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	7

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2)

ARCHERS

	CA	SA	KA	Mo	Pts
Archers	2	3	3	6	7

Equipment: Hand weapon, bow

Special Rules: *Light Infantry*

PEASANTS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined*, *Unmotivated*

CROSSBOWMEN AND STAFF-SLINGERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	8

Equipment: Hand weapon, crossbow

May have staff-sling instead of crossbow (-4)

Special Rules: *Skirmishers*, Only after 759AD

BASQUE OR GASCON JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	7	9

Equipment: Hand weapon, javelins and buckler

Special Rules: *Skirmishers*, Only from 830-838AD

ALLIES

Breton Allies, III/18

Only after 774AD: Lombard Subject Allies, III/21

Only from 772-804AD: Old Saxon Allies, II/73

Only after 789AD: Western Slav Subject Allies, III/1

Only after 798AD: Croatian Allies, III/26

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

29. THEMATIC BYZANTINES (650-963AD)

CHARACTERS: Up to 20%

CAVALRY: At least 40%

INFANTRY: Up to 40%

ALLIES: Up to 35%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
0-1 Domestikos	-	-	-	9	2	+1	150
Strategos	-	-	-	8	2	+1	120
Army Standard	-	-	-	8	1	+1	70

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3)

Domestikos 2 SIP, may add up to one SIP for 20 points.

Strategos 0 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

0-1 TAGMATA KATAPHRAKTOI

	CA	SA	KA	Mo	Pts
Kataphraktoi	4	3	4	8	32

Equipment: Hand Weapon, Shield, Heavy Armour, rides horse with Metal Barding

Or

1/3 formation may be Archers with Hand Weapon, Bow and Buckler and horse with Half Barding

Armour Value: 5 (regardless of equipment)

Special Rules: Shock Charge +2

KAVALLARIOI

	CA	SA	KA	Mo	Pts
Kavallarioi	3	3	3	7	18

Equipment: Hand Weapon, Kontos, Shield, Light armour, horse and may upgrade Light Armour to Heavy armour at 1 point per model. 1/3 of the unit may be armed as follows: Hand weapon, bow and buckler

Armour Value: 3 (4 if heavy armour taken) value applies to all models in the unit regardless of equipment

Special Rules: May be Drilled (+4)

LIGHT KAVALLARIOI

	CA	SA	KA	Mo	Pts
Light Kavallarioi	3	3	3	7	18

Equipment: Horse, hand weapon, light armour, throwing spear and shield. Up to 50% of the formation may exchange their throwing spear and shield for bow and buckler. These must be placed in the rear rank when in Light Formation.

Special Rules: Light Cavalry, Feign Flight. May Skirmish

LIGHT ARCHER KAVALLARIOI

	CA	SA	KA	Mo	Pts
Light Kavallarioi	3	3	3	6	16

Equipment: Horse, hand weapon, bow and buckler.

May have light armour (+1).

Special Rules: Light Cavalry, Feign Flight. May Skirmish

INFANTRY

0-1 VARANGOI GUARD

	CA	SA	KA	Mo	Pts
Varangoi	4	3	3	8	21

Equipment: Hand Weapon, Shield, Thrusting Spear, Heavy Armour. Unit may replace Thrusting Spear with 2 Handed Axe for 5 point per model. This increases their Killing Ability to 4.

Special Rules: Drilled

LEVIES

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	4

Equipment: Hand Weapon, shield.

May have thrusting spear (+1)

Special Rules: Unmotivated

KONTARATOI

	CA	SA	KA	Mo	Pts
Kontaratoi	3	3	3	6	9

Equipment: Hand weapon, shield, thrusting spear.

May have large shield (+1) and light armour (+1).

May be Drilled (+4).

Combined Formation. Up to half the formation may exchange their shield and thrusting spear for bow and buckler. This will be in the rear ranks. Although some of the unit now have bucklers, they retain the Armour Value of the spear armed warriors for any shooting that passes through the front facing.

Special Rules: Shieldwall

PSILOI

	CA	SA	KA	Mo	Pts
Psiloi	2	3	3	5	6

Equipment: Hand Weapon, buckler and javelins or sling.

May have bow (+1) instead of javelins/sling.

Special Rules: Skirmishers

ALLIES

HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horse Archers	3	3	3	6	18

Equipment: Hand weapon, bow, horse.

May take light armour (+1)

Special Rules: Light Cavalry, Nomad Cavalry, Feign Flight
May Skirmish.

SLAV/BULGAR AND RUS WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	6	7

Equipment: Hand Weapon and Shields.

May take light armour (+1). May have two-handed weapon (+3) or thrusting spear (+2) or throwing spear (+2) or javelins (+1)

Special Rules: If armed with javelins the unit may be classed as a Light OR Skirmish Formation.

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

30. MAGYAR (650-997AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

MAGYAR NOBLES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, throwing spear, light armour

May have heavy armour (+2) or bow (+2)

May have CA/SA4 (+2)

Special Rules: *Light Cavalry, Nomad Cavalry, Feign Flight*

MAGYAR SKIRMISHERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, bow

May have light armour (+2), throwing spear (+2) and buckler (+2)

Only after 896AD: Upgrade to *Light Cavalry* (+1)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

KAVAR GUARDS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, thrusting spear, light armour

May have heavy armour (+2) and shield (+2)

Special Rules: Only from 896AD

SZEKELY

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow

May have light armour (+2) and buckler (+2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*
Only from 896AD

SLAV GENTRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, light armour

May have thrusting spear (+2) and shield (+2).

Special Rules: Only from 896AD

INFANTRY

SLAV SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

Equipment: Hand weapon, thrusting spear

May have shield (+1)

SLAV ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*

SLAV JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	7	9

Equipment: Hand weapon, javelins and buckler

Special Rules: *Skirmishers*

ALLIES

Only from 912-932AD: Bohemian (Western Slav) Allies, III/1

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

31. Umayyad Arab (661-750AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.
Ally General 1 SIP, may add up to 2 SIP for 20 points each
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

JUND CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, shield

May have throwing spear (+2) and light armour (+2)

Only after 690AD: Downgrade to CA2 and Mo6 (-2)

ASAWIRA

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, thrusting spear, light armour, shield

May have heavy armour (+2) or bow (+2)

May have CA4 (+2)

GHAZIS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, bow

May have light armour (+2), throwing spear (+2), buckler (+2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

0-1 FURSAN

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	25

Equipment: Hand weapon, thrusting spear, light armour, shield

May have heavy armour (+2).

Special Rules: *Drilled*, Not in North Africa, Iran, Iraq or Central Asia

DESERT ARAB CAMEL-RIDING SCOUTS

	CA	SA	KA	Mo	Pts
Camelrider	2	2	3	5	10

Equipment: Hand weapon, short bow

Special Rules: *Skirmishers, Camelry*, Only in Syria, Arabia or Egypt

KHAWARIJ

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, shield

May have light armour (+2), thrusting spear (+2)

Special Rules: Only before 744AD

BUKHARANS

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	13

Equipment: Hand weapon, bow

May have buckler (+2)

Special Rules: *Skirmishers*, Only in Central Asia after 674AD

TURKS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow

May have light armour (+2) and buckler (+2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*
Only in Central Asia after 674 or after 743AD elsewhere

INFANTRY

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

May have SA4 and Mo7 (+3). May have light armour (+1)

Special Rules: *Light Infantry, Combined Formation*

SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	8

Equipment: Hand weapon, thrusting spear

May have shield (+1), large shield (+2) and light armour (+2)

Special Rules: *Combined Formation*

DAILAMI

	CA	SA	KA	Mo	Pts
Dailami	3	3	3	7	8

Equipment: Hand weapon, throwing spear

May have shield (+1)

May have CA4 instead of spear (+1)

Up to half may have bow instead of spear, *Combined Formation* (free)

Special Rules: *Light Infantry*

0-2 LIGHT BOLT THROWERS

JARAJIMA HILLMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	7	6

Equipment: Hand weapon, javelins and buckler

Special Rules: *Light Infantry*, Only in Syria

ALLIES

Only in Iran, Iraq or Central Asia: Sogdian, Khwarizmian or other Khurasani Allies, III/8

Only in North Africa from 671-696AD: Berber Allies, II/57

Only in Central Asia: Tibetan Allies, III/15

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

32. VOLGA BULGARS (675-1237AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

BULGAR CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, throwing spear, light armour

May have shield (+2)

BULGAR SCOUTS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

Equipment: Hand weapon, bow

May have light armour (+2) and buckler (+1)

Special Rules: *Skirmishers, Feigned Flight*

NOMAD NOBLES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, thrusting spear, light armour

May have shield (+2). May have CA4 (+2) and kontos (+3)

NOMAD HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow

May have light armour (+2) and buckler (+2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

FINNISH OR UGRIAN FOREST PEOPLE CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, throwing spear, light armour

May have buckler (+1).

Special Rules: *Light Cavalry*

INFANTRY

FOOT ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	2	3	6	6

Equipment: Hand weapon, bow

Special Rules: *Light Infantry*

TOWN LEVIES

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

FINNISH OR UGRIAN FOREST PEOPLE ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

Special Rules: *Light Infantry*

FINNISH WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	9

Equipment: Hand weapon, javelins, buckler

Special Rules: *Light Infantry*

UIGUR WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	8

Equipment: Hand weapon, thrusting spear

May have shield (+1)

Special Rules: *Warband*

ALLIES

Only from 1183-1184AD: Yemek Cuman Allies, III/79

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

33. EARLY MUSLIM NORTH AFRICA AND SICILY (696-1160AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%
SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit
Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.
Ally General 1 SIP, may add up to 2 SIP for 20 points each
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

ARAB OR BERBER LANCERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, thrusting spear, light armour
May have shield (+2)
Only Zirids from 1015-1057AD: Downgrade to Mo6 (-2)

BERBER LIGHT HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, bow
May have light armour (+2) and buckler (+2)
Special Rules: *Skirmishers, Feign Flight*

ABBASIYA

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, thrusting spear, light armour
May have shield (+2) and kontos (+2)
Special Rules: Only from 795-818AD

KHURASANIAN LIGHT HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

Equipment: Hand weapon, bow
May have light armour (+2) and buckler (+2)
Special Rules: *Skirmishers, Feign Flight*
Only from 795-818AD

INFANTRY

JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	7	9

Equipment: Hand weapon, javelins and shield
Only after 711AD: May have throwing spear instead of javelins (+1)
Only Aghlabids from 800-909AD: May have CA4 (+2)
Special Rules: *Light Infantry*

SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	4

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

ARAB ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow
Only from 740-794AD: May have SA4 and Mo7 (+3)
Special Rules: *Light Infantry*

ARAB SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	8

Equipment: Hand weapon, thrusting spear
May have shield (+1), large shield (+2) and light armour (+2)

Special Rules: Only from 740-794AD. *Shieldwall*

ALLIES

Only Aghlabids in Sicily in 827AD: Andalusian Allies, III/34
Only Aghlabids in Sicily in 1035AD: Byzantine Allies, III/64
Only Aghlabids in Sicily in 1035 and 1063AD: Zirid Allies, III/33
Any after 1000AD except in Sicily: Tuareg Allies, III/69

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

34. ANDALUSIAN (710-1172AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	14

Equipment: Hand weapon

May have light armour (+2), throwing spear (+1) and buckler (+1)

Only after 765AD: Upgrade to Mo7 (+2)

Special Rules: *Light Cavalry*, *Feign Flight*

HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

Equipment: Hand weapon, bow

May have light armour (+2) and buckler (+2)

Special Rules: *Skirmishers*, *Feign Flight*

ARAB CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	15

Equipment: Hand weapon, throwing spear

May have light armour (+2)

Only from 741-765AD: Upgrade to Mo7 (+2)

Special Rules: *Feign Flight*, Only until 765AD

CHRISTIAN GUARD CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	17

Equipment: Hand weapon, thrusting spear, light armour

May have shield (+2), heavy armour (+2) and barding (+3)

Special Rules: Only after 765AD

INFANTRY

BERBER JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	7	9

Equipment: Hand weapon, javelins and shield

Special Rules: *Light Infantry*

SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmishers	2	2	2	5	3

Equipment: Sling

May have bow instead of sling (+1)

May upgrade to Mo6 (+1)

Special Rules: *Skirmishers*

ANDALUSIAN SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	8

Equipment: Hand weapon, thrusting spear

May have shield (+1), large shield (+3) and light armour (+2)

Only after 765AD: May be *Light Infantry* (free) and have CA4 (+2)

CHRISTIAN GUARD CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	2	3	3	7	11

Equipment: Hand weapon, crossbow

Special Rules: Only after 765AD

ALLIES

Only after 765AD: Christian Spanish Allies, III/35

Only in 1086AD: Murabit Allies, III/74

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

35. FEUDAL SPANISH (718-1340AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Only after 1000AD: Cart with Cross of Pelagius (War Wagon, count as Superior Battle Standard)

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

HIDALGOS AND INFANZONES, FOREIGN CRUSADERS AND MERCENARY KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, thrusting spear, light armour

May have heavy armour (+2), barding (+3) and shield (+1)

Only after 950AD: May downgrade to Mo6 (-2)

Only after 1200AD: May upgrade to CA4 (+2), then may be *Drilled* (+2)

BASQUE AND MERCENARY BERBER LIGHT HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

Equipment: Hand weapon, bow

May have light armour (+2) and buckler (+1)

Special Rules: *Skirmishers*, *Feign Flight*

MOUNTED CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, light crossbow

May have light armour (+2)

Special Rules: Only after 1000AD

INFANTRY

AXEMEN

	CA	SA	KA	Mo	Pts
Axeman	4	3	3	7	10

Equipment: Hand weapon and shield

May have light armour (+2)

Only with Cart of Pelagius: 0-1 may upgrade to Mo8 as wagon guards (+3), then may be *Drilled* (+4)

Special Rules: *Light Infantry*

SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	7

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2)

Only after 1200AD: May upgrade to Mo7 and CA4 (+3)

Special Rules: *Shieldwall*, *Combined Formation*

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	2	3	5	5

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*, *Combined Formation*

SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	2	5	3

Equipment: Sling

May have javelins & buckler instead of sling (+1)

Special Rules: *Skirmishers*

FOOT CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	2	3	3	6	10

Equipment: Hand weapon, crossbow

Only after 1200AD: May have light armour (+2) and pavise (+2)

Only after 1200AD: May upgrade to Mo7 and SA4 (+4)

Special Rules: *Light Infantry*, Only after 1000AD

DISMOUNTED CRUSADERS

	CA	SA	KA	Mo	Pts
Crusader	4	3	3	7	11

Equipment: Hand weapon and shield, light armour

May have heavy armour (+2), two handed weapon (+2) or thrusting spear (+2).

