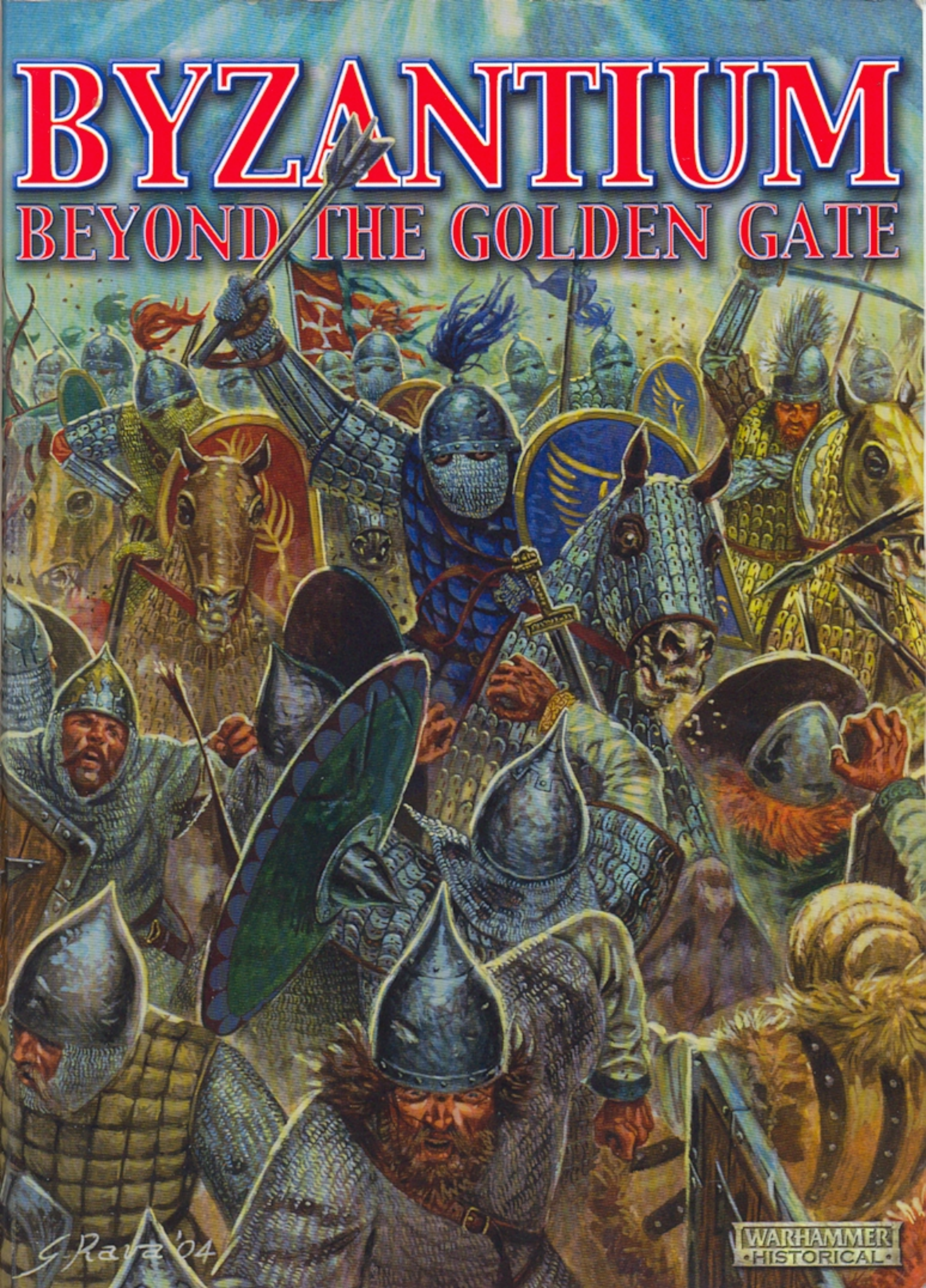
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BEYOND THE GOLDEN GATE

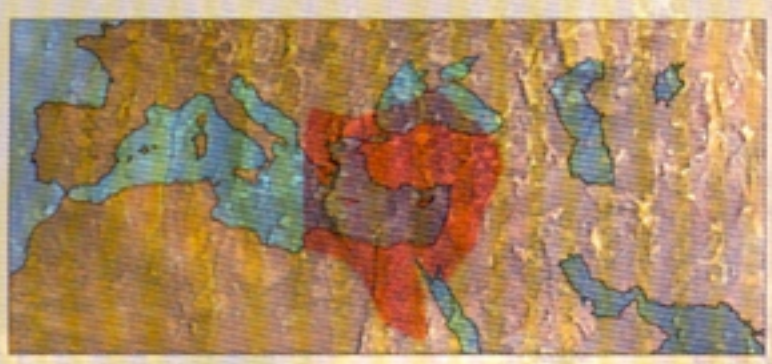


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Beyond The Golden Gate



Peoples, Cities and Battles of the Byzantine Age



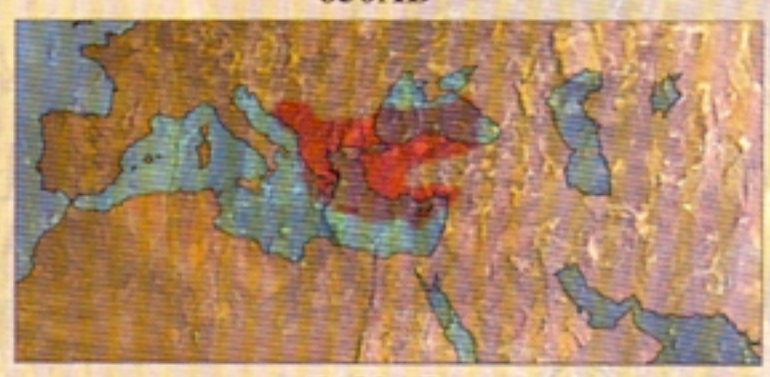
526AD



650AD



920AD



1180AD

The Byzantine Empire - Growth and Decline

BEYOND THE GOLDEN GATE

Wargaming Byzantine Armies from the reign of Justinian to the fall of Constantinople - 527 AD to 1204



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Warhammer Historical wish to thank all our friends at Games Workshop who helped in the production of this book.

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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library.

ISBN: 1 84154 589 9 Product Code: 60 04 02 86 001

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FOREWORD

Heine Baekkelund, the principal author of this work, passed away unexpectedly on Thursday 16th September 2004. He was 33 years old.

He left a partner, Anna, his family and many friends.

About a month before, he had handed over a revised manuscript to me for final editing and was going to concentrate on finishing off a significant amount of painting of miniatures for the colour section.

When I learnt of his death I have to say such matters such as editing and painting became somewhat insignificant.

However Heine had great passion for his subject, and it became a matter of striving to the best of our ability to make this Warhammer Ancient Battles supplement the best we could, and a fitting memory to him.

Many members of the WAB community joined in this effort, and whilst I shall probably inadvertently omit to mention or thank someone, please accept it is not intentional as so many deserve a special mention.

First, and foremost I should thank Anna, and Svend for their efforts at a most difficult time.

The final round of proof readers, contributors and playtesters: Ewan Lamont, Jim Clarke, Phil Pournelle, Tom Opalka, Graham Trickey, Paul Leach, Phil Tidy, John Biachi, Tony Garry, Ed McDonald, Martin Gibbins, Nick Bennett, Trev Browne, Don Effinger, Vince Salvato and Duncan MacFarlane.

All have contributed in some way.

To all the people that Heine mentions – thanks to you as well!

Mats Elzinga created the back cover artwork of Heine as a Byzantine Emperor.

The supply and painting of miniatures by Scott and Jaime at Pictors Studio, Andy Copestake at Old Glory and the guys at Gripping Beast: Andy Sherwell, Soapy and especially the efforts of Darren Harding.

Thank you all.

Heine Baekkelund, 1971- 2004

Rest In Peace.

Rob Broom

Warhammer Historical Manager.

February 2005

Below are a few words from Heine's friends who gamed regularly with him.

One evening, after playing the Armies Of Antiquity Byzantines, Heine went home saying that he'd take a look at the list. One month later he had 30 new lists: Byzantines, their enemies and others from the period, these became the backbone of the book you're holding, Heine had taken an interest.

This was typical of Heine, he was someone who let himself be led by his interests, occasionally they would even take over most of his life. At the same time, his enthusiasm was so infectious that the rest of us got carried along with him. Once you got into his world, he left you room to do your own thing, but he was always ready to help others get started or get on with their own armies or projects.

Although Heine was a presence, he was never domineering, and he was always ready to listen to the other side of things.

We who knew him, can see him in the book, and are quite proud that he let us help him and we're happy that he choose us to be his friends.

We, and Heine, hope that *Byzantium, Beyond the Golden Gate* will give you just as many interesting battles, good times and endless discussion as we have had during the process of making and testing it.

"Thanks for the Battle"

Brian, Christoffer, Claus, Erik, Mikkel, Stefan, Svend Erik

Odense, Denmark, February 2005



INTRODUCTION

THE ROME THAT DID NOT FALL

When we think of the Roman Empire we think of the rise and decline of the first great European world order. We have a mental image of stout legionaries wearing blazing metal gear, defending a vast empire for centuries – an empire that lasted from the earliest years of expansion and wars against its neighbours to its stagnation, decline and fall in Late Antiquity. But this empire was not brought to an end in the 5th Century. It lived on in the east for more than a thousand years, even longer than it had endured in the classical Roman period. What we now know as Byzantium was the Rome that did not fall.

The Byzantine army was unlike previous Roman armies. It relied mainly on a unique troop type that would dictate the ways of warfare for many centuries to come – the double-armed or combined arms cavalry, equipped with bow and spear. Varying in equipment, armour and formations, these armoured horsemen were to be the most effective shock troops available until the advent of the western European knight in the 11th Century.

The Byzantine Empire was arguably the pinnacle of early Medieval culture in Europe and the Middle East. At its height, this Medieval Christian Roman empire possessed an unsurpassed wealth of knowledge, technology and sophistication. Militarily, its organisation, doctrines and intelligence reached a level of development other European states only accomplished in the later years of the Medieval period. But at the same time, the Byzantines were fiercely proud of their ancestry, and clung stubbornly to their heritage from both ancient Rome and ancient Greece. This strange combination of progress and conservatism has confused modern scholars for centuries and resulted in a disinterest in all things Byzantine – an error that has only begun to be corrected in recent decades. Fortunately, our understanding of the Byzantine Empire has now improved vastly.

Byzantium survived numerous catastrophes through its ten centuries of existence: the Avar-Persian invasion in the 620s AD, the loss of its Middle Eastern provinces to the Muslim Arabs in the 640s AD, and the terrible defeats to the Turks at Manzikert in 1071 and Myriokephalon in 1176. But the Byzantine Empire had an amazing ability to recover and strike back at its enemies. Not until the armies of the Fourth Crusade sacked and plundered Constantinople in 1204 did the Empire suffer a blow from which it would never recover. By then the idea of a Roman world empire had become nothing but a shadow. Although the Byzantines managed to expel the Latins, the advent of a new enemy, namely the Ottoman Turks, was to spell the end of Rome after Rome. One of the longest lasting empires in world history came to an end on the 29th May 1453 when Mehmet the Conqueror and his trusted Janissaries finally sacked Constantinople. By then, Byzantium had outlasted the fall of the West by a thousand years.

A TIME OF TRANSITION

This book picks up where the *Fall of the West* (FotW) supplement left off. It is the continuation of the ancient story of Rome as told by Christian Medieval historians – a story of an age where much was to change. We begin with a slowly disintegrating empire in which the Roman legionary took pride of place on the field of battle. Only a century later, his great-grandsons, and the grandsons of the men that had fought against him, rode into battle. Faced with Germans in the west, nomads in the north and Persians in the east, the successors of the Roman legionaries had become cavalrymen, and the way they fought was to become a whole new way of waging war.

A PERSONAL NOTE

Heavy cavalry. Sigh! Had it not been for the Persian Clibanarii, Turkish Ghulams and Byzantine Kataphraktoi, I would not have spent a good part of the last one-and-a-half years on this project. In both wargames and historical battles, heavy cavalry is as dangerous as it is flashy. For a list writer it is hard to get right (well, at least it has been for me!) – more than any other arm it is extremely volatile, using it is always a calculated risk and once you engage, matters can be settled in seconds. But still, to me there is nothing that captures the spirit of military dauntlessness better than heavy cavalry. Unfortunately, you might say. Because as it turned out, depicting heavy cavalry within the Warhammer Ancient Battles rules set was to be quite a task. I have tried my best to create rules that capture the spirit and capabilities of the Early Medieval heavy cavalryman without meddling unnecessarily with the basic rules. Even then it took more than I had anticipated to make them work properly while still staying true to the ideas of the game. Wargaming this period should not be all about cavalry – but cavalry is a large part of it. I hope I have managed to make the heavy cavalry in this period both an interesting troop type and fun to play.

MANY THANKS TO...

We are greatly indebted to all the playtesters and contributors to this book. A great thanks to all the playtesters: Steve Neate, Mark Cuomo, Graham Trickey, Don Effinger, Vince Salvato, Jim Clarke, John Bianchi, Steve Schifani, Trevor Browne, Paul Frith, Paul Georgian, Tom Opalka, Ken Blackley, Peter Lexelius, and Heine's comrades-in-arms, who bore the brunt of the onslaught: Brian Nielsen, Erik Çhalatsis, Svend Erik Jepsen, Claus Jellum, Mik Frederiksen and Michael Trøst.

I received much constructive feedback and had many fruitful discussions with: James Morris, Stephen Patten, Tom Opalka, Allen Curtis, Roy Boss and Adrian Goldsworthy. Darren Harding and the Gripping Beasts are also worthy of honourable mention – it has been a pleasure to work with such dedicated people! A huge thanks to Old Guard Painters who were kind enough to step in and offer some much needed painting assistance in the hour of need.

And then there's the one man big band Rob Broom – thank you for your patience with an impatient Dane, Rob.

NOTES

GREEK AND LATIN TERMS

At the time of the West Roman collapse, the official language of the East Romans, or Byzantines, was Latin. Gradually, Greek came to be used more than Latin, replacing old Latin terms with Greek ones. Instead of forcing the use of either Latin or Greek terms in all the Byzantine army lists, the early list will mostly carry original Latin terms such as Optimates, the later list will have both Latin and Greek terms, and the final lists bear almost exclusively Greek terms.

ON KATAPHRAKTOI

There has been much debate and confusion over the use of the term 'Cataphracts' (kataphraktoi). Trying to avoid too much confusion, the term kataphraktoi has been used here exclusively as a description of an extra-heavily armoured cavalryman. The term kavallarioi (Greek – simply meaning 'cavalryman') describes other types of medium and heavy cavalry.

ON SCHOLAE & OTHER REGIMENTS

Although some regiments are mentioned with separate entries in the army lists, others are absent. This is not the result of an omission, but merely a question of not constructing differences between elite regiments where there is no historical basis for such a distinction. Instead, elite regiments will normally be designated Tagmata or 'guard'.

ACCURACY AND FLEXIBILITY

There are many viewpoints on the various aspects of the Byzantine army, not to mention those of their adversaries. Equipment, discipline and army composition are still hotly debated and while we cannot accommodate every 'interpretation' we have tried to allow as much flexibility as possible when putting the armies in this book together.

THE HISTORY OF BYZANTIUM

Traditionally, the period covered in this book is divided between the Early Period (527 AD - 843 AD) and the Middle Period (843 AD - 1261). As work progressed, it quickly became apparent that militarily, the history of the Byzantine Empire would have to be divided into different periods. The Early Byzantine list therefore covers the period until the Thema system was introduced in the late 7th Century. The Thematic Byzantines list covers the Thematic period from the 7th Century to its decline in the early 11th Century. The Late Byzantines list covers the increasingly feudal Byzantine armies from the end of the Macedonian dynasty to the fall of Constantinople in 1204 during the Fourth Crusade.

The last armies of Byzantium and those of their adversaries are already available in the *Armies of Chivalry* supplement.

WHERE ARE THE TURKS?

In this supplement I have tried to cover all Byzantine armies and their main opponents through almost seven centuries – but some conflicts have had to have been left out completely. The most prominent omission is that of the Seljuk Turks who defeated the Byzantine army at Mânzikert in 1071. The Seljuks will appear in a future *Crusader* supplement.

Even with omissions, writing army lists that cover just about all the Byzantine armies and their main adversaries has been a daunting but rewarding task. Hopefully, the result is an enjoyable supplement, providing you with armies that encompass the particular character and style that distinguished them.

Good luck on the battlefield!

Heine Bækkelund,

Hans Lundgren and Paul Leach



HOW TO USE THIS BOOK

'HOW DO I BUILD MY FAVOURITE ARMY?'

Well, read this chapter before you get any further and find the army you are interested in. This section will provide you with an idea of how the army lists have been arranged.

EASTERN CAVALRY WARFARE

First of all I would suggest that you read the chapter on Eastern Cavalry warfare (see page 112). Most of the armies in this book have good heavy cavalry available to them – the period covered in this book was very much an age of cavalry warfare, and this chapter is crucial in understanding what the cavalrymen presented in the lists are capable of. I am sure that some of you will be disappointed in the lesser 'punch' of these cavalrymen, especially when compared to later western European cavalry. The simple truth is that most heavy cavalry in this period did not charge in the reckless and terrible manner of the western knight – quite the contrary. Heavy cavalry especially was used with great attention to order. I hope that once you bring them to the field, you will find their resilience and manoeuvrability to be more than a match for the crazed cavalrymen of the west! Anyway, back to the lists...

HISTORICAL OVERVIEW

Each army list is preceded by a short historical overview of its times, battles and commanders. This is by no means exhaustive, and for obvious reasons the main focus of this section is on warfare. In some overview sections, major political and social events have been left out to make room for the most essential military information. If after reading the short section you want to know more, please consult the Further Information section.

ARMY & ORGANISATION

To get a brief overall picture of how the army was organised, check out this section. Like the historical overview, it is only introductory – check Further Information for, well, further information...

ARMY COMPOSITION

The army lists in this book have been written to cover two or more different armies. This may seem a bit confusing at first, but if you look at the Army Composition section for the chosen army, you will find a description of which troop types are available and what special rules apply.

Note: Throughout this supplement, the term 'available points' refers to the total points value of your army.

SPECIAL RULES

All the armies in this book have special abilities and sometimes limitations that distinguish them from the others. Some of these abilities are reflected by a special rule. If a special rule is unique to a particular army it can be found in the Special Rules section of that army list. Special rules of a more common nature can be found in The Armoury (see page 11). If the special rules are used by many different armies, such as the Drilled and Stubborn special rules, please consult the *Warhammer Ancient Battles* (WAB) rulebook for the necessary information.

THE ARMY LIST

If you have read the historical overview, the different characters and troop types probably need no further introduction. If some troop types seem unfamiliar, a closer reading of the Overview chapter or the section on the army and its organisation should supply you with the information you need.

LIMITATIONS

Some units are limited to a certain maximum amount. This is typically shown by a '0-X', limiting the number of units that may be chosen. Unless stated otherwise, these limitations apply to an army of a total value of 2,000 points. When fielding an army of, say, 4,000 points simply double the maximum amount of units available (however, when you are fielding an army of 4,000 points you may still only take one Army General and one Army Standard Bearer!).

RULE ADDITIONS

CHARACTERS & TRIBES

Some of the character sections in this book include characters from different armies or tribes. When fielding a character remember that characters can only join a unit native to them, not the allied, vassal or mercenary units in the army.

ALLIES & MERCENARIES

Almost all armies from the period covered in this book relied to some extent on allied and mercenary troops. This is depicted by allowing armies to spend a certain percentage of the available points on troops described as Allies & Mercenaries or Subject tribesmen. When drawing allies from another list, no characters can be chosen from that list. If certain troop types are restricted, these restrictions also apply when using them as allies. The same goes for compulsory troops, such as the 2+ units of horse archers in the Steppe Nomads list, in the sense that the first two units chosen as allies must be Horse Archer units. Allied and mercenary troops cannot draw on the Leadership of the Army General and cannot use the re-roll benefit of the Army Standard Bearer.

LEADERSHIP & WARBAND PSYCHOLOGY

If a unit with Warband Psychology is joined by a character who does not have Warband Psychology, the unit must use either its own Ld or the character's. It cannot use the character's Ld and then add the Warband rank bonus.

DARTS AND BOWS

The darts mentioned in this book are treated as javelins with a Strength of 2 and a range of 12". All references to bows refer to composite bows, unless stated otherwise.

CAVALRY COUNTER CHARGES

This is a new charge reaction that may only be taken by cavalry units that are charged to the front by enemy cavalry. The unit counts as charging for the purposes of using its weapons (ie, it gets +1S if it has thrusting spears, etc). Note that the unit does not move, and it does not count as charging for the purposes of deciding who strikes first. Also note that cavalry may not counter-charge infantry. See Rules Clarification on page 10.

IN-PERIOD CAVALRY RULES & OUT-OF-PERIOD GAMING

However different, Byzantine armies and those of their most prominent adversaries had at least one thing in common – they included mounted archers fielded in formed units. This creates a bit of a problem in WAB as rear rank archers only get the opportunity to perform their role as missile troops if the unit remains stationary (as per the Massed Archery rule in the WAB rulebook, pg 23). To more accurately portray the effects of cavalry archers, formed cavalry units in this supplement that include archers may fire using the Massed Archery rule to their front arc only, even if they moved at up to their normal Move rate. Note that unless stated otherwise, the -1 modifier for shooting while moving still applies.

Furthermore, the current rules on marching (WAB rulebook, pg 20) are a bit hard on formed cavalry. The main effectiveness of any type of cavalry lies in its ability to outrun and outmanoeuvre infantry. But the rulebook clearly states that if there are any enemy units (even infantry) within 8" of your cavalry unit at the beginning of your Movement phase, your cavalry unit cannot march.

While writing this supplement, I have searched for historical examples in this period of cavalry being charged by infantry. As you may be able to guess I haven't had any luck. When playing armies from this supplement, all formed cavalry units may march, even if they have enemy infantry units within 8" at the start of their Movement phase. Note however, that the same does not apply to cavalry units with enemy cavalry within 8" – they still cannot march.

In out-of-period gaming, these abilities (massed archery and marching cavalry) are liable to become overly powerful, especially when fighting small, infantry-based armies. Therefore, you should either forfeit these two abilities, or increase the cost of each cavalry unit in the following manner:

- Massed Archery: +10 extra points for each formed and Light Cavalry unit that contains bow-armed models.

- Marching Cavalry: +20 extra points for each formed cavalry and Light Cavalry unit.

HORSES & WARHORSES

Some characters in the army lists in this book may be mounted on a horse. This increases the Movement to 8" prior to armour penalties. Some characters may be mounted on a warhorse with the following profile:

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warhorse	8	3	0	3	–	–	3	1	–	–



RULES CLARIFICATIONS

This section was originally published in both *Spartacus* and *Armies of Chivalry*, and is also available on the Warhammer Historical website. We have repeated it here for players who have neither publication or access to the website. Warhammer Historical recommends you include these updates in your games.

GENERAL RULES & CLARIFICATIONS

These rules are general clarifications and recommendations to the game rules found in *Warhammer Ancient Battles* and *Armies of Antiquity*, along with some changes. These will also affect duplicated rules printed in the following publications: *Chariot Wars, Fall of the West, Shieldwall, El Cid* and *Alexander the Great*.

Any additional updates to these rules can be found at: www.warhammer-historical.com

UNITS & CHARACTERS

UNIT COMPOSITION

The minimum size for a unit is five models, unless stated otherwise. All units, unless stated otherwise, may upgrade one model to a Leader, one to a Standard Bearer, and one to a Musician (+5 pts each).

UNITS & PSYCHOLOGY

Units of less than five models, and unattached characters, that lose a round of close combat are broken automatically and cannot use any Psychology rules (eg, Stubborn) to stand. This also applies to units that are normally immune to Break tests and represents a depleted unit being overwhelmed.

For a unit to be affected by a Psychology rule (eg, Hatred) from a character, that character must be in the front rank of the unit, or engaged in close combat as part of that unit. Characters with psychology effects located elsewhere in the unit do not inspire the unit and the psychology has no effect.

Units subject to frenzy cannot flee or fire & flee as a charge reaction.

CHARACTERS

Should they lose a round of hand-to-hand combat, unattached characters will automatically break and flee but may attempt to rally as normal.

If a character is attached to a unit reduced to less than five models in total, and the unit flees as the result of losing in hand-to-hand combat or a failed Panic check, the unit cannot rally. The character flees with the unit and cannot rally in this instance as he is swept away in the retreat.

A character may not join a unit that is engaged in hand-to-hand combat. The character may charge into the combat though if a valid charge can be performed.

A character may not charge an enemy in the rear if he starts his move in the front of it. (This is a clarification to a statement on page 41 of the WAB rules).

MOVEMENT & MANOEUVRE

MOVEMENT RATES

In all cases for both mounted and dismounted troops, unless stated otherwise, the Movement value is listed giving the unencumbered rate. Players must deduct the applicable movement penalties for armour and barding.



REFORMING
Models in units that reform cannot move more than double their normal Movement rate while doing so. Should this situation occur, the desired formation cannot be completed, and the unit must assume a formation to conform with the movement distances available.

DISENGAGING
When a unit disengages, it moves away from the enemy unit it is in contact with in a straight line and ends up with its rear facing the enemy. Units fighting to more than one facing (eg, front and flank) may not disengage.

TERRAIN
Every wargamer's terrain is different and it is impossible to write rules to cater for every terrain feature. We recommend that before deploying your army when using a pre-set terrain table, or before placing terrain when not using a pre-set terrain table, that you agree with your opponent the effects of terrain on the game. Consider specifically the effects of missile fire and difficult ground on skirmishers and light troop types. Please note that event organizers may have already adopted specific rules for consistency during their event, so ensure you are aware of them.

DIFFICULT TERRAIN
Difficult terrain slows skirmishing mounted troop's movement in the same way as it affects most formed units.

COPSES OF TREES OR ORCHARDS
Copses and orchards are classified as difficult terrain for movement of formed units of troops, chariots, etc. All skirmishing troop types are unaffected.

Copses and orchards do not block line of sight, but all shooting through or at targets within the copse or orchard suffer a -1 to hit.

In order to define copses and orchards, we suggest trees are spaced well apart, and pathways or well-trodden routes between the trees are shown along with other features.

Formed units can use a 'snaking column' through this terrain by following any paths with no reduction in movement (see page 20 of the WAB rules).

A similar terrain feature for groups of rocks, areas covered with brush or shrubs, etc, to represent 'open' difficult ground could also be used at the discretion of players.

Typically, we would recommend this terrain type for games involving 25mm or greater scales.

SHOOTING
SHOOTING & ELEVATED POSITIONS
Currently, all models in a unit on an elevated position can shoot, and be targeted by all models in a unit which is shooting at them as they can see and be seen by all.

Unless agreed otherwise with your opponent before the game starts,(see Terrain previously) apply the rules for Massed Archery (page 23 of the WAB rules) to all missile weapons for these situations when using formed units.

SKIRMISHING UNITS & LINE OF SIGHT
Line of sight rules apply to skirmishing models, and care should be taken when moving models and determining which can and cannot shoot. Model bases obstruct line of sight and fire arcs apply to skirmishers (see page 9 of the WAB rulebook). This applies even when skirmishers are firing from or at elevated positions, and space between bases and a valid fire arc are still necessary to fire.

MOVING CREWS
Crew models aboard elephants, chariots and war-wagons that move are subject to the -1 to hit modifier for moving unless stated for the weapon itself or other special rules.

HEAVY/SCYTHED CHARIOTS AS TARGETS
Heavy Chariots and Scythed Chariots are treated as large targets (+1 to hit) when shot at.

HAND-TO-HAND COMBAT
WEAPONS
Weapons that can be used to fight in two ranks only do so to the frontal facing of the unit. Models in corner-to-corner contact to their front and models in the second rank behind them may also fight if they are appropriately armed.

SKIRMISHING UNITS
The following applies to all units in skirmish formation.

Units that charge the flank or rear of an enemy do not cause a Panic test, and do not negate rank bonuses for Combat Results. Units attacking from the flank or rear do gain the applicable +1 or +2 Combat Result.

Units do not gain the combat bonuses for unit standards and may not use any Musicians in a roll-off.

DIFFICULT TERRAIN
A unit that is in clear ground and fighting an enemy unit that is located within difficult ground will only lose any rank bonus if models in the unit are in direct contact with enemy models who are located in the difficult ground.

OVERRUN
Sometimes a powerful unit is capable of smashing through an enemy in a single round of close combat. In such cases, the thundering charge of the victorious unit will sweep it forward as it cuts down its enemies.

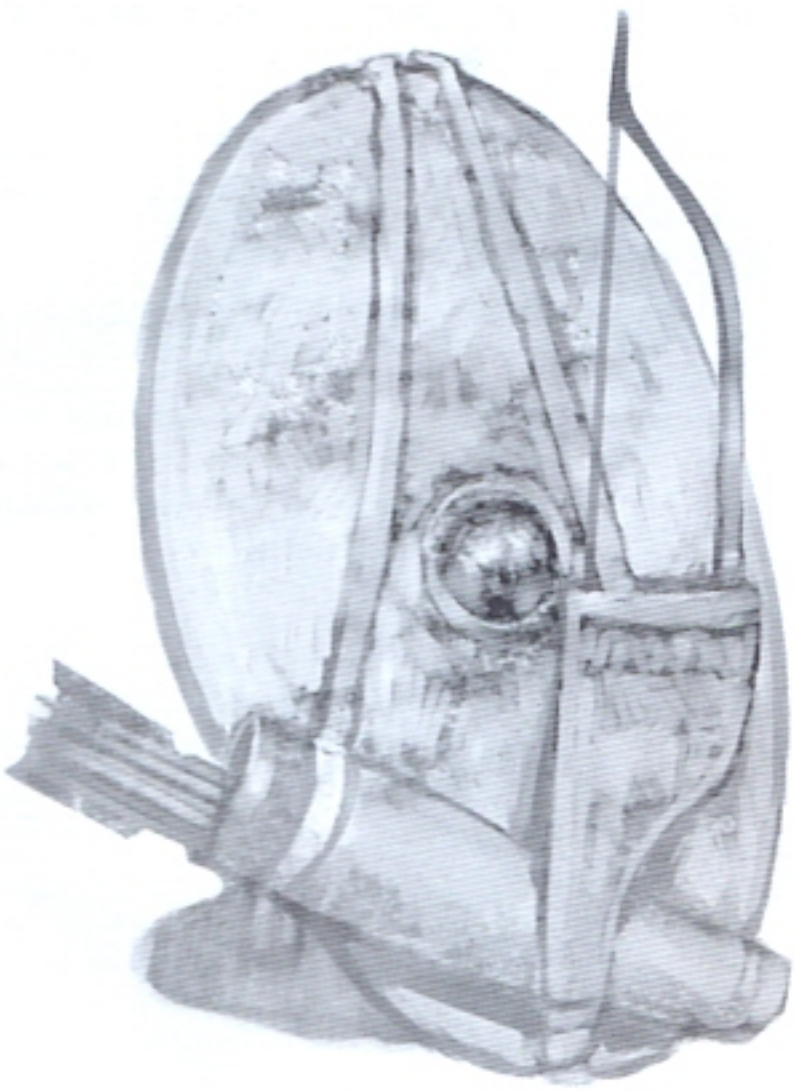
This is represented by the Overrun rule. This rule prevents individuals and small units from stopping a unit of charging Knights in its tracks, for example.

If all of a unit's opponents are slain in the first round of close combat (for that unit) then it is allowed to make an Overrun move as if it had broken its enemies. This will be 2D6" or 3D6" depending on the Movement value of the unit (like with fleeing and pursuit). The unit moves forwards in a direct line (ie, towards and through the position where the destroyed enemy unit was). Note that the victorious unit does not have to make the Overrun move – the player may elect to keep his troops stationary if he wishes.

Sometimes the Overrun move allows the unit to hit a fresh enemy unit. This is treated as if it were a new charge, and all the rules governing charges apply. In this case, the Overrunning unit has no choice in the matter, it must charge against the fresh enemy. The unexpectedly attacked unit can only respond to the charge by holding; any attempt to flee or stand & shoot is impossible. When moving an overrunning unit into contact with the enemy, the player must endeavour to bring as many models from the charging unit into combat as possible. This can usually be achieved by moving them straight forward, but it will sometimes be necessary to wheel the unit slightly to face the enemy.

If the new enemy or the overrunning unit causes *fear* or *terror* then take a test in accordance with the rules for *fear* or *terror* and abide by the results of the test.

Any resulting combat is worked out in the following turn. The overrunning troops are charging and so get all the usual benefits and bonuses, just as if they had charged that turn, even though their charge actually occurred during the Close Combat phase of the previous turn.



Assuming that overrunning troops do not encounter any fresh enemy, they move the distance indicated by their dice roll and thereafter are ready to fight normally. So, in their following turn they may charge, march or move normally exactly like any other unit, and no penalty is imposed because of pursuing.

FALLING BACK IN GOOD ORDER

Sometimes, units will be forced to fall back in good order. Units can do this under the following circumstances:

Any combat where one side outnumbers the other by over two to one gives overwhelming odds to the side with the most models. If a side with overwhelming odds (calculated at the end of the combat) loses a combat and fails their Break test, they fall back in good order instead of fleeing. (This is an 'easy to forget' special rule. If you forget that one of your units should have fallen back in good order rather than flee, that is your own silly fault and cannot be changed later in the battle!).

Drilled troops, units in skirmish formation, and cavalry that lose a combat but pass their Break test may fall back in good order if they wish, instead of remaining in the combat.

The fall back move is made in the same way as when a unit flees, with the following exceptions:

1. Units falling back in good order don't cause friends within 12" to take a Panic test.

2. Units falling back in good order rally automatically at the end of the move and may immediately reform. However, if a unit is falling back from a lost combat in which it was fighting to the flank or rear, it cannot reform and remains with its original facing at the end of the fall back move. Thus, a flanked unit cannot fall back into a better position and continues to suffer all applicable penalties if contacted by pursuers.

Unusual situations: *It is impossible to cover in words all the situations that could occur on the tabletop in this instance. The important thing to achieve when falling back from a flank or rear charge (or both!) is that the falling back unit does not gain any advantages and players should be prepared to improvise (see pg 10 of the WAB rulebook) when repositioning units after this move.*

3. Units falling back in good order may be pursued, but if caught they're not wiped out; instead the pursuing units count as having charged in the next Close Combat phase.

4. Units that fell back in good order are not allowed to declare a charge in their next turn. Apart from this, however, they may move and shoot normally.

5. A unit that falls back off the table is lost.

6. Units can fall back in good order from a First Charge or Ferocious Charge.

CAVALRY COUNTER CHARGES

The unit also counts as charging for the purposes of Ferocious Charge and Warband, and for weapon bonuses.

THE ARMOURY

SPECIAL RULES, EQUIPMENT AND FORMATIONS

The Byzantines and their adversaries used a large number of special weapons and formations – some of these are represented by the special rules that follow. For an explanation on any shock cavalry related special rules, read the Eastern Cavalry Warfare chapter.

WEAPONS & EQUIPMENT

KONTOS AND KONTARION

A large portion of Early Byzantine, Germanic and Persian cavalry wielded a weapon called a kontos. Essentially, the cavalryman's version of a pike, the ancient kontos was a heavy 12 foot monster used to stab, thrust and fence. As the kontos was used with both hands, kontos-armed cavalrymen couldn't use a shield as well – instead they often had a small circular shield (a buckler) strapped to their left shoulder. After being confronted with Avar heavy cavalry in the latter part of the 6th Century, the Byzantines adopted the kontarion, which was probably a slender version of the kontos with a shorter spearhead. The reduced weight of the kontarion allowed the Byzantine cavalryman to use the kontarion with one hand, leaving the left hand to hold a shield and the reins of the horse. The kontarion was later adopted by Muslim armies, where it was known as a quntariya.

In game rule terms, both the true kontos and the lighter kontarion are treated as kontos: cavalrymen wielding them receive a +1 Strength bonus when they charge or counter-charge. Furthermore, they always strike first (unless, of course, they are engaged in an a-historical combat against pikemen!).

When kontos or kontarion-armed cavalry dismount, their long spears are treated as thrusting spears for rule purposes.

MACES

In the period covered in this supplement, most maces were made up of a wooden handle with a round or cornered iron head. An example of such a weapon is the bardukion mace that was used by both Byzantine infantry and cavalry until the 10th Century, most prominently by the Excubitores, the Emperor's heavy cavalry guards. Such maces were highly versatile – they could be used as missile weapons or to deliver a concussive blow in close combat. In the heroic poem *Digenes Akrites*, the bardukion mace was amply dubbed the 'Breaker of Helmets'. Like their Byzantine counterparts, the guards of Muslim rulers also had a preference for this type of mace, known in Arabic as the dabbus.

By the 10th Century, the heavily armoured Kataphraktoi rode into combat with one or more heavy all-iron siderorabdia maces. The considerable weight of such a weapon and the sharply cornered iron heads of the siderorabida made it a much feared weapon – in the 12th Century, armoured Hungarian troops refused to fight heavy Byzantine cavalry armed with heavy maces. It is notable that in the period that saw the reinvention of the Kataphraktoi, the preferred weapon of the elite Ghulam guards of the Muslim rulers was the 'amud or latt, a weapon which in both weight, length and construction was identical to the Byzantine siderorabdia mace. It has been described as weighing around 10 kilograms, with a total length of up to a metre. Like the siderorabdia, the mace head of the latt had spikes or flanges to improve its ability to penetrate armour. In recent years, it has become apparent to scholars that such heavy maces were in fact not a new invention, but were adopted by the Muslims when they conquered Persia in the mid 7th Century. Persian rulers, such as Chosroes I, fielded large numbers of heavy cavalry armed with jurz (the Persian term for a heavy mace).



In game rule terms, heavy maces such as the siderorabdia, 'amud, latt and jurz maces give a -1 armour save modifier in addition to any modifiers for the strength of the user. All types of lighter maces are treated as hand weapons.

SOLENARION

The solenarion, or arrow-guide, was a wooden tube that an archer could attach to the bow, enabling him to fire small darts, called 'mice'. These 'mice' were potentially lethal due to their high speed and long range, and their small size made them much harder to spot than say, a hail of arrows.

In game rule terms, a solenarion counts as a lighter type of crossbow with a range of 24", Strength 3 and a -1 Save modifier. Note that the Solenarion can only be used while stationary, and only by troops in skirmish formation.

HALF-BARDING

Half-barding was a much favoured type of horse protection in many Middle Eastern and nomad armies – it consisted of an apron made of felt, leather or iron that protected the mount's neck and front.

In game rule terms, half-barding only adds a +1 armour save to wounds inflicted to all attacks to the front facing of the cavalry unit. Flank and rear attacks are not protected. Horses still lose -1 movement point for half-barding.

TROOP TYPES & ABILITIES

SUPERIOR CAVALRY

These rules cover all cavalry described as *Superior Cavalry*, and portray the improvements in Late Ancient and Early Medieval cavalry as discussed in the Eastern Cavalry Warfare chapter:

• All types of Superior Cavalry may count their rank bonus up to +1.

To reflect their experience and the precision and coordination of their charge, Superior Cavalry may re-roll any to hit dice that miss in the first round of any close combat when they charge or counter-charge.

Apart from these similarities, the different peoples described in this book used a number of different tactics that set them apart. Therefore, in addition, the following rules apply only to Superior Cavalry of a specific kind:

• *Superior Byzantine Cavalry* were trained at charging and withdrawing repeatedly. To represent this, Superior Byzantine Cavalry may choose to retire if they win a round of close combat, but fail to force their opponents to either flee or fall back.

The retiring move is made as a normal Fall Back in Good Order move with the exception that the retiring unit may only be pursued by opponents with a Movement value greater than or equal to their own and the retiring unit may still charge in its following turn. This ability requires a fairly high degree of mobility – therefore, it can never be used by cavalrymen riding barded or half-barded horses.

• *Superior Germanic Cavalry* were renowned for the ferocity of their initial charge. Therefore, the first formed enemy unit that is successfully charged or counter-charged by Superior Germanic Cavalry will automatically break if it loses the combat, but only if the enemy is outnumbered by the Superior Germanic Cavalry unit. Subsequent charges still count as charges but will not automatically break the enemy unit.

• *Superior Persian Cavalry* relied mainly on their bows to weaken and disrupt enemy formations. As they advanced they would shower the enemy with arrows, only increasing their speed right before impact.

As a consequence, Superior Persian Cavalry may shoot when they charge or counter-charge and may use massed archery whilst doing so. This shooting attack is made after any enemy charge reactions, and counts as having taken place at short range. The -1 modifier for shooting while moving still applies. Enemy units that take 25% casualties or more must pass a Panic test or flee. These casualties do not count towards combat resolution.

• *Superior Turkish and Arab Cavalry* were renowned for their mobility. During their move, Arab and Turkish Cavalry are allowed to turn any number of times without incurring any penalties on their move distance.

They are permitted to change formation once during their movement by any number of ranks with no penalty to their move. They can even take advantage of these abilities while marching. Furthermore, Superior Turkish Cavalry may also perform Parthian Shot (see opposite).

SUPERIOR CAVALRY & CHARACTERS

There will be occasions when mounted characters accompany units with the superior cavalry and other special movement rules (such as Feigned Flight, Parthian shot, etc) but do not have these rules on their own profile.

In these instances, it is assumed that the characters are riding excellent horses and do not impede the unit's ability to perform these moves.

This assumption does not apply to the Drilled or Stubborn abilities.

If, in addition to the movement special rules, you wish your characters to have all of the superior cavalry benefits (including the relevant army specific ones), then you must pay a points cost of +10 pts per character.

To upgrade characters (including those on foot) to Drilled will cost +2 pts, and Stubborn +3 pts in addition to, or instead of the above.

SHIELDWALL

Units that have the Shieldwall option may form a shieldwall instead of moving. As long as the unit is in a shieldwall then all enemy attacks from the front of the unit (shooting and hand-to-hand) suffer a -1 to hit modifier. The unit benefits from the shieldwall as long as it remains stationary and does not lose a round of close combat.

LEVIES

To reflect their general lack of motivation, all Levies *fear* enemies they do not outnumber by at least two to one. Levies do not *fear* other levies or skirmishers.

FEROCIOUS CHARGE

Troops especially renowned for the ferocity of their charge have Ferocious Charge. If they charge and win the first round of combat, then their opponent will automatically break, with no Leadership test being taken. Should their opponent outnumber them by at least two to one, the opponent falls back in good order automatically (see pg 10). Enemy units that would normally ignore the first Break test (such as Stubborn troops) must roll a D6; on a roll of 1-3 they are broken anyway, and on a roll of 4-6 they hold.

USED TO ELEPHANTS

Units that are Used to Elephants have been accustomed to fighting alongside elephants – they do not *fear* elephants, and cavalry units are not subject to *terror* if they come within 8" of an elephant. Cavalry that are Used to Elephants may still not charge an elephant and must flee or fire & flee if charged by one.

FEARSOME

Troops specially noted for their ferocity are labelled Fearsome – all enemy units with a base Leadership value of 7 or less *fear* troops who are Fearsome. Note that if a character or model with a higher Leadership is leading the unit they still *fear* them but benefit from using the leader's higher Leadership value when taking the Fear test. The same principles apply to warbands.

OATH OF ALLEGIANCE
The bodyguards of prominent rulers, such as Germanic kings in the Early Medieval period, took their oath of allegiance extremely seriously. To portray this, the following rule applies to troops described as having taken an oath of allegiance: If the Army General is killed roll a D6. On a roll of 4+, they will immediately move towards and charge the nearest enemy and are immune to Panic and Break tests. If they eliminate their opponent, they will again attack the nearest enemy unit (and so on). They must always pursue a broken enemy.

NOMAD CAVALRY
Tribesmen living most of their lives on horseback count as Nomad Cavalry – they benefit from the Expert Horsemen, Parthian Shot, Feigned Flight and Special Deployment rules.

EXPERT HORSEMEN
Troops described as Expert Horsemen do not suffer the usual -1 penalty for shooting while moving.

PARTHIAN SHOT
Bow and/or javelin-armed cavalry may make a normal move after they fire in the Shooting phase. This move may be in any direction, but the unit may not move within 1" of any enemy unit.

FEIGNED FLIGHT
Some troops are able to feign flight. When these units choose to fire & flee or flee as a charge reaction, they may rally immediately at the end of their move, and may reform facing any direction. This means that should the charging enemy encounter them, the unit is not destroyed, and may instead reform and face their foe and fight in the Close Combat phase. Their opponents still count as charging. Units that use Feigned Flight and flee off the table count as lost and may not return to the battle.

SPECIAL DEPLOYMENT
Troops with Special Deployment may make a march (but not fast march) or double pace move after deployment, but before the battle begins. They may not use this free move to charge at the enemy, and may not shoot any missile weapons after making the move. Note that this extra move cannot be combined with the extra 4" move given to troops in skirmish formation in some scenarios.

BEDOUIN CAVALRY
Horsemen from the Bedouin tribes of Arabia were renowned for their mobility. During their move, Bedouin Cavalry are allowed to turn any number of times without incurring any penalties on their move distance. They are permitted to change formation once during their movement by any number of ranks with no penalty to their move. They can even take advantage of these abilities while marching.

STEALTH
Troops labelled as having Stealth may move through difficult ground (such as woods) and obstacles at a normal pace even if formed. However, stealthy units do not retain combat rank bonuses if fighting in difficult ground or across obstacles. Stealthy units still must be able to see their foe before charging, may not march move, and must pay normal movement costs while charging in difficult ground or across obstacles.

FORMATION TYPES

SVINFYLKING AND BLUNT-NOSED WEDGES
This special rule covers both infantry and cavalry wedges. Although infantry and cavalry wedges perform roughly in the same way there are some differences – for specific rules on infantry and cavalry wedges, see the Svinfylking and Blunt-nosed Wedge sections overleaf.

THE WEDGE
The wedge may be adopted when a unit deploys. If it does not deploy as a wedge, or loses wedge formation due to fleeing or fighting combat, a unit must spend an entire turn reforming if a player wishes it to be in wedge formation. This means that a unit cannot Fall Back in Good Order and reform in wedge formation, unless it was in wedge formation before it fell back.

The Wedge Formation
A wedge is formed by placing one model in the first row, two models in the second row and so on. The first models to be placed are any characters leading the unit, up a maximum of two character models. The next are the unit's Leader, Standard and Musician. A wedge's arc of vision and its front, flanks and rear depends on whether it is a cavalry wedge or an infantry wedge – check the Svinfylking and Blunt-nosed Wedge sections for more details.



Wedge Movement and Manoeuvre

A wedge does not turn or wheel, instead it pivots around a central point (indicated in the specific wedge formation rules) prior to and during movement (in a similar way to a wheel). It may pivot more than once during a move.

To pivot more than 90° at any one time, a unit must surrender a quarter of its movement allowance. Wedges that have the Drilled ability may pivot more than 90° for no movement cost to reflect their increased mobility.

A wedge may pivot, and march move.

A wedge may only pivot once before charging in order to bring more models into contact (again similar to a wheel).

Note that some models may gain extra movement from this pivoting system, this is one of the major advantages of being in a wedge formation!

Wedge Combat

When a wedge charges or countercharges, one model contacts the enemy unit but all the other models not in contact may attack as well. This represents the wedge 'punching into' the enemy formation. Enemy units may fight back using all the models in base contact. Enemy units with weapon bonuses, such as thrusting spears fighting in two ranks, may fight back with additional figures in the second rank. Furthermore, for every two models in the wedge that fight, one extra model in the charged unit may fight as well. Fractions are rounded down.

For example: All 12 models in a charging wedge may attack. In the charged unit, three models are in base contact with the wedge. The charged unit is equipped with thrusting spears, allowing three models in the second rank to fight. As all 12 models in the wedge are allowed to fight, six extra models in the charged unit may fight as well. This means that the unit charged by the wedge may fight with a grand total of 3+3+6=12 Attacks. Note though that some of the models in the charged unit may be slain before they get the chance!

Surviving models in contact with the character at the apex of the wedge may choose to direct their attacks against the character or rank & file. Enemy models not in contact may only direct attacks against rank & file, or characters further back in the wedge.

In the case of a challenge, the wedge character remains in position and the other model is repositioned to a suitable place in its formation in order to take part in the challenge.

Flattening out the Wedge

Three situations will cause the wedge to flatten out:

- When a wedge is charged in the flank or rear.
- When a wedge loses a round of close combat unless it chooses to Fall Back in Good Order.
- When a wedge is charged without being able to counter-charge.

Once it is flattened out, the wedge benefits no longer apply.

Charging Skirmishers and units of less than five models do not flatten a wedge, but will move into full contact and engage the wedge along the angled sides and attempt to get as many models into contact as possible. The models in the wedge in this case may only attack enemy models actually in contact.

If the wedge is already engaged in combat to the front and charged in the flank or rear, the wedge will flatten forward into the unit it is already in combat with once the charging unit(s) have been moved into contact.

This may result in some extra movement for the charging unit(s), which is acceptable.

A wedge is flattened out by placing the number of models in its widest rank in base contact with the enemy. The remaining models are added to the subsequent ranks.

Characters on the contacted side must join in contact with the enemy, blocked characters will fall in behind temporarily. During subsequent turns, unengaged characters may move into combat as normal.

Remember that the unit must still retain its original facing.

If a flattened wedge is ultimately victorious, the unit may reform into a wedge, but only if it pursues the enemy. This is the only time a unit may make a free reform into a wedge.

Rank Bonus & the Wedge

Units do not count their rank bonus while in wedge formation. If a wedge flattens out, it does not gain any rank bonus.

Oddball Stuff

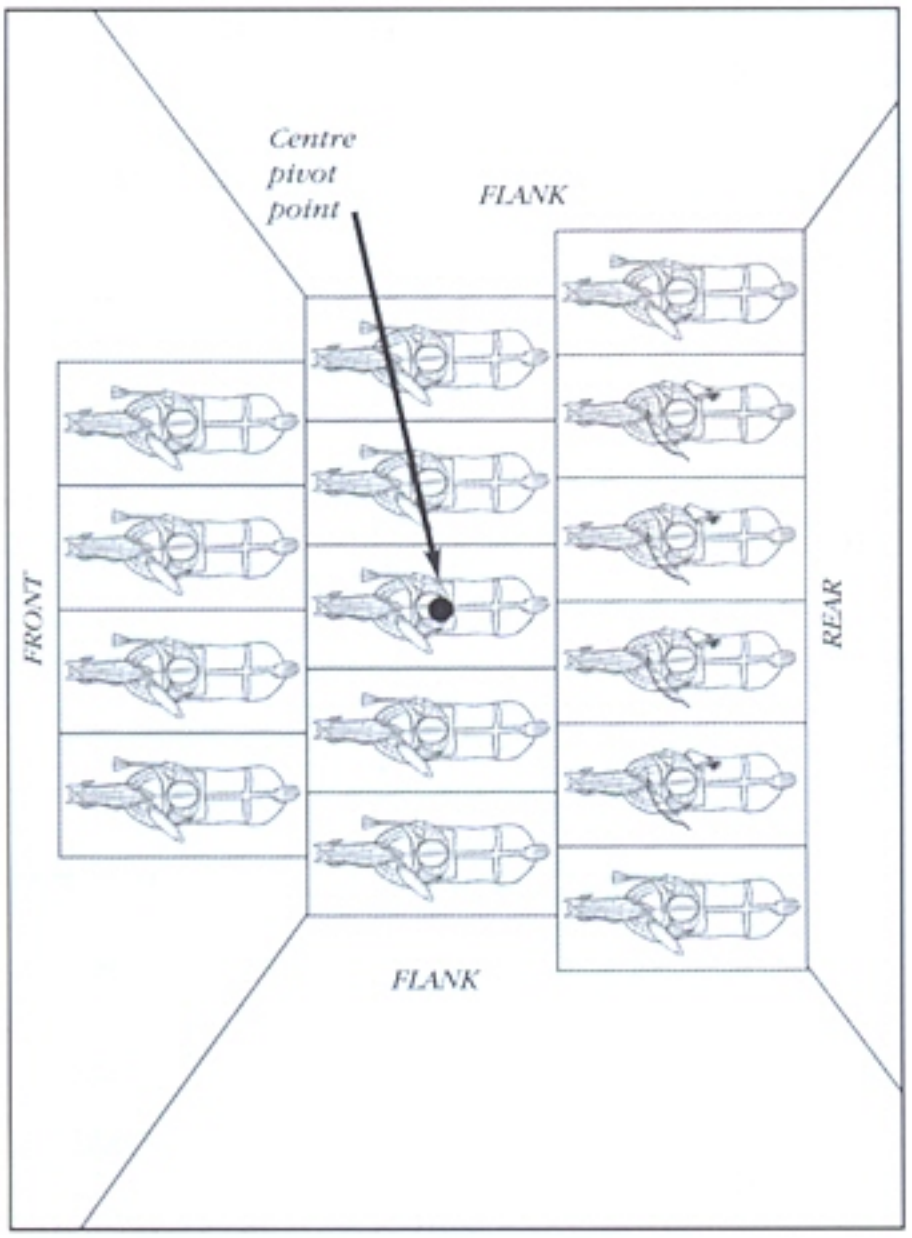
Because of the unusual shape of wedge formations, a number of extra-ordinary situations are bound to occur, so be prepared to improvise. Apart from the benefits listed above, the wedge should not gain unexpected bonuses. It should be possible to resolve most contentious situations but if in doubt refer to 'be prepared to improvise' on page 10 of the WAB rulebook. Go on what you agree on is the most reasonable solution. If you disagree, let a dice roll decide.

Blunt-nosed Wedge

The 9th and 10th centuries saw the re-invention of extra-heavily armoured cavalry, the Kataphraktoi. To maximise their shock effect and mobility, the Kataphraktoi rode into battle in a special blunt-nosed wedge formation. Depending on the number of available Kataphraktoi, the army general could field either a small wedge, consisting of 384 cavalrymen or a larger wedge of 504 cavalrymen.

In addition to the wedge rules above, the following rules apply to the blunt-nosed wedge:

To qualify as a wedge, either blunt nosed wedge must contain at least seven models.



• A small blunt-nosed wedge formation consists of between 7 and 12 models with three models in the front row. A unit of 12 could be deployed as follows: Three Kataphraktoi models in the front row and then four Kataphraktoi models are placed in the second row. Three archer models are then placed in the centre of the third row, and one Kataphraktoi model is added to each side.

• A large blunt-nosed wedge formation commences with at least nine models with four models in the front row. A unit of 15 could be deployed as follows: four Kataphraktoi models are placed in the front row, and five Kataphraktoi models in the second row. Four archer models are placed in the centre of the third row, and one Kataphraktoi model is added to each side.

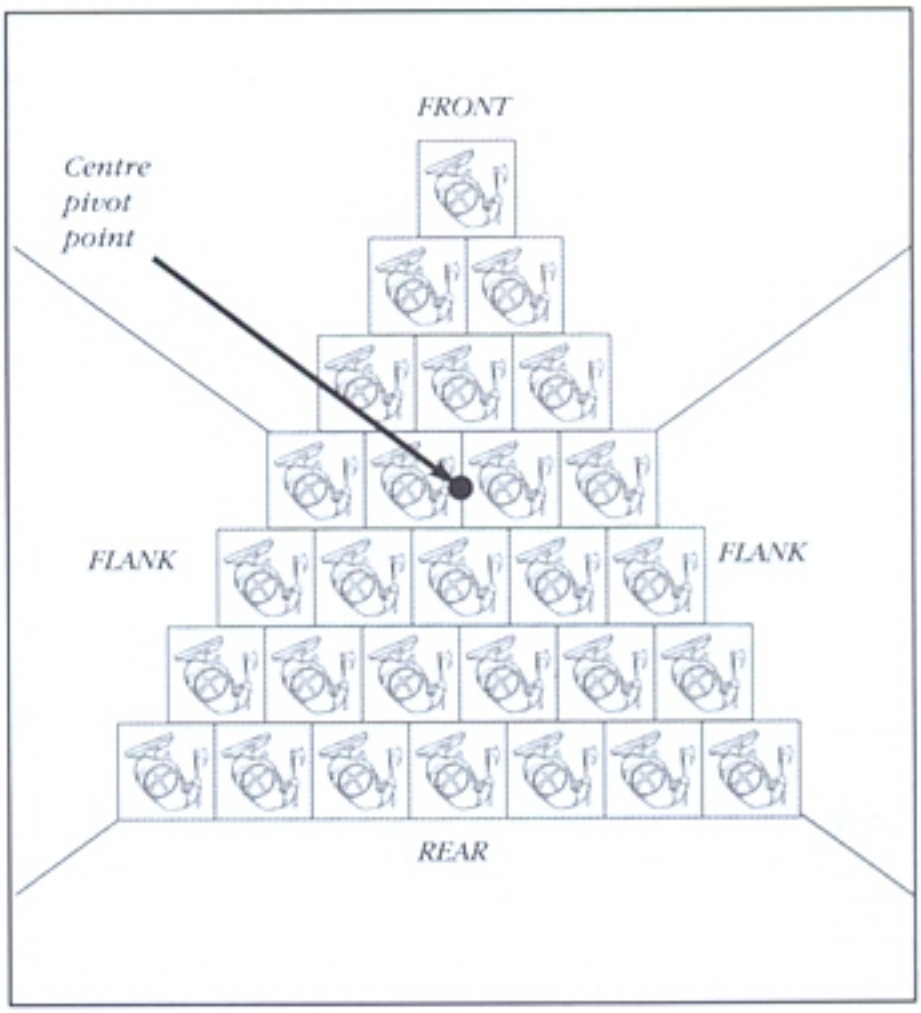
• The arc of vision of the blunt-nosed wedge is based on the first two rows as shown in the diagram above.

• The centre pivot point of a blunt-nosed wedge lies in the middle of the second row.

• The blunt-nosed wedge formation is a Combined Formation of both Kataphraktoi and archers. For an explanation of the Combined Formation rule, see below.

Svinfylking Wedge

Sometimes referred to as a Swine array, Swine snout or Arrow formation, the Svinfylking was formed as a wedge centred on a strong warrior – most often the leader. The Svinfylking was used to break an enemy formation by concentrating the weight and strength in a small area and was reputedly used to break shieldwalls.



• The Svinfylking must consist of at least 10 models and a maximum of 28 infantry models to qualify as a wedge.

• The arc of vision of the Svinfylking is based on the first 10 models as shown on the diagram above.

• The centre pivot point of the Svinfylking lies between the second and third model in the fourth row.

COMBINED FORMATION

Byzantine and Muslim cavalry and infantry mixed differently armed and equipped troops together, generally with shock troops in the front and missile troops in the rear. When using combined formation units, shock troops must be combined with missile troops of the same type – Elite Theme Kontaratoi spearmen must combine with Elite Theme Kontaratoi archers and so on. When combined with shock troops, the missile troops lose their Light Infantry status and are treated as normal infantry for the purposes of movement and rank bonus. Combined formation units are used as follows:

• The archers may shoot using the Massed Archery rules on pg 23 of the WAB rulebook. As described in the chapter 'How to Use this Book', all formed cavalry archer units in this supplement may use Massed Archery, even while moving at up to normal Movement rate (the -1 modifier for shooting while moving still applies).

• All missile hits taken by the unit use the saving throw of the majority of models in the unit at the time the saving throw is made. If the number of models are equal, the best saving throw is used. When removing casualties, the original proportion of missile and shock troops in the unit must be retained. For example, if a unit of 12 spearmen and 12 archers takes two casualties from missile fire, one of each model is removed. If a third casualty is inflicted, the owning player should choose which type of model to remove.

• In close combat, hits on the unit should be taken by whichever models are in contact with the enemy attackers, and armour saves taken as appropriate. If the attacker has a choice of attacking a number of different models, then he should declare which he is attacking before rolling any dice.

DIFFERENT EQUIPMENT

The armies of the period covered in this book often fought in a mixed formation with a plethora of different weapons and armour. Units with the Different Equipment option may include models with many different weapons and armour. In close combat, the attacker must declare which of his models in base contact attack specific models (such as an axebearer model, a spearmen model, etc). When removing casualties, the owner of the unit must either remove the model targeted in close combat or a model with the same equipment.

RIDING CAMELS OR HORSES

Units that *Ride Camels* may move a further 6" onto the table after both sides have deployed and before the start of the first turn. After making this move, they are deemed to have dismounted and will fight the rest of the battle on foot. Troops that *Ride Horses* also employ the same tactics, except that they may move 8" onto the table. This cannot be combined with the extra movement allowed for skirmishers in some scenarios, such as in the Pitched Battle scenario.

Whilst deploying the unit, it may be worth putting some horses or camels (as appropriate) with the unit. This can act as a reminder to both you and your opponent that the unit will have a special move. Remove the models once the move has been made.

MILITARY CUNNING

STRATAGEM

The tactical skill of some of the outstanding generals in this book's period was, on many occasions, decisive in defeating enemies. Choosing the proper battleground and using deception tactics gave these renowned generals the slight, or sometimes great, advantage in battle. In armies that may use Stratagems, the following rules apply when fighting a scenario where a dice roll would normally decide who goes first and who goes second:

• The player may either take the first or second turn, or to move up to two terrain features up to 6" each. If moving terrain features, this must be done before any units are deployed – the Strategem rule cannot be used to move terrain features off the table. If both armies are capable of using Stratagems, the tactical skill of the generals cancel each other out and the Stratagem rule does not apply.

• In battles against Bulgars & Slavs, the Stratagem rule still applies, but may not be used to move terrain features.

AMBUSH

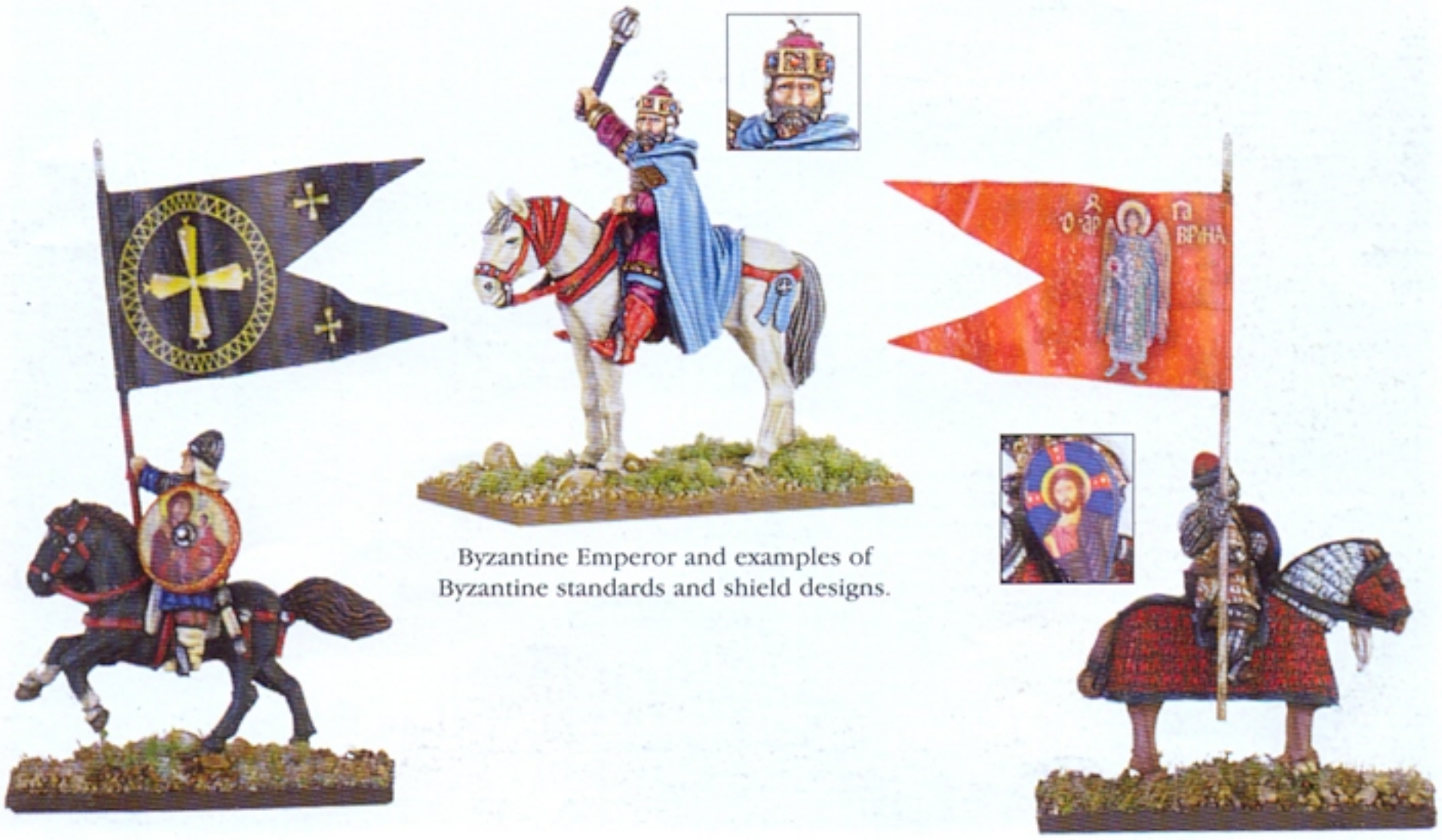
Troops noted for their ability to surprise their enemies may be deployed in ambush. At the beginning of the battle before units are placed, units in Ambush may be kept off the battlefield. The position of the unit is written down; by a hill or similar. Once all units have been deployed, this unit may either be placed in the controlling player's deployment zone or kept in ambush. As soon as an enemy unit is within 8" or would have a line of sight to the hidden unit, the controlling player must deploy the unit, although he may deploy the unit earlier if he wishes. If the unit is deployed in the controlling player's turn, it may charge, move, fire and attack normally in that turn. Whilst hidden, a unit is immune to all psychology tests.