Special Rules: Only from 1147-1148AD.

BIDETS OR ALMUGHAVARS

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	8

Equipment: Hand weapon and shield

May have light armour (+2)

Special Rules: *Light Infantry*, Only after 1150AD

Only after 1200AD: All Infantry units may have Riding horses (+1 per model)

ALLIES

Only from 1031-1110AD: Andalusian Allies, III/34

Only Castillian armies after 1238AD: Granadine Allies, IV/38

Only after 1269AD: Marinid Allies, III/74

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

36. NAN-CHAO (728-1235AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SPECIAL: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3)

General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	13

Equipment: Hand weapon

May have light armour (+2), shield (+2), thrusting spear (+1) or light crossbow (+3)

CAVALRY SCOUTS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, bow

May have light armour (+2), throwing spear (+2) and shield (+2)

Special Rules: *Skirmishers*, *Feign Flight*

TRIBAL CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	13

Equipment: Hand weapon

May have light armour (+2), shield (+2), throwing spear (+2)

Special Rules: *Light Cavalry*

INFANTRY

SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	11

Equipment: Hand weapon, pike

May have shield (+1) and light armour (+2)

Special Rules: *Combined Formation*

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	11

Equipment: Hand weapon, bow

Special Rules: *Light Infantry*, *Combined Formation*

CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

Equipment: Hand weapon, crossbow

May have light armour (+2)

TRIBAL CLOSE-FIGHTING INFANTRY

	CA	SA	KA	Mo	Pts
Tribal	3	3	3	7	8

Equipment: Hand weapon, thrusting spear

May have shield (+1)

Special Rules: *Warband*

TRIBAL ARCHERS AND CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Tribal	2	2	3	5	5

Equipment: Hand weapon, bow

May have crossbow instead of bow (+3)

Special Rules: *Skirmishers*

SPECIAL

0-1 ELEPHANT

	CA	SA	KA	Mo	L	S	D	Pts
Elephant	4	3	4	7	6	5	8	190

Equipment: Two warriors are armed with javelins and bow. A third warrior may be added for 10 points. **Armour value:** 1

Special Rules: *Elephants*

ALLIES

Only from 728-740AD: T'ang Chinese Allies, III/20

Only from 754-793AD: Tibetan Allies, III/15

Only from 760-830 and 860-866AD: Pyu Burmese Allies, III/9

Only from 860-866AD: Vietnamese Allies, I/49

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

37. ABBASID ARAB (747-945AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3)

General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

AHL KHURASAN

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, thrusting spear, light armour

May have shield (+2)

Only after 754AD: May have CA4 (+2)

MUTATAWWI'A VOLUNTEERS OR TRIBAL ARAB CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	13

Equipment: Hand weapon, throwing spear

May have light armour (+2) and buckler (+1)

Special Rules: *Light Cavalry*, *Warband*

AHL KHURASAN MAWALI

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	12

Equipment: Hand weapon, javelins. May have shield (+2)

Special Rules: *Skirmishers*, Only before 754AD

AHL AL SHAM

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	17

Equipment: Hand weapon, thrusting spear, light armour

May have shield (+2) and heavy armour (+2)

Only from 814AD: Downgrade to CA3 (-2)

ABBASIYAH OR OTHER KHURASANI HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow

May have light armour (+2), throwing spear (+2) and shield (+2)

Special Rules: *Light Cavalry*, *Nomad cavalry*, *Feign Flight*

Only after 794AD

KHURASANI LIGHT HORSE

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	13

Equipment: Hand weapon, bow. May have shield (+2)

Special Rules: *Skirmishers*, Only after 794AD

TURKISH GHULAM GUARDS

	CA	SA	KA	Mo	Pts
Horseman	4	4	3	8	26

Equipment: Hand weapon, kontos, light armour, bow

May have heavy armour (+2), barding (+3) and shield (+2)

May be *Drilled* (+4)

Special Rules: Only after 794AD

MAGHARIBA GUARDS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, throwing spear

May have light armour (+2) and shield (+2)

Special Rules: *Light Cavalry*, Only from 836AD

INFANTRY

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

Only from 836AD: May upgrade to Mo7 and SA4 (+3)

Special Rules: *Light Infantry*, *Combined Formation*

SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	7

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

Only from 764AD: May upgrade to Mo7 and CA4 (+3)

Special Rules: *Combined Formation*

MUTATAWWI'A VOLUNTEERS

	CA	SA	KA	Mo	Pts
Volunteer	3	3	3	7	8

Equipment: Hand weapon, throwing spear. Shield (+1)

Special Rules: *Warband*

DAILAMI

	CA	SA	KA	Mo	Pts
Dailami	3	3	3	7	8

Equipment: Hand weapon, throwing spear

May have shield (+1). May be upgraded to CA4 (+2)

Special Rules: *Light Infantry*

0-1 NAFFATUN

	CA	SA	KA	Mo	Pts
Thrower	2	3	2	6	9

Equipment: Hand weapon, Oil Grenade (count as javelins)

Cause moral test if kill caused, no armour save allowed.

Special Rules: *Skirmishers*

CITY MILITIAS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

May have shield (+1). May have M6 (+1)

Special Rules: *Undisciplined*, *Unmotivated*, Only after 750AD

ALLIES

Only from 890AD: Hamdanid Allies, III/53

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

38. ARAB INDIAN (751-1206AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

SPECIAL: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

ARAB CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, thrusting spear, light armour

May have shield (+2) and bow (+2)

Only after 872AD: May have CA4/SA4 (+2) and may upgrade to

Nomad Cavalry, (+2)

Special Rules: *Feign Flight*

SINDI CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	13

Equipment: Hand weapon, thrusting spear

May have shield (+2) and light armour (+2)

INFANTRY

ARAB INFANTRY

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	7

Equipment: Hand weapon, thrusting spear

May have shield (+1), light armour (+2).

Special Rules: *Combined Formation*

ARAB ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

Special Rules: *Light Infantry*, *Combined Formation*

HINDU INFANTRY

	CA	SA	KA	Mo	Pts
Trooper	4	3	3	7	10

Equipment: Hand weapon, shield

May have javelins (+1) and light armour (+2).

Special Rules: *Light Infantry*

CAMP FOLLOWERS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon. May have shield (+1).

Special Rules: *Undisciplined*, *Unmotivated*

GHAZI

	CA	SA	KA	Mo	Pts
Ghazi	3	3	3	7	7

Equipment: Hand weapon

May have shield (+1) and throwing spear (+1)

Special Rules: *Warband*, Only before 833AD

SPECIAL

0-1 ELEPHANT

	CA	SA	KA	Mo	L	S	D	Pts
Elephant	4	3	4	7	6	5	8	190

Equipment: Two warriors are armed with javelins and bow. A third warrior may be added for 10 points. **Armour value:** 1

Special Rules: *Elephants*

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

39. LATE T'ANG AND FIVE DYNASTIES CHINESE (755-979AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%
SPECIAL: Up to 25%
SIP: not pooled

CHARACTERS							
	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit
Special Rules: Zone of Command 10". May ride a horse (AV3)
 General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
 Ally General 1 SIP, may add up to 2 SIP for 20 points each
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

HEAVY CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	14

Equipment: Hand weapon, thrusting spear, light armour
 May have shield (+2), heavy armour (+2) and barding (+3)
 May have Mo7 (+2)

HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	14

Equipment: Hand weapon, bow
 May have buckler (+2)
Special Rules: *Skirmishers*

TRIBAL HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow.
 May have light armour (+2) and buckler (+2)
Special Rules: *Skirmishers*, *Nomad Cavalry*, *Feign Flight*, Only Late T'ang, Later Liang, Later Chou or Northern Han armies

ARAB CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, thrusting spear, light armour
 May have shield (+2) and bow (+2)
Special Rules: Only in 757AD

INFANTRY

SWORDSMEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	10

Equipment: Hand weapon, light armour
 May have shield (+1) and *Riding Horses* (+1)
 May have Mo8 (+3) and then be *Drilled* (+4)

SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

Equipment: Hand weapon, thrusting spear
 May have shield (+1), light armour (+2) and *Riding Horses* (+1)
 May upgrade to CA4 (+2)

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

Equipment: Hand weapon, bow
 May have light armour (+2) and *Riding Horses* (+1)
 May upgrade to SA4 (+2)
Special Rules: *Light Infantry*

CROSSBOW SPECIALISTS

	CA	SA	KA	Mo	Pts
Specialist	3	4	3	7	14

Equipment: Hand weapon, crossbow
 May have light armour (+1) and *Riding Horses* (+1)

LOCAL MILITIAS SWORDSMEN AND SPEARMEN

	CA	SA	KA	Mo	Pts
Militia	3	3	3	6	7

Equipment: Hand weapon, shield. May have thrusting spear (+2)

LOCAL MILITIAS ARCHERS AND CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Militia	2	3	3	6	7

Equipment: Hand weapon, bow. May have crossbow instead of bow (+3)
Special Rules: *Light Infantry*

PEASANT REBELS OR UNTRAINED MILITIA

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon. May have shield (+1).
Special Rules: *Undisciplined*, *Unmotivated*

SOUTHERN TRIBAL AUXILIARIES

	CA	SA	KA	Mo	Pts
Tribal	3	3	3	7	7

Equipment: Hand weapon. May have shield (+1) and throwing spear (+1)
Special Rules: *Warband*, Only Late T'ang, Southern Han, Southern T'ang and other southern state armies

SOUTHERN TRIBAL ARCHERS AND CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Tribal	2	3	3	5	6

Equipment: Hand weapon, bow. May have crossbow instead of bow (+3)
Special Rules: *Light Infantry*, Only Late T'ang, Southern Han, Southern T'ang and other southern state armies

ARAB SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

Equipment: Hand weapon, thrusting spear
 May have shield (+1), light armour (+2).
Special Rules: *Combined Formation*, Only in 757AD

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

ARAB ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

Special Rules: *Light Infantry, Combined Formation*, Only in 757AD

0-1 NAPHTHA FLAME-THROWERS OR FIRE-LANCERS

	CA	SA	KA	Mo	Pts
Thrower	2	3	3	6	10

Equipment: Hand weapon, Naphtha Grenade (count as javelins)

Cause moral test if kill caused, no armour save allowed.

Special Rules: *Skirmishers*

GUARD TWO-HANDED SWORDSMEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	8	19

Equipment: Hand weapon, two-handed weapon, light armour

Special Rules: *Drilled*

SPECIAL

ELEPHANTS

	CA	SA	KA	Mo	L	S	D	Pts
Elephant	4	3	4	7	6	5	8	190

Equipment: Two warriors are armed with javelins and bow. A third warrior may be added for 10 points. **Armour value:** 1

Special Rules: *Elephants*, Only Southern Han 907-971AD

ALLIES

Only Late T'ang before 907AD: Tribal Khitan or His Allies, II/61

Only from 757-790 and in 860AD: Uighur Allies, III/11

Only in 763 and in 860AD: Tibetan Allies, III/15

Only from 794-829AD: Nan-chao Allies, III/36

Only from 869—900AD: Sha'to Allies, III/42

Only Northern Han 951-979AD: Khitan-Liao Allies, III/55

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

40. NORSE VIKING AND LEIDANG (790-1280AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3)

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

MOUNTED SCOUTS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, javelins, buckler.

May have light armour (+2)

Only Leidang after 1070AD: Not *Light Cavalry*. May have thrusting spear (+2), shield (+2) and CA4 (+2)

Special Rules: *Light Cavalry*

LAENSTROPPERNE

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	17

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2) and heavy armour (+2)

Special Rules: Only Leidang after 1133AD

INFANTRY

HUSCARLS

	CA	SA	KA	Mo	Pts
Huscarl	4	3	3	7	10

Equipment: Hand weapon, shield. May have light armour (+2) and throwing spear (+1).

Only Viking after 850AD: May have *Riding Horses* (+1)

Special Rules: *Shieldwall*

BERSERKS

	CA	SA	KA	Mo	Pts
Berserker	3	3	3	7	8

Equipment: Hand weapon

Only Viking after 850AD: May have *Riding Horses* (+1)

Special Rules: *Warband, Fanatical*

JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	6	8

Equipment: Hand weapon, javelins and buckler

Only Viking after 850AD: May have *Riding Horses* (+1)

Special Rules: *Skirmishers*

UNDISCIPLINED RAIDERS

	CA	SA	KA	Mo	Pts
Raider	4	3	3	7	10

Equipment: Hand weapon, shield. May have light armour (+2)

Only Viking after 850AD: May have *Riding Horses* (+1)

Special Rules: *Undisciplined*, Only Viking before 850AD

HIRD

	CA	SA	KA	Mo	Pts
Hirdman	3	3	3	7	8

Equipment: Hand weapon, shield. May have light armour (+2) and throwing spear (+2).

May have *Riding Horses* (+1). May have CA4 (+2)

Special Rules: *Shieldwall*. Only Viking after 850AD

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

Equipment: Hand weapon, bow. May have *Riding Horses* (+1)

Special Rules: *Light Infantry*, Only Viking after 850AD

IRISH

	CA	SA	KA	Mo	Pts
Irish	3	3	3	6	7

Equipment: Hand weapon, javelins. May have shield (+1)

Special Rules: *Light Infantry*, Only Dublin Vikings from 850-1094AD

ENGLISH REBELS

	CA	SA	KA	Mo	Pts
English	4	3	3	7	10

Equipment: Hand weapon, shield. May have light armour (+2)

Special Rules: Only Norwegian Viking in 1066AD

ENGLISH FLEMING MERCENARIES

	CA	SA	KA	Mo	Pts
Mercenary	3	3	3	7	9

Equipment: Hand weapon, thrusting spear. May have shield (+1)

Special Rules: Only Norwegian Viking in 1066AD

BONDI

	CA	SA	KA	Mo	Pts
Bondir	3	3	3	7	8

Equipment: Hand weapon, shield. May have light armour (+2)

Special Rules: Only Leidang

BONDI ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

Special Rules: *Light Infantry*, Only Leidang

THRALLS AND LEVIES

	CA	SA	KA	Mo	Pts
Thrall	2	2	3	5	3

Equipment: Hand weapon. May have shield (+1).

Special Rules: *Undisciplined*, Only Leidang

FREELANCE VIKING RAIDERS

	CA	SA	KA	Mo	Pts
Raider	4	3	3	7	10

Equipment: Hand weapon, shield. May have light armour (+2)

Special Rules: Only Leidang. *Shieldwall*

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

GERMAN COLONISTS

	CA	SA	KA	Mo	Pts
German	3	3	3	7	10

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+1).
Up to half may have crossbow instead of spear or shield (+3)
Special Rules: *Light Infantry, Combined Formation, Only*
Danish Leidang after 1218AD

ALLIES

Only Viking in 866AD: Breton Allies, III/18
Only Dublin Vikings from 850-1094AD: Irish Allies, III/46
Only Danish Viking in 1069AD: English Rebel Allies, III/71
Only Danish Viking in 1069AD: Scots Allies, III/45
Only Leidang after 1133AD: German Clerical Allies, IV/13
Only Danish Leidang after 1218AD: Wendish Allies, III/1
Only Danish Leidang after 1218AD: Dithmarschen Free Canton
Allies, IV/13

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

41. DOG PEOPLES AND PUEBLO CULTURES (800-1500AD)

CHARACTERS: Up to 25%

INFANTRY: At least 75%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10".

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

INFANTRY

WARRIOR SOCIETIES

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	7

Equipment: Hand weapon

May have javelins (+1) and shield (+1)

Special Rules: *Warband*

TRIBESMEN WITH BOW

	CA	SA	KA	Mo	Pts
Tribal	2	3	3	6	7

Equipment: Hand weapon, bow

Only if Proto-Toltec or Proto-Aztec: WS3 instead of bow (free)

Special Rules: *Light Infantry*

SLINGERS

	CA	SA	KA	Mo	Pts
Slinger	2	2	2	5	3

Equipment: Sling

Special Rules: *Skirmishers*, Only if Proto-Toltec or Proto-Aztec

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

42. SHA-T'O TURKISH (808-951AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3)

Only after 907AD: General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

SHA-T'O ARMoured CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, thrusting spear, light armour

May have shield (+2), heavy armour (+2) and barding (+3)

May have CA4 (+21)

SHA-T'O UNARMoured HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow

May have light armour (+2) and buckler (+2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

MISCELLANEOUS TRIBAL CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	15

Equipment: Hand weapon, bow

May have shield (+2), throwing spear (+2) and light armour (+2)

May have Mo7 (+2), CA3 (+2) and SA4 (+2)

Special Rules: *Light Cavalry, Feign Flight*

CHINESE CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	14

Equipment: Hand weapon, thrusting spear, light armour

May have shield (+2), heavy armour (+2) and barding (+3)

Special Rules: Only from 884AD

INFANTRY

SHA-T'O TRIBAL INFANTRY

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow.

Special Rules: *Light Infantry*

CHINESE SWORDSMEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	12

Equipment: Hand weapon, light armour

May have shield (+1) and Mo8 (+5)

Special Rules: *Drilled*, Only from 884AD

CHINESE SPPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

Equipment: Hand weapon, thrusting spear

May have shield (+1), light armour (+2)

May upgrade to CA4 (+2)

Special Rules: Only from 884AD

CHINESE ARCHERS AND CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

Equipment: Hand weapon, bow

May have light armour (+1) and crossbow instead of bow (+3)

May upgrade to SA4 (+3)

Special Rules: *Light Infantry*, Only from 884AD

CHINESE MILITIA SWORDSMEN AND SPEARMEN

	CA	SA	KA	Mo	Pts
Militia	3	3	3	6	7

Equipment: Hand weapon, shield. May have thrusting spear (+2)

Special Rules: Only from 884AD

CHINESE MILITIA ARCHERS AND CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Militia	2	3	3	6	7

Equipment: Hand weapon, bow. May have crossbow instead of bow (+3)

Special Rules: *Light Infantry*, Only from 884AD

UNTRAINED CHINESE MILITIA

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon. May have shield (+1).

Special Rules: *Undisciplined, Unmotivated*

ALLIES

Only after 880AD: Tartar Allies, III/44

Only from 936-942AD: Liao Allies, III/55

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

43. KHURASANIAN (808-951AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SPECIAL: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3)
General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

TURKISH GHULAMS

	CA	SA	KA	Mo	Pts
Horseman	4	4	3	8	30

Equipment: Hand weapon, kontos, light armour, bow

May have heavy armour (+2), barding (+3) and shield (+2)

Special Rules: *Drilled*

KHURASANI NOBLE CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	17

Equipment: Hand weapon, thrusting spear, light armour

May have heavy armour (+2), barding (+3) and shield (+2)

KHURASANI SKIRMISHERS

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	13

Equipment: Hand weapon, bow

May have light armour (+2), throwing spear (+2) and buckler (+2)

Special Rules: *Skirmishers*

AIYAR OR MUTATAWWI'A CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	13

Equipment: Hand weapon, throwing spear

May have light armour (+2) and buckler (+1)

Special Rules: *Light Cavalry, Warband*

MERCENARY OR CONVERTED TURKS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow

May have light armour (+2), throwing spear (+2) and shield (+2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

BEDOUIN ARABS LIGHT HORSE

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	13

Equipment: Hand weapon, bow. May have shield (+2)

Special Rules: *Skirmishers*

KHAWARIJ

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, throwing spear

May have light armour (+2) and shield (+2)

Special Rules: *Light Cavalry, Only Saffarids*

INFANTRY

KHURASANI ARMoured SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	10

Equipment: Hand weapon, thrusting spear, light armour

May have shield (+1)

Special Rules: *Combined Formation*

KHURASANI INFANTRY ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

May upgrade to Mo7 and SA4 (+3)

Special Rules: *Light Infantry, Combined Formation*

AIYAR OR MUTATAWWI'A

	CA	SA	KA	Mo	Pts
Volunteer	3	3	3	7	8

Equipment: Hand weapon, throwing spear. May have shield (+1)

Special Rules: *Warband*

DAILAMI

	CA	SA	KA	Mo	Pts
Dailami	4	3	3	7	10

Equipment: Hand weapon, throwing spear

May have shield (+1) and *Riding Camels* (+1)

Special Rules: *Light Infantry*

KUMAJIS OR OTHER HILLMEN

	CA	SA	KA	Mo	Pts
Hillman	3	3	3	6	7

Equipment: Hand weapon, throwing spear. May have shield (+1).

Special Rules: *Light Infantry*

HASHARIYAN LEVIES

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

INDIAN INFANTRY

	CA	SA	KA	Mo	Pts
Trooper	4	3	3	7	10

Equipment: Hand weapon, shield

May have javelins (+1) and light armour (+2).

Special Rules: *Light Infantry, Only Saffarids*

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

INDIAN ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*, Only Saffarids

SPECIAL

ELEPHANTS

	CA	SA	KA	Mo	L	S	D	Pts
Elephant	4	3	4	7	6	5	8	190

Equipment: Two warriors are armed with javelins and bow. A third warrior may be added for 10 points. **Armour value:** 1
Special Rules: *Elephants*, Only Samanids

ALLIES

Only Tahirids from 850-873AD: Abbasid Allies, III/37
Only Saffarids from 861-900 or Samanids from 901-961AD:
Arab-Indian Allies, III/38
Only Samanids: Ziyarid Allies, III/57
Only Samanids: Ferghanan or Tashkent Turkish Allies, III/11
Only Samanids from 901-980AD: Saffarid Vassal Allies, III/43
Only Samanids from 994-999AD: Ghaznavid Allies, III/63

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

44. TRIBAL MONGOLIAN (840-1218AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3)

General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

KHAN'S GUARD CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	19

Equipment: Hand weapon, kontos, light armour

May have heavy armour (+2), barding (+3) and shield (+2)

TRIBAL NOBLES AND NÖKÖR RETAINERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow

May have light armour (+2) and shield (+2)

May have CA4 (+3). May have kontos instead of bow (+1)

Special Rules: *Light Cavalry, Nomad Cavalry, Feign Flight*

TRIBESMEN

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow

May have light armour (+2), throwing spear (+2) and shield (+2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

INFANTRY

0-1 WAGON TABOR

ALLIES

Only Kuchluk Naiman from 1211-1218AD: Qara-Khitai

Remnant Allies, IV/15

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

45. PRE-FEUDAL SCOTS (846-1124AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3)

Army General 1 SIP, may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, javelins, buckler.

May have light armour (+2)

Special Rules: *Light Cavalry*

NORMAN KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2) and heavy armour (+2)

May upgrade to CA4 (+2)

Special Rules: *Shock Impact +1*, Only after 1052AD

INFANTRY

THEGNS

	CA	SA	KA	Mo	Pts
Thegn	4	3	3	8	13

Equipment: Hand weapon, throwing spear

May have shield (+1) and light armour (+2).

Special Rules: *Warband*

SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

Equipment: Hand weapon, thrusting spear

May have shield (+1)

Special Rules: *Light Infantry*

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	2	2	5	4

Equipment: Bow.

Special Rules: *Skirmishers*

JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	6	8

Equipment: Hand weapon, javelins and buckler

Special Rules: *Skirmishers*

GALWEGIAN WARBAND

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	8

Equipment: Hand weapon, throwing spear

May have shield (+1). May have *Riding Horses* (+1)

Special Rules: *Warband*

ALLIES

Man, Dublin or Orkney Viking Allies, III/40

Only before 945AD: Strathclyde British Allies, Sub-Roman

British, II/81

Only after 1052AD: Islesmen Allies, III/77

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

46. NORSE IRISH (846-1300AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3)

Army General 1 SIP, may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

NORMAN KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	19

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2) and heavy armour (+2)

Special Rules: *Shock Impact +1*, Only from 1169-1205AD

INFANTRY

IRISH NOBILITY

	CA	SA	KA	Mo	Pts
Noble	3	3	3	7	8

Equipment: Hand weapon, throwing spear

May have shield (+1) and light armour (+2).

May have *Riding Horses* (+1)

Special Rules: *Light Infantry*

IRISH BONNACHTS

	CA	SA	KA	Mo	Pts
Bonnacht	3	3	3	6	7

Equipment: Hand weapon, throwing spear

May have shield (+1)

IRISH KERNS

	CA	SA	KA	Mo	Pts
Kern	3	3	3	6	8

Equipment: Hand weapon, javelins and buckler

Special Rules: *Light Infantry*

IRISH SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	2	5	3

Equipment: Sling.

May have bow instead of sling (+1)

Special Rules: *Skirmishers*

IRISH RISING OUT

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Levies*

OSTMEN

	CA	SA	KA	Mo	Pts
Ostman	4	3	3	7	9

Equipment: Hand weapon

May have shield (+1) and light armour (+2).

SONS OF DEATH

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	8

Equipment: Hand weapon, throwing spear

May have shield (+1).