Byzantium, Beyond the Golden Gate



The Byzantine Empire endured many enemies during almost 1000 years of existence, before finally falling under the dominion of the Ottoman Empire.



Byzantine Emperor and examples of Byzantine standards and shield designs.

Early Byzantines









Left and above: A Byzantine army during the reign of Justinian departs for war.

Below: Determined Byzantine infantry and dismounted cavalry hold the line whilst the Bucellarii position themselves on the flank.







Germanic Kingdoms









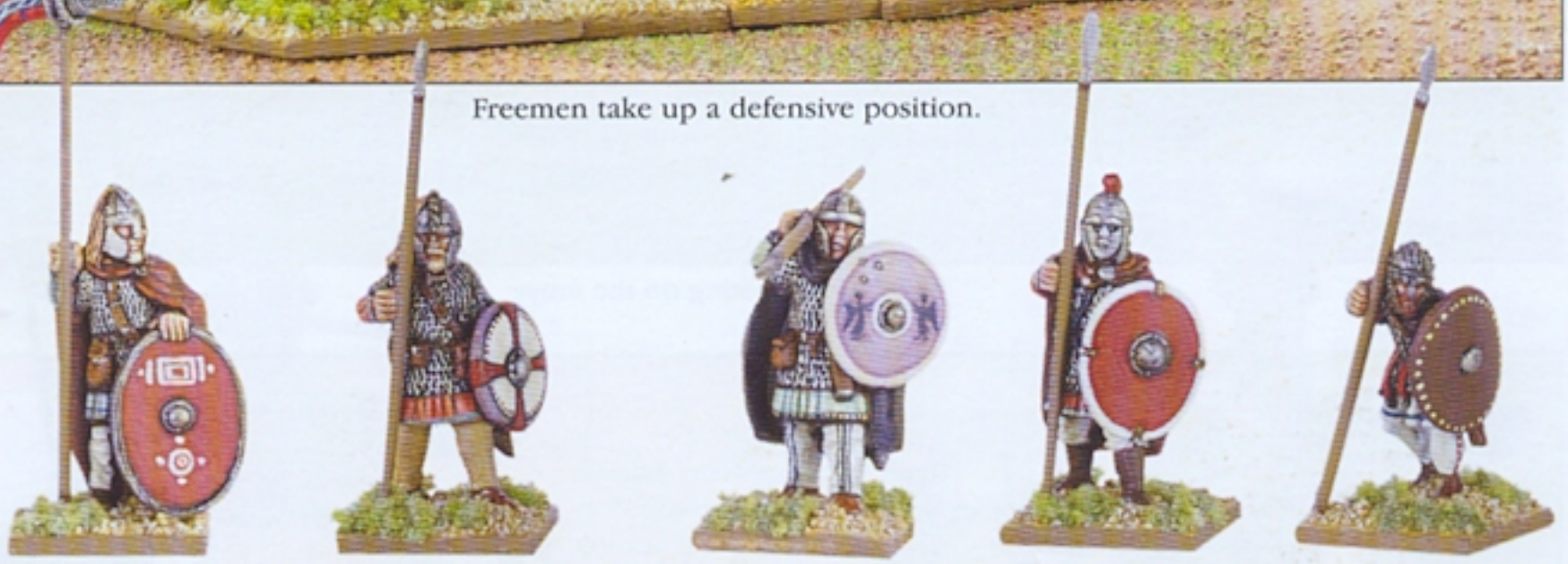
Above: Horns blaring and standards waving, mounted Gothic warriors and freemen bear down on the enemy at the Battle of Tadinae.



Ostrogoth Comitatus



Freemen take up a defensive position.





Comitatus with unfree servants skirmishing in support.

Sassanid Empire



Clibanarii shooting on the move.

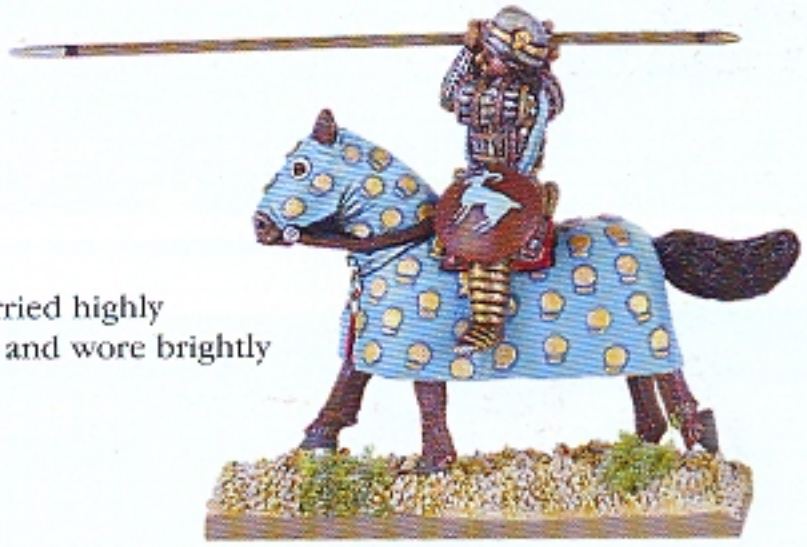


Archers mass together in a good firing position.



Levelling their spears, Clibanarii advance into battle.





Persian nobles carried highly decorated shields and wore brightly coloured clothes.



City militia spearmen.



The Persians used their elephants to lead the attack or as a rearguard.

A mighty Sassanid Persian army on the way to war.

Sassanid Clibanarii assault a Byzantine position.

Thematic Byzantines



Heavy Kavallarioi combined with Hippo-toxotai.



As the snow begins to melt a Byzantine army recommences a search and destroy mission for their elusive foe...







Left: The Kataphraktoi are left behind in the chicken chase, the light Kavallarioi have the advantage of speed.



However, in this abandoned Slavic settlement set in the ruins of a derelict Roman fort, all they find are some chickens!



Kontaratoi showing a wide range of shield and uniform designs.





Menaulatoi





Kontaratoi



Varangoi Guard

Right and Above: The Bulgars made good use of palisades to trap and ambush unwary Byzantines columns (see also illustration on page 94). However in this instance, it is the Bulgars who have been ambushed.



Kontaratoi



The Caliphates



Fatamid Arab Infantry.



Naffatan

Details of clothing patterns and shields



Regular Heavy Cavalry or Ghulams ride to battle.

The Rus



Druzhina cavalry





Examples of Rus equipment, clothing and shield designs.







A wedge of Varjazi storm forward!

In Memoriam

All these models were contributed in special memory of Heine.



Sassanid Persian by Andy Sherwell



Seljuk by Jock Ramage



Byzantine Cavalryman by Barry Hulshoff



Bulgar Cavalryman by Jaime Fenimore



Rus warrior by Darren Harding



Turcoman by Rob Broom



Thematic Byzantines fall upon the wagons and camp followers of the Steppe nomads, only to be ambushed by the horse archers hidden in the trees.

Scott Perry and Jaimie Fenimore from Pictors Studio painted all of these models.

PROLOGUE – WESTERN COLLAPSE, EASTERN RECOVERY

DIVISION OF THE ROMAN EMPIRE

Ending the chaotic era of the soldier emperors, Emperor Diocletian (r. 284 AD - 305 AD) reorganised the Roman Empire. He divided the vast territories of Rome between two emperors, the Augusti, and their two junior emperors, the Caesares; each of which were meant to succeed their Augusti. The Augusti each ruled half the empire, now divided into an Eastern and Western part. But this harmonious division of power did not survive Diocletian's reign.

After a brief civil war, Constantine the Great (r. 306 AD-337 AD) gained control and became sole emperor. Constantine changed the entire structure of the empire decisively. First, he denounced his status as divine and formed an alliance with the Christians, a minority that had been severely persecuted in the reign of Diocletian. He recognised Christianity as a fully legal religion. In return, he was given the role of God's foremost representative on earth.

From the very beginning, Christianity proved to be a difficult sword to wield for the emperor. In 325 AD, Constantine attempted but failed to solve a theological dispute between different factions of the early Christian church. Arius, an Alexandrian priest, had argued that Christ was not of solely divine nature. Arianism was branded as heresy at the Council of Nicaea, creating the first major division amongst the Christians.

THE FOUNDING OF CONSTANTINOPLE

Constantine reigned from the East in his newly founded capital, New Rome, later to be known as Constantinople. Constantinople was a Christian city, but in all other respects it was a copy of Rome. Its location on a small peninsula overlooking the important Bosporus Strait made access by both land and sea easy. At the same time, it was very defendable and huge land and sea walls soon made it an impregnable fortress.

WESTERN DISINTEGRATION

In the 60 years between the death of Constantine and the reign of the first Byzantine emperor Arcadius, the Roman Empire was under pressure from all sides. To the north-west, the Franks gained ground year by year, and to the north and north-east, the Alamanni, Quadi and Sarmatian tribes made life exceedingly dangerous for Roman armies.

In the east, the Sassanid Persians proved to be a particularly taxing opponent. During the continuous Persian wars, the Romans failed to decisively defeat their eastern adversaries. The predecessors of the Sassanid Persians, the Parthians, had defeated the Roman army of the East in 53 BC, killing the proconsul Marcus Crassus in the process. The Sassanid Persians fared even better – in 260 AD they captured the Roman Emperor Valerian and 70,000 Roman legionaries.

In the north-east, things went from bad to worse in the late 4th Century. By the early 370s AD, the Huns were sweeping into Eastern Europe, forcing the original inhabitants of the eastern lands to flee before them. As a result, a large number of Visigoths requested and were granted entry to the East Roman empire. Severely exploited and cheated by corrupt local Roman authority, the Visigoths revolted. The East Roman Emperor Valens decided to strike down hard and met the Visigoths in a pitched battle outside the city of Adrianople in Thrace. In one of the worst defeats ever recorded in Roman history, Valens was killed along with about 40,000 Roman soldiers.

THE LAST SOLE EMPEROR

The empire was finally united under what was to be the last sole Emperor of Rome, Theodosius. He tried hard to hold back the rising flood of barbarian influx. After years of looting in the Balkans, the Visigoths marched on Italy. In 410 AD they sacked Rome before proceeding to Gaul and then Spain, where they settled. Theodosius died in 395 AD after reigning for only six years. His son, Honorius, became Emperor of the West, and his brother, Arcadius, Emperor of the East. The Roman Empire was never to be re-united.

EASTERN RECOVERY

As the Visigoths drove westward, the East Roman empire was granted a brief reprieve from the strain of constant conflict. They soon faced an even worse threat than the Visigoths though. In 408 AD, the Huns crossed the lower Danube, and although the East Romans managed to throw back this new enemy at first, the Huns quickly returned. Emperor Theodosius II, the son of Emperor Arcadius, agreed to pay a huge yearly tribute to keep the Huns at bay, but in 441 AD, the Huns swarmed across the lower Danube again, this time reaching the walls of Constantinople. After an abortive siege, the Huns and their leader Attila swept westwards, invading most of western Europe before being defeated in northern France in 451 AD. During the next few decades, the East Romans struggled to rid themselves of barbarian influence. The Ostrogoths, a people related to the Visigoths, had settled in the Balkans. They were accepted as confederate troops by the Romans, and took on the task of defending the northern border of the empire against other intruders. By now barbarian power within the Roman military had grown to the point where many Roman generals, nobles and even emperors had either Gothic or other barbarian origins. By clever diplomacy, Emperor Zeno gave the Ostrogothic king Theoderic the tempting assignment of retaking Italy from the hands of other Germanic barbarians. He gave Theoderic the symbolic title of Magister Milites (general) and the Ostrogoths finally left.

The West had collapsed but the East survived and slowly recovered. One of its most famous emperors would soon show that this was not the last the world has seen of the Romans...

THE EARLY BYZANTINES

JUSTINIAN & HERACLIAN DYNASTIES 527 AD TO 660 AD

"A little later the triumph was celebrated by Belisarius in the ancient manner also. For he had the fortune to be advanced to the office of consul, and therefore was borne aloft by the captives, and as he was thus carried in his curule chair, he threw to the populace those very spoils of the Vandalic war. For the people carried off the silver plate and golden girdles and a vast amount of the Vandals's wealth of other sorts as a result of Belisarius's consulship, and it seemed that after a long interval of disuse, an old custom was being revived."

Procopious, History of the War, IV, IX

This army list has been written to recreate the earliest armies of Byzantium. Although far from being the well-organised and drilled armies fielded in the 10th Century, early Byzantine armies were arguably the best of their day. Through the military conquests of Justinian and his famous generals Belisarius and Narses, the Byzantine Empire reached its largest extent in the 6th Century. Bearing in mind the comparatively small size of the campaigning armies, this was quite a feat. Byzantine cavalrymen were exceptionally experienced, and this gave the Byzantines a strong advantage, especially during the conquest of North Africa and Italy.

JUSTINIAN

Justinian, who ascended the throne in 527 AD, was the first of many significant Byzantine emperors – in some respects he was the most significant. In his lifetime Italy, Northern Africa, parts of Spain and Illyricum were retaken from the hands of the barbarians. Since the fall of Rome, the East Roman Empire had struggled with both internal and external enemies. Germanic tribes from the north and nomads from the great Eurasian steppes had by no means diminished the pressure on the Romans since the fall of the West, and, as many barbarians settled within the empire, pressure grew from within as well. Throughout the 5th Century, Byzantine emperors were hard-pressed by internal barbarian pressure, and only by playing off the different ethnic groups against each other (Germans, Huns, Armenians and Isaurians) did they prevent the empire from being completely taken over by foreigners.

By the time Justinian was crowned, the barbarian threat had receded. He set out to reorganise and rationalise the Roman administration, resulting in a collection of laws that was valid throughout the empire. His aggressive taxation and totalitarian rule almost dethroned him during the so-called Nika rebellion in 532 AD, but thanks to his general Belisarius, the rebels were harshly dealt with and peace was restored.

BELISARIUS - DIED 563 AD

Little is known of Belisarius's origins. Tradition has it that he was of barbarian (Gothic or Slavic) descent, but from where he originated and his exact date of birth is unknown.

Belisarius caught the attention of the later Emperor Justinian while serving in his bucellarii. At the comparatively young age of 25, he was appointed to a command, and soon after he won his first battle when he defeated a Sassanid Persian army at Dara in 530 AD. Although the campaign ended in defeat at the Callinicum river, Justinian did not lose faith in his favourite. Soon after Belisarius cemented Justinian's faith in him by suppressing the so-called Nika rebellion in Constantinople.

In 533 AD, Belisarius was sent to North Africa to take back former Roman territories seized by the Vandals. The Vandalic campaign was swift and ended with Roman triumph. When Belisarius returned to the capital, he was granted the exceptional honour of a triumphal parade, riding in a golden chariot through the streets of Constantinople.

Two years later , Belisarius was once again sent westward, this time to the heart of the old empire, to Italy which had been occupied by the Ostrogoths since the late 5th Century.

Belisarius quickly took Sicily and moved northward, seizing Naples by sending raiders through the city's old aqueducts. He then went on to take Rome, enduring a year long siege in 537 AD - 538 AD. His advance further north was delayed by conflicts among his troops, but two years later, the Ostrogoths offered to surrender if Belisarius would accept the title of emperor. Needless to say, Justinian wasn't too pleased to hear that his most popular general was offered a chance to become a serious rival to him – Belisarius was quickly sent eastward to fight the Sassanid Persians.

Around the time of the Nika rebellion, Belisarius had married a widow by the name of Antonina. Justinian's empress Theodora and Antonina were old friends, and by marrying Antonina, Belisarius had gained an invaluable ally at court. As the new campaign against the Persians went badly, this influence now rescued Belisarius. His difficulties with unruly troops meant that Belisarius was degraded on suspicion of disloyalty, but Theodora intervened, and saved him from disgrace.

In Italy, the new Roman rule had broken down, and Belisarius was assigned to re-establish order there in 544 AD. With only a limited amount of men and finances, he had problems ridding Italy of Ostrogoth influence. Four years later, Belisarius was replaced by the eunuch general Narses, and returned to Constantinople.

But Belisarius wasn't allowed a tranquil and pleasant retirement. In 559 AD, he was recalled to fight off Hun tribes that were ravaging the western suburbs of Constantinople – a task he completed by his usual clever use of strategems. Unfortunately, Emperor Justinian had become no less suspicious (or grateful!) in his old age, and three years later Belisarius was accused of taking part in a planned assassination attempt. It wasn't until 563 AD that Belisarius was at least partially restored – he died a few months later, only days before the death of his emperor, Justinian.

BELISARIUS, NARSES & THE GREAT CONQUESTS

Belisarius, who himself was of partial barbarian descent, won his reputation during his campaign against Sassanid Persia in 530 AD. Though the campaign ended badly, with Belisarius making a narrow escape, Justinian had great faith in his general.

In 533 AD, Belisarius headed a campaign army into North Africa against the kingdom of the Vandals. The Byzantine expeditionary force defeated the Vandals at the battles of Decimum and Tricamerum, and before the year was over, Northern Africa had been conquered. Belisarius was then sent to Italy to fight the Ostrogoths. He lifted the Ostrogothic siege of Rome, but was himself besieged in Rome for a year by the Ostrogoths before they finally withdrew. Soon reinforcements arrived from the East, and Belisarius marched north, taking the Ostrogothic capital of Ravenna.

By then trouble was stirring in the East, and when Belisarius was recalled to fight off the Persians, the Ostrogoths retook most of Italy. It wasn't until decades later that Belisarius's successor, the eunuch general Narses, finished Belisarius's work in Italy. He defeated the Ostrogoth rebel leader Totila at the Battle of Tadinae in 552 AD, and his successor Teias in a battle shortly afterwards. Two years later, a marauding Frankish force was soundly defeated by Narses at the Casilinus river, and finally, the conquest of Italy was complete.

REBUILDING THE EMPIRE

Justinian rebuilt the Roman Empire by more than just military means. His extensive building programme resulted in what is now considered classic Byzantine architecture – the most prominent being the cathedral Hagia Sophia, rebuilt in 537 AD, after it was burnt down during the Nika rebellions. His architects must have done a good job as Hagia Sophia still stands today. However, his extensive military expeditions and building programmes did come at a price. After a great plague had decimated the population in the 540s AD, the empire's finances became stretched to the limit. As a result of delayed and missing payrolls, army rebellions and mutiny were frequent, and when Justinian died in 565 AD, he left a much expanded empire, but also one with a highly strained economy. His conquests would prove much harder to hold than to make. After the conquest of Italy, it had been left with too few troops to defend it, and within a few years after the death of Justinian, large parts of the Italian peninsula fell into the hands of invading Lombards.

MAURICE

In 582 AD, Maurice ascended the Imperial throne in Constantinople. During his reign, steps were taken to make the army less dependent on foreign recruitment. A large number of private Comitatus armies were conscripted into the regular army, and recruitment of native Byzantines increased. A number of privileges were granted to volunteers, and morale was improved. A new military doctrine, the Strategikon, was written in the 580s AD. It is attributed to Maurice, and was the first distinctly Byzantine military treatise. But Maurice was still struggling to finance the army. Defending Justinian's gains in Italy and Northern Africa meant huge state expenses, and in 572 AD, the wars with the Sassanid Persians were reignited after decades of peace. Through a strange series of events, the Persian prince Khusrau sought Maurice's help when a usurper took the Persian throne. Maurice defeated the Sassanian pretender, and after installing Khusrau on the Persian throne, a peace treaty was signed.

This should have been Maurice's finest hour, but it was to be his downfall. In order to repel a renewed assault from the barbarian tribes beyond the Danube, Maurice ordered his victorious army to go directly from Persia to spend the winter in the cold north beyond the Danube. The army revolted. In 602 AD, an officer by the name of Phokas was crowned as Emperor, and Maurice was put to death.

PHOKAS'S REIGN OF TERROR

From the very beginning, Phokas proved to be one of the worst Romano-Byzantine rulers. His violent retaliation against the aristocracy, the Jews and certain Christian sects soon threw the empire into a bloody civil war.

To make things worse, the Sassanid Persian king Khusrau II swore to avenge Maurice. In his anger he mobilised his forces and conquered a large part of Anatolia. To make matters worse, a new enemy had emerged from the north-eastern Danube frontier, a nomadic tribal confederation known as the Avars. With the aid of subject Slav, Gepid and Bulgar tribesmen, they gained a foothold across the Danube and soon held a large part of the Balkans.

MAURICE

Born ca. 539 AD in Cappadocia,
Died in 602 AD in Constantinople

After an early career as a notary, Maurice was appointed commander of the imperial forces in the East in 578 AD. He quickly distinguished himself as a brilliant commander in the continuous wars against the Persians, and in 582 AD he was selected to succeed Emperor Tiberius II.

In a rather strange series of events, Maurice helped restore the Persian king Khusrau II to his throne, and was rewarded by reaching a very favourable peace agreement.

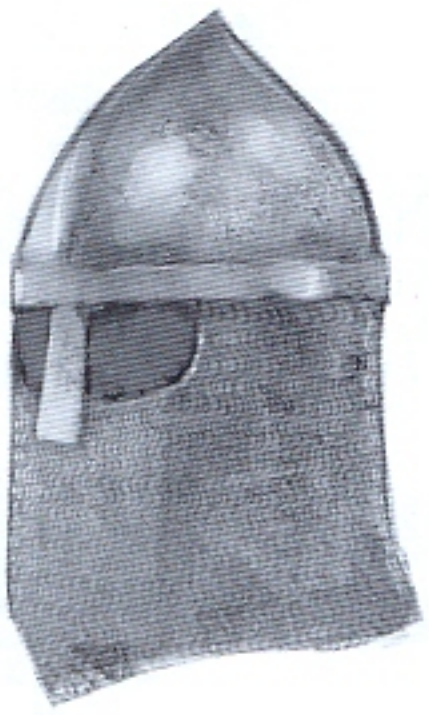
Maurice then turned to the West, where he campaigned against the Avars and their Slav subjects. In Italy he established a new administration, and appointed a military governor (exarch) for Ravenna to protect Byzantine territories on the peninsula from invading Lombards. A similar exarchate was founded in North Africa – these two exarchates may have served as foundation for the Theme system that was introduced from the late 7th Century throughout the empire.

But Maurice's very eagerness to solidify the conquests of his predecessors was to be his undoing. When he ordered troops transferred from the East to set up winter quarters beyond the Danube river, a revolt broke out, led by a certain Phokas, a junior officer. Maurice was executed and Phokas was installed as emperor.

HERACLIUS – THE CRUSADING EMPEROR

After eight years of hardship, Phokas was overthrown and the son of the Byzantine governor in Africa, Heraclius (610 AD - 641 AD) was crowned. It must have seemed an impossible task for him to save the empire from what looked like almost certain doom. The Avar Khagan (king) and his ferocious mounted hordes was plundering and murdering their way through the Balkans, and to the east, the Sassanid Persians continued their offensive into Anatolia. The Persians moved south, took Syria, then Palestine and Jerusalem, and finally Egypt and Libya.

Heraclius's treasury was almost empty and after the civil wars and a series of humiliating defeats to the Persians, the army was in no condition to fight. In order to wage war on just one enemy instead of two, Heraclius agreed to pay a huge annual tribute to the Avar Khagan. In return the Avars promised to keep from taking further Byzantine territories.



The Avars were not exactly renowned for keeping their word. They were, however, infamous for their greed. Demanding higher and higher tributes, they finally broke their truce and invaded. By 626 AD, the Avars and Slavs had ravaged the suburbs and surrounded Constantinople from the west. Coming to a secret agreement with the Persians, the Avars sent Slav boats across the Sea of Marmara to transport Persian troops to the European side. It was time to act, and Heraclius turned out to be a resourceful man. The Persians were checked in Asia Minor, limiting their participation in the siege, and the Slav boats were assaulted and sunk by the Byzantine fleet. Short on supplies, the Avars and Slavs withdrew and the city was saved.

TRIUMPH AND DISASTER

Heraclius lost no time. He now mounted major campaigns against the Persians. Backed by the Pope, Heraclius went on what could be seen as the first ever Crusade against 'the infidels' to retake the lost Byzantine territory and the Holy City of Jerusalem. He led the army with a large contingent of allied Khazars into Persia. Instead of going head-to-head with the Persians, Heraclius took a northern route through Armenia. He outflanked the Persian armies and soon stood in the very heartland of Persia. In a major battle near Nineveh in late 627 AD, he allegedly slew the Persian general Rahzadh in single combat and routed the Persians. The defeated Persians surrendered to the Byzantines all they had taken in Africa and Palestine, including the Holy Cross (supposedly the cross of Christ), which had been looted from Jerusalem.

But this hour of triumph was to be overshadowed by things to come. Only a few years after the peace treaty had been signed, Muslim Arabs swept across the Middle East and Northern Africa. The Sassanid Persian Empire was conquered by the Arabs, and the Muslim fleet reached the sea walls of Constantinople. Although the siege was eventually lifted, Byzantium had lost all of its Mesopotamian, African and Middle Eastern provinces.

EARLY BYZANTINE ARMIES

In the early 6th Century, the Byzantine army relied heavily on Foederati (troops recruited from the barbarian tribes in and around the empire). Financing was an essential factor in keeping the army together, and delayed payrolls or other disagreements could result in mutiny, even in the most elite of units.

The core of Justinianic Byzantine armies were the personal armies, the Comitatus. Mostly mercenary barbarians, they swore their allegiance, not to the Byzantine emperor, but to their general. The very best of the already elite Comitatus became the general's personal bodyguards, the Bucellarii. Among the Bucellarii, the general's most trusted men were awarded the honourable title of Doruphoroi – literally 'spear-bearer'. The Doruphoroi acted as the general's representatives and were often awarded commands of their own.

The emperor himself had several elite regiments, but by the 6th Century most of these (such as the Scholae) had been reduced to parade-ground units. A notable exception was the Excubitores, an elite imperial guard regiment of about 300 heavy, mace-armed troops. The main striking force of the Comitatus field armies was armoured horse archers; the best of which doubled as shock cavalry. Byzantine infantry was increasingly used in a supporting role. Most of the infantry regiments had been left to decline in discipline and morale, and with a few notable exceptions, such as the light infantrymen from Isauria, they often proved less than steadfast on the battlefield. If Byzantine generals needed steadfast infantry, they often chose to dismount their cavalry.

Emperor Maurice strove to rid the Byzantine military of barbarian influence. One of the most important changes in Byzantine armies in the late 6th Century was the foundation of the Optimates, drawn from Goths that had settled in Greece in the late 4th Century following their victory over Valens at the Battle of Adrianople. The Foederati were drafted into special regiments, and most of the private and semi-private Comitatus troops joined the regular army.

ORGANISATION

During the reign of Maurice, but possibly earlier, the term 'bandum' was used for infantry and cavalry companies. The number of men in a bandae varied between 200 to 600 men, so as to prevent the enemy from making out the army's size by counting the army's standards. Three bandae were organised into chiliarchies or moira (regiments) of 1,000-2,000 men, commanded by a chiliarches. Three regiments were then formed together in mere (divisions), numbering around 6,000 men and commanded by a merarch.

Cavalry units such as the Foederatoi were drawn up in three moira (regiments), and must therefore have numbered around 6,000 cavalrymen. The elite units, such as the Optimates, were organised in an unknown number of bandae, and probably only numbered 1,000-5,000 cavalrymen.

ARMY COMPOSITION

This army composition covers the reign of Justinian and his immediate successors, but could also be used for earlier Romano-Byzantine armies.

JUSTINIAN DYNASTY (527 AD - 582 AD)

Characters: Up to 25% of the available points.

Justinian Cavalry: Up to 50% of the available points. At least two units of bow-armed cavalry must be chosen. Dismounted cavalry count as cavalry.

Infantry: Up to 50% of the available points. Heraclian Regulars may not be chosen.

Allies: Up to 33% of the available points may be spent on Allied troops. Alans (see the Steppe Nomads allies), and Early Slavs (see the Balkan Bulgars & Slavs list) may be chosen as well.

JUSTINIAN DYNASTY SPECIAL RULES

• Justinian Byzantine armies led by a Magister may use the Stratagem special rule.

• In Justinian Byzantine armies, up to two Bucellarii models may be upgraded to Doruphoroi (+5 pts). The Doruphoroi may lead other units – one Doruphoroi model may be assigned to lead each unit. The Doruphoroi leaders total points value must be paid for out of the Character allowance and the normal rules for characters apply.

• To represent the unruly provincial elements of Justinian armies, units of Irregular Skutatoi and Psiloi may count as Rusticani (rural) troops (free). To test the fickle mood of the Rusticani, each Rusticani unit must take a Leadership test at the beginning of the battle. For this test, they must use their own Leadership value – they cannot draw on the Leadership of any characters. If the test is failed, the unit counts as *Levies* for the rest of the battle. If the test is passed, the Rusticani have become especially eager to get to grips with the enemy – they do not count as Levies, but are subject to Warband Psychology Rule 2.

HERACLIAN DYNASTY (582 AD - 641 AD)

Although Maurice was nominally a part of the Justinian Dynasty, his contributions to Byzantine military development meant that his armies bore greater resemblance to those of his successors than to those of his predecessors. Therefore, Maurikian Byzantines are included in the army variant of the Heraclian Dynasty rather than the Justinian Dynasty.

Characters: Up to 25% of the available points.

Heraclian Cavalry: Up to 75% of the available points.

Infantry: Up to 50% of the available points. Dismounted cavalrymen count as Infantry.

Allies: Up to 25% of the available points may be spent on Hun and Ghassanid allies. Alternatively, up to 25% of the available points may be spent on Alans and Early Khazars (see the Steppe Nomads list and Allies section).

HERACLIAN DYNASTY SPECIAL RULES

• Heraclian Byzantine armies led by a Magister or Emperor (see opposite) may use the Stratagem special rule.

• Heraclian characters may exchange their kontos & buckler for Kontarion and shield (+1 pt), and may have half-barding for their mounts (+2 pts).

• In Heraclian armies exceeding 2,000 pts, one Magister may be upgraded to Basileus (Emperor, +25 pts. Leadership 10) who becomes the Army General. When led by the Emperor, the Bucellarii may be upgraded to Excubitores (+4 pts per model), who wield maces (treat as hand weapons). They also have heavy armour, a shield and ride barded horses.