Special Rules: *Warband*, Only from 856-1014AD

0-1 KINGS' SONS

	CA	SA	KA	Mo	Pts
Warrior	4	3	3	8	13

Equipment: Hand weapon, throwing spear

May have shield (+1) and light armour (+2)

Special Rules: *Warband*, Only in 1014AD

WELSH ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

Equipment: Hand weapon, bow.

Special Rules: Only from 1169-1205AD

WELSH SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

Equipment: Hand weapon, thrusting spear

May have shield (+1).

Special Rules: May have *Shieldwall*. Only from 1169-1205AD

GALLOGLAICH

	CA	SA	KA	Mo	Pts
Gallo glaich	4	3	3	7	10

Equipment: Hand weapon, shield

May have throwing spear (+2) and light armour (+2).

Special Rules: *Shieldwall*. Only after 1260AD

ALLIES

Viking Allies, III/40

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

47. PECHENECS (850-1122AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3)

Army General 1 SIP, may add up to 2 SIP for 20 each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

NOBLES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, kontos, light armour

May have heavy armour (+2), barding (+3) and shield (+2)

HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	18

Equipment: Hand weapon, bow

May have light armour (+2) and shield (+2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

INFANTRY

LEVIES

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Levies*

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow.

0-1 WAGON TABOR

May replace all infantry and set up Wagon Tabor with War Wagons.

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

48. RUS (860-1054AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

ALLIES

Only before 1036AD: Varangian Allies, III/40

Only from 968-971AD: Danube Bulgar Allies, III/14

Only from 971AD: Pecheneg Allies, III/47

Only Sviatopolk and Boleslaw's army in 1018AD: polish Allies, III/62

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3)

Army General 1 SIP, may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

DRUZHINA

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+2)

ALAN, DANUBE BULGAR OR TURK MERCENARIES

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow

May have light armour (+2), throwing spear (+2) and shield (+2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

Only after 960AD

MAGYAR MERCENARIES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	18

Equipment: Hand weapon, bow

May have light armour (+2) and shield (+2)

Special Rules: *Skirmishers, Feign Flight, Nomad Cavalry*

Only after 960AD

INFANTRY

SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	8

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2)

May have *Riding Horses* (+1)

Special Rules: *Shieldwall . Combined Formation*

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	2	3	5	5

Equipment: Hand weapon, bow.

May have *Riding Horses* (+1). May have SA3/Mo6 (+2)

Special Rules: *Skirmishers, Combined Formation*

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

49. TULUNID OR IQSHIDID EGYPTIAN (868-969AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3)

General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

TURKISH OR GREEK GHULAMS

	CA	SA	KA	Mo	Pts
Horseman	4	4	3	8	30

Equipment: Hand weapon, kontos, light armour, bow

May have heavy armour (+2), barding (+3) and shield (+2)

Special Rules: *Drilled*

ARMENIAN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	24

Equipment: Hand weapon, thrusting spear, light armour

May have heavy armour (+2), barding (+3) and shield (+2)

Special Rules: *Drilled*

BERBER CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, bow

May have light armour (+2) and shield (+2)

Special Rules: *Skirmishers, Feign Flight*

0-1 CAMEL RIDING SCOUTS

	CA	SA	KA	Mo	Pts
Camelrider	2	2	3	6	11

Equipment: Hand weapon, javelins.

May have shield (+2) and short bow (+1) or bow (+2)

Special Rules: *Skirmishers*

BEDOUIN GUARDS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, bow

May have light armour (+2) and shield (+2)

Special Rules: *Skirmishers, Nomad cavalry, Feign Flight*

Only Tulunids from 885-905AD

INFANTRY

SUDANESE 'ABID GUARD SWORDSMEN

	CA	SA	KA	Mo	Pts
Guard	4	4	3	8	21

Equipment: Hand weapon, shield, thrusting spear

May have light armour (+2) and large shield (+2)

Up to half may have bow instead of spear (free)

Special Rules: *Drilled*

BERBER JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	6	8

Equipment: Hand weapon, javelins and buckler

Special Rules: *Light Infantry*

BERBER SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	2	5	3

Equipment: Sling.

May have bow instead of sling (+1)

Special Rules: *Skirmishers*

EGYPTIAN LEVIES AND SYRIAN AHDATH MILITIA

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

50. BAGRATID ARMENIAN (885-1054AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3)

Army General 1 SIP, may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

NAKHARARAKS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, thrusting spear, light armour

May have heavy armour (+2), barding (+3) and shield (+2)

May have CA4 (+2)

AZATKS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, throwing spear

May have light armour (+2) and shield (+2)

SKIRMISHING AZATKS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	15

Equipment: Hand weapon, throwing spear

May have light armour (+2) and shield (+2)

Special Rules: *Skirmishers, Feign Flight*

TURKS OR ALAN

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow

May have light armour (+2), throwing spear (+2) and shield (+2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

GEORGIAN VASSALS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, kontos, light armour

May have heavy armour (+2), barding (+3) and shield (+2)

MUSLIM VASSALS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, throwing spear

May have light armour (+2) and shield (+2)

Special Rules: *Light Cavalry*

INFANTRY

FOOT WARRIORS

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

Equipment: Hand weapon, thrusting spear

May have shield (+1)

Special Rules: *Combined Formation*

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow.

Special Rules: *Light Infantry, Combined Formation*

SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	2	6	4

Equipment: Sling.

May have bow instead of sling (+1)

Special Rules: *Skirmishers*

PEASANTS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Levies*

RUS MERCENARIES

	CA	SA	KA	Mo	Pts
Rus	3	3	3	6	8

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

Up to half may have bow instead of spear (free)

Special Rules: *Shieldwall . Combined Formation, Only before 969AD*

ALLIES

Georgian Allies, III/70

Byzantine Allies, III/29 or III/64

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

51. WEST FRANKISH OR NORMAN (888-1072AD)

CHARACTERS: Up to 25%

WARRIORS: At least 40%

SUPPORT: Up to 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
0-1 Rex/Dux	-	-	-	9	3	+2	190
Comes	-	-	-	8	2	+2	100
0-1 Bishop	-	-	-	9	2	+1	110
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10", Rex/Dux 15"

May ride a horse (AV4)

A Comes must be placed in a unit at the start of the battle and remain there throughout.

Rex/Dux 2 SIP, may add up to 2 SIP for 20 points each

Bishop 1 SIP, may add up to 2 SIP for 20 points each

WARRIORS

MOUNTED MILITES

	CA	SA	KA	Mo	Pts
Milites	4	3	3	8	23

Equipment: Horse, light armour, shield, hand weapon and throwing or thrusting spear.

Special Rules: *Shock Cavalry +1*

PUERI

	CA	SA	KA	Mo	Pts
Pueri	3	3	3	7	15

Equipment: Horse, shield, hand weapon and javelins.

May have throwing spear (+1)

Special Rules: *Light Infantry*

DISMOUNTED MILITES

	CA	SA	KA	Mo	Pts
Milites	4	3	4	8	15

Equipment: Light armour, shield, hand weapon and throwing spears. May replace throwing spear with thrusting spear (+1).

May replace shield with large shield (+1).

SUPPORT

LIBERI

	CA	SA	KA	Mo	Pts
Liberi	2	3	3	6	8

Equipment: Shield, hand weapon and thrusting spear.

May have javelins (+1)

Special Rules: *Light Infantry*

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon and bow.

Special Rules: *Light Infantry*

You may not take more units of archers than you have units of Liberi in your army.

COLONI

	CA	SA	KA	Mo	Pts
Coloni	2	3	2	5	4

Equipment: Hand weapon and javelins.

May have buckler (+1). May replace javelins with sling (free)

Special Rules: *Skirmishers*

COLONI ARCHERS

	CA	SA	KA	Mo	Pts
Coloni	2	3	2	5	5

Equipment: Hand weapon and bow.

Special Rules: *Skirmishers*

You may not take more units of coloni archers than you have units of coloni in your army.

ALLIES

DEVROET

	CA	SA	KA	Mo	Pts
Devroet	4	3	3	7	23

Equipment: Horse, light armour, shield, throwing spear and javelins.

Special Rules: *Feign Flight, Shock Impact +1*

SERJEANTS

	CA	SA	KA	Mo	Pts
Serjeant	3	3	3	7	9

Equipment: Hand weapon, shield, light armour.

The unit have one of the following options- throwing spears (+1), thrusting spears (+2). Alternatively, one unit of Serjeants may take two-handed weapons (+7). These have an Armour Penetration of 2, and increase the units Killing Ability to 4.

MISSILE ARMED SERJEANTS

	CA	SA	KA	Mo	Pts
Serjeant	3	3	3	7	9

Equipment: Hand weapon, shield, light armour.

The unit may have one of the following options- javelins (+1), bows (+2) or crossbows (+5)

Special Rules: *Light Infantry*

MOUNTED STIPENDARI

	CA	SA	KA	Mo	Pts
Stipendarii	4	3	3	7	20

Equipment: Horse, hand weapon, light armour, shield and throwing spear.

All models in the unit may exchange throwing spear for thrusting spear at no points cost. May have javelins (+1).

Special Rules: *Shock Impact +1*

DISMOUNTED STIPENDARI

	CA	SA	KA	Mo	Pts
Stipendarii	4	3	3	7	12

Equipment: Hand weapon, light armour, shield and throwing spear.

All models in the unit may exchange throwing spear for thrusting spear (+1). The unit may have javelins (+1).

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

52. EAST FRANKISH (888-1106AD)

CHARACTERS: Up to 25%

CAVALRY: At least 25%

INFANTRY: Up to 50%

ALLIES: Up to 25%

SIP: not pooled

ALLIES

Italian Allies, III/21 or III/72 or III/76

Northern Slav Allies, III/1

Only from 928-1003AD: Western Slav Allies, III/1

Only after 935AD: Burgundian Allies, III/51

Only after 1044AD: Polish Allies, III/62

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3)

Army General 1 SIP, may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

MILITES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	19

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2) and heavy armour (+2)

May downgrade to CA3 (-2)

Special Rules: *Shock Impact +1*

OLD SAXON, THURINGIAN OR BOHEMIAN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, throwing spear

May have light armour (+2) and shield (+2)

Special Rules: *Light Cavalry*

INFANTRY

SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2)

May upgrade to Mo 7 (+1).

Special Rules: *Shieldwall*

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow.

Special Rules: *Light Infantry*

PEASANTS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

53. DYNASTIC BEDOUIN (890-1106AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3)

Only Hamdanids of Aleppo from 945-957, Hamdanids of Mosul from 890-991 and Uqaylids from 996-1001AD: General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

BEDOUIN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, bow

May have light armour (+2) and shield (+2)

Special Rules: *Light Cavalry, Feign Flight*

BEDOUIN CAMEL MOUNTED SCOUTS

	CA	SA	KA	Mo	Pts
Camelrider	2	2	3	6	11

Equipment: Hand weapon, javelins.

May have shield (+2) and short bow (+1) or bow (+2)

Special Rules: *Skirmishers*

AHDAT CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	12

Equipment: Hand weapon, javelins. May have shield (+2)

Special Rules: *Skirmishers*

TURKISH OR CIRCASSIAN GHULAMS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, kontos, light armour, bow

May have heavy armour (+2), barding (+3) and shield (+2)

May have CA/SA4 (+2) and then be *Drilled* (+2)

Special Rules: Only Hamdanids of Aleppo from 945-957, Hamdanids of Mosul from 890-991 and Uqaylids from 996-1001AD

HADHBANI OR JALAI KURDISH CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, throwing spear

May have light armour (+2) and shield (+2)

Special Rules: Only Hamdanids of Aleppo from 945-1008, Hamdanids of Mosul from 890-991 and Uqaylids from 996-1001AD

KHURASANIAN VOLUNTEERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

Equipment: Hand weapon, bow. May have light armour (+2), throwing spear and *Light Cavalry* instead of *Skirmishers* (+2) and buckler (+1)

Special Rules: *Skirmishers, Feign Flight*, Only Hamdanids of Aleppo from 964-965AD

INFANTRY

BEDOUIN SWORDSMEN

	CA	SA	KA	Mo	Pts
Swordsman	3	3	3	7	8

Equipment: Hand weapon, shield

May have light armour (+2). May have *Riding Horses* (+1)

BEDOUIN ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow. May have *Riding Horses* (+1)

Special Rules: *Light Infantry*

BEDOUIN SLINGERS

	CA	SA	KA	Mo	Pts
Slinger	2	2	2	5	3

Equipment: Sling. May have *Riding Horses* (+1)

Special Rules: *Skirmishers*

AHDAT TOWN MILITIAS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

DAILAMI

	CA	SA	KA	Mo	Pts
Dailami	3	3	3	7	8

Equipment: Hand weapon, throwing spear. May have shield (+1).

May have CA4 instead of spear (+2). May have *Riding Camels* (+1).

Up to half may have bow instead of spear, *Combined Formation* (+1)

Special Rules: *Light Infantry*, Only Hamdanids of Aleppo from 945-1008, Hamdanids of Mosul from 890-991 and Uqaylids from 996-1001AD

‘ABID

	CA	SA	KA	Mo	Pts
Archer	3	4	3	8	18

Equipment: Hand weapon, bow. May have light armour (+1).

Special Rules: *Drilled*, Only Hamdanids of Aleppo 945-965AD

TARSUS-BASED GHAZI

	CA	SA	KA	Mo	Pts
Ghazi	3	3	3	7	7

Equipment: Hand weapon. May have shield (+1)

Special Rules: *Warband*, Only Hamdanids of Aleppo from 945-965AD

SYRIAN PEASANTS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined*, Only Mirdassids

ALLIES

Only Uqaylids: Annazid or Marwanid Kurdish Allies, III/60

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

54. EARLY SAMURAI (900-1300AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3)

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

SAMURAI CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, bow, light armour

May have heavy armour (+2)

MOUNTED WARRIOR MONKS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, bow

May have light armour (+2)

Special Rules: *Light Cavalry*

INFANTRY

BUSHI ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	13

Equipment: Hand weapon, bow, heavy armour

BUSHI SWORDSMEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	13

Equipment: Hand weapon, light armour, double handed weapon

FOLLOWER SWORDSMEN

	CA	SA	KA	Mo	Pts
Swordsman	3	3	3	6	9

Equipment: Hand weapon, double handed weapon

FOLLOWER ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

May have Mo7 (+1) and then pavise (+2)

0-1 WAR WAGON

Warrior monks portable shrine and escort

WARRIOR MONK SWORDSMEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	12

Equipment: Hand weapon, double handed weapon

0-1 WARRIOR MONKS WITH INCENDIARY WEAPONS

	CA	SA	KA	Mo	Pts
Monk	2	3	3	6	9

Equipment: Hand weapon, incendiary weapon (count as javelins)

Cause moral test if kill caused, no armour save allowed.

Special Rules: *Skirmishers*

0-1 STAMPEDING CATTLE

ALLIES

Only before 1100AD: Emishi Allies, III/6

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

55. KHITAN-LIAO (907-1125AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

KHITAN ORDO SOLDIERS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	22

Equipment: Hand weapon, kontos, light armour

May have heavy armour (+2), barding (+3) and shield (+2)

May be *Drilled* (+4)

KHITAN ORDO FORAGERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, kontos, light armour

KHITAN ORDO ORDERLIES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	15

Equipment: Hand weapon, buckler, bow

May have light armour (+2)

Special Rules: *Light Cavalry*

KHITAN TRIBAL CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	13

Equipment: Hand weapon, bow

May buckler (+2). May have Mo7 (+2)

Special Rules: *Skirmishers*

KHITAN TRIBAL NOBLES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	17

Equipment: Hand weapon, bow

May have light armour (+2), throwing spear (+2) and shield (+2)

May have Mo8 (+2)

Special Rules: *Light Cavalry*

JURCHID TRIBAL CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+2)

May have CA4 (+2)

Special Rules: *Light Cavalry*

CHINESE CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	13

Equipment: Hand weapon, thrusting spear

May have light armour (+2)

INFANTRY

TRIBAL FOOT ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	2	2	5	4

Equipment: Bow

Special Rules: *Skirmishers*

UNARMED CIVILIANS

	CA	SA	KA	Mo	Pts
Levy	2	2	2	5	2

Equipment: Whatever comes to hand!

Special Rules: *Undisciplined, Unmotivated*

CHINESE MILITIA LEVIES

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	5

Equipment: Hand weapon, thrusting spear

Special Rules: *Undisciplined, Unmotivated*

CHINESE SWORDSMEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	12

Equipment: Hand weapon, shield

May have light armour (+2)

Special Rules: *Drilled*

CHINESE CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	3	3	7	12

Equipment: Hand weapon, crossbow

May have light armour (+2). May have SA (+3)

0-2 LIGHT BOLT THROWERS

ALLIES

Steppe Allies, III/44

Only from 951-979AD: Nothern Han Allies, III/39

Only after 1120AD: Hsia-Hsia Allies, III/66

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

56. KORYO DYNASTY KOREAN (918-1392AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

KWANGGUN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, thrusting spear

May have light armour (+2), heavy armour (+3) and shield (+2)

MILITIA CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	13

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+2)

LIGHT HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	13

Equipment: Hand weapon, bow

May buckler (+2).

Special Rules: *Skirmishers*

JURCHEBN AUXILIARY CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	17

Equipment: Hand weapon, bow

May have light armour (+2), throwing spear (+2) and shield (+2)

Special Rules: *Light Cavalry*, Only from 926-1107AD

INFANTRY

KWANGGUN ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	11

Equipment: Hand weapon, bow

May have light armour (+1)

KWANGGUN SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	4	3	3	7	11

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2)

MILITIA ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

Equipment: Hand weapon, bow

MILITIA SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2)

0-1 WAR WAGON

JURCHEN OR MALGAL AUXILIARY FOOT ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

Special Rules: *Light Infantry*, Only from 926-1107AD

GUERILLA SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

Equipment: Hand weapon, thrusting spear

May have shield (+1) or halberd instead of spear (free)

Special Rules: *Light Infantry*, Only from 1231-1273AD

HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	6	10

Equipment: Hand weapon, handgun

Special Rules: *Skirmishers*, Only after 1375AD

ALLIES

Only from 1217-1218AD: Jurchen-Chin Allies, IV/14

Only after 1260AD: Mongol Allies, IV/48

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

57. BUYID OR OTHER DAILAMI DYNASTIES (927-1090AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%
SPECIAL: Up to 25%
SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit
Special Rules: Zone of Command 10". May ride a horse (AV3).
General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
Ally General 1 SIP, may add up to 2 SIP for 20 points each
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

TURKISH GHULAMS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, kontos, light armour, bow
May have heavy armour (+2), barding (+3) and shield (+2)
May have CA/SA4 (+4) and then be *Drilled* (+4)

KURDISH CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, throwing spear
May have light armour (+2) and shield (+2)

BEDOUIN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, bow
May have light armour (+2) and shield (+2)
Special Rules: *Light Cavalry, Feign Flight*

INFANTRY

DAILAMI INFANTRY

	CA	SA	KA	Mo	Pts
Dailami	4	3	3	7	10

Equipment: Hand weapon, throwing spear
May have light armour (+2), shield (+1) and *Riding Camels* (+1)
May be downgraded to CA3 (-3)
Special Rules: *Light Infantry, Combined Formation*

DAILAMI ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	11

Equipment: Hand weapon, bow
May have light armour (+2) and *Riding Camels* (+1)
May be downgraded to SA3 (-3)
Special Rules: *Light Infantry, Combined Formation*

INDIAN ZOTT MERCENARIES

	CA	SA	KA	Mo	Pts
Indian	4	3	3	7	11

Equipment: Hand weapon, halberd
May have light armour (+2)
Special Rules: Only Buyids of Baghdad from 946-1059AD

CITY RELIGIOUS FACTIONS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon
Special Rules: *Undisciplined, Unmotivated*
Only Buyids of Baghdad from 946-1059AD

SPECIAL

0-1 ELEPHANT

	CA	SA	KA	Mo	L	S	D	Pts
Elephant	4	3	4	7	6	5	8	190

Equipment: Two warriors are armed with javelins and bow. A third warrior may be added for 10 points. **Armour value:** 1
Special Rules: *Elephants*

ALLIES

Kurdish Allies, III/60
Only Musafirids from 941-957AD: Bagratid Armenian Allies, III/50
Only Buyids of Baghdad from 946-1059AD: Bedouin Allies, III/53
Only Buyids of Baghdad from 974-975AD: Mosul Hamdanid Allies, III/53
Only Buyids from 980-1003AD: Saffarid Vassal Allies, III/43

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

58. TOLTEC (930-1168AD)

CHARACTERS: Up to 25%

INFANTRY: At least 75%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).
General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

INFANTRY

MILITARY ORDERS

	CA	SA	KA	Mo	Pts
Warrior	4	3	3	7	9

Equipment: Hand weapon

May have javelins (+1) and shield (+1)

WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	6	6

Equipment: Hand weapon

Special Rules: *Light Infantry*

SLINGERS

	CA	SA	KA	Mo	Pts
Slinger	2	2	2	5	3

Equipment: Sling

Special Rules: *Skirmishers*

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

59. MEDIEVAL VIETNAMESE (939-1500AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SPECIAL: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3) or elephant. General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

COURT CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, throwing spear

May have light armour (+2) and shield (+2)

REGIONAL CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	12

Equipment: Hand weapon, javelins

May have buckler (+2)

INFANTRY

COURT HALBERDIERS OR SWORDSMEN

	CA	SA	KA	Mo	Pts
Guard	4	3	3	8	17

Equipment: Hand weapon, shield

May have light armour (+2) or halberd instead of shield (+1)

Only before 960AD: May have thrusting spear (+2)

Special Rules: *Drilled*

COURT ARCHERS AND CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Guard	3	4	3	7	11

Equipment: Hand weapon, bow

May have crossbow instead of bow (+3) and light armour (+1)

Special Rules: *Light Infantry*

TEN-CIRCIUT SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

Equipment: Hand weapon, thrusting spear

May have shield (+1)

TEN-CIRCIUT ARCHERS AND CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

Equipment: Hand weapon, bow

May have crossbow instead of bow (+3)

Special Rules: *Light Infantry*

REGIONAL SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

Equipment: Hand weapon, thrusting spear

May have shield (+1)

REGIONAL ARCHERS AND CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

May have crossbow instead of bow (+3)

Special Rules: *Light Infantry*

TRIBESMEN

	CA	SA	KA	Mo	Pts
Tribal	3	3	3	7	8

Equipment: Hand weapon, shield

Special Rules: *Warband*

TRIBAL ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	2	2	5	4

Equipment: Bow

Special Rules: *Light Infantry*

0-2 LIGHT CANNONS

Special Rules: Only after 1428AD

SPECIAL

ELEPHANTS

	CA	SA	KA	Mo	L	S	D	Pts
Elephant	4	3	4	7	6	5	8	190

Equipment: Two warriors are armed with javelins and bow. A third warrior may be added for 10 points. **Armour value:** 1

Special Rules: *Elephants*

ALLIES

Only from 1280-1286AD: Cham Allies, III/23

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

60. DYNASTIC KURDISH (950-1085AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

SIP: not pooled

ALLIES

Only Hassanuyids: Buyid Allies, III/57

Only Daysam in Azerbaijan: Dailami Allies, III/57

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Only Marwanids: General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

KURDISH CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, throwing spear

May have light armour (+2) and shield (+2)

KURDISH SCOUTS

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	14

Equipment: Hand weapon, javelins. May have shield (+2)

Special Rules: *Skirmishers*, *Feign Flight*

SHAYBANI BEDOUIN ARABS

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	7	16

Equipment: Hand weapon, bow. May have shield (+2)

Special Rules: *Skirmishers*, *Feign Flight*, Only Annazids

GEORGIAN GHULAMS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	21

Equipment: Hand weapon, kontos, light armour, bow

May have heavy armour (+2), barding (+3) and shield (+2)

May be *Drilled* (+4)

Special Rules: Only Marwanids

INFANTRY

KURDISH INFANTRY

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	6	7

Equipment: Hand weapon, shield

Special Rules: *Light Infantry*

INFANTRY

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined*, *Unmotivated*, Only Marwanids

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

61. SUNG CHINESE (960-1279AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Only Marwanids: General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

GUARD CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	26

Equipment: Hand weapon, kontos, light armour

May have heavy armour (+2), barding (+3) and shield (+2)

Special Rules: *Drilled*

CHINESE CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	14

Equipment: Hand weapon, thrusting spear

May have light armour (+2)

Only before 979AD: Upgrade to Mo7 (+2)

0-1 FIRE-LANCE CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	23

Equipment: Hand weapon, light armour, fire lance (count as thrusting spear)

May have light armour (+2).

Cause moral test if kill caused, no armour save allowed.

Special Rules: *Shock Impact +1*

T'UNG-SHIH CHUN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow

May have light armour (+2) and shield (+2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

Only after 1250AD

SHE CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, thrusting spear

May have light armour (+2)

Special Rules: Only after 1250AD

INFANTRY

CHIN-CHUN GUARD INFANTRY

	CA	SA	KA	Mo	Pts
Guard	4	3	3	8	17

Equipment: Hand weapon, shield

May have light armour (+1) or heavy armour (+2)

Special Rules: *Drilled*

SHENG-CH'UAN AND SIMILAR PICKED TROOPS

	CA	SA	KA	Mo	Pts
Trooper	4	3	3	7	10

Equipment: Hand weapon, shield

May have light armour (+1) or halberd instead of shield (+1)

SPEARMEN AND HALBEDIERS

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	9

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+1) or halberd instead of spear (+1)

Special Rules: *Combined Formation*

ARCHERS AND CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

Equipment: Hand weapon, bow

May have crossbow instead of bow (+3) and light armour (+2)

0-1 FIRE-LANCE FOOT

	CA	SA	KA	Mo	Pts
Lancer	2	3	3	6	10

Equipment: Hand weapon, fire lance (count as thrusting spear)

Cause moral test if kill caused, no armour save allowed.