EARLY BYZANTINE ARMIES

CHARACTERS

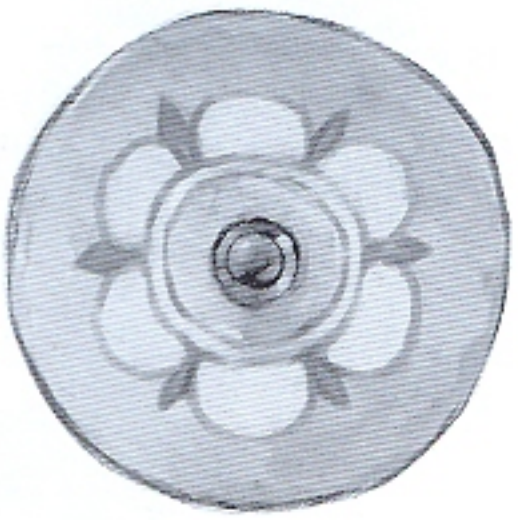
GENERALS & COMMANDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Magister	8	6	6	4	4	3	6	3	9	185
Merarch	8	5	5	4	3	2	5	3	9	95
Chiliarch	8	4	4	4	3	2	4	2	8	55
Phylarch	8	4	4	3	3	2	4	2	8	45

Equipment: Hand weapon. Rides a horse. May have light armour (+3 pts) or heavy armour (+4 pts), bow (+3 pts), javelins (+2 pts), and either thrusting or throwing spear & shield (+4 pts), or kontos & buckler (+4 pts). May have barding (+4 pts). Magisters and Emperors may ride warhorses (+8 pts). Characters leading a unit of dismounted cavalry may dismount (-8 pts, reduce Movement to 4).

Special Rules: The Magister is the Army General. Phylarch: Bedouin Cavalry – The Phylarch must lead and may not leave a unit of Ghassanid Arab Cavalry.

Early Byzantine armies relied heavily on the quality of its commanders. With the right leadership, even modest troops could be of value on the battlefield. Some of the most brilliant military commanders of the Early Byzantine period were able to outwit their opponents and defeat them even though they were seriously outnumbered.



0-1 ARMY STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Army Standard	8	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon. Rides a horse. May have light armour (+3 pts) or heavy armour (+4 pts), buckler (+1 pt) or shield (+2 pts) and barding (+4 pts). Army Standard Bearers accompanying a unit of dismounted cavalry may dismount (-8 pts, reduce Movement to 4).

Special Rule: Army Standard.

As in the previous Roman armies, the army's standard bearer was chosen from amongst the bravest soldiers in the army. Losing your standard was a great disgrace, and severe punishment was inflicted upon the bearer (if he survived the battle that is!).

JUSTINIAN CAVALRY

HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Bucellarii	8	4	4	4	3	1	4	1	8	27
0-2 Comitatus	8	4	4	3	3	1	4	1	8	24
Foederati	8	4	4	3	3	1	3	1	7	21
Regular	8	3	3	3	3	1	3	1	7	19

Equipment: Hand weapon, light armour, and either bow & buckler or javelins & shield. May exchange light armour for heavy armour (+1 pt). Bucellarii and Comitatus with bows may have kontos (+2 pts), and the Bucellarii may have barding for their mounts (+4 pts). Any Heavy Cavalry may either have throwing or thrusting spear (+1 pt), or exchange bow & buckler/javelins & shield for kontos & buckler (free).

Dismounted Heavy Cavalry Option: May dismount (-10 pts, reduce Movement to 4). Dismounted Heavy Cavalry with bucklers may exchange them for shields (+1 pt).

Special Rules: Mounted Heavy Cavalry are Superior Byzantine Cavalry. Dismounted Heavy Cavalry with shields may form a shieldwall. Units without kontos may be designated as Light Cavalry (free). The Bucellarii have taken an Oath of Allegiance, and must be led by the Army General at all times. The Bucellarii and Comitatus may be Drilled (+1 pt).

In this period, the Comitatus, regular and federate heavy cavalry consisted mostly of barbarian troops drawn from Germanic tribes such as the Goths, Lombards and Gepids. Among the native Byzantine troops, Thracians were known as the best cavalrymen. The Comitatus were professional soldiers drawn mainly from various nomadic and Germanic tribes. The elite Bucellarii was the cream of the Byzantine army. Picked by the army general among the professional Comitatus cavalrymen, many Bucellarii rose to become generals and even emperors themselves.

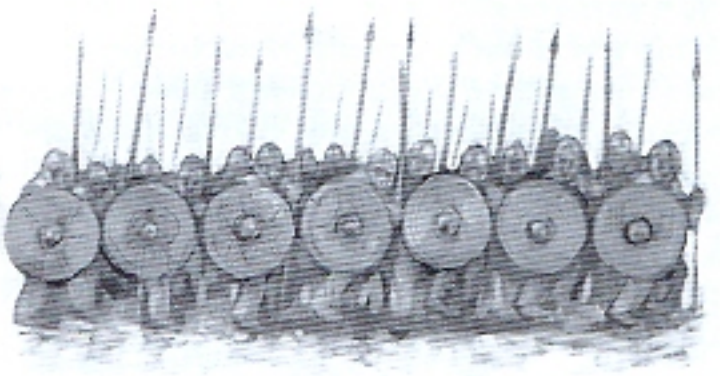
LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Foederati	8	4	4	3	3	1	3	1	7	19
Regular	8	3	3	3	3	1	3	1	6	16
Irregular	8	2	3	3	3	1	2	1	5	12

Equipment: Hand weapon, javelins & shield. May have throwing or thrusting spear (+1 pt).

Special Rule: Light Cavalry.

Light cavalry typically served as scouts and foragers while on campaign.



HERACLIAN CAVALRY

DEFENSORES & CURSORES

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Bucellarii	8	4	4	4	3	1	4	1	8	27
0-2 Optimates	8	4	4	3	3	1	4	1	8	24
Foederati	8	4	3	3	3	1	3	1	7	21
Regular	8	3	3	3	3	1	3	1	7	19

Equipment: Hand weapon, light armour, Kontarion and shield. May have heavy armour (+1 pt). The Bucellarii may also take bows (+2 pts), and either half-barding (+2 pts) or barding (+4 pts) for their mounts.

Dismounted Cavalry Option: May dismount (-10 pts, reduce Movement to 4).

Defensores & Cursores: For every two units of the same type and with the same equipment, the smallest unit may be designated as Cursores (free), who count as Light Cavalry.

Special Rules: Combined Formation – Up to a third of the models in any unit may exchange Kontarion for either javelins (-1 pt) or bow (free) – archers/javelineers are placed in the rear ranks. Mounted cavalrymen are Superior Byzantine Cavalry. Dismounted cavalrymen may form a shieldwall. The Bucellarii and Optimates may be Drilled (+1 pt). The Bucellarii must be the smallest cavalry unit in the army, they cannot be fielded as Cursores, and must be led by the Army General at all times.

Heraclian cavalry regiments consisted increasingly of native Byzantine troops as well as barbarians. Heavy cavalrymen were trained to fight both as defenders (Defensores), in close order formation, and as attackers (Cursores), mostly in open order formation. The Bucellarii were now greatly reduced in size.

INFANTRY

SKUTATOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Heraclian Reg	4	3	3	3	3	1	3	1	7	8
Justinian Reg	4	3	3	3	3	1	3	1	6	7
Irregular	4	2	2	3	3	1	2	1	5	4

Equipment: Hand weapon, thrusting spear and large shield. May have darts or javelins (+1 pt). Two units of Regular Skutatoi may have light armour (+3 pts).

Special Rules: Shieldwall. Combined Formation – Up to a third of the models in any Skutatoi unit may be Skutatoi archers, who are placed in the rear ranks. Heraclian Skutatoi may be Drilled (+1 pt). Irregular Skutatoi count as *Levies*.

Descendants of the old Roman legionaries, skutatoi spearmen were increasingly reduced to a secondary role in support of the cavalry. Troops on foot still made up the centre of Early Byzantine armies, but as 'real' infantry often lacked the quality and training, these were often dismounted cavalrymen. The training and equipment of the skutatoi were vastly improved during the reigns of Maurice and Heraclius.

SKUTATOI ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Heraclian Reg	4	3	3	3	3	1	3	1	7	6
Justinian Reg	4	3	3	3	3	1	3	1	6	5
Irregular	4	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon and javelins. May exchange javelins for bow (+1 pt), and have shield (+1 pt).

Special Rules: Combined Formation – Archers must combine with Skutatoi, they cannot be in their own units. Heraclian Skutatoi may be Drilled (+1 pt). Irregular Skutatoi count as *Levies*.

As described in the Strategikon, archers and javelinmen were drawn up in the centre of the heavy infantry formation to offer missile support to the front rank skutatoi when the enemy approached.

PSILOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-2 Isaurians	4	3	3	3	3	1	4	1	7	7
Heraclian Reg	4	3	3	3	3	1	3	1	6	5
Justinian Reg	4	2	3	3	3	1	3	1	5	4
Irregular	4	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon, sling or javelins and buckler. May replace sling or javelins with bow (+2 pts). Isaurians with javelins may also have throwing spear (+1 pt), and replace buckler with shield (+1 pt).

Solenarion Option: In Heraclian Byzantine armies, two units of Heraclian Regular Psiloi may replace sling with Solenarion (+3 pts).

Special Rules: Skirmishers. Isaurians are Light Infantry. Irregular Psiloi count as *Levies*.

The most modest troops of the army were relegated to fire support, serving as archers, slingers and javelinmen. Isaurians were renowned for their steadfastness and proficiency as light infantry.



0–1 GREEN OR BLUE CIRCUS FACTION MOB

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mob	4	2	2	3	2	1	2	1	3	3
0-1 Leader	4	3	3	3	3	1	3	1	4	5

Equipment: Armed with whatever they can lay their hands on (count as improvised weapons)!

Special Rules: Mobs and their Faction Leader are subject to Warband Psychology Rule 1. Circus Faction mobs cannot Fall Back in Good Order, cannot benefit from the Leadership value of characters other than their Faction Leader, nor use the re-roll benefit of the Army Standard.

Mob Deployment: Circus Faction mobs must be deployed last, and must be positioned the furthest possible distance away from the enemy.

Rousing the Mob: As the mob is an untrained horde and is acting on their fleeting instincts, they are driven by the passion of the moment rather than sound military order. To get them started they need something to fire them up and get them going, namely the impassioned oratory of their Faction Leader. At the start of the Byzantine player's first turn, the mob takes a Leadership test representing the mood of the mob. If this is passed, the mob is roused! Then subtract the dice roll from the Leadership value. The higher the result the more determined the mob is!

0-3 In the first turn, the mob moves forward towards the nearest enemy unit at least 4". They are now subject to all Warband Psychology rules (not just Rule 1).

4 Same result as when rolling 0-3, plus the mob *hates* the enemy.

5 Same result as when rolling 0-4, plus the mob is Frenzied. Whilst frenzied, the mob is not affected by the rules for Hatred, although Warband rules still apply. Should the mob lose their frenzy, they then revert to hatred.

For example: *A mob unit of 29 Green Circus Faction followers is led by a Faction Leader. As both the followers and the Faction Leader are subject to Warband Psychology Rule 1, they have a Leadership value of 7 (Faction Leader's Leadership value 4, +1 for each rank, up to a maximum of 3=7). At the start of the first turn, the Byzantine player tries to Rouse the Mob. He rolls a 2 and a 1 – resulting in a total of 3. As the total is less than the mob's Ld of 7, the test is passed and the mob has been successfully roused. When subtracting the dice roll from the mob's Ld value, the score is a whopping 4 (7-3=4); The mob are now subject to all Warband Psychology rules and Hates the enemy for the rest of the game.*

If the test is failed, the mob count as *Levies* for the rest of the game – they *fear* all enemies unless they either outnumber them by at least two to one, or the enemy are also Levies or Skirmishers.

The Circus Factions were followers of the different teams competing in the forums of Byzantine cities, foremost in the famous Hippodrome in Constantinople. Originally, there had been four teams, but by the Age of Justinian only the Blues and the Greens still existed. In hours of great need they took to the battlefield in defence of the empire. Thanks to John Kersey for helping out with the mob rules!

SYMMACHOI (ALLIES)

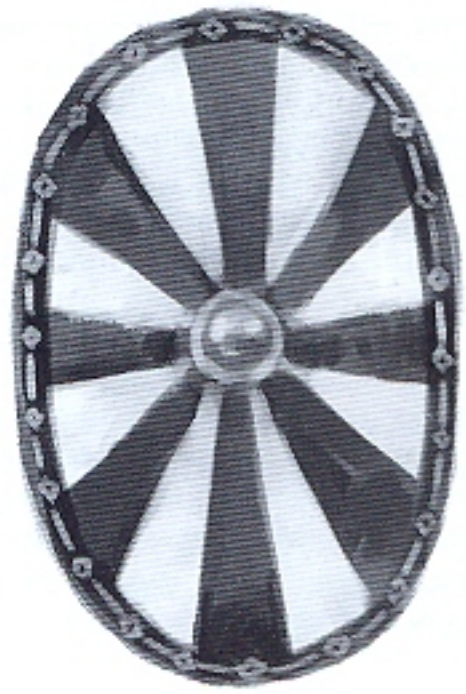
0-2 GHASSANID ARAB CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ghassanid Arab	8	3	3	3	3	1	3	1	6	17

Equipment: Hand weapon, javelins and shield. May have throwing or thrusting spear (+1 pt). Every other unit may have light armour (+2 pts).

Special Rules: Ghassanid Arab cavalry with light armour are Bedouin Cavalry. All other Ghassanid Arab cavalry are Light Cavalry with Feigned Flight.

The Ghassanid Arab tribe from present day Syria and Palestine served as symmachoi and later as federates in the Byzantine army. A falling out between Constantinople and the Ghassanids may have been instrumental in their waning enthusiasm for the empire in the early 7th Century – at Yarmuk in 636 AD, Ghassanid troops proved less than reliable.



0-1 GHASSANID ARAB INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ghassanid Arab	5	2	3	3	3	1	3	1	4	4

Equipment: Mixed weapons (count as a hand weapon and javelins) and shield. May have throwing spear (+1 pt) and large shield (+1 pt). One unit may exchange javelins for short bow (+1 pt).

Special Rules: Warband Psychology Rule 1. Light Infantry. May only be chosen if Ghassanid Arab cavalry has been chosen as well.

While most Ghassanids fought as cavalry, the poorer and less well-equipped tribesmen fought on foot.

0-2 BERBER CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Berber	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins and shield.

Special Rules: Skirmishers. Feigned Flight.

North African Berber light cavalry, called Moors by Procopius, joined Belisarius's campaign army after he defeated the Vandals – they proved an invaluable ally in the conquest of Italy.

GERMANIC CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-2 Heruls	8	4	4	3	3	1	4	1	8	22
German	8	4	3	3	3	1	4	1	7	19

Equipment: Hand weapon, throwing or thrusting spear and shield. Heruls also have javelins. Germans may have light armour (+2 pts) or heavy armour (+3 pts), and either take javelins (+1 pt), or exchange spear & shield for kontos & buckler (+1 pt).

Dismounted Heavy Cavalry Option: May dismount (-8 pts, reduce Movement to 4).

Special Rules: Superior Germanic Cavalry. Mounted Heruls are also Light Cavalry.

Whole Germanic units served as mercenary cavalry in the armies of Belisarius and Narses. They may have been less dependable than the Comitatus – Narses chose to have them fight as dismounted cavalry at Taginae in 552 AD, possibly to stiffen their resolve.

The ferocious Heruls were employed by both Belisarius and Narses – a Herul was not allowed to use a shield until he had killed a man in battle.

0-2 HUNS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Nobles	8	3	4	3	3	1	4	1	7	24
Horse Archer	8	3	3	3	3	1	3	1	7	21

Equipment: Hand weapon and bow. Nobles also have light armour and kontos. Horse Archers may have shield (+1 pt), light armour (+2 pts), and either javelins (+1 pt) or throwing spear (+1 pt). Nobles may have buckler (+1 pt), and heavy armour instead of light armour (+1 pt).

Dismounted Hun Option: May dismount (-12 pts, reduce Movement to 4). Dismounted Nobles may have shield (+2 pts).

Special Rules: Mounted Hun Horse Archers are Light Cavalry and Nomad Cavalry. Mounted Nobles are treated as Superior Byzantine Cavalry. Dismounted Huns without armour are Light Infantry. For every Noble model, at least one Horse Archer model must be taken as well.

Although their fierce steppe ways had been softened by a century of more pleasant and settled living, the Hunnic tribes continued to provide the empire with a supply of good horse archers that could also dismount and fight as light infantry.

HERACLIUS

Born ca. 575 AD in Cappadocia,
Died 641 AD in Constantinople

Matching the great hero of Greek mythology not only in name, Heraclius was one of the most interesting and capable emperors of the Early Byzantine period. He was born in eastern Anatolia, but he spent his youth in the Roman province of Africa, where his father was appointed governor (exarch).

By 610 AD, the incompetence and cruelty of Emperor Phokas had become too much for the citizens and nobles of Constantinople.

On an appeal from the capital, Heraclius' father sent out an army to the capital, led by his son. The Byzantines needed a saviour, and the blond and grey-eyed Heraclius looked very much the part. In 610 AD, he was crowned as emperor – though by then it was questionable how long he would be able to reign. The Balkan Peninsula was swarming with Slavs and Avars. By 614 AD, the Persians took the provinces of Syria and Palestine, and five years later, Egypt and Libya. Heraclius had to pacify either the Avars or the Persians to be able to deal effectively with the other. He managed to reach a peace agreement with the Avars and then mobilised everything in a decisive war with Persia – even religion.

As the Persians had taken what was believed to be the True Cross of Christ from Jerusalem, Heraclius was given an excellent opportunity to give the war a religious aspect. He was not only the leader of the empire, he was now the leader of the first crusade. After an excellent campaign, in which Heraclius totally outmanoeuvred the Persians he offered the Persian ruler Khusrau II an honourable peace, but his offer was met with insult: "I am beloved by the gods and master of the world. You are my abject and imbecilic slave, Christ is incapable of saving your empire". Unwillingly, Khusrau had provided Heraclius with an excellent piece of propaganda. Heraclius published Khusrau's response.

In 626 AD, the Persian army advanced as far as the Bosporus, but the Byzantines survived the threat, and the next year Heraclius invaded Persia. He took the Persian armies completely by surprise by a brilliant outflanking manoeuvre – instead of going head-to-head with the Persians, he took a northern route through Armenia, and suddenly appeared behind the Persian armies. He pressed on to the ruins of the ancient and holy city of Nineveh. Soon after Khusrau was overthrown by his own son, and a peace treaty was signed. Heraclius returned to Constantinople in triumph and three years later he personally brought the True Cross back to Jerusalem.

But for this great heroic general and emperor, tragedy would follow triumph. In 634 AD, Arab tribes united by Islam marched on Syria, and in 636 AD, a Byzantine army marred by disunity and mutual distrust was utterly defeated at the Battle of Yarmuk.

Though his reign ended badly, Heraclius was an exceptional emperor by any standard. He was not only an inspiring general, he was also a charismatic emperor that was capable of rallying the people to a common cause. Heraclius was also noted for his humane nature, restraining his troops from massacres when conquering towns, and releasing prisoners rather than putting them to death. No wonder that throughout the Greek Orthodox world today, Heraclius is considered a champion of Christendom.

Heraclius is also credited with introducing the Theme system in Anatolia – this was later used throughout the empire.

EARLY BYZANTINE ARMY AT WAR
EQUIPMENT, APPEARANCE, DEPLOYMENT & TACTICS

"Silence. Do not fall back. Do not go ahead of the standard. Advance even with the front rank. Keep your eyes on the standard. Follow it with your company, soldier. This is how a brave soldier should act. If you leave your standard, you will not be victorious."

The Strategikon, Book II,5.

EQUIPMENT

THE CAVALRY

During Justinian's reign, the ideal soldier was the armoured double-armed cavalryman, equipped with iron armour, a spear or long cavalry lance (kontos), a buckler strapped to the shoulder, and a powerful composite bow. As the kontos was a bit of a monster (12 feet long), it is likely that only the most elite cavalrymen in the army had the skill and training to use both weapons proficiently. The cavalrymen recruited among the Germanic tribes (such as Goths, Vandals, Gepids and Lombards) certainly had little experience in horse archery, and probably preferred either the kontos or a shorter spear.

From the last decades of the 6th Century and onwards, the heavy cavalry units, both Cursores and Defensores (see opposite) were combined formations, consisting of both lancers and bowmen (as opposed to the previous period where each cavalryman ideally carried both lance and bow). Their main defensive equipment was a complete set of armour, covering their entire body from head to toe (or ankle, as it says in the *Strategikon*). The most common type of armour was scale and chain mail, but lamellar armour was also used. To complete the armour, a sturdy, tasseled helmet and a shield was prescribed. The men in the front ranks carried a kontarión with a total length of around 12 feet as their main weapon, while the rear ranks used composite bows (or javelins if they lacked proper archery training). The front rank cavalrymen were expected to ride horses with frontal armour, made of either iron or felt.

THE INFANTRY

Although the *Strategikon* describes infantrymen equipped like Late Roman heavy infantry, it is highly unlikely that most Early Byzantine heavy infantry wore metal armour. The chapters on heavy infantry in the *Strategikon* were copied from an earlier Late Roman military manuscript, and there is little reason to believe that the best heavy infantryman had more than a shield, cloth armour and perhaps a helmet for protection. His main offensive weapon was a spear, around six feet in length that could be thrust or cast. In the *Strategikon*, infantrymen were instructed to throw their spears when facing infantry and thrust their spear when facing cavalry. Behind the first ranks of spearmen, archers or javelinmen were drawn up to provide missile support.

APPEARANCE

Uniforms were probably only used by the elite of the infantry. Most infantry units were therefore distinguishable by their shield patterns and standards. Cavalry units and the best infantry were issued uniforms and equipment from the Imperial factories – elite cavalry units are described as wearing white uniforms when on parade. Colours for other units included different shades of red, greyish white, light green and light blue.

Late Roman infantry carried draco standards, while the cavalry units had either draco or vexillatio standards. By the time of Maurice, the swallow-tailed bandae flags replaced the draco and vexillatio. Like other pieces of equipment is was probably adopted from the Avars. The bandum was a simple square or rectangular flag with two, three or four streamers, each measuring several metres in length. Units in the same division (mere) were to use the same or similar banners, and the cavalry unit's pennons, the flammulae, were used to distinguish one unit from another (although they were probably stowed away before the battle).

The general's banner stood out in both shape and design and would have been of a different pattern than the other banners in the army.

DEPLOYMENT

In these earliest of Byzantine armies, the standard battle deployment was to form one or several battle lines – the troops in each line supporting the line in front of them. As in Late Roman armies, the infantry (or dismounted cavalrymen) occupied the centre while the cavalry were placed on the flanks.

From the second part of the 6th Century onwards, the Byzantines could field all-cavalry campaign armies with any infantry acting only as a rear guard. In such armies, the centre of the second battleline would be made up of the elite and best equipped heavy cavalry, such as the Optimates.

A battle deployment several lines deep may have been used in historical battles, but in the battle accounts passed down to us, the armies seem to have been drawn up in a single line with only one or two units held back as an emergency reserve (for examples of this deployment, see the Dara and Solachon scenarios in the Scenario section).

TACTICS

As Justinian's campaign armies were almost always outnumbered, they often chose to let the enemy come to them. The infantry or dismounted cavalry centre was expected to hold the enemy charge, giving the cavalry on the flanks time to decimate enemy ranks with bowfire before moving against their flanks. This was the tactic used by Belisarius at Dara against the Persians, and by Narses at Taginae against the Goths and at Casilinus against the Franks.



The *Strategikon* introduced cavalry manoeuvres that called for the heavy cavalry to be able to fight as both Cursores ('runners' or attackers), and Defensores ('defenders') in close order formation. Whole units or even army wings would take on the role of Cursores, while their comrades acted as Defensores. The Cursores would break out of each unit from their position on both wings, and then advance towards the enemy, either in close or open order formation. The Defensores in the centre of the unit remained in place in close order formation, providing the Cursores with a safe rallying point. If the enemy was defeated, the Defensores would advance with the Cursores. Should both the Cursores and the Defensores be swept away in an enemy charge, the troops in the second line would in turn act as a rallying point and turn back the enemy. In the prescribed deployment of a cavalry army, the best and most reliable troops, such as the Optimates and the general's Bucellarii, were stationed at the centre of the second line, while the regular regiments, such as the Vexillationes, Foederati and Illyrikiani regiments were drawn up in the first line.

COMMANDS

Though Latin was being replaced by Greek in the 6th Century, the commands listed in the *Strategikon* were still largely in Latin. Here are a few examples of Early Byzantine commands to give you a feeling of the prescribed drills and manoeuvres:

CAVALRY COMMANDS

Transforma/Transmuta: Face rear/face front.

Largiter Ambula: Go to open order marching.

Junge: Go to close order formation.

Percute 'strike': Move at a trot towards the enemy. The front ranks lean forward and protect their heads and their horses' necks with their shields while resting the spear in the right hand. When within bowshot of the enemy, the rear ranks discharge their bows over the heads of the first rank riders.

Cum Ordine Seque: Follow in order (while in pursuit).

Cede: Fall back in open order with spears raised vertically and regroup.

INFANTRY COMMANDS

Transforma/Transmuta: Face rear/face front.

Largis Ad Ambas Partes: Go to open order marching.

Junge: Close ranks.

Exi: Deduct ranks to form a broader formation.

Intra: Opposite of Exi.

Ad Fulcon: Form tortoise (shieldwall).

Parate! Adiuta...{troops answer}...Deus!: Ready! Aid us... God! The archers shoot, the spearmen throw their javelins and brace their spears against the ground to hold the impact of the enemy.

THE MILITARY MANUALS

Much of what we know of Byzantine warfare comes from the Byzantine military manuals – they provide us with a wealth of information on equipment, doctrines, tactics and deployment. But there is an inherent danger in reading the Byzantine manuals as descriptions of Byzantine warfare – most of them, especially the *Strategikon*, were probably more prescriptive than descriptive in nature.

THE SASSANID PERSIANS

EARLY & LATER SASSANIANS 226 AD - 649 AD

"And so the Babylonians fired arrows against the Roman companies, so that the sun's rays were hidden by the discharge of missiles, and on account of the furious outpouring of shafts a winged roof, improvised by the flight of darts, appeared to be spread in the air above their heads."

Theophylact Simocatta, iii.14.6

This army list covers the armies of Sassanid Persia from its rise to power in the 3rd Century to its downfall at the hands of the Muslim Arabs in the 7th Century.

DEFEATING THE PARTHIANS

In 226 AD, after almost 400 years of Parthian reign in Persia, the Parthian monarchy was overthrown by Ardashir, the military governor of the Pers province and first ruler of the Sassanid Persian empire. In previous centuries, the Parthians and their Persian subjects had successfully fought the Romans in a range of battles in which they had killed a Roman general and captured a myriad of Roman standards. The Sassanians inherited an empire at war, but it soon became apparent that the new Sassanian rulers were able and ready to take on their adversaries. Ardashir was crowned in the capital of Persia, Ctesiphon in 226 AD, and named the empire after his grandfather, Sassan. Soon after his ascension, he took two important border fortresses, Carrhae and Nisibis, from the Romans. His son Shapur stabilised the north-eastern border of Sassanid Persia by pushing across the Oxus river to the north-east, subjugating the cities of Sarmakand and Tashkent, where he installed Persian princes.

WARS AGAINST ROME

War against Rome was resumed in 250 AD and only ten years later the Persians defeated Emperor Valerian at Edessa – Roman losses ran as high as 70,000. Valerian was never heard from again. After this resounding victory, the Persians seized the border provinces of Syria and Cappadocia. A relatively quiet century passed, then Shapur I's grandson Shapur II reignited the war with Rome and once again the Persians fared better than their western opponents. In 363 AD, Emperor Julian headed a large Roman invasion force into Persia and marched on Ctesiphon, but he was struck by the spear of an Arab assassin in Persian service and soon died from his wounds. The Roman forces withdrew, fighting numerous battles as they pulled back. In peace settlements the Persians gained nominal control over the province of Armenia. Though peace had been resumed, the two empires would remain adversaries for centuries to come.

THE EPHTHALITE INVASION

With the western frontier at peace, the Persian king Varham V could concentrate on the empire's eastern provinces. He campaigned against the Ephthalites, a nomadic people, who lived beyond the Oxus river, and stabilised the north-eastern border. But in the years after the reign of Varham V, the table turned. Droughts, heavy taxation and a disastrous new war with the Ephthalites almost led to the complete disintegration of Sassanid Persia. The Persian king Peroz was defeated by the Ephthalites and taken prisoner, only to be released when delivering his son Kavad as hostage. To make matters worse, another nomadic tribe, the White Huns, invaded. Peroz managed to defeat the Hun intruders, but soon after, he fell in battle against a second Ephthalite invasion force.

By 488 AD, the Ephthalites had gained enough power in Persia to install Peroz's son Kavad on the throne. Kavad dealt radically with the internal problems of the empire: he supported the peasantry when they demanded that all property should be distributed equally among all the king's subjects. Needless to say, the Persian nobles would not allow this and dethroned Kavad. He sought refuge with the Ephthalites and soon returned with an Ephthalite force. After regaining the throne, Kavad denounced his former support of revolutionary social ideas, and for the rest of his reign the empire had to pay a substantial yearly tribute to the Ephthalites.

KHUSRAU'S REFORMS

After Kavad's death in 531 AD, Khusrau I ascended the throne. He was to be the great rebuilder of the Sassanid kingdom. Khusrau imposed a new centralised order, which widely increased the power of the Persian ruler, the King of all Kings. Khusrau was to be King of the Golden Age of Sassanid Persia. He divided the empire into four provinces, each with separate army commands, and settled tribes and nomads on the frontiers, where they acted as buffer states, not unlike in the Roman foederati system. By now the Ephthalite domination had gradually weakened, and in 540 AD Khusrau refused to pay the yearly tribute – the Ephthalites did nothing. Two decades later the Sassanians and Turks from the central Asian steppes divided the Ephthalite lands between them, with the Oxus river marking the border of Sassanid Persia.

THE BYZANTINE WARS

Hormizd, the son of Khusrau, failed to retain the control his father had held. The great Sassanian clan's power grew and in 560 AD, after a failed military campaign against the Romans (Byzantines), they overthrew Hormizd and replaced him with his son, Khusrau II. But the new king wanted no part in it and fled to Constantinople. Here he sought the aid of Emperor Maurice who provided him with massive military support in return for several of the border provinces. In Ctesiphon, the Persian nobles had installed their own champion, the general Bahram. His reign was short-lived. Bahram soon faced a joint Byzantine-Persian force and in 591 AD he was easily defeated. Khusrau retook the throne and what seemed like an enduring peace was settled between the two empires.

But nine years later Maurice was overthrown and executed in an army rebellion. Khusrau swore to avenge Maurice and marched on Byzantium. In 607 AD, the Persians invaded Anatolia (present day Turkey) and joined with Byzantine rebels. The Sassanian army and the Byzantine rebels took control over Armenia, Syria and Palestine.

By then Emperor Phokas, who had reigned since Maurice's downfall was threatened by Heraclius, son of the Byzantine governor of Africa. Heraclius saw it as his task to depose Phokas and set off with a great fleet for the Byzantine capital. Having no troops at his disposal, Phokas relied on the Green Circus Faction, who in turn betrayed him. Phokas was beheaded and Heraclius was crowned. But Khusrau considered Heraclius as no less of a usurper than Phokas. The Sassanian armies marched on, finally taking Egypt and Libya in 619 AD. It was only when Heraclius was able to buy off the Avars, with whom he fought in the Balkans that he could put up any real resistance to the Persian armies.

In 622 AD, Heraclius assembled a campaign army and took on Khusrau. In a great battle in Anatolia, Heraclius defeated a large Persian army, and forced the Sassanians to withdraw. The defeat in 622 AD left the Sassanians weakened, but the worst was yet to come.

THE DEMISE OF SASSANID PERSIA

After a prolonged campaign in 627 AD, Byzantine armies led by the Emperor himself penetrated deep into Mesopotamia. The Persians mustered their forces and clashed with the Byzantines at the Battle of Nineveh. Before the battle the Persian general Rahzadh was killed in single combat, allegedly by Emperor Heraclius himself.