Special Rules: *Skirmishers*

SKIRMISHING ARCHERS AND CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Archer	2	2	2	5	4

Equipment: Bow

May have crossbow instead of bow (+3)

Special Rules: *Skirmishers,*

MILITIA

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Only from 1070-1086AD: No longer *Undisciplined,*

Unmotivated, CA/SA3, Mo7 and *Combined Formation* (+4), up to half may have bow (+2)

Special Rules: *Undisciplined, Unmotivated*

0-2 LIGHT BOLT THROWERS

0-1 STAMPEDING OXEN WITH FIREWORKS AND BURNING BRANDS

Special Rules: *Stampeding Animals*

0-1 WAR WAGON

Special Rules: Only after 1054AD

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

SHE WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	8

Equipment: Hand weapon, shield

Special Rules: *Warband*, Only after 1250AD

SHE ARCHERS AND CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

May have crossbow instead of bow (+3)

Special Rules: *Light Infantry*, Only after 1250AD

ALLIES

Only before 979AD: His Allies, II/61

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

62. EARLY POLISH (960-1335AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

GUARD CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	22

Equipment: Hand weapon, kontos, light armour

NOBLE CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, thrusting spear, shield

May have light armour (+2)

Only after 1200AD: May have heavy armour (+3), lance (+3)

Only after 1242AD: May have CA4 (+2) and barding (+3)

LITHUANIAN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, bow

May have light armour (+2), throwing spear (+2) and shield (+2)

Special Rules: *Skirmishers*, *Feign Flight*, Only after 1242AD

HUNGARIAN OR CUMAN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

Equipment: Hand weapon, bow

May have shield (+2) and throwing spear (+2)

Special Rules: *Skirmishers*, *Feign Flight*, Only after 1242AD

RUSSIAN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, throwing spear, shield

May have light armour (+2)

Special Rules: Only from 1242-1300AD

INFANTRY

SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	8

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2)

Special Rules: *Shieldwall*

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

Equipment: Hand weapon, bow

May have light armour (+2)

Special Rules: *Skirmishers*

SLINGERS

	CA	SA	KA	Mo	Pts
Slinger	2	2	2	5	3

Equipment: Sling

Special Rules: *Skirmishers*

AXEMEN

	CA	SA	KA	Mo	Pts
Axeman	3	3	3	7	7

Equipment: Hand weapon

May have shield (+1) and light armour (+2)

Special Rules: *Light Infantry*, Only after 1200AD

ALLIES

Only in 960AD: Viking Allies, III/40

Only from 1024-1025AD: Rus Allies, III/48

Only before 1184AD: Northern or Western Slav Allies, III/1

Only from 1147-1230AD: German Allies, IV/13

Only from 1147-1230AD: Hungarian Allies, III/67

Only from 1224-1242AD: Teutonic Order Allies, IV/30

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

63. GHAZNAVID (962-1186AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SPECIAL: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may be upgraded to Ld10 (+50).

Only after 1001AD: General may ride on an elephant

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

PALACE GHULAMS

	CA	SA	KA	Mo	Pts
Horseman	4	4	3	8	28

Equipment: Hand weapon, kontos, light armour

May have heavy armour (+2), barding (+3), bow (+2), shield (+2)

Special Rules: *Drilled*

OTHER GHULAMS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, kontos, light armour, bow

May have heavy armour (+2), barding (+3), bow (+2), shield (+2)

May have CA/SA4 (+2) and then be *Drilled* (+4)

TURKISH, TAJIK OR SIMILAR NOMADIC AUXILIARIES OR GHAZIS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow.

May have light armour (+2) and shield (+2)

Special Rules: *Skirmishers, Nomad cavalry, Feign Flight*

ARAB OR KURDISH AUXILIARIES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, thrusting spear

May have shield (+2) and light armour (+2)

ARAB OR KURDISH GHAZIS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

Equipment: Hand weapon, bow. May have shield (+2)

Special Rules: *Skirmishers, Feign Flight*

INFANTRY

GHAZNAVID ARMoured ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	11

Equipment: Hand weapon, bow, light armour

May have *Riding Horses* (+1)

GHAZNAVID ARMoured SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	10

Equipment: Hand weapon, thrusting spear, light armour

May have shield (+2). Up to half may have bow instead of spear

(free). May have *Riding Horses* (+1)

Special Rules: *Combined Formation*

DAILAMI

	CA	SA	KA	Mo	Pts
Dailami	3	3	3	7	8

Equipment: Hand weapon, throwing spear

May have shield (+1). May have CA4 instead of spear (+1)

May have *Riding Camels* (+1). Up to half may have crossbow

instead of spear (+3) and be *Combined Formation*

Special Rules: *Light Infantry*

GHAZIS ON FOOT

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	8

Equipment: Hand weapon, shield

Special Rules: *Warband*

AFGHAN INFANTRY

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2)

Up to half may have bow instead of spear (free)

Special Rules: *Light Infantry, Combined Formation*

0-1 NAFFATUN

	CA	SA	KA	Mo	Pts
Thrower	2	3	3	6	10

Equipment: Hand weapon, Oil Grenade (count as javelins)

Cause moral test if kill caused, no armour save allowed.

Special Rules: *Skirmishers*

HINDU INDIAN INFANTRY

	CA	SA	KA	Mo	Pts
Indian	4	3	3	7	10

Equipment: Hand weapon, light armour. May have shield (+2)

and javelins (+1). Up to half may have bow (+2)

Special Rules: *Light Infantry, Combined Formation, Only after 1001AD*

SPECIAL

ELEPHANTS

	CA	SA	KA	Mo	L	S	D	Pts
Elephant	4	3	4	7	6	5	8	190

Equipment: Two warriors are armed with javelins and bow. A third warrior may be added for 10 points. **Armour value:** 1

Special Rules: *Elephants*

ALLIES

Only in 1025AD: Qarakhanid Alloies, III/11

Only after 1050AD: Indian Allies, III/10

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

64. NIKEPHORIAN BYZANTINE (963-1042AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

PROKOUSATORES

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow.

May have light armour (+2) and shield (+2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

KATAPHRAKTOI

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	26

Equipment: Hand weapon, heavy mace, cataphract armour

May have barding (+3) and kontos instead of mace (+2).

Special Rules: *Cataphracts, Drilled*

TAGMATIC OR PICKED THEMATIC KAVALLARIOI

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	26

Equipment: Hand weapon, kontos, light armour

May have heavy armour (+2), barding (+3), bow (+2), shield (+2)

Special Rules: *Drilled*

OUTFLANKERS AND FLANK GUARDS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, throwing spear. May have light

armour (+2) and shield (+2). May have CA4 (+2)

Special Rules: *Light Cavalry, Feign Flight*

NORMANS AND LOMBARDS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2) and heavy armour (+2)

Special Rules: *Shock Impact +1, Only in Italy after 1018AD*

INFANTRY

SKOUTATOI AND ARCHERS

	CA	SA	KA	Mo	Pts
Trooper	4	3	3	7	14

Equipment: Hand weapon, thrusting spear, shield

May have light armour (+2). May be downgraded to CA3 (-2)

Up to half may have bow instead of spear and shield (-1). May have SA4 (+3)

Special Rules: *Drilled, Shieldwall Combined Formation*

AKONTISTAI OR RUS JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	7	8

Equipment: Hand weapon, javelins and buckler.

May have shield (+1)

Special Rules: *Skirmishers*

SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	2	5	3

Equipment: Sling

May have bow instead of sling (+1)

Special Rules: *Skirmishers*

0-1 MENAVLATOI

	CA	SA	KA	Mo	Pts
Trooper	4	3	3	8	19

Equipment: Hand weapon, thrusting spear, shield

May have light armour (+2) and throwing spear instead of thrusting (-1)

Special Rules: *Light Infantry, Drilled*

0-1 LIGHT BOLT THROWERS ON WAGON

Special Rules: *War Wagon* (with two light bolt throwers instead of missile trooper)

0-1 FIRE SIPHONERS

	CA	SA	KA	Mo	Pts
Thrower	2	3	3	6	10

Equipment: Hand weapon, fire siphon (count as javelins)

Cause moral test if kill caused, no armour save allowed.

Special Rules: *Skirmishers*

VARANGIAN MERCENARIES

	CA	SA	KA	Mo	Pts
Varangian	4	3	3	7	13

Equipment: Hand weapon, light armour, shield

May have double handed weapon (+3).

Special Rules: *Drilled, Shieldwall*

ALLIES

Rus Allies, III/48

Only from 974-976AD: Hamdanid Arab Allies, III/53

Only from 974-976AD: Bagratid Armenian Allies, III/50

Only after 976AD: Georgian Allies, III/70

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

65. FATIMID EGYPTIAN (969-1171AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

ARAB, ARMENIAN, SYRIAN OR GHULAM LANCERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, kontos, light armour

May have heavy armour (+2), barding (+3), bow (+2), shield (+2)

Only from 978-1077AD: Upgrade to Ld8 (+2), then may be Drilled (+4)

BEDOUIIN OR BERBER IRREGULAR HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

Equipment: Hand weapon, bow.

Special Rules: Skirmishers, Feign Flight

BERBER LANCERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, thrusting spear,

May have light armour (+2) and shield (+2)

Special Rules: Only before 1077AD

TURKOMANS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow.

May have light armour (+2) and shield (+2)

Special Rules: Skirmishers, Nomad Cavalry, Feign Flight

Only after 1077AD

INFANTRY

BERBER JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	7	8

Equipment: Hand weapon, javelins and buckler

May have shield (+1)

Special Rules: Skirmishers

SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmishers	2	2	2	5	3

Equipment: Sling

May have bow instead of sling (+1)

Special Rules: Skirmishers

‘ABID GUARD JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	7	8

Equipment: Hand weapon, javelins and shield

Special Rules: Light Infantry

‘ABID ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	8	18

Equipment: Hand weapon, bow. May have light armour (+1)

Special Rules: Drilled

OTHER ‘ABID ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	3	3	7	9

Equipment: Hand weapon, bow

May have light armour (+1). May have SA4 (+3)

Special Rules: Light Infantry

LUTAT MACEMEN

	CA	SA	KA	Mo	Pts
Maceman	4	3	3	8	20

Equipment: Hand weapon, double handed weapon, light armour

May have shield (+2).

Special Rules: Drilled

SARIRIYA PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	6	10

Equipment: Hand weapon, pike

May have shield (+1) and light armour (+2)

“ZANJ” SWORDSMEN

	CA	SA	KA	Mo	Pts
Swordsman	3	3	3	7	8

Equipment: Hand weapon, shield

May have CA4 (+2)

Special Rules: Warband

SYRIAN AHDATH MILITIA OR ARMED EGYPTIAN LABOURERS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: Levies

JAWARJARAYA OR MUTATAWWI’S

	CA	SA	KA	Mo	Pts
Levy	2	2	3	6	4

Equipment: Hand weapon. May have shield (+1)

Special Rules: Levies

DAILAMI

	CA	SA	KA	Mo	Pts
Dailami	3	3	3	7	8

Equipment: Hand weapon, throwing spear

May have shield (+1). May have CA4 instead of spear (+1)

May have *Riding Camels* (+1). Up to half may have bow instead of spear, *Combined Formation* (free)

Special Rules: Light Infantry, Only from 978-1077AD

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

0-1 NAFFATUN

	CA	SA	KA	Mo	Pts
Thrower	2	3	2	6	8

Equipment: Hand weapon, Oil Grenade (count as javelins)
Cause moral test if kill caused, no armour save allowed.
Special Rules: *Skirmishers*, Only from 978-1077AD

ARMENIAN MERCENARY ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	2	6	6

Equipment: Bow

0-1 LIGHT BOLT THROWER
Special Rules: Only after 1077AD

ALLIES

Only after 1077AD: Damascus Allies, IV/6
Only in 1167AD: Frankish Allies, IV/17

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

66. HSIA-HSIA (982-1227AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

TANGUT GUARD CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	26

Equipment: Hand weapon, kontos, light armour

May have heavy armour (+2), barding (+3) and shield (+2)

Special Rules: *Drilled*

TANGUT CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	19

Equipment: Hand weapon, kontos, light armour

May have heavy armour (+2), barding (+3) and shield (+2)

NOMAD CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	18

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers, Nomad Cavalry, Feigned Flight*

INFANTRY

SPEARMEN AND HALBEDIERS

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	6	8

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+1) or halberd instead of spear (free)

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

Special Rules: *Light Infantry*

LEVY INFANTRY

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

0-1 INFANTRY WITH HAND-HURLED BOMBS OR FIRE-LANCES

	CA	SA	KA	Mo	Pts
Thrower	2	3	2	6	8

Equipment: Hand weapon, bombs and lances (count as javelins)

Cause moral test if kill caused, no armour save allowed.

Special Rules: *Skirmishers*

ALLIES

Uighur Allies, III/11

Only before 1065AD: Tibetan Allies, III/15

Only in 1227AD: Jurchen-Chin Allies, IV/14

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

67. EARLY HUNGARIAN (997-1245AD)

CHARACTERS: Up to 25%

CAVALRY: At least 25%

INFANTRY: Up to 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Only after 1150AD: May have a Carroccio as *Superior Battle Standard* which counts as *War Wagon*.

Army General 1 SIP, may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

HUNGARIAN NOBLES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, thrusting spear, light armour

May have heavy armour (+2) and shield (+2)

May have CA4 (+2)

HUNGARIAN GENTRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, throwing spear,

May have light armour (+2) and shield (+2)

HUNGARIAN SKIRMISHERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*, *Feign Flight*

"SAXON" KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, thrusting spear, light armour

May have heavy armour (+2) and shield (+2)

Only after 1150AD: May have CA4 (+2) and lance (+3)

Special Rules: *Shock Impact +1*

SZEKELY BORDERERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow.

May have light armour (+2) and shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*, *Nomad cavalry*, *Feign Flight*

BISSINI

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	13

Equipment: Hand weapon, throwing spear.

May have shield (+2)

Special Rules: *Skirmishers*, Only from 1050-1150AD

CROAT CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, throwing spear

May have shield (+2) and light armour (+2). May have CA4 (+3)

Special Rules: Only after 1102AD

HOSPITALLERS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	28

Equipment: Hand weapon, heavy armour, lance

May have shield (+2) and barding (+3)

May be *Drilled* (+4)

Special Rules: *Shock Impact +2*, Only after 1150AD

INFANTRY

HUNGARIAN SLAV INFANTRY

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	6	8

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+1).

Special Rules: *Shieldwall*

HUNGARIAN SLAV ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*

SERBS OR VLACHS

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	6	7

Equipment: Hand weapon, shield

May have throwing spear or bow (+1)

Special Rules: *Light Infantry*

CROAT FOOT

	CA	SA	KA	Mo	Pts
Croat	3	3	3	7	8

Equipment: Hand weapon, javelins

May have throwing spear instead of javelins (free) and shield (+1)

CROAT ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	2	2	5	4

Equipment: Bow

Special Rules: *Skirmishers*

0-1 WAGON TABOR

Special Rules: Only after 1150AD

ALLIES

Only from 1105-1116AD: Polish Allies, III/62

Only after 1238AD: Cuman Allies, III/79

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

68. WEST SUDANESE (1000-1500AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

YAN KWARBAL

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, thrusting spear

May have shield (+2)

Special Rules: *Light Cavalry*

YAN LIFIDA

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	14

Equipment: Hand weapon, thrusting spear.

May have light armour (+2), cloth barding (+2) and shield (+2)

Special Rules: Only after 1390AD

INFANTRY

SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	4

Equipment: Hand weapon, sling

May have short bow instead of sling (free)

May have *Poison* (+4, kill roll automatically successful)

Special Rules: *Skirmishers*

YAM BAKA

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

YAM MASHI

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	6	7

Equipment: Hand weapon, javelins

May have shield (+1)

Special Rules: *Light Infantry*

YAM ASSIGIRI

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	6	8

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+1)

YAM FATE-FATE

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	10

Equipment: Hand weapon, shield

May have light armour (+2)

0-1 STAMPEDING CATTLE HERD

YAN LIFIDA BAKA

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

Equipment: Hand weapon, bow

May have light armour (+2)

ALLIES

Tuareg Allies, III/69

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

69. TUAREG (1000-1500AD)

CHARACTERS: Up to 25%

CAVALRY: At least 25%

INFANTRY: Up to 50%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a camel (AV3).

Army General 1 SIP, may add up to 2 SIP for 20.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

IHAGGAREN AND IMRAD CAMEL WARRIORS

	CA	SA	KA	Mo	Pts
Camelrider	4	3	3	7	16

Equipment: Hand weapon, thrusting spear

May have light armour (+2), shield (+2) and bow (+2)

May be *Drilled* (+4)

Special Rules: *Light Cavalry, Camelry*

CAMEL SCOUTS

	CA	SA	KA	Mo	Pts
Camelrider	2	2	3	5	12

Equipment: Hand weapon, short bow

Special Rules: *Skirmishers, Feign Flight, Camelry*

INFANTRY

IMRAD OR MIXED OR MOUNTAIN TRIBE FOOT

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	8

Equipment: Hand weapon, shield

Special Rules: *Warband*

IKLAN SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	3	2	5	4

Equipment: Javelins

Special Rules: *Skirmishers*

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

70. GEORGIAN (1008-1500AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

GEORGIAN AZNAURI

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, thrusting spear, light armour

May have heavy armour (+2) and shield (+2)

May have CA4 (+2)

GEORGIAN RETAINERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, throwing spear.

May have shield (+2) and light armour (+2)

Special Rules: *Light Cavalry*

OSSETIANS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	17

Equipment: Hand weapon, thrusting spear, light armour

May have heavy armour (+2) and shield (+2)

Up to half may have bow instead of spear (+1), cannot have

heavy armour and unit may upgrade to *Nomad Cavalry* (+2)

Special Rules: *Combined Formation*

CUMAN NOBLES OR GUARDS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, throwing spear, light armour

May have shield (+2) and bow (+2)

Special Rules: Only after 1089AD

CUMANS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers, Feign Flight*

TURKOMANS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow.

May have light armour (+2) and shield (+2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

Only after 1121AD

CRUSADER KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	20

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2, heavy armour (+2), lance (+3) and barding (+3)

Special Rules: *Shock Impact +1*

INFANTRY

GEORGIAN SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

Equipment: Hand weapon, thrusting spear

May have shield (+1) and then may have *Shieldwall*

GEORGIAN FOOT ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

May have Mo7 (+1)

Special Rules: *Light Infantry*

JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	7	9

Equipment: Hand weapon, javelins and buckler

Special Rules: *Skirmishers*

RUS

	CA	SA	KA	Mo	Pts
Rus	3	3	3	7	9

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2)

With shield may have *Shieldwall*

Up to half may have bow instead of spear (free)

Special Rules: *Combined Formation*

ALLIES

Only from 1121-1144AD: Shirvan Allies, III/53

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

71. ANGLO-DANISH (1014-1075AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

NORMANS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2) and heavy armour (+2)

Special Rules: *Shock Impact +1*, Only from 1042-1065AD

MOUNTED HUSCARLS AND SELECT FYRD

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	13

Equipment: Hand weapon, thrusting or throwing spear.

May have shield (+2) and light armour (+2)

Special Rules: Only from 1042-1065AD

INFANTRY

HUSCARLS

	CA	SA	KA	Mo	Pts
Huscarl	4	3	3	7	10

Equipment: Hand weapon, shield

May have light armour (+2) and throwing spear (+2)

Special Rules : *Shieldwall*

Only from 1042-1065AD: *Light Infantry*

SELECT FYRD

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

Special Rules: *Shieldwall Combined Formation*

GREAT FYRD

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

Equipment: Hand weapon, thrusting spear

May have shield (+1) and than may have *Shieldwall*

Special Rules: *Combined Formation*

GREAT FYRD LEVIES

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	2	3	5	5

Equipment: Hand weapon, bow

Special Rules: *Skirmishers, Combined Formation*

SLINGERS

	CA	SA	KA	Mo	Pts
Slinger	2	2	2	5	3

Equipment: Sling

May have buckler (+1)

Special Rules: *Skirmishers*

JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	7	9

Equipment: Hand weapon, javelins and buckler

Special Rules: *Skirmishers*

ALLIES

Viking Allies, III/40

Welch Allies, III/19

Only from 1042-1065AD: Scots Exile Allies, III/45

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

72. COMMUNAL ITALIAN (1029-1320AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may be upgraded to Ld10 (+50).

May have a Carroccio as *Superior Battle Standard* which counts as *War Wagon*.

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

CONTADINI KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2) and heavy armour (+2)

Special Rules: *Shock Impact +1*

COMMUNAL KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	21

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2), lance (+4), barding (+3) and heavy armour (+2)

Only after 1150AD: May have Mo8 (+3) and then *Drilled* (+4)

Special Rules: *Shock Impact +2*, Only after 1100AD

BERROVIERI

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	13

Equipment: Hand weapon, shield

Up to half may have light crossbow (+3)

Special Rules: *Combined Formation*

MERCENARY KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	28

Equipment: Hand weapon, heavy armour, lance

May have shield (+2) and barding (+3)

May be *Drilled* (+4)

Special Rules: *Shock Impact +2*, Only after 1200AD

GERMAN KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	23

Equipment: Hand weapon, heavy armour, thrusting spear

May have shield (+2) and barding (+3). May be *Drilled* (+4)

Up to half may be downgraded to CA3, light armour and no spear (-4) placed in the rear rank

Special Rules: *Shock Impact +1* Only after 1200AD

INFANTRY

COMMUNAL SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

Equipment: Hand weapon, thrusting spear

Only after 1200AD: May be *Light Infantry* without spears (-2) or CA4 with spears (+2)

May have shield (+1) and light armour (+2). With shield may have *Shieldwall*

COMMUNAL CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	2	3	3	7	11

Equipment: Hand weapon, crossbow

May have light armour (+1).

Only after 1200AD: May be upgraded to SA4 and Mo8 (+5)

Special Rules: *Light Infantry*

COMMUNAL ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	2	3	5	5

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*

COMMUNAL AXEMEN

	CA	SA	KA	Mo	Pts
Axeman	4	3	3	7	12

Equipment: Hand weapon, double handed weapon

May have shield (+1) and light armour (+2)

CONTADINI INFANTRY

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

MERCENARY CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

Equipment: Hand weapon, crossbow

May have light armour (+1)

PLAUSTRELLA MAN-PUSHED SCYTHED WAGONS

Special Rules: *War Wagons*

ALLIES

Imperialist Allies, III/52 or IV/13

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

73. SELJUQ TURKS (1037-1276AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Only after 1070AD: General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

SELJUQ NOBLES AND RETAINERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	20

Equipment: Hand weapon, bow, light armour

May have throwing spear (+2) and shield (+2)

May be upgraded to Mo8 (+2) and *Drilled* (+4)

Special Rules: *Light Cavalry*, *Nomad Cavalry*

Only until 1070AD

SELJUQ TRIBESMEN

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

Equipment: Hand weapon, bow, throwing spear

May have light armour (+2) and shield (+2)

Special Rules: *Skirmishers*, *Feign Flight*

Only until 1070AD

TURKOMANS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow.

May have light armour (+2) and shield (+2)

Special Rules: *Skirmishers*, *Nomad cavalry*, *Feign Flight*

ASKARIS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2) and heavy armour (+2)

Special Rules: Only after 1070

KURDISH CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, throwing spear

May have light armour (+2) and shield (+1)

Special Rules: Only before 1092 and Hamdanids before 1128AD

AGULANI

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2) and barding (+3)

Up to half may be downgraded to no armour (-1) placed in the rear rank

Special Rules: Only after 1200AD

SYRIAN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, throwing spear

May have shield (+2) and light armour (+2)

Special Rules: Only Hamadan from 1092-1128AD

BEDOUIN ARABS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*, *Feign Flight*

FRANKS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	22

Equipment: Hand weapon, heavy armour, thrusting spear

May have shield (+2), lance (+3), barding (+3)

Special Rules: *Shock Impact* +2, Only Rum from 1220-1243AD

ARMENIANS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

Equipment: Hand weapon, heavy armour, thrusting spear

May have shield (+2), kontos instead of spear (+1), barding (+3)

Special Rules: *Shock Impact* +1, Only Rum from 1220-1243AD

0-1 GEORGIANS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2)

Special Rules: Only Rum from 1220-1243AD

NICEAN OR TRAPEZUNTIAN BYZANTINES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, kontos, light armour

May have heavy armour (+2), barding (+3) and shield (+2)

Special Rules: Only Rum from 1220-1243AD

INFANTRY

SELJUQ, TURKOMAN, OR KURDISH FOOT

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

Equipment: Hand weapon, thrusting spear

May have shield (+1). Up to half may have bow (free) or crossbow (+3) instead of spear

Special Rules: *Combined Formation*

AHDATH MILITIA

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined*, *Unmotivated*

Only Hamadan from 1092-1128AD

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

DAILAMI

	CA	SA	KA	Mo	Pts
Dailami	3	3	3	7	8

Equipment: Hand weapon, throwing spear

May have shield (+1). May have *Riding Camels* (+1)

Special Rules: *Light Infantry*, Only before 1092, Hamdan before 1128 and Merv before 1157AD

CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

Equipment: Hand weapon, crossbow

May have light armour (+2)

Special Rules: Only Rum from 1220-1243AD

0-1 NAFFATUN

	CA	SA	KA	Mo	Pts
Thrower	2	3	2	6	8

Equipment: Hand weapon, Oil Grenade (count as javelins)

Cause moral test if kill caused, no armour save allowed.

Special Rules: *Skirmishers*, Only Rum from 1220-1243AD

ALLIES

Only before 1092 or Merv before 1128AD: Qarakhanid Allies, III/11

Only Merv from 1117-1141AD: Ghaznavid Subject Allies, III/63

Only Merv from 1117-1157AD: Ghurid Allies, IV/8

Only Rum in 1237AD: Khwarizmian Allies, IV/24

Only Rum from 1256-1276AD: Ilkhanid Allies, IV/46

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

74. FANATIC BERBER (1039-1500AD)

CHARACTERS: Up to 25%

CAVALRY: At least 25%

INFANTRY: Up to 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Only before 1269AD: General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

BERBER CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

Equipment: Hand weapon, bow.

Only Murabits from 1039-1145AD: Upgrade to Mo7 (+2)

Special Rules: *Skirmishers, Feign Flight*

TURK OR "GHUZZ" MERCENARIES

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow.

May have light armour (+2) and shield (+2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight,*

Only after 1085AD

CHRISTIAN SPANISH CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, thrusting spear, light armour

May have heavy armour (+2), barding (+3) and shield (+2)

Only after 1145AD: *Shock Impact +1* and CA4 (+3)

Special Rules: Only after 1086AD

ANDALUSIAN IRREGULAR CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	15

Equipment: Hand weapon, javelins.