The ensuing battle lasted nine hours and ended with a Persian defeat. The Byzantines pursued the withdrawing Persians and in 628 AD they took the new Sassanid capital, Destigerd, where they recovered 300 Roman and Byzantine standards, taken by the Persians through the 400 years they had fought the Romans. Furthermore, the Byzantines recovered the Cross of Christ which the Persians had taken when they sacked Jerusalem. Khusrau, who had become a sick man, refused to surrender, but was assassinated. The Persian nobles had had enough of war and sued for peace.

THE MUSLIM FLOOD

During the next decade, power struggles threw the Persian kingdom into almost total anarchy. It was at this critical point that a new enemy arose from the Arabian desert, namely the Muslim Arab armies. In 637 AD, the Arabs destroyed a Persian army at Qadisiyya. Four years later, the Imperial Sassanian army was definitively defeated at Nihawand. The Moslem Arabs swept across the old Persian empire unopposed and by 649 AD all of Sassanid Persia had been conquered.

THE SASSANID PERSIAN ARMY

Until the reign of Khusrau I, the army commander, the Spahbedhan-spahbedh (the General of Generals) and the Shahanshah (the King of Kings) held joint control of the Persian army and society. To deny the army commander control of the army, Khusrau divided the Sassanid kingdom into four provinces, each with its own general, a Chahrigh. He also had a number of generals, Spahbedh, who answered directly to him. On the outskirts of the empire, allied and vassal kingdoms acted as buffer zones against raiding nomads and invading enemies.

The Shahanshah's own royal troops were probably the best trained and motivated. Although sources are somewhat scarce, the royal foot archers and the Jan-avaspar ('The Sacrifiers of Their Lives') are mentioned as prominent royal regiments.

EARLY SASSANIAN ARMIES

As in the armies of their predecessors, the Parthians, the Sassanid Persians at first relied mainly on a combination of light horse archers and heavily armoured shock cavalry. The armoured cavalry was made up of nobles, fighting as either extra-heavy cavalry, called Cataphracts, or as armoured horse-archers, Clibanarii, which also doubled as shock cavalry.

The light horse archers, mainly provided by allies, mercenaries and subject tribes would pepper the enemy with arrows, withdrawing gradually to make the most of their missile fire. This opening stage could take hours, in some cases even days. The objective was to disrupt enemy formations and wear down the opponent's fighting spirit. At an opportune moment, Cataphracts in dense formations would advance at a trotting pace, pushing back the enemy until they gradually scattered and fled.

LATER SASSANIAN ARMIES

Soon the Sassanid Persians developed their own distinct style of fighting. The extra-heavy cavalry, the Cataphracts, fell into disuse as the nobles now fought exclusively as Clibanarii, primarily armed with bows.

The Clibanarii nobles were the pride of Persia. Brightly and smartly dressed, the Persian nobles excelled in archery skills both in hunting and warfare. As in previous centuries, the Persians used their bows to let a rain of arrows fall on the enemy line, causing disruption, and in some cases disintegration, of unit cohesion. Though the Clibanarii frequently avoided close combat altogether, they also carried mace, sword and kontos for hand-to-hand engagements.

The Sassanid Persian infantry has been the subject of much debate amongst military historians. Originally, they were thought to be little more than a levied rabble, only present to loot the battlefield after the fighting had ended. An often misquoted passage states that the troops of the Sassanid infantry were chained together at the ankles to prevent them from fleeing.

There seems to be little foundation for regarding them as a force able to match elite heavy infantry, but pitted against more modest troops they did well enough to be praised by Byzantine sources on a number of occasions. Both spear- and bow-armed formed infantry carried large cane shields, some of which were large enough to form barriers (not unlike the spara of the ancient Achaemenid Persians).

A number of tribesmen served as skirmishers and light infantry. Kurds, Armenians, Syrians and the prized Daylamite mountainmen skirmished in front of the army or on the flanks. The Daylami were especially valued by the Persians for their fighting spirit.

The Sassanians kept their largest asset – the lumbering, awe-inspiring war elephants – as a rearguard or deployed in front of the cavalry. As the Sassanid Persian empire stretched all the way to India, securing this effective rear-guard seems to have posed no difficulties for the Persians. The elephants were often kept in reserve to be deployed where battlelines wore thin and they were also used to scare off enemy cavalry. On occasion, Persian army commanders deemed it wise to deploy the elephants in the foremost ranks, as many opponents fielded cavalry and the horses would scare easily at the sight and smell of the trumpeting giants.

ARMY COMPOSITION

EARLY SASSANID PERSIANS

Characters: Up to 25% of the available points.

Cavalry: At least 50% of the available points. Up to 50% of the available points may be spent on light cavalry. Light Clibanarii may not be chosen.

Infantry: Up to 25% of the available points.

Special Units: Up to 25% of the available points.

Allies & Mercenaries: Up to 25% of the available points.



Early Sassanid Persian Special Rules

• Early Sassanid Persians are Used to Elephants.

• Early Sassanid Persian armies led by the Spahbedh may include one unit of Royal Clibanarii. Early Sassanid Persian armies led by the Shahanshah may include up to three Royal Clibanarii units.

LATER SASSANID PERSIANS

Characters: Up to 25% of the available points.

Cavalry: At least 50% of the available points. Up to 25% of the available points may be spent on Light Cavalry. Cataphracts and Ephthalites may not be chosen.

Infantry: Up to 33% of the available points.

Special Units: Up to 25% of the available points.

Allies & Mercenaries: Up to 25% of the available points.

Later Sassanid Persian Special Rules

• Later Sassanid Persians are Used to Elephants.

• Later Sassanid Persian armies led by the Spahbedh may include up to three units of Royal Clibanarii. Later Sassanid Persian armies led by the Shahanshah may include any amount of Royal Clibanarii units.

• In Later Sassanian armies led by the Shahanshah, one unit of Royal Clibanarii may be upgraded to Jan-avaspar (+2 pts) who have a Leadership value of 9.

• Later Sassanian characters, Regular and Royal Clibanarii may have half-barding for their mounts (+2 pts).

• In 602 AD, the Sassanid Persians defeated their former Lakhmid allies, installing a Persian governor at the Lakhmid capital, Hira. To represent the less than enthusiastic Lakhmid subject cavalry in Later Sassanid Persian armies, Lakhmid Arab cavalry count as having a Leadership value of 6 (-2 pts).

• There is evidence that the Later Sassanid Persians used shorter spears than the 10-12 foot kontos. To portray this, any unit of Later Sassanian Clibanarii may exchange buckler for thrusting spear and shield (+2 pts). The Army General options, Chahrigh and Marzban may have thrusting spear (+2 pts).

• Later Sassanian Clibanarii may dismount (-9 points, reduce Movement to 4) and fight on foot. Dismounted Clibanarii may not take Jurz maces.

SPECIAL RULES

CANE SHIELDWALL

Lowly Sassanid Persian foot archers and spearmen re-adopted the ancient Persian practice of carrying large pavise-like shields that they set up to form a line from behind which they had some degree (or illusion!) of safety. The following rules apply to formed Sassanid Persian infantry equipped with Cane Shields:

• Troops armed with Cane Shields count as being armed with large shields.

• Formed troops with Cane Shields may form a shieldwall instead of moving. As long as the unit is in a shieldwall then all enemy attacks from the front of the unit (shooting and hand-to-hand) suffer a -1 modifier. The unit benefits from the shieldwall as long as it doesn't move or lose a round of close combat.

• If a unit armed with Cane Shields flee they abandon their cumbersome shields – the cane shields are lost for the rest of the battle (and yes, this effectively means that the unit no longer has shields).

SASSANID PERSIAN ARMIES

CHARACTERS

0-1 ARMY GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Shahanshah	8	4	6	3	4	3	5	2	10	165
Spahbedh	8	4	6	3	4	3	5	2	9	125

Equipment: Hand weapon & light armour. Rides a horse. May have heavy armour (+1 pt), bow (+3 pts) and either kontos & buckler (+3 pts), or shield (+2 pts). The horse may be barded (+4 pts).

Special Rules: Army General. The Shahanshah may only be chosen for armies exceeding 2,000 pts. Shahanshahs and Spahbedhs may dismount (-3 pts, reduce Movement to 4), and be seated on a Throne. Either character may be upgraded to WS5, S4 and 3 attacks for +20 pts.

In the Sassanian army, the personal courage and military prowess of the generals was a matter of great importance. Many battles were preceded by prominent commanders challenging the enemy to single combat.

GOLDEN OR SILVER THRONE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Throne	–	–	–	–	7	3	–	–	–	35
Throne Guards	4	4	4	3	3	1	4	1	9	10

Equipment: The Throne may be guarded by up to five Throne Guards armed with a hand weapon, light armour and a shield at the cost of +10 pts per model.

Special Rules: The Throne is placed on a small mound and surrounded by the Throne Guards, who must remain in base contact with it. The Throne is immobile and is not a large target. Missile fire hits must be allocated thus:

D6	Result
1-3	The Throne is hit.
4-6	The Guards or the Army General is hit.

The Army General is always the last to receive hits.

All fleeing Sassanian units that come within 6" of the Throne may immediately take a Rally test, even if in the middle of a flight. If it passes, the unit rallies and may reform. Sassanian units who were pursued and caught but who rallied do not count as destroyed – the pursuing unit counts as charging in the next turn of close combat.

0-1 ARMY STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Army Standard	8	4	4	4	3	2	4	2	8	75

Equipment: Hand weapon & light armour. Rides a horse. May have heavy armour (+2 pts) & either shield (+2 pts) or buckler (+1 pt). The horse may be barded (+4 pts).

Special Rules: Army Standard.

It is not entirely clear what unit standards looked like, although we know they were called 'drafsh' or 'dirafsh' (for larger more regular, units) and the smaller 'vasht' for local levy troops. They are described as 'bandons' and 'streamers' by Byzantine sources, and there are some carved representations of large standards with streamers running behind. The Zoroastrian (and Imperial) symbols of discs and crescents are also found in the archaeological record (shown at the end of the 'arms' of the T shape of the banner). The Imperial banner – the Drafsh-i Kavyan 'Banner of Kavagh' was a decorated leather sheet, seven metres long and five across, encrusted with precious stones, yellow, red and purple brocade, surmounted by a golden sphere or crescent (symbolising the sun and moon depending upon the time in the Persian calendar) and again festooned with streamers. The leather sheet was alleged to be the leather apron of a god, and it would be unlikely that army standards would usually be in that form.

LEADERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chahrigh	8	5	6	4	3	2	6	2	8	85
Marzban	8	4	5	3	3	2	5	2	8	55
Tirbadh	4	4	4	3	3	2	4	2	8	40

Equipment: Hand weapon & light armour. The Marzban and Chahrigh ride a horse. Marzban and Chahrigh may have heavy armour (+2 pts), bow (+3 pts) and either shield (+2 pts) or kontos & buckler (+3 pts). May have barding (+4 pts). Tirbadhs may only have either shield (+2 pts), Cane Shield (+3 pts), and a bow (+3 pts).

Chahrigh as Army General: If no Army General has been chosen, a Chahrigh may become Army General (+25 pts).

Special Rules: Marzbans must lead a Cataphract or Clibanarii unit. Tirbadhs must lead a City Militia or Levy unit.

Chahrighs, provincial governors, often led armies against the Byzantines at the head of their provincial Clibanarii cavalry. Marzbans led Clibanarii contingents, either as mustering officers or frontier governors, while Tirbadhs kept the militia infantry in fighting shape.

CAVALRY

CLIBANARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Royal Clibanarii	8	4	4	3	3	1	4	1	8	24
Reg. Clibanarii	8	3	4	3	3	1	3	1	8	22
Light Clibanarii	8	3	4	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour, buckler & bow. Every other unit may have kontos (+2 pts). Clibanarii without kontos may exchange buckler for shield (+1 pt). Royal and Regular Clibanarii may have heavy armour (+1 pt), and barding for their mounts (+4 pts). Light Clibanarii may exchange bow & buckler for either throwing spear & shield (free), or javelins & shield (free). One unit of Royal Clibanarii may have Jurz maces (+1 pt, treat as a Heavy Mace).

Special Rules: Royal and Regular Clibanarii are Superior Persian Cavalry. Royal Clibanarii may be Drilled (+1 pt).

The clibanarii were the most important part of Sassanian armies. These armoured nobles relied on their archery skills to disrupt enemy unit cohesion, engaging only in close combat when the enemy had been sufficiently weakened.

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ephthalites	8	3	4	3	3	1	4	1	7	25
Parthians	8	3	3	3	3	1	3	1	7	21
Iranians	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon & bow. May have shield (+1 pt) and javelins (+1 pt). Iranians may exchange bow for javelins and shield (free).

Special Rules: Light Cavalry. Parthians and Ephthalites are Nomad Cavalry. Iranians have Parthian Shot.

In early Sassanian armies, light horse archers provided crucial fire support to the more heavily armoured cavalry. As the noble cavalry begun to rely more on their bows than shock cavalry tactics, the number of light horsemen decreased.

0-1 CATAPHRACTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cataphract	8	4	3	3	3	1	3	1	8	23

Equipment: Hand weapon, heavy armour and kontos. May have a buckler (+1 pt), and barding for their mounts (+4 pts).

Special Rule: Superior Persian Cavalry. Cataphract – May count their rank bonus up to a maximum of +2. If they wheel more than 1" during the Movement phase, Cataphracts may only move at their normal Movement rate.

Imitating their old Parthian overlords, the early Sassanid Persians fielded a small contingent of heavily armoured cataphracts, supported by myriads of fleet-footed, unarmoured horse archers. However, cataphracts proved of little value against well-armoured, disciplined heavy infantry.

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
City militia	4	3	3	3	3	1	3	1	6	6
Levy	4	2	2	3	3	1	2	1	5	4

Equipment: Hand weapon, thrusting spear and large shield.

Special Rules: Combined Formation – Spearmen may combine with up to 50% archers, who are placed in either the rear or the front ranks. Spearmen combined with archers may exchange large shields for Cane Shields (+1 pt) – Spearmen with Cane Shields may form a Cane Shieldwall. Levied spearmen count as *Levies*.

Persian spearman regiments were made up of lowly peasants with little prospect of military advancement. Still they were better than they have been given credit for – from battle accounts of the 6th Century, it is clear that they were quite able to match their Byzantine counterparts.

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
City militia	4	3	3	3	3	1	3	1	6	6
Levy	4	2	2	3	3	1	2	1	5	4

Equipment: Hand weapon, bow and shield. May exchange shield for Cane Shield (+1 pt).

Special Rules: Light Infantry. Combined Formation. Cane Shieldwall. Levied archers count as *Levies*.

Like the noble cavalry, Persian infantry archers worried less about accuracy and more about the amount of arrows they were able to fire. The result was a true shower of missiles that was potentially deadly, especially to unarmoured targets.



SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
City militia	4	2	3	3	3	1	3	1	5	4
Levy	4	2	2	3	3	1	2	1	4	3

Equipment: Hand weapon, sling and buckler. May replace sling with javelins (free), or with a bow (+2 pts). May replace buckler with shield (free).

Special Rule: Skirmishers. Levied skirmishers count as *Levies*.

As in the Byzantine army, the most humble soldiers in the Persian army fought as skirmishers, equipped with sling, javelins or bow.

SPECIAL UNITS

0-1 INDIAN ELEPHANT per 1,000 pts

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	–	7	6	6	3	4	4	150
Mahout	4	2	2	3	3	1	3	1	7	–
Crew	4	3	3	3	3	1	3	1	7	6

Equipment: Elephants have a mahout armed with a dagger, and a crewman armed with a hand weapon and javelins. They may have a howdah (+8 pts) and up to two additional crew armed with javelins (+6 pts each) may be added. The crew may have light armour (+3 pts), bow (+3 pts), and either thrusting spear (+1 pt) or shield (+1 pt).

Special Rule: Elephant.

To the Persians, elephants could be both the best and the worst ally. While the trumpeting beasts struck fear in enemy cavalry, they often turned on their own when wounded or frightened.

0-2 ROYAL INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Royal Infantry	4	4	4	3	3	1	3	1	8	11

Equipment: Hand weapon and bow. May have a shield (+1 pt) or a Cane Shield (+2 pts). Alternatively, Royal Infantrymen may take thrusting spear and large shield instead of bow (free). May have light armour (+3 pts).

Special Rules: Combined Formation – Royal Infantry with spear & shield may combine with up to 50% archers who are placed in either the rear or front ranks. Spearmen who combine with archers may exchange large shields for Cane Shields (+1 pt). Royal Infantry units with Cane Shields may form a Cane Shieldwall. Archers are Light Infantry when taken on their own. Royal Infantry may only be fielded if the Shahansha is the Army General.

The Shabanshah had a small elite infantry force that was both better equipped and trained than the militia spearmen. Like their militia counterparts, the royal infantry were fielded as either spearmen or archers.

0-1 SCYTHED CHARIOT per 1,000 pts

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scythed Chariot	7	–	–	5	4	1	3	D6+3	5	75
Driver	–	3	3	3	3	1	3	1	7	–

Equipment: One Crewman armed with dagger & heavy armour.

Special Rules: Scythed Chariot. In addition to the rules on pgs 57-59 of the WAB rulebook, the following rules apply: Scythed chariots may be fielded in units of less than three models. They may not have Standards, Leaders or Musicians. A Scythed Chariot counts as three models for the calculation of unit size. Scythed Chariots may only be fielded by the Early Sassanid Persians.

In one Late Roman source from the 3rd Century, the Sassanians used scythed chariots against their Roman foes. Although the source has been widely miscredited by modern historians, the Sassanian scythed chariot might not be as mad as it sounds. The Sassanians considered themselves the true heirs of the ancient Achaemenid Persians, and it isn't entirely unlikely that they imitated the ancient military practice of using chariots to break up enemy close order infantry. However, as long as the Sassanian chariot hasn't been substantiated by other contemporary sources or new finds, I suggest you get your opponent's approval before you field these strange machines of war.

ALLIES & MERCENARIES

0-2 MOUNTAIN MEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mountainmen	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, sling or javelins and a buckler. Any unit may exchange buckler for shield (+1 pt), and sling or javelins for bow (+1 pt).

Special Rules: Light Infantry. Warband Psychology Rules 1 & 2. Stealth.

The best light infantry were recruited among the mountain tribes of northern Persia – troops experienced at fighting in rugged terrain.

0-2 DAYLAMI LIGHT INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Daylami	5	3	3	3	3	1	4	1	6	7

Equipment: Hand weapon, javelins and shield. May exchange javelins for throwing spear (+1 pt). May have large shield (+2 pts), light armour (+2 pts), bow (+2 pts), and may be *Riding Camels* (+1 pt). May be Stubborn (+3 pts).

Special Rules: Light Infantry. Warband. Shieldwall. Stealth.

The fierce but unruly Daylami infantry were legendary, even before the Sassanians seized power. Fighting with one or more heavy javelins called zhûpins, they advanced behind a wall of shields.

LAKHMID ARAB CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lakhmid Arab	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon and bow. May have a shield (+1 pt), light armour (+2 pts), and either javelins (+1 pt) or throwing spear (+1 pt).

Special Rules: Lakhmid Arab cavalry with light armour are Bedouin Cavalry. All other Lakhmid Arab cavalry are Light Cavalry with Feigned Flight.

The Lakhmids were an Arabian tribe living in what is now southern Iraq. Under influence from their Persian allies (later rulers), they fought as armoured horse archers, although the poorer Lakhmids took to the field with more modest equipment.

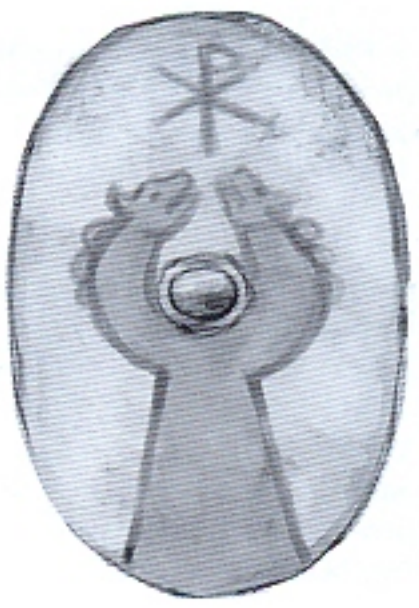
0-2 LAKHMID ARAB CAMEL RIDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camel Rider	6	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon and javelins. May have throwing spear (+1 pt) and either shield (+1 pt) or large shield (+2 pts). May exchange javelins for short bow (free) or bow (+1 pt).

Special Rule: Cause *fear* in enemy cavalry.

Camels were by far the most useful beast of burden, but ill suited for battle. Although enemy cavalry shunned these smelly, drooling animals, they were hard to control, and had little value as war mounts.



GERMANIC KINGDOMS

VANDALS, VISIGOTHS, OSTROGOTHS, FRANKS, GEPIDS AND LOMBARDS 442 AD - 800 AD

"The fair-haired peoples prize freedom, they are strong and fearless in battle, bold and daring; they consider signs of fear and even the slightest retreat a great shame – they are death-defiant."

Strategikon, Book XI, 3

This army list has been created to cover the armies of Byzantium's Germanic adversaries and allies from the 6th to 8th centuries – it essentially takes over where the Barbarian and Warlord army lists from the *Fall of the West* supplement left off. Exactly how the armies of later Germanic kingdoms differed from the earlier barbarian armies is still debated, especially when it comes to the capabilities and number of Germanic heavy cavalry. In the army list that follows, such shock cavalry is portrayed quite differently than in the *Fall of the West* supplement. If you believe that there should be a stronger emphasis on warbands, feel free to use the previously released Barbarian and Warlord lists instead.

THE GERMANIC KINGDOMS

As a result of the collapse of central West Roman authority in the 5th Century, a number of Germanic successor kingdoms arose in the West. While these Germanic societies differed in a number of ways, they also had a lot in common – they were all thoroughly military in nature, bound together by the basic concept that bravery and martial prowess led to prestige and wealth.

As the various Germanic peoples settled in the southern and western parts of Europe, a marked change took place. The warriors and their families quickly became accustomed to a more settled way of life, and within a few generations a large part of the Germanic population had accepted Christianity in one form or another. Rather than pursuing wealth and glory solely through conquest, they seem to have found out that leading a quieter pastoral life could be both pleasant and a lot safer!

GERMANIC SOCIETY & MILITARY

Seen as a whole, Germanic society was hierarchal, but not exactly top-heavy. Even the most prestigious kings needed the general approval of the upper-class freemen. The Germanic warrior was still strong-minded, and mutinies, cross-overs and betrayals were frequent.

Although there are different opinions on the structure of Early Medieval Germanic society, scholars agree that the populace of the Germanic kingdoms was divided into classes or castes. The king and his family were the rulers of the kingdom, though freemen were not always inclined to follow their commands. Famous and brave warriors flocked to his court, and formed his personal bodyguard. In each region, prominent nobles, who could bear dux or comes titles (using borrowed Latin terms) had their own band of warriors. The vast majority of Germanic men were freemen, who ranked in society according to their military and social prestige. They served in militias that were mustered in times of need – when enemies invaded, or when the king thought the time was right to expand his dominion.

In some regions, such as Gaul, militias consisted of both Germanic freemen and members of the original native population. These middle and lower-class freemen were equipped only with shield and spear, although affluent middle-class freemen could also have had helmets and simple armour. However, the most important part of the military was the upper-class warrior elite: accomplished warriors, well-equipped with armour, helmet, spear, sword and shield. Such warriors did not serve solely as semi-professional militiamen, but also made up small and more permanent military units.

GERMANIC TACTICS

In the early centuries AD, the basic tactics of the fair-haired peoples had been fairly straight-forward: "hurrah and charge". The barbarian charge could be frighteningly effective, but if it failed to break the enemy, the barbarians could quickly find themselves fighting an uphill battle.

During the late Ancient period, there is evidence that the Germanic peoples tried to develop their tactics. Some Germanic rulers tried to emulate the Roman military – while this was sometimes crowned with success, more advanced military concepts, such as tactical reserves and meticulously prepared battle plans could easily be forgotten once the mêlée had been joined. After all, who wants to be idling round the back when there are enemies to be slain, booty to be bagged, and glory to be won!

In the period covered by this list, Germanic armies were increasingly made up of levies or militias, called upon by their leaders and king when conflicts arose. Such troops were far less eager to get stuck in – the promise of sudden wealth might still have seemed tempting, but so was staying alive…

In contrast to the reluctant militiamen, a significant part of the Germanic warriors had retained their martial skills, and kept living by the old code of military prestige through bravery. This well-equipped warrior elite was by far the most influential part of society, and took pride of place in times of war. While their barbarian ancestry still showed in their unruliness and strong-mindedness, they had also absorbed elements of the culture they had vanquished. Some had served in East or West Roman armies, and by the late 5th and early 6th centuries, elite Germanic warriors probably had as much in common with East Roman (Byzantine) soldiers as with their pagan forefathers.

It is not exactly clear to what extent the Germanic warriors (most prominently the Goths, Vandals, Lombards and Gepids) fought on horseback. In the accounts of almost all Germanic armies there are mentions of cavalry, but what role they played is unclear. What seems safe to say is that by the 6th Century, Gothic, but especially Lombard and Vandal armies, included a significant number of armoured cavalrymen. It is also worth noting that when hard-pressed, mounted troops often chose to dismount and fight on foot.

ARMY COMPOSITION

AFRICAN VANDAL KINGDOM (442 AD - 535 AD)

The Vandals, originally a Germanic people from Central Europe, relocated westward when the Huns invaded Europe at the beginning of the 5th Century. Crossing through Spain, the Vandals and the Alans, a people who had been allies of the Huns, settled in North Africa in 429 AD, where they became Roman federates. However, only a few years later, the Vandals and Alans rebelled and captured Carthage, where they founded the African Vandal kingdom. Under the great King Gaiseric, the Vandal pirate fleets pillaged and looted cities in the western Mediterranean, eventually invading Italy and sacking Rome in 455 AD. The history of the Vandals was brought to an end when a Byzantine campaign army led by general Belisarius destroyed the African Vandal kingdom in 533 AD - 534 AD.

Characters: Up to 25% of the available points.

Cavalry: At least 50% of the available points.

Infantry: Up to 20% of the available points.

Allies: Two units of Berber Light Cavalry may be chosen as Allies (see the Early Byzantines list).

African Vandal Special Rules

• All Vandal Cavalry count as Light Cavalry, and have Feigned Flight (+1 pt). Vandal Freemen Cavalry must have a hand weapon and throwing or thrusting spears instead of mixed weapons (+1 pt). Vandal Comitatus and Warrior Cavalry may not take javelins.

GALLIC & SPANISH VISIGOTHS (475 AD - 720 AD)

After sacking Rome in 410 AD, the Visigoths settled at first in southern Gaul, then in Spain. In Gaul, they became Roman federates, and were ruled by their first real king Theodoric I until he was killed in 451 AD in the battle against Attila at Chalons in northern Gaul. In 475 AD, Theodoric's son Euric declared himself independent of the Romans. During his rule, the Visigoth kingdom reached its largest extent. After being defeated by Clovis's Franks in 507 AD, the Visigoths lost all but the southern and south-western Gallic province, but expanded into southern Spain where they expelled the Byzantines in 629 AD. Ruling from Toledo in Spain, the Visigoth kingdom was finally destroyed by the Muslims in the early 8th Century.

Characters: Up to 25% of the available points.

Cavalry: Up to 66% of the available points.

Infantry: Up to 33% of the available points.

Gallic & Spanish Visigoth Special Rule

• To represent Basque Light Cavalry in Visigoth armies, two Freemen Cavalry units may have Leadership 7 (+1 pt) – they may take no further equipment.

EARLY MEROVINGIAN FRANKS (c. 450 AD - 561 AD)

In the late 5th Century, much of the former Roman province of Gaul was united under the rule of Clovis I, a Frankish warlord. Some time in the mid 5th Century, Clovis's semi-mythical ancestor Merovech had founded the Merovingian dynasty in what is now Northern France. After Clovis's death, his sons divided the lands he had ruled and extended their common, though not peaceful, rule to include parts of modern day Germany. This ended with Chlotar, the last surviving son of Clovis, briefly uniting the Merovingian Frankish realm under his rule. This army list covers the armies of the southern- and easternmost provinces of the Merovingian Frankish kingdom.

Characters: Up to 25% of the available points.

Cavalry: Up to 25% of the available points.

Infantry: At least 50% of the available points.

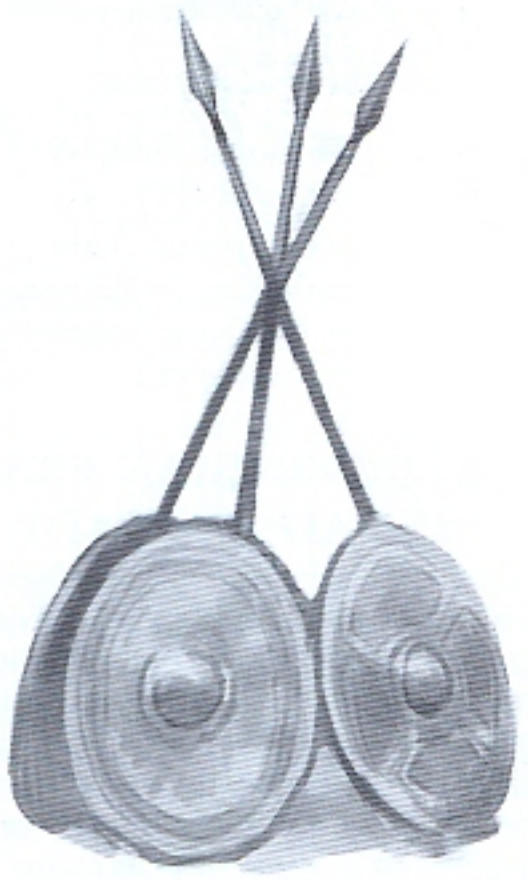
Early Merovingian Frankish Special Rules

• The very name of the Franks was probably derived from their preferred weapon – the fransisca throwing axe. To portray the Frank's preference for the fransisca, Frankish Comitatus and Warrior units on foot may take heavy throwing spears instead of throwing or thrusting spear (+2 pts). This can also be used to represent the angon, the Germanic version of the pilum.

• The Merovingian Franks subjected Burgundians, Thuringians and former Roman citizens to their rule. To portray the vassal contingents in Merovingian Frankish armies, infantry units not armed with fransisca axes count as Levies. Two such units may use a shieldwall formation (+1 pt).

• Merovingian Frankish Warrior Cavalry relied mainly on the shorter throwing spear and javelins. Therefore, they may not take thrusting spear, or kontos & buckler.





ITALIAN OSTROGOTHS (493 AD - 561 AD)

The Ostrogoths were subjects of the Huns, but after the collapse of the Hun Empire in 455 AD, the Ostrogoths moved south from the areas in which they had settled in Central Europe. During the rest of the century, Ostrogoths had great influence in internal Byzantine affairs, but by the late 5th Century the Ostrogoths under their king Theodoric the Great moved westward and established the Gothic kingdom of Italy. His death in 526 AD, was followed by a period of instability which provided the Byzantine emperor Justinian with an excuse to intervene. The wars with Byzantium went back and forth for decades, ending in the final defeat of the Ostrogoths in 561 AD.

Characters: Up to 25% of the available points.

Cavalry: Up to 66% of the available points.

Infantry: Up to 50% of the available points.

Allies: Two units of either Foederati Heavy Cavalry or Berber Light Cavalry may be chosen as allies (see the Early Byzantines list).

Italian Ostrogoths Special Rule

• There is evidence that Italian Ostrogothic cavalry was heavier than the cavalry of other Germanic kingdoms. To represent this, the Ostrogothic Comitatus and one unit of Warrior Cavalry may take barding for their mounts (+4 pts).

GEPIDS AND EARLY LOMBARDS (451 AD - 567 AD/800 AD)

The Lombards were part of the sub-tribes that formed the Suebi, who used to live in the north-western part of present day Germany. By the end of the 5th Century, their migration had led them to what is now modern Austria, and soon after, a Lombard dynasty was established.

Their tribal hierarchy was converted into a military system of dukes and counts, and Lombard society seems very much to have been a military society, frequently at war with its neighbours, such as the Gepids. The Gepids were also a Germanic tribe that had migrated south, not from northern Germany, but from Scandinavia. During the last years of the Hun Empire, the Gepids and other Germanic tribes had united to defeat their Hun overlords. They then settled in what is now eastern Austria and Hungary.

The Gepids and Lombards waged war on each other incessantly, but in 567 AD, the Lombards allied themselves with the Avars and crushed the Gepids, who became Avar subjects. The Lombards, probably anxious to avoid suffering a similar fate, migrated south into Italy in 568 AD. A decade later, the Lombards had occupied northern and much of southern Italy through a number of small ducates.

Characters: Up to 25% of the available points.

Cavalry: Up to 66% of the available points.

Infantry: Up to 33% of the available points.

Gepid/Early Lombard Special Rules

• Gepid or Lombard characters may take Kontarion & shield (+4 pts). Comitatus and Warrior Cavalrymen must either take kontos (as described in the Troop entries), or Kontarion (+1 pt) instead of spear.

• Gepid or Lombard Freemen on foot count as Light Infantry. They are Leadership 6 and cost 6 points each.

• To represent Saxons in the earliest Lombard armies, two units of Freemen on foot may exchange their javelins for heavy throwing spears (+3 pts). Saxons count as Allies, they are not Light Infantry and are subject to Warband Psychology, rules 1 & 2.

SPECIAL RULES

COMBINED UNITS

Warrior Elite may combine with 50-75% Freemen, who are placed in the rear ranks. As long as at least half of the models in the first rank are Warrior Elite, the Save and Leadership value of the Warriors is used.

Half of all missile hits inflicted on a combined unit count as being inflicted on the Warriors. In close combat, enemy models in base contact with Warriors must fight against them. If excess casualties are inflicted, these 'carry over' to the Freemen. The last Warriors removed are the Leader, Musician and Standard; this occurs even if there are other models remaining in the unit.

Some Germanic armies are allowed to field combined units in skirmish formation. For such units use the Leadership value of the Warriors if at least half of the models in the skirmishing unit are Warrior models. When shooting at a Combined Unit in skirmish formation, use the save of the majority of the models. If there is an equal amount of better and poorer saving models, the better save is used.

ARMIES OF THE GERMANIC KINGDOMS

CHARACTERS

0-1 ARMY GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
King	5	6	5	4	4	3	6	3	9	145
Warlord	5	6	4	4	4	3	5	3	8	125

Equipment: Hand weapon and light armour. May either have throwing or thrusting spear (+2 pts) and shield (+2 pts), or, if mounted, kontos (+3 pts) and buckler (+1 pt). May exchange light armour for heavy armour (+1 pt). May ride a horse (free) or warhorse (+8 pts), which may be barded (+4 pts). Generals on foot may be *Riding Horses* (+1 pt).

Special Rule: Army General.

The power of early Germanic kings and regional rulers depended much on their ruthlessness. Being able to quickly dispose of rivals and adversaries was crucial. Rulers such as the Merovingian Frankish king Clovis I and the Ostrogothic king Theodoric the Great had no problems taking such matters into their own hands.

NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Great Noble	5	6	4	4	4	2	5	3	8	90
Noble	5	5	4	4	3	2	4	2	8	50

Equipment: Hand weapon & light armour. May either have throwing or thrusting spear (+2 pts) & shield (+2 pts), or, if mounted, kontos (+3 pts) and buckler (+1 pt). May exchange light armour for heavy armour (+1 pt). May ride a horse (free) or warhorse (+8 pts), which may be barded (+4 pts). Characters on foot may be *Riding Horses* (+1 pt).

War Banner Bearer Option: One Noble or Great Noble model may be upgraded to War Banner Bearer (+15 pts). The War Banner Bearer may not take a spear or kontos.

Special Rule: The War Banner Bearer is the Army Standard Bearer.

Nobles most often known as duces (dukes) and comites (counts) were regional leaders that mustered levies of freemen in times of war.

0-1 ARIAN or ORTHODOX CHRISTIAN PRIEST

	M	WS	BS	S	T	W	I	A	Ld	Pts
Priest	5	3	3	3	4	2	4	2	8	75

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

Special Rules: Units led by a priest become Stubborn when they fight enemies of a different creed than themselves. Visigoths, Ostrogoths, Gepids and Vandals were Arians – so were the Lombards until they accepted Orthodox Christianity in the late 7th Century. The Franks and the Byzantines were Orthodox Christians.

The schisms in the early Christian church created great enmity between the different religious factions, most notably between the Orthodox Christians and the Arian sect. Arianism was branded a heresy in 325 AD, but by then many of the barbarians had already accepted Arianism as the true faith.

TROOPS

All Mounted Comitatus, Warriors and Freemen count against the Cavalry percentage of the army.

All other troops count against the Infantry percentage of the army.

0-1 COMITATUS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Comitatus	4	4	4	4	3	1	4	1	8	17
Mtd. Comitatus	8	4	4	4	3	1	4	1	8	25

Equipment: Hand weapon, throwing spear or thrusting spear, light armour and shield. May exchange light armour for heavy armour (+1 pt). Mounted Comitatus may either have javelins (+2 pts), or exchange spear & shield for kontos (+1 pt), and take bucklers (+1 pt). Comitatus on foot may be *Riding Horses* (+1 pt), and may have thrusting spears instead of throwing spears (free).

Special Rules: Oath of Allegiance. Superior Germanic Cavalry. The Comitatus must be led by the Army General at all times.

Though never numerous, the king's personal bodyguard were by far the most courageous and famous warriors of the kingdom. Personal bodyguards of kings and nobles were known by many names: armati, armiger, pueri, fideles, gardingi, spatharii, and bucellarii. For the sake of simplicity, the term comitatus (Latin: retainer, member of court) has been used here.





WARRIOR ELITE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	4	3	3	3	1	4	1	8	14
Mtd. Warrior	8	4	3	3	3	1	4	1	8	23

Equipment: Hand weapon, throwing or thrusting spear, light armour and shield. May either have javelins (+1 pt), or exchange spear & shield for kontos (+1 pt), and take buckler (+1 pt). May have heavy armour instead of light armour (+1 pt). Warriors on foot may be *Riding Horses* (+1 pt).

Special Rules: Mounted Warriors are Superior Germanic Cavalry. Combined Units – Warriors may combine with Freemen (see opposite). For every Warrior model in the army, at least two Freeman models must be taken as well.

The warrior elite of the freemen were clearly the most important element in the Germanic armies. Although they never made up the majority of freemen, they were the best equipped and most prominent warriors. In his account of the Gothic Wars, Procopius describes the Ostrogoth warrior elite as "esteemed and remarkable warriors 'of no mean station'; 'those who fight in the front rank".

FREEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Freeman	5	3	3	3	3	1	3	1	4	4
Mtd. Freeman	8	3	3	3	3	1	3	1	6	15

Equipment: Mixed weapons (count as a hand weapon and javelins) and shield. May exchange javelins for throwing spear (+1 pt). Every other unit of mounted Freemen may have light armour (+3 pts). Freemen combined with Warriors on foot may be *Riding Horses* (+1 pt).

Light Infantry Option: Every other Freeman Infantry unit may be designated as Light Infantry (free). Every other Freeman Light Infantry unit may exchange javelins for short bow (+2 pts), or bow (+3 pts) – they may take no further equipment. Light Infantry Freemen cannot combine with Warriors.

Light Cavalry Option: In all except Vandal armies, mounted Freemen units may be designated as Light Cavalry (free). Freemen Light Cavalry may take no further equipment.

Freemen Special Rules: Combined Units – Freemen Infantry and Cavalry may combine with Warrior Infantry and Cavalry. Freemen troops on foot are subject to Warband Psychology Rule 1.

Freemen made up the bulk of the army. In some former Roman provinces, such as Gaul, native and Germanic freemen served together in the kingdom's militia. In other areas, such as in Italy itself, the native population doesn't seem to have played any significant role during this period.

0-2 UNFREE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Unfree	4	2	2	3	3	1	2	1	4	3

Equipment: Mixed weapons (count as a hand weapon and javelins), and buckler. May exchange javelins for sling (free). Every other Unfree unit may exchange javelins for short bow (free).

Special Rules: Levies. Skirmishers. Unfree models may not outnumber Warrior models.

Unfree men made up the lowest social group in society. Warriors often had one or more unfree men employed as servants and grooms.

STEPPE NOMADS

AVARS, KHAZARS, MAGYARS, PECHENEGS & CUMANS. 558 AD – 1200 AD

This army list has been written to recreate the armies of various steppe nomads from the 6th Century to the close of the Medieval period. While the armies of Europe developed and refined their fighting techniques and armoury, the steppe peoples that swept across Eastern Europe from Late Antiquity to the 15th Century continued to be some of the most taxing opponents European armies had faced. Striking horror and spreading mayhem in the early European world, these adept warriors on their swift mounts were more than a match for Carolingian, Ottonian and Byzantine armies. Many of the tribes brought with them much of the technology that was to become essential to later European warfare: the stirrup, the beam-sling mangonel and lighter horse armour are just a few of the inventions that were adopted from the nomads.

STEPPE NOMAD EQUIPMENT OPTIONS

Though fairly similar, the various steppe nomads differed in weaponry and tactics; therefore the army list that follows has been composed in a slightly different manner than other lists in this book. Instead of listing equipment options and special rules under each troop type they have been listed in the Army Composition of the chosen tribe as Nobles equipment and Horse Archers equipment. Characters may choose from the equipment available to the nobles of the selected tribe – note though that the War Banner Bearer may not take spear, Kontarion or kontos.

ARMY COMPOSITION

AVARS (558 AD - 631 AD)

"When they defeat the enemy, they hold nothing back and do not satisfy themselves with a modest pursuit to loot the fallen like the Romans and Persians do, but they pursue their enemies until they have utterly destroyed them and they use every means to do so."

Emperor Maurice, Strategikon, Book XI, 2

The decline of the Huns in the late 5th Century left a power vacuum in Eastern Europe. The Hun's main power base, the Hungarian plains, was gradually deserted as the remains of the Hunnic tribal confederation split up. But by the late 6th Century, a new tribe swept in from the east. The Avar tribal confederation, originating from both the Juan Juan (meaning 'nasty wriggling insects' in Chinese) and Ephthalites from the north-eastern part of Persia, brought with them a highly sophisticated nomadic culture. They subjected the peoples of Eastern Europe, among them the Slavs, the Bulgars and the Gepids to their rule. From their huge legendary tent capital, The Ring, in the Hungarian plains they ruled much of Eastern Europe for almost two centuries. A merciless treatment of both subjects and adversaries gave them a fearsome reputation linked with a seemingly insatiable greed. But the Avars also had a profound impact on warfare and technology in Europe. The Byzantines had a healthy respect for the Avar army and they adopted a number of inventions from the Avars, most importantly the stirrup. Although the joint Avar, Slav and Bulgar forces laid siege successfully to a number of Byzantine cities, they failed to take Constantinople in the siege of 626 AD. This abortive siege began the decline of Avar dominion. Soon some Slav tribes rebelled and the Bulgars followed. By the late 9th Century, the Avar Khaganate fell, defeated by the Carolingian Frankish armies of Pippin, the son of Charlemagne.

Characters: Up to 25% of the available points.

Cavalry: Any amount of points may be spent on cavalry.

Infantry: None.

Special Units: Up to 25% of the available points may be spent on Yurts and Defenders.

Subjects: At least 25% of the available points must be spent on infantry and cavalry from the Early Bulgars and Early Balkan Slavs lists. Two units of Gepid Cavalry may also be chosen (see the Germanic Kingdoms army list).

Allies: One Lombard unit may be taken as Allies (see the Germanic Kingdoms army list) if no Gepids have been taken.

Avar Nobles Equipment

Hand weapon and bow. May have light armour (+1 pt), heavy armour (+2 pts), buckler (+1 pt), half-barding (+2 pts), and Kontarion & shield (+3 pts).

Avar Horse Archers Equipment

Hand weapon and bow. May have a buckler (+1 pt) and either javelins (+1 pt) or throwing or thrusting spear (+1 pt). Elite tribesmen may take light armour (+2 pts) and Kontarion & shield (+3 pts).

Avar Special Rules

• Avar models with light armour are Expert Horsemen, and may use Feigned Flight. All other Avars are Nomad Cavalry.

• Armoured Nobles with Kontarion are *Superior Cavalry*.

• To reflect their fierce reputation all Avar horsemen are Fearsome.

• All Subject units count as Levies unless they have at least one Avar model completely within 4" of their rear arc. Avars are immune to Panic caused by Subject infantry and cavalry fleeing or breaking. Slav, Bulgar and Gepid subjects in Avar armies cannot draw on the Leadership value of the Avar Army General or the re-roll ability of the Avar Army Standard. Slavs in Avar armies do not benefit from the Balkan Ruse special rule.

KHAZARS (568 AD - 1083)

The Khazars were a confederation of Turkic tribes that led a semi-nomadic way of life north of the Caucasus mountain range. The earliest military record of the Khazars dates from 627 AD when 40,000 Khazar horsemen allied with the Byzantines and marched into Sassanid Persia. Emperor Heraclius led this alliance to victory and as payment, the Khazars were given lands south of the Caucasus mountains.

Like the Avars, the Khazars had a highly developed society, and from early accounts it is clear that they were not the typical nomadic tribe. They are described as well organised and disciplined and in the 7th Century, when they fought against Muslim invasion armies, they used advanced siege engines such as catapults and ballistas. The war against the Muslims rolled back and forth across the Caucasus for almost a century but in 737 AD, Muslim armies defeated the Khazars and confined them to north of the Caucasus. The Khazars were mostly on good terms with the Byzantine empire, but in an attempt to stay at least partially neutral in the conflict between Christianity and Islam, they surprisingly adopted Judaism in the 8th Century.



By the late 8th Century, the Khazars had become one of the few nomadic tribes to settle and establish cities. After the Muslim wars, the Khazars founded cities throughout the Circassian region, from the Crimean peninsular in the west to the Caspian Sea in the east. In line with their settled way of life, they soon developed a military structure consisting of both native and allied cavalry, strengthened by infantry drawn from various subject tribes. They employed Byzantine engineers to build fortresses and their culture was refined by the introduction of literacy and a government administration. Constantinople was most eager to support the Khazar Khaganate as it effectively kept the Muslim armies from striking against Byzantium through an invasion of the regions north of the Black Sea. With little success in the wars against the Muslims, the Khazars expanded their dominion west and eastwards. They soon ruled over or extracted tribute from the Alan, Magyar, Crimean Goth and Volga Bulgar tribes. But by the 10th Century, the rise of the Pechenegs, another nomadic tribe, and the Rus in Kiev heralded the fall of the Khazar Khaganate. Although fragments of the Khazar empire held on until the middle of 11th Century, it had been reduced to petty states by then, and with the last references to Khazars in the 12th Century, they disappeared from history.

Khazaria was ruled by the Khagan who only held symbolic power. The Beg, the highest-ranking general, was the real head of the state and as its most senior military authority he also led the standing Khazar army.

EARLY KHAZARS (568 AD - c.780 AD)

Characters: An Army General and War Banner Bearer may be chosen.

Cavalry: Any amount of points may be spent on cavalry.

Infantry: Up to 20% of the available points may be spent on infantry if at least three Yurts have been taken as well.

Special Units: Up to 25% of the available points may be spent on Yurts and defenders.

Allies: Up to 25% of the available points may be spent on Subject Tribesmen and Alan cavalry. Every other unit of Subject Tribesmen may be *Riding Camels* (+1 pt).

Early Khazar Nobles Equipment

Hand weapon, bow and shield. May have light armour (+1 pt) and either javelins (+1 pt) or thrusting spear (+2 pts).

Early Khazar Horse Archers Equipment

Hand weapon, bow and shield. May have either javelins (+1 pt) or throwing spear (+1 pt).

Early Khazar Special Rule

• Early Khazar nobles with light armour are Expert Horsemen and may use Feigned Flight. All other Early Khazar cavalrymen are Nomad Cavalry.

LATER KHAZARS (c. 780 AD - 1083)

Characters: Up to 25% of the available points.

Cavalry: Any amount of points may be spent on cavalry.

Infantry: Up to 33% of the available points may be spent on infantry if at least three Yurts or the Beg War Wagon has been taken as well.

Special Units: Up to 25% of the available points may be spent on either Yurts & Defenders, or the Beg War Wagon.

Allies: Up to 50% of the available points may be spent on allies. As Allied infantry, Khazars may use two units of Northern Tribal Warriors (see the Rus army list). As Allied cavalry, either 0-2 units of Alan and Magyar Cavalry (see below), or 0-3 units of Turkoman Cavalry may be chosen (see the Late Byzantines army list).

Later Khazar Nobles Equipment

Hand weapon, light armour, bow and buckler. May have a shield (+1 pt), thrusting spear (+2 pts), heavy armour (+1 pt), and half-barding (+2 pts) or barding (+4 pts).

Later Khazar Horse Archers Equipment

Hand weapon, bow and buckler. May have either shield instead of buckler (free) or light armour (+1 pt). May have either javelins (+1 pt) or thrusting spear (+1 pt).

Later Khazar Light Infantry Equipment

Hand weapon and bow. May have a buckler (+1 pt), shield (+2 pts), throwing or thrusting spear (+1 pt) and light armour (+2 pts). Every other unit of Later Khazar Light Infantry may be *Riding Camels* (+1 pt).

Later Khazar Special Rules

• Later Khazar cavalrymen without armour are Nomad Cavalry. Later Khazar Cavalry with light armour are Expert Horsemen and may use Feigned Flight. Later Khazar Noble Cavalry with heavy armour, spear and barding or half-barding are Superior Cavalry.

• If a Beg (Khagan or Great Khagan) is the Army General he may dismount (-3 pts, reduce Movement to 4), and be fielded in a Beg War Wagon (+55 pts).

BEG WAR WAGON

	M	WS	BS	S	T	W	I	A	Ld	Pts
War Wagon	–	–	–	–	7	3	–	–	–	55
Wagon Guards	4	3	3	3	3	1	3	1	7	8

Equipment: The War Wagon may have up to four guards armed with a hand weapon, light armour and a shield at the cost of +8 pts per model.

Special Rules: The War Wagon is immobile and counts as a large target, if targeted specifically. Alternatively, the models inside the War Wagon can be targeted – they count as being behind hard cover, and use the wagon as a defended obstacle in close combat. All fleeing Khazar units that comes within 6" of the War Wagon may immediately take a Rally test, even if in the middle of a flight. If the test is passed, the unit rallies and may reform. Units that were pursued and caught but who managed to rally do not count as destroyed – the pursuing unit counts as charging in the next turn of close combat.

MAGYARS (650 AD - 997 AD)

"No man ever wished more desperately for food or water than these savages desire a fight. Their only joy is in battle."

Bishop Liutprand

As with the Hunnic decline, the defeat of the Avars (see previously) left room for another nomad tribe to gain a foothold in Eastern Europe. The Magyars, originating from around the Volga river, were a tribe of mixed Finno-Ugrian and Turkic descent and had been subjects of the great Khazars, but in 899 AD they crossed the Carpathian mountains and moved into the Hungarian plains.

The Magyars were actually not one but 180 tribes or clans, each led by a Hadnagy (duke). Unlike previous nomad tribes, the Magyars contented themselves with the Hungarians plains and made no effort to expand their dominion (although they did force neighbouring tribes to pay a yearly tribute). Instead, they launched raid after raid into western and southern Europe, spreading terror and panic amongst Lombard, Frankish and Germanic peasantry and nobility alike. Like the Huns, they were masters of horse-archery, deception and feigned retreats.

By the middle of the 10th Century, the Saxon king Otto, who was later to unite much of present day Germany, convinced the many petty German kings to confront their common foe. In 955 AD, Otto marched against a huge Magyar raiding force that was laying siege to the city of Augsburg. His relief army of Saxons, Bavarians, Franconians, Swabians and Bohemians halted at the River Lech and were soon confronted by the Magyars. The ensuing battle was almost won by the Magyar horsemen before it had begun, as the Magyars encircled the German force and put their rearguard to flight. But when the Germans engaged the Magyars in a hard-fought hand-to-hand combat, the Magyars broke and with the Lech river to their rear, many Magyars drowned when they tried to escape. The Battle of Lechfeld marked the end of the Magyar menace and the Magyars, or Hungarians as they were soon to be known, settled and were Christianised in the century to come.

Characters: An Army General and a War Banner Bearer may be chosen.

Cavalry: Any amount of points may be spent on cavalry.

Infantry: None.

Special Units: Up to 25% of the available points may be spent on Yurts and Defenders.

Allies: Two units of Northern Tribal warriors may be chosen (see the Rus army list).

Magyar Nobles Equipment

Hand weapon and bow. May have light armour (+3 pts), buckler (+1 pt) and throwing spear (+2 pts).

Magyar Horse Archers Equipment

Hand weapon and bow. May have buckler (+1 pt) and throwing spear (+1 pt).

Magyar Special Rules

• Mounted Magyars are Nomad Cavalry and count as Fearsome, except to the Pechenegs who invaded their homelands in the 10th Century. Magyar Horse Archers fight as Skirmishers (not as Light Cavalry).

PECHENEGS (850 AD - 1122)

"We can't fight the Pechenegs! Their country is great and they are numerous – they are the devil's brats!"

Magyar nobleman

Like many of their predecessors, the Pechenegs (or Patzinaks) were not one tribe but a combination of many different tribes, such as the Finno-Ugrians, Turkic speaking tribes, and peoples of Iranian descent. In the late 9th Century they swept into the Balkans and seized Wallachia and Moldavia. The Byzantines were quick to invite the Pechenegs to settle along their Danube frontier where they would form an effective buffer against other nomad and barbarian tribes. However, in the middle of the 11th Century, the Pechenegs turned on the Byzantines and moved south only to be defeated.

Pechenegs were described as being very adept at fighting both with the bow and in close combat. Like many nomad horsemen, they began battles by pelting the enemy with arrows, but unlike most other nomads they'd then make a massive, all-out charge. Mostly accompanied by a wagon laager on campaign, Pechenegs also fought on foot, with the infantry in the centre and cavalry on each flank.



Pechenegs were renowned for being treacherous as well as unpredictable; at the Battle of Kalavryai in 1078, the Byzantine general Bryennius's Pecheneg mercenaries charged and broke the enemy general, the later Emperor Alexios Komnenos's right wing, only to wheel about and start looting their own baggage train!

Characters: Up to 25% of the available points.

Cavalry: Any amount of points may be spent on cavalry.

Infantry: Up to 33% of the available points may be spent on light infantry if at least three Wagons have been chosen as well.

Special Units: Up to 25% of the available points may be spent on Wagons and Defenders.

Pecheneg Nobles Equipment
Hand weapon, bow and shield. May have light armour (+3 pts) and either thrusting or throwing spear (+2 pts), or javelins (+1 pt).

Pecheneg Horse Archers Equipment
Hand weapon, bow and shield. May have either thrusting spear or throwing spear (+1 pt), or javelins (+1 pt).

Pecheneg Light Infantry Equipment
Hand weapon and bow. May have shield (+1 pt), and either javelins (+1 pt), or throwing spear (+1 pt).

Pecheneg Special Rules
• Mounted Pechenegs are Nomad Cavalry. Pecheneg Horse Archers and Light Infantry have a Leadership value of 6 and are subject to Warband Psychology. When formed, Pecheneg Horse Archers may count their rank bonus up to +2 but solely for Leadership purposes! They only count their rank bonus for close combat purposes in a turn they charge (see below).

• To represent the massed charge of Pecheneg cavalry, formed units of Pecheneg horse archers and nobles fight as Massed Cavalry: they may count their rank bonus up to +2, but only if they charge. Note that they do not count their rank bonus when they counter-charge. Massed Cavalry sacrifice mobility when they mass together – they lose half of their movement allowance if they wheel while marching or charging.

EARLY CUMANS (1054 - c. 1200)
The Cumans or Kipchaqs (the name simply meaning 'the steppe-dwellers') were a Turko-Mongol tribe who settled in southern Russia which they held for over a century until defeated and absorbed by the Mongols. From their base in Moldavia they raided the Byzantine Empire to the south, forming alliances with the Normans in Italy and the Hungarians in the west. Although they were in almost continuous conflict with their neighbours, they also served as mercenaries in many European armies. The Cumans were regarded as a handsome people, especially noted for their beautiful women, and they strengthened their bonds with European kingdoms and empires by marrying their daughters to foreign chief dignitaries. Cuman clans were headed by Begs, several clans were led by Sultans while the whole Cuman society was headed by a Khan. They gradually came to field well-armoured cavalry and even used advanced war machines and siege equipment.

Characters: Up to 25% of the available points. Begs use the Lesser Khagan entry, Sultans use the Khagan entry and Khans use the Great Khagan entry.

Cavalry: Any amount of points may be spent on cavalry.

Infantry: None.

Special Units: Up to 25% of the available points may be spent on Wagons and Defenders.

Allies: Up to 25% of the available points may be spent on Subject Tribesmen and either Alan or Pecheneg cavalry. May also use any type of Balkan Cavalry, including Vlachs (see the Late Byzantines army list).

Cuman Nobles Equipment
Hand weapon, bow and buckler. May have shield (+1 pt), light armour (+3 pts), heavy armour (+3 pts) and throwing spear (+2 pts). Nobles with heavy armour may have thrusting or throwing spear (+2 pts).

Cuman Horse Archers Equipment
Hand weapon, bow and buckler. May have shield (+1 pt), light armour (+3 pts), and either throwing spear (+1 pt), or javelins (+1 pt).

Cuman Wagon Defenders Equipment
Hand weapon, javelins and shield. May exchange javelins for a bow (+1 pt). Every other Wagon Defender model may be equipped with a crossbow (+5 pts per model).

Cuman Special Rules
• Mounted Cumans are Nomad Cavalry, except Cumans with heavy armour, who are Expert Horsemen and have Feigned Flight.

• Cuman Horse Archers fight as Skirmishers (not as Light Cavalry).

STEPPE NOMAD ARMIES

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Khagan	8	6	6	4	4	3	6	3	9	185
Lesser Khan	8	5	6	4	3	3	6	2	8	130

Equipment: See equipment options of the selected tribe. May choose from the equipment available to Noble Cavalry.

Great Khagan Option: For the Army General in Avar, Later Khazar and Cuman armies exceeding 2,000 pts, the Khagan may be upgraded to Great Khagan (+25 pts, Leadership 10).

Special Rule: Army General.

As many so-called tribes were really tribal confederations, their common ruler had to have both excellent military skills and a ruthless streak in order to keep the confederacy together.



0-1 WAR BANNER BEARER

	M	WS	BS	S	T	W	I	A	Ld	Pts
War Banner	8	5	5	4	3	2	5	3	8	85

Equipment: See equipment options of the selected tribe. May choose from the equipment available to Noble Cavalry, but may not take spear or Kontarion.

Special Rule: Army Standard.

Whether it was a horse tail standard, a draco standard or something entirely different, the war banner provided the elusive steppe nomad horse archers with an easily recognisable rallying point.

COMMANDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble Comm.	8	4	5	3	3	2	5	2	8	65
Commander	8	4	5	3	3	2	4	2	7	50

Equipment: See equipment options of the selected tribe. May choose from the equipment available to Noble Cavalry.

Special Rule: Noble Commanders must lead a unit of Nobles and may not leave voluntarily.

The warlike society of the steppe peoples produced men that excelled in horsemanship, archery and martial combat. The very best of these warriors would head their own tribe, possibly even becoming the joint ruler of a tribal confederation.

CAVALRY

0-2 NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	8	4	4	3	3	1	4	1	8	29

Equipment: See Noble Cavalry equipment options of the selected tribe.

Special Rule: Light Cavalry.

The wealthiest and most renowned warriors of any tribe were nobles – the best equipped and most experienced troops the army could muster.

2+ UNITS OF HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elite tribesman	8	3	4	3	3	1	4	1	7	26
Tribesman	8	3	3	3	3	1	3	1	7	22

Equipment: See Horse Archer equipment options of the selected tribe.

Special Rule: Light Cavalry.

The bulk of nomadic armies were horse archers, from adolescent horsemen on their first raid, to older and more experienced warriors with many battles behind them.

INFANTRY

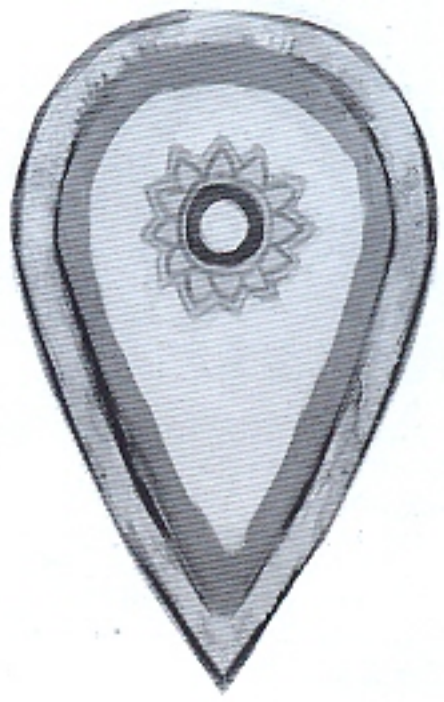
LIGHT INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribesman	4	3	3	3	3	1	3	1	7	8

Equipment: See Light Infantry equipment options of the selected tribe.

Special Rule: Light Infantry.

Many tribes were equally at home fighting on foot. Although outclassed by heavy infantrymen, they were experts in using the lay of the land to their advantage.



ALLIES AND SUBJECTS

SUBJECT TRIBESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elite Tribesman	5	3	3	3	3	1	3	1	4	5
Tribesman	5	2	2	3	3	1	3	1	4	4

Equipment: Mixed weapons (counts as a hand weapon and javelins) and shield. May have throwing spear (+1 pt).

0-1 unit may replace their javelins and shield with a bow & buckler (+2 pts), but may take no further equipment if they do so.

Special Rules: Light Infantry. Subject to Warband Psychology Rule 1. Levies.

Vassals and subjects were generally less keen to fight on behalf of their masters, but at the prospect of looting rights they could be persuaded...

ALANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Nobles	8	3	4	3	3	1	3	1	7	22
Tribesmen	8	3	3	3	3	1	3	1	6	19

Equipment: Hand weapon and bow. Nobles also have light armour. May have javelins (+1 pt) and buckler (+1 pt). Alan Nobles may also have heavy armour (+2 pts), and either throwing spear (+1 pts) or kontos (+2 pts).

Special Rules: Alan Tribesmen are Skirmishers and Nomad Cavalry. Alan Nobles with throwing spear or kontos are Superior Cavalry.

Alans, originating from just north of the Caucasus Mountains, served as allies and mercenaries in various armies from Antiquity to the Late Medieval period. Employed by Huns, Khazars and Byzantines, the Alans provided excellent, though sometimes unreliable horsemen.



SPECIAL UNITS

0-5 WAGONS, 15 pts per wagon

	M	WS	BS	S	T	W	I	A	Ld	Pts
Defender	4	2	3	3	3	1	2	1	7	4
Wagon	-	-	-	-	6	3	-	-	-	15

Equipment: Each Wagon may have up to five defenders with a hand weapon and javelins. Wagon Defenders may have shield (+1 pt), and exchange javelins for a bow (+1 pt).

Wagon Deployment: The Wagons are deployed as one unit and must be placed on the table as the first unit. The Wagons are placed 3" apart in a circle or semi-circle, with two Wagons at each end touching the Nomad player's table edge. The Wagons do not block line of sight.

Defender Deployment: All the Defenders are Skirmishers, they count as one unit and may not take a Standard or a Musician. They are placed inside the Wagon circle and may not leave voluntarily. As long as they remain inside the Wagon circle, they count as being behind hard cover. The Wagons count as a defended obstacle until the defenders lose a round of close combat.

Victory Points: For each undefended Wagon at the end of the game, the opponent gains an additional +15 Victory points.

Packed with the tribe's wordly goods, and sometimes loot from a successful raid, wagons were sometimes used as a movable fortification.

3-5 YURTS (felt tents), 5 pts per yurt

	M	WS	BS	S	T	W	I	A	Ld	Pts
Defender	4	2	3	3	3	1	2	1	7	4
Yurt	-	-	-	-	5	2	-	-	-	5

Equipment: Each Yurt may have up to four Defenders with a hand weapon and javelins. Yurt Defenders may have a shield (+1 pt), and exchange javelins for a bow (+1 pt).