Special Rules: *Skirmishers, Feign Flight,* Only after 1086AD

IHAGGAREN AND IMRAD CAMEL WARRIORS

	CA	SA	KA	Mo	Pts
Camelrider	4	3	3	8	19

Equipment: Hand weapon, thrusting spear. May have light armour (+2), shield (+2) and bow (+2). May be *Drilled* (+4)

Special Rules: *Light Cavalry, Camelry,* Only Murabits from 1039-1145AD, all after 1145AD

RESETTLED DESERT ARAB CAMELRIDER

	CA	SA	KA	Mo	Pts
Camelrider	3	3	3	7	14

Equipment: Hand weapon, thrusting spear

May have light armour (+2), shield (+2) and bow (+2)

Special Rules: *Light Cavalry, Camelry,* Only after 1145AD

RESETTLED DESERT CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	15

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers, Feign Flight,* Only after 1145AD

INFANTRY

SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

Equipment: Hand weapon, thrusting spear.

May have shield (+1) and light armour (+2)

Only Murabits from 1039-1145AD: May upgrade to CA4 and Mo7 (+4)

Special Rules: *Combined Formation*

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

Only Murabits from 1039-1145AD: May upgrade to SA4 and Mo7 (+4)

Special Rules: *Light Infantry, Combined Formation*

JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	6	7

Equipment: Hand weapon, javelins. May have shield (+1).

Special Rules: *Light Infantry*

SLINGERS

	CA	SA	KA	Mo	Pts
Slinger	2	2	2	5	3

Equipment: Sling

Special Rules: *Skirmishers*

BLACK GUARD

	CA	SA	KA	Mo	Pts
Guard	4	3	3	7	12

Equipment: Hand weapon, shield, thrusting spear

May have light armour (+2) and large shield (+1)

Special Rules: Only before 1269AD

CHRISTIAN SPANISH CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	2	3	3	6	10

Equipment: Hand weapon, crossbow.

Only after 1269AD: Upgrade to Mo7 (+1)

Special Rules: Only after 1086AD

CHRISTIAN GUARDSMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

Equipment: Hand weapon, thrusting spear.

May have shield (+1) and light armour (+2)

Special Rules: Only after 1269AD

CATALAN ALMUGHAVARS

	CA	SA	KA	Mo	Pts
Catalan	3	3	3	7	8

Equipment: Hand weapon, throwing spear. Shield (+1).

Special Rules: *Light Infantry,* Only after 1269AD

ALLIES

Only from 1086-1269AD: Andalusian Allies, III/34

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

75. KONSTANTINIAN BYZANTINE (1042-1071AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

IMPERIAL TAGMATIC KAVALLARIOI

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	22

Equipment: Hand weapon, kontos, light armour

May have heavy armour (+2), barding (+3), heavy mace instead of kontos (-1, AP1) and shield (+2). May be *Drilled* (+4)

PROVINCIAL TAGMATIC AND RETRAINED THEMATIC KAVALLARIOI

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	19

Equipment: Hand weapon, kontos, light armour

May have heavy armour (+2) and shield (+2)

HYPERKERASTAI

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*, *Feign Flight*

PROKOUSATORES

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow.

May have light armour (+2) and shield (+2)

Special Rules: *Skirmishers*, *Nomad Cavalry*, *Feign Flight*

KATAPHRAKTOI

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	23

Equipment: Hand weapon, heavy mace (AP1), cataphract armour. May have barding (+3) and kontos instead of mace (+1). May be *Drilled* (+4)

Special Rules: *Cataphracts*

KONTARATOI AND ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	4	4	3	7	21

Equipment: Hand weapon, kontos, light armour

May have shield (+2) and heavy armour or bow (+2), up to half may have bow. May be *Drilled* (+4)

Special Rules: *Combined Formation*

NORMANS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2) and heavy armour (+2)

Special Rules: *Shock Impact +1*

TURKS AND ALANS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow.

May have light armour (+2) shield (+2)

Special Rules: *Skirmishers*, *Nomad Cavalry*, *Feign Flight*

PECHENECS AND CUMANS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*, *Feign Flight*

INFANTRY

SKOUTATOI AND ARCHERS

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	10

Equipment: Hand weapon, thrusting spear, shield

May have light armour (+2). Up to half may have bow instead of spear and shield (-1). May have SA4 (+2).

Special Rules: *Shieldwall Combined Formation*

VARANGIAN GUARD

	CA	SA	KA	Mo	Pts
Varangian	4	3	3	8	22

Equipment: Hand weapon, light armour, thrusting spear, shield

May have double handed weapon instead of spear (+1)

Special Rules: *Drilled*, *Shieldwall*

AKONTISTAI

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	7	9

Equipment: Hand weapon, javelins and buckler. Shield (+1)

Special Rules: *Skirmishers*

SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	2	5	3

Equipment: Sling

May have bow instead of sling (+1)

Special Rules: *Skirmishers*

0-1 MENAVLATOI

	CA	SA	KA	Mo	Pts
Trooper	4	3	3	8	19

Equipment: Hand weapon, thrusting spear, shield

May have light armour (+2) and throwing spear instead of thrusting (-1)

Special Rules: *Light Infantry*, *Drilled*

0-1 LIGHT BOLT THROWERS ON WAGON

Special Rules: *War Wagon* (with two light bolt throwers instead of missile trooper)

ALLIES

Georgian Allies, III/70

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

76. PAPAL ITALIAN (1049-1320AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

PAPAL FEUDAL KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	19

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2) and heavy armour (+2).

Only after 1150AD: May have *Shock Impact* +2 (+2), lance (+3) and barding (+3). May be *Drilled* (+4)

Special Rules: *Shock Impact* +1

SWABIAN GERMAN MERCENARIES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, light armour, shield

May have thrusting spear (+2) and shield (+2).

ITALIAN MERCENARY KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	23

Equipment: Hand weapon, heavy armour, thrusting spear

May have shield (+2), lance (+2) and barding (+3). May be *Drilled* (+4)

Special Rules: *Shock Impact* +1, Only after 1198AD

FRENCH MERCENARY KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	28

Equipment: Hand weapon, heavy armour, lance

May have shield (+2) and barding (+3). May be *Drilled* (+4)

Special Rules: *Shock Impact* +2, Only after 1250AD

GERMAN KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	23

Equipment: Hand weapon, heavy armour, thrusting spear

May have shield (+2) and barding (+3).

Up to half may be downgraded to CA3, light armour and no spear (-4) placed in the rear rank

Special Rules: *Shock Impact* +1, Only after 1250AD

INFANTRY

0-1 PAPAL GUARD INFANTRY

	CA	SA	KA	Mo	Pts
Guard	4	3	3	8	19

Equipment: Hand weapon, light armour, thrusting spear

Special Rules: *Drilled*

ROMAN MILITIA

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined*, *Unmotivated*

MERCENARY ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	3	3	7	9

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*

MERCENARY SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	4	3	3	7	12

Equipment: Hand weapon, thrusting spear, shield

May have light armour (+2).

MERCENARY CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

Equipment: Hand weapon, crossbow

May have light armour (+2).

ALLIES

Perugian, Romagnol, Anconan, Tuscan or Spoletan Allies, III/72

Only before 1072AD: Norman Allies, III/51

Only before 1072AD: Imperialist Allies, III/52

Only before 1072AD: Byzantine Allies, III/75

Only before 1072AD: Lombard Allies, III/21

Only after 1072AD: Norman Allies, IV/5

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

77. SCOTS ISLES AND HIGHLANDS (1050-1493AD)

CHARACTERS: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

INFANTRY

BEST OF THE ISLESMEN

	CA	SA	KA	Mo	Pts
Warrior	4	3	3	7	10

Equipment: Hand weapon, light armour

May have shield (+2) and throwing spear (+2)

ISLESMEN

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	8

Equipment: Hand weapon, shield

May have throwing spear (+1)

HIGHLAND WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	9

Equipment: Hand weapon, bow.

May have shield (+1). May have *Riding Horses* (+1)

HIGHLAND SCOUTS

	CA	SA	KA	Mo	Pts
Scout	2	3	3	5	6

Equipment: Hand weapon, javelins and buckler

Special Rules: *Skirmishers*

HIGHLAND LEVIES

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Levies*

GALWEGIAN WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	8

Equipment: Hand weapon, shield

May have *Riding Horses* (+1)

Special Rules: *Warband*, Only before 1161AD

ALLIES

Only before 1266AS: Orkney Viking Allies, III/40

Only before 1266AD: Dublin or Man Viking Allies, III/40

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

78. EARLY RUSSIAN (1054-1246AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

DRUZHINA CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, thrusting spear, light armour

May have heavy armour (+2) and shield (+2)

POLK CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	14

Equipment: Hand weapon, javelins

May have bow (+2) and shield (+2)

Special Rules: *Skirmishers, Feign Flight*

SVOI POGYANE

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	12

Equipment: Hand weapon, javelins

May have shield (+2)

Special Rules: *Skirmishers*

GERMAN KNIGHTS AND SERGEANTS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

Equipment: Hand weapon, heavy armour, thrusting spear

May have shield (+2). Up to half may be downgraded to CA3, light armour and no spear (-4) placed in the rear rank

Only after 1150AD: May have lance (+3) and barding (+3)

Special Rules: *Shock Impact +1*

HUNGARIAN

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

Equipment: Hand weapon, bow

May have light armour (+2) and shield (+2)

Special Rules: *Skirmishers, Feign Flight*

POLES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, thrusting spear, shield

May have light armour (+2)

MORDVIN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, throwing spear, shield

May have light armour (+2)

Special Rules: *Light Cavalry*

LITHUANIANS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, bow

May have light armour (+2), throwing spear (+2) and shield (+2)

Special Rules: *Skirmishers, Feign Flight*

INFANTRY

POLK SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

Equipment: Hand weapon, thrusting spear May have shield (+1) and light armour (+2). With shield may have *Shieldwall*

Special Rules: *Combined Formation*

SMERDY SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

Equipment: Hand weapon, thrusting spear. Shield (+1)

Special Rules: *Combined Formation*

POLK OR SMERDY ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	2	3	5	5

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers, Combined Formation*

SMERDY ILL-ARMED

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Un disciplined, Unmotivated*

WOODSMEN

	CA	SA	KA	Mo	Pts
Woodsman	3	3	3	6	7

Equipment: Hand weapon, shield.

Special Rules: *Light Infantry*

0-1 WAGON TABOR

MORDVIN ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow.

Special Rules: *Light Infantry*

ALLIES

Only after 1072AD: Polovtsi Allies, III/79

Only after 1072AD: Hungarian Allies, III/67

Only after 1150AD: Polish Allies, III/62

WAR & CONQUEST

ARMIES OF THE DARK AGES 476-1071AD

79. CUMAN (KIPCHAK) (1054-1394AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

CUMAN NOBLES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	20

Equipment: Hand weapon, bow, shield

May have light armour (+2) and thrusting spear (+2)

Special Rules: *Light Cavalry, Nomad Cavalry, Feign Flight*

CUMAN OR PECHENECS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	18

Equipment: Hand weapon, bow

May have shield (+2) and throwing spear (+2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

UZES

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow.

May have light armour (+2) and shield (+2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

INFANTRY

CUMAN FOOT

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

0-1 WAGON TABOR

0-1 LIGHT BOLT THROWERS ON WAGON

Special Rules: *War Wagon* (with two light bolt throwers instead of missile trooper)

0-1 GREEK FIRE HURLERS

	CA	SA	KA	Mo	Pts
Thrower	2	3	2	6	8

Equipment: Hand weapon, greek fire (count as javelins)

Cause moral test if kill caused, no armour save allowed.

Special Rules: *Skirmishers*, Only after 1180AD

VLACH JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	6	8

Equipment: Hand weapon, javelins and buckler

Special Rules: *Light Infantry*, Only from 1122-1269AD

VLACH ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	2	3	5	5

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*, Only from 1122-1269AD

ALLIES

Alan Allies, II/58

ARMIES OF THE DARK AGES 476-1071AD

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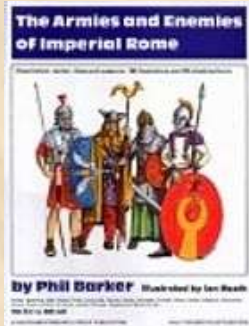
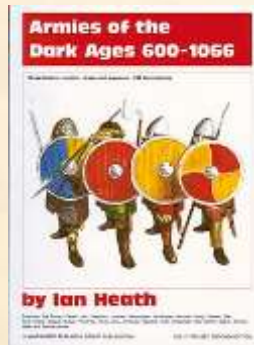
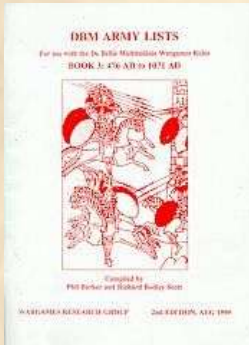
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SPECIAL THANKS

Many thanks to the community members and Rob Broom for their great support and the authors of the DBM Army Books for their great work, which still is a milestone for historical wargaming.

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