Yurt Deployment: The whole Yurt Camp is deployed as one unit and must be placed on the table as the first unit. The Yurts are deployed 3" apart in a circle or semi-circle with at least one Yurt touching the Nomad player's table edge. The Yurts do not block line of sight.

Defender Deployment: All the defenders are Skirmishers, they count as one unit and may not take a Standard or a Musician. They are placed behind the Yurts and may not leave voluntarily. As long as they remain inside the Yurt Camp, they count as being behind soft cover.

Victory Points: For each undefended Yurt at the end of the game, the opponent gains an additional +5 Victory points.

Most nomadic tribes lived in yurts or similar constructions, covered by felt, leather or hide. The legendary Avar capital, the Ring, consisted solely of yurts.

THE THEMATIC BYZANTINES

THE ISAURIAN, PHRYGIAN AND MACEDONIAN DYNASTIES c. 660 TO 1042 AD

"And with God's aid through the Immaculate Mother, the enemy will be broken by this triangular formation of kataphraktoi. For the enemy's spears will be shattered by the kataphraktoi and their arrows will have no effect; the kataphraktoi will gain courage and smash the heads and bodies of the enemy and their horses with their iron maces and sabers. They will push into their formations and break through, completely destroying them."

The Taktika of Nikephorus Ouranos, 61. 204-214

THE BYZANTINE DARK AGE

With the defeat of the Sassanid Persians and Avars, a lasting peace should have been assured for centuries. On the contrary, the hardships had just begun. Following the death of the Prophet Muhammed, the Muslim conquest began. The Muslim Arabs finished off the weakened Sassanid Persian Empire in a series of battles, and one by one, Byzantine provinces in Africa and the Middle East surrendered. In the Balkans, the Avars emerged severely weakened from their failed invasion attempt. Their former subjects, the Slavic tribes, joined forces with the Bulgars. A failed Byzantine campaign resulted in the loss of Moesia (present day Bulgaria).

THE WARS WITH ISLAM

In the east, the war against the Muslim caliphates turned into a war of attrition. The Muslims advance had been halted in the Taurus Mountains, but they re-thought their strategy. Within a few years, the Muslims had built a large fleet to match the naval dominance of Byzantium. During several naval battles in the South Mediterranean, the Muslims crushed the Byzantines, who had to withdraw to the Sea of Marmara. In 676 AD and 677 AD, ships raided up and down the Anatolian coast, reaching as far as Constantinople, to which they briefly laid siege. Unchecked, the enemy fleet would bleed the Empire dry.

The Byzantines had to act. In a daring raid, the Byzantine attacked the anchored ships and employed their most dreaded weapon – Greek Fire. Charred, terrified and routed, the remaining Islamic fleet escaped into the Mediterranean, only to be hit by a violent storm that caused further casualties. No longer supported, the Muslim armies in Asia Minor had to withdraw, some being caught and annihilated as they did so. But during the next centuries, the war with the caliphates continued to put a huge strain on the Empire.

NIKEPHORUS PHOKAS

Born in 912 AD in Cappadocia,
Died in 969 AD in Constantinople

Nicknamed 'The White Death' by his Arab adversaries, Nikephorus Phokas was neither dazzling nor charismatic. He is described as a pious or solemn military man that cared mostly about military gains. Being born into a prominent Cappadocian military family, he succeeded his father Bardas Phokas as Domestic of the East in 954 AD, and three years later he led a renewed Byzantine offensive into Syria. After sacking and razing the city of Hadat, he then turned to Crete. Several previous Byzantine expeditions had failed to rid the eastern Mediterranean of the Muslim Cretan raiders, but in 960 AD, Nikephorus landed at Crete, and readily defeated an advancing Muslim army. After laying siege to the city of Chandax (Eraklion) he finally succeeded in taking the city by storm the next year.

Soon after the Byzantine emperor Romanos II suddenly died – Nikephorus claimed the throne, but was opposed by civilian officials. Being supported by the Church and the military aristocracy, he was nonetheless crowned as emperor in April 963 AD.

Not surprisingly, Nikephorus's policies supported the army and the military aristocracy. Instead of fielding inexpensive militia-like themata infantry troops, Nikephorus preferred cavalry, especially the kataphraktoi heavy cavalry. His legislation required the themata land owners to field more and better equipped heavy cavalry, at the expense of the small land-owners.

In 965 AD, he resumed the offensive against his Hamdanid Arab arch-enemies. That year he took Cyprus, and the cities of Tarsos and Mopsuestia. In 969 AD, Antioch and Aleppo were seized.

In the west, Nikephorus also went on the offensive. In 966 AD, Bulgarian emissaries had requested that their usual subsidy be paid – an angered Nikephorus promptly led an army into Bulgaria where he seized several fortified Bulgarian towns. But he was anxious to return to the east, and chose to resolve the situation in the west by paying the Kievan Rus prince Svyatoslav to attack Bulgaria. This later turned out to less than wise, but by the time Svyatoslav had become a problem, Nikephorus was already dead.

Despite being a brilliant military commander, Nikephorus was becoming increasingly unpopular. His former allies in the military felt badly treated by the emperor they had helped gain the purple. Army commanders, among others the brilliant general John I Tzimisces, who was Nikephorus's nephew, formed an alliance with Nikephorus's wife, Theophano. Being the widow of the former Emperor Romanos II, Theophano apparently had no warm feelings for the austere military man she had married. On the night of 10th December 969 AD, the empress led the conspirators into the Emperor's private chambers, where they stabbed Nikephorus to death.

JUSTINIAN II

In the west, the Emperor Justinian II took to the offensive in 688 AD. The expanding Bulgar Khanate had extended their influence to include the Slavs settled in southern Thrace, and Justinian needed to halt the rise of the Bulgars. This he achieved by driving off the Bulgars and defeating the Slavs. Though suffering defeat in a Bulgar ambush on his way back from the victorious campaign, Justinian reasserted Byzantine dominion, and took thousands of Slavs captive which he relocated within the Empire and enrolled in the army. Being one of the most tireless emperors, he then went back to the east to fight Arab raiders. Unfortunately, Justinian II had made too many enemies and spent too much money. He was deposed, and a troublesome period of seven revolutions and almost continuous civil war followed.

Taking advantage of Byzantine disunity, both the Bulgars and Muslims acted, steadily gaining ground from either side of the Empire. By 717 AD, a well-planned Muslim campaign army, numbering thousands of ships and hundreds of thousands of soldiers held Constantinople in a vice-like grip. Luckily, the newly-crowned Emperor, Leo III 'The Syrian', had anticipated the Muslim siege and sensibly stock-piled provisions in order to hold out. As in the Muslim siege of 676 AD - 677 AD, the Greek Fire ships wreaked havoc on the enemy fleet, and after a few months, epidemics broke out in the Muslim camp. After a whole year, and an unusually harsh winter, the Muslims were forced to lift the siege and return home.

For the first time in centuries, no one posed an immediate threat to the Empire. Though the Bulgarian Khanate was still gaining in strength, the concerted Muslim effort had been unsuccessful, and Byzantium could slowly rebuild itself.

THE THEME SYSTEM

During the reign of Leo and that of his successors in the Syrian Dynasty, territories lost since the rise of Islam and the Bulgars were slowly retaken. A new organisation of provinces, probably founded by Heraclius in 660 AD - 662 AD was employed. Anatolia, and later the Balkans and Greece, were divided into themes.

THE BULGARIAN THREAT

By the mid 8th Century, it seemed clear that the Bulgarian Khanate was becoming a severe threat. Several emperors had tried, unsuccessfully, to bring the Bulgars to their knees. The most spectacular defeat was that of Emperor Nikephorus I, who led a whole army into a Bulgar ambush in 811 AD. The army was destroyed and Nikephorus's skull turned into a drinking cup for the Bulgar Khan Krum.

THE GOLDEN AGE

Under the Macedonian Dynasty, founded in 867 AD by Basil I, Byzantium experienced its golden age. After centuries of struggling for survival, Byzantium had gradually regained its strength, and under the rule of some of its greatest emperors, the Empire took the fight to its adversaries.

As in previous centuries, the main enemy was the Muslims in the south and east. In 863 AD, the Byzantines won a decisive victory, and from now on the Byzantines slowly, but surely, pushed the Arabs back. Basil I took the Taurus Mountains and proceeded as far as the Euphrates River. His successors Leo VI and Romanos I went beyond the Euphrates. At sea, the fleet, once inferior to the Arab naval forces, defeated the Arabs decisively in the 10th Century. Aiding the reconquest of Cyprus and Crete, the fleet now held total control of the Eastern Mediterranean. Two of the greatest Byzantine generals ever, Nikephorus II Phokas and John Tzimiskes, who were both to become emperors, carried out the offensive on land, taking northern Syria and pushing eastwards into the heartland of the Abbasid Caliphate. In 1001, a peace treaty with the Muslims was signed, leaving the empire greatly expanded. It also left their successor Emperor Basil II with enough troops to finally deal with the Bulgars.

PROGRESS IN THE NORTH

In the beginning of the 10th Century, war had broken out between Bulgars and Byzantines. The Bulgars defeated the Byzantine troops in the Balkans, and soon they were at the gates of Constantinople. As part of the peace negotiations, the Bulgar Khan Simeon was crowned as Caesar (Tzar) by the Patriarch of the city. This eventually caused such an outrage that it resulted in a revolt during which the Patriarch of Constantinople was overthrown. In 917 AD, the Byzantines suffered a major defeat near the city of Anchialos and seven years later, the Bulgars once again stood at the gates of the capital. They had no luck in seizing Constantinople and Tzar Simeon now sought to increase his influence in the Balkans by waging war on the western Slavic tribes (Serbs and Croats). With his sudden death in 927 AD, the Bulgarian advance came to a stand-still and left the Bulgar kingdom deprived of competent leadership. Then in 963 AD, Emperor Nikephorus II Phokas refused to continue paying tribute to the Bulgars and four years later, the Byzantines allied with the Rus, a northern people of semi-Scandinavian descent, to obliterate the Bulgar kingdom once and for all. Although successful, they failed to capture the Bulgarian nobility. By 969 AD, the Rus ruler Sviatoslav returned and conquered all of the Bulgar territory – he then demanded that Byzantium should surrender all its Balkan provinces. John Tzimiskes, Nikephorus's able successor, answered by launching a campaign against the Rus, ending with the Rus defeat at Dorostolon in 971 AD.

DEFEATING THE BULGARS

It was not until Basil II could transfer troops from the east in 1001, that the Byzantines were able to definitively deal with the Bulgars. Through bloody and brilliantly led campaigns that kept the emperor busy for the rest of his reign (and his life), Basil defeated the Bulgars. The final blow came in 1014 when Basil and his army destroyed the Bulgar army in the Battle of the Kleidion Pass. As a grim warning to the Bulgars, Basil had 15,000 Bulgars blinded except for one in each 100 who was left with one eye so they lead back their comrades. When the aging Bulgarian Tzar Samuel saw his troops stagger into the Bulgarian capital by the thousands he suffered a heart attack from which he never recovered. For posterity, Basil II would be known as Basil Bulgaroktonos; Basil the Bulgar-slayer.

The death of Basil in 1025 marked the beginning of the end of Byzantine military dominance. During the reigns of the many weak emperors of the mid-11th Century, the armed forces went into a steep decline. A new aggressive neighbour to the east would soon prove to be more than a match for the Imperial army...

THEMATIC BYZANTINE ARMIES

From the late 7th Century, the Byzantine Empire was divided into themata (themes, roughly meaning provinces). Each theme was almost a entity in itself, with an army of soldiers who received land grants as payment for military service. During the reign of Constantine V (741 AD - 775 AD), the Byzantine army was further strengthened by the introduction of the tagmata – an imperial force of professional soldiers based in and around Constantinople.

THEMATA ARMIES

The regional themata armies became the backbone of the Byzantine military. In each theme, a strategos held command of the theme's troops which consisted of both cavalry and infantry units. Through the hard and attritional struggles with Bulgars and Islam, the Byzantines devised a new way of dealing with intruding enemies: shadowing warfare – essentially guerrilla tactics. Avoiding most pitched battles, the themata soldiers would retreat to strongholds, then make hit-and-run attacks on an advancing army's flanks and baggage train. The most famous such border warriors were the Akritai cavalrymen, described in the heroic poem *Digenes Akrites*.

THE EARLY THEMES

A Strategos had the command in each theme. In the early Thematic period, the theme's army was divided into turmai of up to 5,000 men, commanded by a Turmarches. Each turma was further sub-divided into druggoi of up to 1,000 men, commanded by a Drungarios. The druggoi was sub-divided into banda of up to 400 men, commanded by Comites (counts).

THE LATER THEMES

From the mid-10th Century, theme armies became gradually smaller, and as a consequence, units decreased in size. The themes themselves also became smaller, especially newly conquered frontier themes. In such smaller themes, a Doux, not a Strategos held supreme command.

Druggoi, commanded by Drungarios, were now usually up to 400 men in size. Several druggoi were assembled in so called taxiarchia or chiliarchia of around 1,000 men, which were commanded by a Taxiarches or Chiliarches. Two such units (2,000 men) were collectively called a turma, commanded by a Turmaches.

In the mid-10th Century, Emperor Nikephorus II Phokas added a fiscal dimension to the theme system – basically meaning that if you had enough money, you could avoid military duty. As a result, each theme now had a small professional force in addition to its regular semi-professional units. Such professional provincial forces were called tagmata – however, these should not be confused with the 'real' Imperial tagmata.

THE TAGMATA

The Imperial tagmata armies were based in and around Constantinople. In case of larger enemy incursions, one or more tagmata armies, led by a Domestikos or the Emperor himself, could rapidly support a themata army. The original tagmata was founded by Constantine V in 743 AD in order to limit the power of thematic armies. Troops from the large Obsikion theme had rebelled five times since the creation of the theme, and Constantine V had to provide himself with dependable troops. The tagmata he created consisted of six tagma (units), each with 2,000-4,000 men:



JOHN TZIMISCES

Born in 925 AD, died in 976 AD in Constantinople

John Tzimisces, who originated from Armenia, was no less of a general than his uncle, Nikephorus II Phokas. This short, blond-haired commander first distinguished himself under Emperor Constantine VII by capturing the city of Samosata (in Syria) in 958 AD. He subsequently served under Nikephorus Phokas during the wars against the Arabs in northern Syria, and when Emperor Romanos II died in 963 AD, John Tzimisces was amongst the staunchest supporters of Nikephorus.

Nikephorus rewarded John with the title of Supreme Command of Byzantine forces in the East (Domestikos of the East). However, John soon fell out with his uncle, and took part in the plot against him. In 969 AD, he was among the assasins who murdered Nikephorus II Phokas – that same year he was crowned Emperor.

Although John was a usurper, for all practical purposes he was well-liked. He had a reputation for generosity and was well-connected with the Byzantine military leadership. He was sympathetic in appearance, and thus seems to have had the combination of military experience and good looks that his uncle had lacked.

Like Nikephorus, John Tzimisces conducted an energetic foreign policy, and soon took over where Nikephorus had left off.

In the West, the ambitious Kievan ruler Svyatoslav would not be placated by hand-outs. He demanded massive tributes be paid or he would march on Constantinople. Realising that war was inevitable, John recruited a new tagmata of 4,000 men, known as the Immortals. He sent the Domestikos of the East, Bardas Sclerus, ahead of the main army. Sclerus soon encountered the advancing Rus army – in a battle near Arcadiopolis, he defeated the invaders, killing many and driving the rest off.

But the situation was soon to be further complicated, both internally and externally. In 970 AD, Bardas Phokas, another nephew of Nikephorus II Phokas, raised a rebellion to avenge his uncle, and at the beginning of 971 AD, a Famitid army lay siege to the city of Antioch. John Tzimisces dispatched Bardas Sclerus to suppress the rebellion, and within a few months it dissolved. In the East, an army was mustered from troops along the border – it defeated the Fatimids and made them raise the siege.

Now finally, John Tzimisces could deal with the Rus. He led an army of probably 40,000 troops into Bulgaria – they quickly reached the former Bulgarian capital of Pliska, where they defeated the Rus in a surprise attack. The rest of the Rus army withdrew to the former Byzantine fortress at Drista (Dorostolon). Here, John and Svyatoslav fought a days-long battle, ending in the Rus suing for peace.

In the East, the exhausted Hamdanids ceded the Syrian coastline to the Byzantines – what remained of the Hamdanid Amirate of Aleppo became a Byzantine dependency. By gaining further territories by diplomacy, Byzantium now bordered with the Famitid Caliphate, based in Egypt. But the Byzantine expansion did not stop there. In 971 AD, a Byzantine army defeated the Fatimids near Antioch. Four years later, John Tzimisces headed a campaign further into Syria, forcing Damascus to pay tribute, and capturing Beirut. In a letter to one of his allies, John Tzimisces declared that his real goal was to recapture Jerusalem, which had been in Muslim hands since the mid-7th Century. But with numerous Fatimid garrisons between Beirut and Jerusalem, John recognised that this goal wasn't attainable that year. He decided to return to Constantinople to plan the next year's campaign. But on the way back he fell ill, probably of typhoid, and at the beginning of 976 AD, died at the age of 51. There can be no doubt that had he been given a decade more, John Tzimisces would have had a good chance of completing the conquest of both Syria, Palestine and Bulgaria.

Numera. The tagma of the Numera consisted of infantrymen permanently stationed in Constantinople.

Walls. The tagma of the Walls was another infantry tagma – their task was to guard the Great Walls of the capital.

Watch. The tagma of the Watch were guards of the Imperial camp when the Emperor went on campaigns – earlier they were known as the Arithmos.

Optimates. The Optimates were elite cavalrymen in Maurice's day, but in 743 AD, the tagma of the Optimates had been reduced to handlers of the Imperial baggage train, probably because they had supported the numerous rebellions of the Obsikion theme.

Scholae. The tagma of the Scholae was the Imperial elite cavalry and probably the oldest Imperial tagma – they are mentioned in the 4th Century *Notitia Dignitatum* and by the 6th Century historian Procopios. Formerly a parade-ground unit, the Scholae tagma was re-founded as an elite heavy cavalry regiment.

Excubitores. The Excubitores had originally been founded by Emperor Leo I in the mid-5th Century as an elite cavalry force of mace-armed troops. Refounded in 743 AD, the tagma of the Excubitores were soon relegated to serving only ceremonial purposes.

During the following centuries, other tagma were added to the Imperial tagmata:

Hicanati. The tagma of the Hicanati was established by Nikephorus I in the early 9th Century as an extra cavalry tagma. They were made up of members from the old Foederati cavalry regiments (see Early Byzantines).

Hetaeria. The tagma of the Hetaeria was added soon after 840 AD, and was mainly foreign mercenaries, assigned to serve as the personal bodyguard of the Emperor.

Varangoi. In the reign of Basil II, the most renowned imperial tagma was added: The Varangoi (Varangian) tagma – Rus and Norsemen fielded as mounted infantry, fighting with spear, sword and long-shafted axes.

In contrast to the decreasing size of themata armies, the tagmata slowly increased in size, especially during the 10th Century. The head of the tagmata was the Domestikos of the Scholae.

In the middle of the 10th Century the Scholae was split into two tagma, and two Domestikoi were appointed, one for the East and one for the West. Corresponding largely to the early thematic Turmaches, the tagmata Topoteretes commanded topoteresia of 800-2,000 men.

In the first half of the 10th Century, the title of Drungarios was used for officers commanding 400-1,000 men, but the title seems to have fallen out of use around 959 AD. Junior officers commanding a tagmata bandum of 200 men were entitled Comites (counts).

ARMY COMPOSITION

The Byzantine armies that follow can be fielded as either:

• A Themata army, consisting solely of themata troops and characters, and with a Themata Army Standard Bearer. A Themata army may be led by a Strategos.

Or…

• A Tagmata army, consisting of both Themata and Tagmata troops and characters, and with a Tagmata Army Standard Bearer. Tagmata armies must be led by either a Domestikos or the Emperor himself.

ISAURIAN & PHRYGIAN DYNASTIES (c. 660-867 AD)

Characters: Up to 25% of the available points.

Infantry: Up to 66% of the available points. Up to two units of Elite Themata Kontaratoi may be chosen.

Cavalry: At least 25% of the available points. Kataphraktoi may not be chosen.

Special Units: Up to 25% of the available points. Varangoi Guards may not be chosen.

Allies & Mercenaries: Up to 25% of the available points may be spent on Early Slavs and Early Bulgars (see the Bulgars and Balkan Slavs army list). No Brigand troops may be chosen and the Balkan Ruse rule does not apply. May also recruit Early Khazars and Alans (see the Steppe Nomads allies).

Isaurian & Phrygian Dynasties Special Rules

• Armies led by a Domestikos or the Emperor may use the Strategem special rule.

• Any unit of Themata or Elite Themata Kavallarioi, and any character leading them, may be upgraded to Akritai Border Cavalry (+1 pt). Akritai Border Cavalry may not combine with Hippo-toxotai, but have the Feigned Flight ability.

• Since the late 7th Century, horse archery had been in decline, a development that probably went on well into the 9th Century. To represent this, all cavalry and infantry units with BS4 on their stat line that take bows count as having BS3 (-1 pt).

MACEDONIAN DYNASTY (867-1042 AD)

Characters: Up to 25% of the available points.

Infantry: Up to 50% of the available points.

Cavalry: At least 25% of the available points.

Special Units: Up to 25% of the available points.

Allies & Mercenaries: Up to 25% of the available points may be spent on troops from the Era of the Princes Rus army (see the Rus list), and on Later Khazars, Pechenegs and Alans (see the Steppe Nomads allies section).

Macedonian Dynasty Special Rules

• Macedonian Dynasty armies led by a Domestikos, Emperor, or Strategos, may use the Strategem special rule.

• One unit of Light Kavallarioi may be upgraded to Prokousatores (+1 pt). In the Prokousatores unit, no more than 25% of the models may take bows instead of spears. Prokousatores have the Feigned Flight ability.

• For each Kontaratoi unit in the army, one unit of Psiloi (Elite Themata or Themata only) of up to ten models may be upgraded to Menaulatoi (+2 pts, increase Leadership by +1), who count as Light Infantry. Each Menaulatoi unit should deploy within 5" of a Kontaratoi unit. Menaulatoi have a hand weapon, light armour, a menaulion spear and a shield – they may take no further equipment. The menaulion spears count as thrusting spears. However, to simulate their effectiveness against cavalry, the menaulion spears count as heavy throwing spears in a turn where an unengaged Menaulatoi unit is charged by enemy cavalry. For a further explanation of the Menaulatoi, see The Thematic Byzantine Army at War on page 69.



THEMATIC BYZANTINE ARMIES

CHARACTERS

GENERALS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Domestikos	8	6	6	4	4	3	6	3	9	185
0-1 Strategos	8	5	5	4	3	3	6	2	9	120

Equipment: Hand weapon. Rides a horse. May have light armour (+3 pts), heavy armour (+4 pts), bow (+3 pts), shield (+2 pts), and Kontarion (+3 pts). May ride a warhorse (+8 pts). The horse or warhorse may have half-barding (+2 pts) or barding (+4 pts).

Strategos as Army General: If no Domestikos has been chosen, a Strategos may be upgraded to Army General (+25 pts). A Strategos commands a Themata army – therefore no Tagmata units may be chosen.

Emperor as Army General: Should the total army value exceed 2,000 pts, the Domestikos may be upgraded to Basileus (Emperor, Leadership 10, +25 pts).

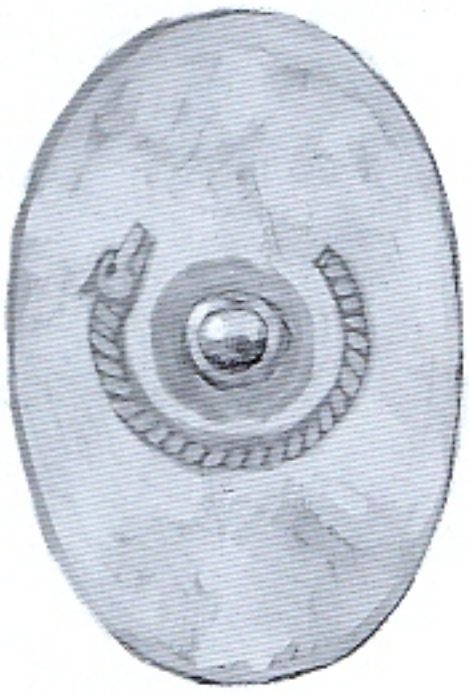
Special Rule: Army General.

As in the early Byzantine period, the quality of the army depended highly on the quality of its commander. A good general was well-versed in the military treaties, knew his adversaries, and how to meet them on grounds that favoured the Byzantines.

COMMANDERS

TAGMATA	M	WS	BS	S	T	W	I	A	Ld	Pts
Topoteretes	8	5	5	4	3	2	5	3	9	95
Drungarios	8	4	4	4	3	2	5	2	9	75
THEMATA	**M**	**WS**	**BS**	**S**	**T**	**W**	**I**	**A**	**Ld**	**Pts**
Turmarches	8	5	5	4	3	2	5	2	8	75
Drungarios	8	4	4	3	3	2	4	2	8	45

Equipment: Hand weapon. Rides a horse. May have light armour (+3 pts), heavy armour (+4 pts), bow (+3 pts), shield (+2 pts), and Kontarion (+3 pts). May ride a warhorse (+8 pts). The horse or warhorse may have half-barding (+2 pts) or barding (+4 pts).



Dismounted Drungarios Option: Themata Drungarios may dismount (-8 pts, reduce Movement to 4").

Special Rules: Themata commanders must lead Themata units. Tagmata commanders must lead Tagmata units.

Only the best junior and senior commanders were employed in the Imperial Tagmata. Especially in the late Thematic period, the overall quality of Tagmata commanders was high. Generally speaking, Themata commanders were less well-trained and equipped, and the semi-professional status of the Themata armies meant that not all Themata officers were as able as their Tagmata counterparts. Note that by the mid-10th Century, the Themata Drungarios title was replaced by the corresponding Taxiarches and Chiliarches titles.

0-1 THEMATA ARMY STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Stan. Bearer	8	4	4	4	3	2	5	2	8	75

Equipment: Hand weapon. Rides a horse. May have light armour (+3 pts), heavy armour (+2 pts), and shield (+2 pts). May ride a warhorse (+8 pts). The horse or warhorse may have half-barding (+2 pts) or barding (+4 pts).

Tagmata Army Standard: In armies led by the Domestikos or the Emperor, the Army Standard must be upgraded to an Imperial Army Standard (+10 pts, +1 to Leadership).

Special Rule: Army Standard.

Standards were used both for signalling and as a crucial rallying point. As in old Roman times, standard bearers were picked from amongst the bravest soldiers.

CAVALRY

HEAVY KAVALLARIOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tagmata	8	4	4	3	3	1	4	1	8	24
Elite Themata	8	4	4	3	3	1	3	1	7	22
Themata	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour, shield and Kontarion. May have heavy armour (+1 pt).

Defensores & Cursores: For every two units of the same type and with the same equipment, the smallest unit may be designated as Cursores (free), who count as Light Cavalry.

Special Rules: Superior Byzantine Cavalry. Combined Formation – Up to half of any unit of Kavallarioi may be Hippo-toxotai, who are placed in the rear ranks. May be Drilled (+1 pt).

The Kavallarioi were the most common type of cavalry in Thematic Byzantine armies, ranging from the elite heavy cavalry of the Tagmata to the lowliest provincial cavalrymen. As described in the Taktika by Emperor Leo VI, Byzantine cavalry still fought as Cursores (attackers, in open order formation), and Defensores (defenders, in close order formation).

HIPPO-TOXOTAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tagmata	8	4	4	3	3	1	4	1	8	21
Elite Themata	8	4	4	3	3	1	3	1	7	19
Themata	8	3	3	3	3	1	3	1	7	17

Equipment: Hand weapon, bow and buckler. May have light armour (+3 pts). Tagmata and Elite Themata Kavallarioi Toxotai may have heavy armour (+4 pts).

Special Rules: Superior Byzantine Cavalry. Combined Formation – Hippo-toxotai must combine with Kavallarioi, they cannot be taken on their own. May be Drilled (+1 pt).

Backing their comrades from the rear ranks, the mounted archers were equipped with lighter gear. Advancing towards the enemy, the archers would shower their foe with arrows before the unit increased its speed and charged.

LIGHT KAVALLARIOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tagmata	8	4	4	3	3	1	4	1	8	21
Elite Themata	8	4	4	3	3	1	3	1	7	18
Themata	8	3	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins and shield. May exchange javelins for either throwing spear (+1 pt), or Kontarion (+2 pts). May have light armour (+3 pts).

Special Rules: Light Cavalry. Elite Themata Kavallarioi may be Drilled (+1 pt). Combined Formation: Any model may exchange javelins & shield for short bow & buckler (free) – archers are placed in the rear ranks when formed.

Light Kavallarioi skirmished in front of the main battle line. In case of enemy incursions, they would shadow the advancing enemy, making hit-and-run attacks and setting ambushes for enemy forage parties. They also acted as scouts, providing crucial intelligence on enemy army movements.

INFANTRY

KONTARATOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elite Themata	4	4	3	3	3	1	3	1	7	9
Themata	4	3	3	3	3	1	3	1	7	7
Irregular	4	2	2	3	3	1	2	1	6	4

Equipment: Hand weapon, shield and thrusting spear. May have large shield instead of shield (+1 pt), and javelins or darts (+1 pt). Elite Themata Kontaratoi and Themata may have light armour (+3 pts).

Special Rules: Shieldwall. Combined Formation – Up to half of any unit may be Toxotai, who are placed in the rear ranks. Elite Themata Kontaratoi may be Drilled (+1 pt). Irregular troops count as *Levies*.

The importance of fielding heavy themata infantry gradually increased during the Thematic period – though their main role was still to provide the cavalry with a safe rallying point. As in the cavalry regiments, the kontaratoi were backed by ranks of light infantry archers, shooting at advancing enemy units.

TOXOTAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elite Themata	4	3	4	3	3	1	3	1	7	8
Themata	4	3	3	3	3	1	3	1	7	6
Irregular	4	2	2	3	3	1	2	1	6	3

Equipment: Hand weapon, buckler & bow.

Special Rules: Combined Formation – Toxotai must combine with Kontaratoi, they cannot be taken on their own. Elite Themata Toxotai may be Drilled (+1 pt). Irregular troops count as *Levies*.

As in the cavalry regiments, the kontaratoi were backed by ranks of light infantry archers, shooting at advancing enemy units.

PSILOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-2 Elite Themata	4	3	4	3	3	1	3	1	7	9
Themata	4	3	3	3	3	1	3	1	6	7
Irregular	4	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon, javelins or sling & buckler. Every other unit of Psiloi may replace javelins or sling with bow (+1 pt). Psiloi armed with javelins may exchange their buckler with a shield (free).

Solenarion Option: Elite Themata or Themata Psiloi with bows may have Solenarion (+1 pt).

Special Rules: Skirmishers. Irregular troops count as *Levies*.

Each unit of kontaratoi had an attachment of psiloi that skirmished in front of the spearmen, only withdrawing to behind the spearmen when the enemy reached charge distance.

SPECIAL UNITS

VARANGOI GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Varangian	4	4	3	3	3	1	4	1	9	17

Equipment: Hand weapon, thrusting spear and light armour. May have javelins (+1 pt), shield (+1 pt) and heavy armour instead of light armour (+1 pt). May exchange thrusting spear for double-handed axe (+2 pts), or a Dane Axe (+2 pts) that counts as a halberd. May be *Riding Horses* (+1 pt).

Special Rules: Stubborn. Fearsome. May form a shieldwall or Svinfylking formation. The Varangoi count as Tagmata troops.

From the early 11th Century, Norsemen from Scandinavia and Rus from around the great Russian rivers all went to Miklagard, 'the Great City', to serve in the Emperor's bodyguard as mounted guard infantry.



0-1 TAGMATA KATAPHRAKTOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Kataphraktos	8	4	4	4	3	1	4	1	9	32
Archer	8	4	4	3	3	1	4	1	9	22

Kataphraktos Equipment: Heavy armour, shield and a heavy mace. Ride barded horses.

Archer Equipment: Hand weapon, bow and buckler. May have light armour (+3 pts) or heavy armour (+4 pts). May take half-barding for their mounts (+2 pts).

Special Rules: Blunt-nosed Wedge. Superior Byzantine Cavalry. May be Drilled (+1 pt). Up to a third of the unit may be Archers, who are placed in the rear ranks. If Kataphraktoi are chosen, at least three units of Kavallarioi must be taken as well.

By far the most prominent and most expensive formation in 10th Century cavalry-based armies was the Kataphraktoi. Drawn up in a highly mobile and hard-hitting wedge formation, these extra-heavily armoured cavalry struck fear in their Muslim opponents.

0-2 GREEK FIRE SYPHONS, 40 pts

	M	WS	BS	S	T	W	I	A	Ld	Pts
Syphoneer	4	4	4	3	3	1	3	1	8	8
Syphon	-	-	-	5	6	2	-	-	-	40

Equipment: The Syphon may have two to four crewmen with a hand weapon, light armour and shield.

Deployment: Must be deployed as the last unit and in base contact with the Byzantine player's table edge. Cannot march or charge, and cannot move and shoot in the same turn.

Shooting at the Syphon: The Syphon counts as a war machine – all rules on pages 64-65 in the WAB rulebook apply. The Syphon does not count as a large target.

Discharging Greek Fire: Greek Fire is treated in the same way as javelins (range 8", no long range modifier) with a Strength of 5, causing D3 wounds in each model hit. As Greek Fire will penetrate the best armour, armour saves are not allowed.

Greek Fire Uses: The Syphon may be used a total of D6+2 times during each battle. In each Shooting phase, it may be discharged a number of times equal to the number of crewmen at the time of the discharge. As soon as the Greek Fire causes its first wound, the syphoneers cause *terror*.

Greek Fire Effect: A unit that receives a wound from Greek Fire must take an immediate Panic test. If the unit panics, it will flee an extra D6" to remove itself from the terrifying artificial fire!

Special Rule: Count as Tagmata troops.

The secret of how to make Greek Fire was closely guarded throughout Middle and Later Byzantine history. In military treaties of the 10th Century, Greek Fire Syphoneers are described as being part of Byzantine field armies. However, they are not mentioned as such in other sources. It is highly unlikely that they saw much use in a pitched battle, so I suggest that you get your opponent's approval before you field Greek Fire Syphoneers.

THEMATIC BYZANTINE ARMY AT WAR

EQUIPMENT, APPEARANCE AND DEPLOYMENT

THE 10TH CENTURY MANUALS

In a number of military treaties written in the 9th and 10th centuries, various emperors and generals emphasised the importance of thorough training and the issuing of good equipment. To best deal with the different enemies the Byzantines faced, specialised troop types and formations appeared. The Theme system was generally effective and ensured troop morale was high. As many generals moved on to become emperors, the army had high priority and it showed on the battlefields.

The 10th Century marked the pinnacle of Byzantine military sophistication. The expected standard of drill and discipline in the 10th Century manuals was high; the importance of well-trained heavy infantry was repeatedly stressed. Unlike in the 6th Century, heavy infantry were now seen as an indispensable part of any campaign army.

The *Praecepta Militaria*, attributed to Emperor Nikephorus II Phokas (963 AD - 969 AD), describes the role of both cavalry and infantry in detail. As in previous manuals, the main shock arm of the army was the heavy cavalry, but blocks of heavy infantry augmented by slingers, javelinmen and archers were deemed essential as they provided the cavalry with an effective rearguard and a safe rallying point. As in the *Strategikon*, it also describes the enemies of the Byzantines, their tactics and how to counter them.

EQUIPMENT AND TROOP TYPES

In broad terms, the development during the Thematic period moved towards increasingly specialised and better equipped troops. Armies became more professional as the size of Themata armies decreased.

THE HEAVY CAVALRY

Throughout this period, heavy cavalry formed the backbone of the Byzantine army. Themata Kavallarioi were generally less well-equipped and trained than their tagmata counterparts, but in some themes, heavy cavalry participated in campaigns frequently, and had years of experience in cavalry warfare.

Tagmata heavy cavalry wore chain or lamellar armour, wooden or iron greaves, mail hoods and iron helmets. Themata heavy cavalry probably had more modest protection. The main close combat weapon was the 10 - 12 feet long kontarion – other weapons included long spathion straight sword and the sabre-like paramerion sword.

From the rear ranks, archers equipped with comparatively short composite bows supported their front rank comrades. Like their predecessors, Byzantine Kavallarioi were trained to fight as Cursores and Defensores (see Heraclian Dynasty Byzantines).

THE LIGHT CAVALRY

Two types of light cavalry are described: hyperkerastai (acting as outflankers on the right flank and as flank guards on the left flank) and prokousatores (scouts or forerunners). The prokousatores forerunners had fewer archers than the regular kavallarioi, while hyperkerastai flank guard had more.

THE KATAPHRAKTOI

What could appear as a mere reinvention, the kataphraktoi were actually a unique unit of extra-heavily armoured cavalry. They were drawn up in a new blunt-nosed wedge formation, especially designed to smash through the enemy infantry line. The front and sides of the wedge formation was made up of cavalry clad in armour from head to toe. The majority of these cavalrymen were armed with siderorabdion – heavy, all-iron maces, almost a metre in length, with sharp three, four, or six cornered heads. The formation had a 'soft' centre, consisting of horse archers.

THE HEAVY INFANTRY

The basic equipment of a themata kontaratoi ('spear-bearer') was his shield and his spear. Byzantine infantrymen were noted for their spears, 3 metres (9 feet) or more in length. Shields came in both regular and large sizes. In the early Thematic period, oval shields were used – from the mid-10th Century and onwards, almond-shaped, and later kite shields, became increasingly common. Body armour was of a fairly modest nature, and consisted of a coat of coarse silk padded with cotton, 'as thick as can be stitched'. Though fairly effective against missiles, it must have offered less protection against lance heads and concussive weapons. To complete their protective equipment, kontaratoi wore cloth wrappings around a felt hat – which, in case you're wondering, means that they effectively wore turbans. Veteran kontaratoi probably had access to such prized pieces of equipment as iron helmets and even lamellar or chain mail armour.

THE LIGHT INFANTRY

By the mid-10th Century, each taxiarchia of heavy infantry spearmen (approx. 1,000 men) had two light infantry attachments: 200 javelinmen, archers and slingers, and 100 menaulatoi (see opposite). Archers and slingers wore no armour, but were protected only by a small circular shield strapped to their left arm. Javelinmen had a slightly higher degree of protection – they wore padded armour and carried medium-sized shields.

THE MENAULATOI

First described in the Tactica treatise by Emperor Leo VI (886 AD - 912 AD), the menaulatoi were especially courageous spearmen equipped like heavy infantrymen, though with smaller, round shields. Instead of the standard spear, the menaulatoi carried shorter, sturdier menaulion spears made from a single piece of cornel wood. Each kontaratoi spearman unit had an attachment of menaulatoi who were used specifically as a countermeasure against enemy heavy cavalry charges. In case of a cavalry charge, the menaulatoi rushed forward from their position behind the kontaratoi. They then formed a line in front of the kontaratoi and lowered their menaulion to only a foot or two above ground, thus striking the unprotected bellies of the charging horses...

APPEARANCE

From the early Thematic period onwards, the appearance of the Byzantine army changed markedly. In each theme, imperial work shops were responsible for manufacturing arms and equipment for the troops, and as a result, a typical Byzantine force looked much more uniform than in the 6th and 7th Centuries. Shields, banners and uniforms of each unit were if not identical, then at least similar.

EARLY THEMATIC DEPLOYMENT

In the early Thematic period, the standard deployment of a Byzantine cavalry army consisted of:

• A screen of light cavalry prokousatores – about 500 cavalrymen.



• The first line of heavy cavalry, led by the army general – about 1,000 cavalrymen.

• The second line, made up of about 1,000 cavalrymen, with smaller units to cover gaps between the main units.

• Outflankers and flankguards, hyperkerastai – about 200 men each.

• Rearguard, two units of about 200 men each, and baggage.

LATER THEMATIC DEPLOYMENT

From the late 9th Century, an increased emphasis was placed on the importance of fielding good heavy infantry. This led to new tactical developments, such as the infantry square and extra-heavily armoured cavalry.

Unlike the ancient Roman and Greek infantry squares, the Byzantine infantry square was a mobile fortress serving as a safe haven for cavalry that had been repelled by the enemy. It also guarded the cavalry's remounts and the baggage train.

The standard deployment of a Later Thematic Byzantine cavalry and infantry army consisted of:

• A screen of light infantry.

• Light cavalry prokousatores – about 300-500 cavalrymen.

• Extra-heavily armoured kataphraktoi cavalry, drawn up in a blunt-nosed wedge formation. Either 384 or 504 cavalrymen, depending on the number of troops available.

• The first line of heavy cavalry. Two units of 500 men each. Either tagmata or the best of the themata cavalry, led by a Strategos.

• Outflankers and flankguards, hyperkerastai – about 100 men each.

• The second (supporting) line, led by the army general. Four units of 500 men each.

• The third line (rear guard or saka). Three units of 500 men each.

• The heavy infantry square, guarding the army's baggage train and remounts.

THEORY AND PRACTICE

Much of what the treatise describes (or prescribes) is echoed in accounts of battles in the Thematic period. Especially in the reigns of Nikephorus II Phokas and his successor John Tzimisces, heavy Byzantine cavalry supported by infantry were fielded in battles in both the East and the West. From Arab historians, we have accounts of Byzantine extra-heavily armoured cavalry, 'who advanced on horse which seemed to have no legs', completely covered in iron.

By the time Basil II led his campaigns against the Bulgars, elite heavy infantry, most notably the Varangian guards, had become the army's most important troops – the rugged Balkan terrain simply was not suitable for heavy cavalry charges.

BASIL II

Born in 957 AD in Constantinople,
Died in 1025 in Constantinople
Later nicknamed Bulgaroctonos
'Slayer of the Bulgars'

Basil was crowned co-emperor with his brother Constantine in 960 AD. After their father Romanos II's death in 963 AD, the government was undertaken by the general Nikephorus Phokas, and later by General John Tzimisces. When John died in 976 AD, the eunuch Basil the Chamberlain took control. Basil the Chamberlain was a master at politics, and was rumoured to have had a hand in the premature death of John I Tzimisces. He also had powerful enemies in the landed military aristocracy, who had increased their influence throughout the 10th Century. Soon his influence was challenged by the general Bardas Skleros, who, supported by both the aristocracy and by external forces from Georgia and the Muslim world, declared himself emperor at Melitene. Twice, Basil sent out armies against Bardas, and twice he defeated the loyalists. Basil now decided to recall the dangerously effective general Bardas Phokas from his exile at the island of Chios. In 978 AD, Phokas set out against the pretender Skleros. After fighting two inconclusive battles in 978 AD, Phokas faced Skleros again the following year – this time he defeated Skleros, who fled to Baghdad.

Bardas Phokas had already been awarded with the title of Domestikos of the East, and in the early 980s AD, he demonstrated his total control of the army in campaigns against both the Fatimids and the Hamdanids in Syria.

Up until around 984 AD, the young Basil II seems to have paid little heed to the tasks of government. The luxurious life at the court in Constantinople and various amorous escapades had kept him with his hands full. But in 984 AD, the Domestikos of the East Bardas Phokas received orders from Constantinople to halt his campaign against the Hamdanids at Aleppo. The order to retreat came, not from Basil the Chamberlain, but from Basil the Emperor. The following year, Basil the Chamberlain finally fell from power – Basil II had the chamberlain imprisoned and took full power.

He immediately set out to prove himself. In the summer of 986 AD, Basil II lay siege to the Bulgar city of Serdica, one of Bulgarian Tzar Samuel's strongholds. However, Basil II lacked the necessary military experience – the siege produced no results, and soon the Byzantine army ran out of provisions. When the army retreated, a rumour that the Bulgars had blocked the passes sent the soldiers into panic. When the Bulgarians attacked the disorganised Byzantines at the pass of Trajan's Gate, the Byzantines were soundly defeated – Basil II making a narrow escape.

On the rumour of the young emperor's defeat, Bardas Skleros returned from the East to make yet another bid for power. He won supporters in the easternmost parts of the empire, and by 987 AD he presented as much of a threat to the empire as he had done ten years earlier.

Again, Bardas Phokas was unleashed to settle matters with Skleros. However, this time he only marched a few days before he also declared himself emperor. In a surprising turn of events, Bardas Skleros agreed to accept Bardas Phokas as emperor – soon Basil II faced an unlikely coalition between the crown pretender and the man he had sent against him.

Desperate times call for desperate measures. Basil II turned to the Rus prince of Kiev, Vladimir, and offered him his sister Anna's hand in marriage. No Byzantine princess had ever married a pagan ruler, so Vladimir would have to accept Christianity. Nonetheless, this alliance was as extra-ordinary as it was without precedent.

Vladimir accepted and dispatched 6,000 of his finest warriors. Basil made them a permanent mercenary company known as the Varangian Guard. By now the whole of Anatolia had fallen into rebel hands, and Basil's situation was becoming almost impossible. But at the beginning of 989 AD, Basil and his Varangians crossed the Bosporus and made a night landing at Chrysopolis. He took the rebels completely by surprise, killing many and capturing the rest. That spring he advanced into Anatolia to lift the siege of the city of Abydos. Phokas, who led the army at Abydos himself, soon came face to face with the young emperor from Constantinople. When the two armies clashed, the loyalists and Basil fared best and pushed the rebel army back. Phokas tried to rally his forces in vain but suffered a stroke and died on the field.

Skleros responded to the news of Phokas's death by declaring himself emperor for the third time – but by now the novelty had likely worn off. When offered a pardon, Skleros accepted and finally withdrew his claim to the throne.

For the first time, Basil II had absolute and uncontested control of the empire. But the exhaustive civil wars of Basil's early reign had left him distrustful and austere. He especially distrusted the landed aristocracy, who had fostered the rebellions he had faced in the early years. Through extensive legislation, he limited their power. He also improved the conditions for smaller land owners, who had suffered under the yoke of the magnates.

Basil turned his back on luxury, and would now apply himself wholly to the tasks of governing and conquering. Fortunately, revenge and conquest turned out to be compatible. From 986 AD until 1014 he campaigned against the Bulgars to whom he had suffered his first and only defeat. He finally crushed the Bulgar army at Kleidion Pass in 1014, a victory that later earned him the nickname 'Slayer of the Bulgars'. His cruel revenge was to blind all but one man in each hundred. In order to lead his comrades back to the Bulgarian capital, each 100th man was left with one eye…

From 996 AD until 1001 he campaigned in Syria, stabilising the border on the far side of the Taurus Mountains. He defeated the Fatimids and founded a number of new provinces in both eastern Mesopotamia and Syria. At the time of his death, he was planning the reconquest of Sicily, which had fallen into the hands of the Muslims – he was 67 years old.

Basil's dedication to all matters military, the very trait that left a greatly expanded empire and a full treasury at the time of his death, would also lead to the rapid undoing of his work. Basil never married or had children, and in the decades to come, a string of incompetent rulers squandered the resources he had gathered.

In near-contemporary history and manuscript illustrations, Basil II is pictured as a short figure with light-blue eyes and bushy whiskers, which he would twirl in his fingers when angry or giving audience. In accordance with his contempt for luxury he dressed plainly, and only wore the imperial purple in a dark hue.

BALKAN BULGARS & SLAVS

EARLY & LATER BULGAR & SLAV ARMIES 643 AD TO 1018

This army list has been written to recreate the armies of the early medieval Bulgars and Balkan Slavs. Both separately and combined, Bulgars and Slavs kept the Byzantines busy defending their Balkan frontier at the Lower Danube from the 6th Century to the 11th Century.

THE BALKANS IN THE 6TH CENTURY

From the earliest records of Slav and Bulgar incursions at the beginning of the 6th Century, Byzantine border troops fought and were often defeated by these new adversaries. The Slavs, a people from an area north-west of the Black Sea, had migrated south and soon began crossing the Lower Danube in large numbers. They were not organised as such and were difficult to negotiate with as peace treaties with one zhûpan (chieftain) only extended to his tribe.

Soon the Slavs were joined in their brigandage by another tribe: the Bulgars. Originating from the great steppes, this nomadic people were accomplished cavalrymen. Unlike the Slavs, the Bulgars had an organised society with a Khan and lesser Khans which had a retinue of horsemen and a dominant class of nobles.

THE AVARS

By the late 6th Century, a new tribe swept into eastern Europe. The Avars, originating from both China and the north-eastern part of Persia, brought with them a highly sophisticated nomadic culture. They made subjects of the peoples of eastern Europe among them: the Slavs and the Bulgars. Though the Avars, Slavs and Bulgars laid a number of successful sieges on Byzantine cities, they failed to take the capital, and their aborted last siege of Constantinople in 626 AD heralded the decline of Avar dominion.

THE FIRST BULGAR KINGDOM

In the Balkans, the Bulgars seized control and many Slavic tribes joined Bulgar armies as they had done in the rule of the Avar Khagans. In the centuries to come, the Bulgars would fight the Byzantines with shifting luck. Byzantine campaign armies had a hard time subjugating the Bulgars, who launched surprise attacks from the forests and mountains of the Balkans on their swift horses.

In 718 AD, the Bulgars surprisingly allied with the Byzantines to face a common enemy – the Umayyads, who had laid siege on Constantinople. It took the joint efforts of the Bulgars and Byzantines to rid the Balkans of this threat. The alliance was short-lived and soon the tables were turned. Byzantine armies defeated the Bulgar armies in the wars of 755 AD - 772 AD. By this time, the Bulgar armies largely consisted of Slav or Slavicized Bulgar infantry with only a minor mounted contingent.

KHAN KRUM

The first Bulgarian kingdom peaked during the 9th Century under the competent leadership of Khan Krum (803 AD - 814 AD). Krum waged war on the neighbouring Slavic tribes of the Croats and Serbs. The Byzantine Emperor Nikephorus I came to their aid, sacking the Bulgar capital at Pliska, but on his way back was trapped in a mountain pass by the Bulgars. The Byzantine army was destroyed and Emperor Nikephorus killed. In true barbarian fashion, Khan Krum had the skull of Nikephorus silver-lined and turned into a drinking cup. When the Byzantines returned two years later in 813 AD, they suffered another crushing defeat at Versinikia.

That same year, Krum took his armies to the very walls of Constantinople. Without a navy, Krum could do little to blockade the capital and soon abandoned the siege.

TZAR SIMEON

In the middle of the 9th Century, the Bulgars accepted Christianity – however, this did not seem to dampen their enmity towards Constantinople. Tzar Simeon (893 AD - 927 AD), another prominent Bulgar ruler, invaded and conquered Macedonia, Thessaly and Albania. He allied with the Pechenegs, a nomad tribe, to strengthen the dominion of the Bulgars. To the north he defeated the Magyars, and to the south he led the second Bulgar siege of Constantinople. In 918 AD, he subjugated the Slavic Serbs, but the Croats, another Slavic tribe, still resisted. His death nine years later marked the beginning of the final decline of the first Bulgar kingdom.

THE FALL OF THE FIRST BULGARIA

As Bulgaria declined, Byzantium grew in strength. Seventy years after the death of Simeon, the Byzantines allied with the northern Rus kingdom and invaded Bulgaria. The weakened Bulgar Empire fell to the joint invasion force, who soon began fighting among themselves. The Bulgar nobles had fled the capital and took up refuge in the western part of the Bulgar empire. They crowned Samuel (976 AD - 1014) as the new Tzar. Though the kingdom had suffered an irrecoverable blow, Samuel reorganised the army and in 981 AD, defeated a Byzantine army near Sofia. Abandoning the old ruined capital at Pliska, he then established a new power base in Macedonia.

THE BULGAR-SLAYER

By now it had become clear that unless the Bulgars were overwhelmingly defeated, they would be a continuous strain on the Byzantine Empire. Emperor Nikephorus II Phokas and his successor John Tzimisces campaigned against the Bulgar Empire and brought it to its knees. But it took the life-long effort of Emperor Basil II to finally destroy it. Basil devoted all his time to defeating the Bulgars, and through one year-long campaign after another he finally cornered the Bulgars. At the Battle of Kleidion Pass in 1014, he crushed the Bulgar army and brought an end to the Bulgar Empire.

THE SLAV TRIBES

The Serbian tribe had settled in the 6th Century, west of the Bulgar Empire. Initially, they were under Avar and Bulgar rule but in the 9th Century the first Serbian state was established. The loose connection with Byzantium was not enough to aid the Serbs when the Bulgar Tzar Simeon invaded Serbia in 918 AD. The Serbs did not regain their independence until after the final fall of the Bulgar Empire in the 11th Century.

West of the Serbs resided twelve tribes jointly known as the Croats. Croatia lay on a crossroad between east and west, north and south, and during the 9th Century it became the battleground of Frankish, Bulgar, Magyar and Byzantine armies. Though their own rulers grew to hold some degree of independence, Croatia was almost continuously a vassal state to larger European states.

BULGAR AND SLAV ARMIES

The Bulgars were organised in a tribal hierarchy led by a Khan and later, a Tzar. The boyar, a general, was drawn to lead the army from the ruling noble class. Generals were known as both Tarkan and Kavkan, the latter probably being senior to the former. Bagaturs were renowned heroes in the Bulgar army, famous for their courage and military skills.

The Balkan Slavs fought as separate tribes led by their local chieftain, the Zhûpans. By the 10th Century, minor Serbian warlord princes known as Knyaz began subjecting some of the smaller tribes to their rule. Slav nobles, Voevodo, supported a small retinue of household noble cavalry.

ARMY COMPOSITION

EARLY BALKAN SLAVS

Characters: Up to 33% of the available points may be spent on Slav characters.

Infantry: At least 33% of the available points must be spent on Slav infantry.

Cavalry: Up to 33% of the available points may be spent on Slav cavalry. One unit of Slav Nobles may be chosen.

Early Balkan Slavs Special Rule

• In Early Balkan Slav armies, only one Voevodo may be chosen from the Commander entries, and he must be upgraded to Grand Zhûpan (+25 pts) who counts as the Army General.

LATER BALKAN SLAVS

Characters: Up to 33% of the available points may be spent on Slav characters.

Infantry: At least 25% of the available points. Slav brigands may not be chosen.

Cavalry: Up to 50% of the available points may be spent on Slav cavalry.

Later Balkan Slavs Special Rule

• In Later Slav armies, one Voevodo may be upgraded to Knyaz (Prince) who counts as Army General (+25 pts).

EARLY BALKAN BULGARS

Characters: Up to 33% of the available points may be spent on Bulgar characters.

Infantry: At least 25% of the available points. Up to 33% of the available points may be spent on Slav infantry.

Cavalry: Any amount of points may be spent on cavalry. Up to 25% of the available points may be spent on Slav cavalry. Slav Nobles may not be chosen.

Early Balkan Bulgar Special Rules

• If Nobles are chosen, at least two units of Horse Archers or Elite Horse Archers must be taken as well.

• If no other Army General is chosen, a Tarkan may be upgraded to Kavkan (+25 pts), who counts as Army General.

LATER BALKAN BULGARS

Characters: Up to 33% of the available points may be spent on Bulgar characters.

Infantry: At least 25% of the available points. Up to 33% of the available points may be spent on Slav infantry.

Cavalry: Up to 33% of the available points. Up to 25% of the available points may be spent on Slav cavalry. Slav Nobles may not be chosen.



Later Balkan Bulgar Special Rules

• In Later Balkan Bulgar armies, Bulgar Foot Warriors are not subject to Warband Psychology Rule 2 and Rule 3.

• Any unit of Bulgar Foot Warriors may be upgraded to Later Warriors (+1 pt, Leadership 5). Later Warriors do not count as Light Infantry. Later Bulgar warriors with throwing spears may have light armour (+1 pt) and/or large shield (+1 pt). Warriors and Later Warriors may deploy behind a Palisade Fence (see the Balkan Ruse special rule).

• Later Balkan Bulgar characters on foot may have a large shield (+2 pts).

• If the Bulgar Khan is chosen to lead a Later Bulgar army, he must be entitled Tzar (+20 pts, Leadership 9).

• In Later Bulgar armies, Elite Horse Archers are equipped with light armour (+1 pt).



SPECIAL RULES

BALKAN RUSE

Slavs and Bulgars were experts in using the rugged Balkan terrain to their advantage. By fighting behind palisade fences in ambushes and difficult terrain, they turned their enemy's strengths into weaknesses. To reflect this, the following rules apply to Bulgar and Slav armies:

1. Bulgars and Slavs may always place D3 patches of difficult terrain in their deployment zone. Each patch measures about 6" by 6" and must be placed before deployment begins.

2. When fielding Later Balkan Bulgar armies where at least 33% of the available points have been spent on Bulgar Warriors or Later Bulgar Warriors, a Palisade Fence may be erected. The Palisade Fence may have a length of up to 18", costing 4 pts per inch. The Bulgar player places the palisades in his deployment zone before deployment begins. It must run in a straight line, parallel with his table edge. The palisade remains where it is placed for the rest of the game. All Bulgar infantry units must be deployed in base contact with the palisades and must remain stationary during the first turn. Units that cannot be placed in base contact are placed behind the units defending the palisade.

The palisade counts as a defended obstacle and units in base contact with a palisade count as being behind hard cover from all missile fire coming from across the palisade barrier.

KHAN KRUM

Died 814 AD

The decline of the Avars, initiated by the failed siege of Constantinople in 626 AD, and later by their defeat by the Carolingian Franks, left a power vacuum in the Balkans. Then in 802 AD, Khan Krum was crowned and his reign brought law and order to Bulgaria. With great energy and efficiency, Krum was able to develop a firm power base within the fairly unstable Bulgarian state. Soon the neighbouring Byzantine empire felt the extent of Khan Krum's power. Bulgarian armies crossing the Danube, and raiding the northern Balkan provinces of Byzantium forced the Byzantine Emperor Nikephorus I Phokas to act. In 811 AD, he led a Byzantine army into Bulgaria, defeating the Bulgars, and destroying Krum's capital at Pliska. Krum responded in a way that would be copied by many of his successors – he shadowed the withdrawing Byzantine army, foreseeing which route they would take. In a narrow mountain valley he had a palisade erected, effectively blocking the passage back to Byzantium. When Nikephorus found his route blocked, Krum hastily erected a second palisade, blocking the opposite entrance to the valley. The situation was desperate, and Emperor Nikephorus seemed to have given up all hope. Shortly before dawn on July 26th, the Bulgars swooped down from the hills, catching the Byzantines totally off guard. Although many Byzantine soldiers escaped, Nikephorus was killed, and his son and heir, Stauracios, was critically wounded. In keeping with his nomad ancestry, Khan Krum had Nikephorus' skull turned into a silver-lined drinking cup.

Unchecked, Khan Krum was free to advance into Byzantium. In 812 AD, he seized numerous Macedonian and Thracians cities, including Anchialos, Berroia and Philippopolis. Still, the new Byzantine emperor Michael I refused to sign a peace treaty with Bulgaria. As a consequence, Krum stormed the city of Mesembria. The next year, Krum returned, now marching on Constantinople itself. Emperor Michael would clearly have to deal with Khan Krum, and in June 813 AD he led a Byzantine army against the Bulgars. The two armies met at Versinikia, near Adrianople, and although the Byzantine cavalry pushed the Bulgars and Slavs back at first, the Byzantines were soundly defeated. The unpopular emperor's bad generalship soon resulted in his abdication. Michael I's successor, Leo V, agreed to negotiations, but used them to try to assassinate Krum. Enraged and wounded, Krum devastated the suburbs of Constantinople and sacked many towns in southern Thrace, including Adrianople.

By early 814 AD, Khan Krum was clearly intent on keeping what he had taken. He continued to sack Thracian towns, and organised the former border region as a new province in his vastly enlarged khanate. Unfortunately for Bulgaria, the planned siege of Constantinople wasn't successful. Before it begun, the khanate had been deprived of its able commander – Krum died of a brain hemmorrhage in the spring of 814 AD, and with him the hope of conquering the Byzantine empire died as well.

BULGAR & SLAV ARMIES

CHARACTERS

BULGARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Khan	8	6	6	4	4	3	6	3	8	160
Tarkan	5	4	5	4	3	3	5	2	8	80
Bagatur	5	4	4	4	3	2	4	2	8	55

Equipment: Hand weapon and light armour. May have buckler (+1 pt), either javelins (+2 pts) or bow (+3 pts), and thrusting or throwing spear (+2 pts). May ride a horse (+8 pts), and may have half-barding (+2 pts). The Khan may have heavy armour (+2 pts).

Army Standard Bearer Option: One Bagatur or Tarkan may be upgraded to Army Standard Bearer (+15 pts).

Special Rules: The Khan is the Army General. All mounted Bulgar commanders are Expert Horsemen and may use Feigned Flight.

The Bulgar Khans, and later the Tzars, were the supreme heads of the Bulgar state. Renowned Bagatur warriors inspired and led the troops into battle.

SLAVS

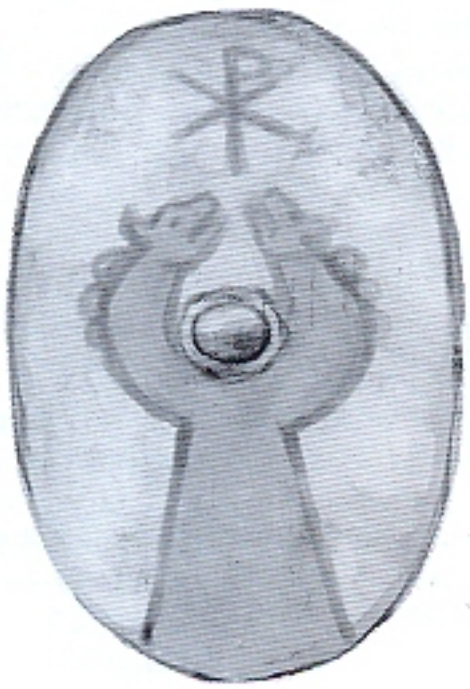
	M	WS	BS	S	T	W	I	A	Ld	Pts
Voevodo	5	4	4	4	3	2	5	2	8	60
Zhûpan	5	4	4	4	3	1	4	2	7	40

Equipment: Hand weapon and light armour. May have buckler (+1 pt), shield (+2 pts), either javelins (+2 pts) or bow (+3 pts), and either thrusting or throwing spear (+2 pts). May ride a horse (+8 pts).

Army Standard Bearer Option: One Voevodo may be upgraded to Slav Army Standard Bearer (+15 pts).

Special Rule: Mounted Slav characters have Feigned Flight.

From a plethora of small communities, the first Slavic states arose in the 10th Century. Until then, local Zhûpan chieftains had led their people on raids in the search for loot and easy pickings.



INFANTRY

SLAVS & BULGAR WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slav Brigand	5	2	2	3	3	1	2	1	4	3
Warrior	5	3	3	3	3	1	3	1	4	4

Equipment: Mixed weapons (count as hand weapon and javelins) and shield. Every other unit of Warriors may have throwing spear (+1 pt) or bow (+2 pts) instead of javelins. Two units of Slav Warriors may have either halberds (+2 pts), or double-handed weapons (+3 pts) – this reflects the Slav preference for the axe as a close combat weapon.

Skirmisher Option: Any Slav Warrior unit may be designated as Skirmishers (+1 pt). Slav Skirmishers have Feigned Flight.

Special Rules: Light Infantry. Warband. Slav Warriors and Brigands have Stealth.

Being mostly accomplished looters and brigands, early Bulgars and Slavs were extremely vulnerable when they encountered regular Byzantine troops. However, when meeting the enemy on their own terms in the rugged Balkan terrain, they proved a deadly opponent.

CAVALRY

BULGAR HORSEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-2 Nobles	8	4	4	3	3	1	4	1	8	28
Elite Horse A.	8	3	4	3	3	1	4	1	7	25
Horse Archer	8	3	3	3	3	1	3	1	7	21

Equipment: Hand weapon and bow. Nobles also have light armour. May have buckler (+1 pt), and either throwing or thrusting spear (+1 pt). Nobles may take half-barding (+2 pts).

Special Rules: Light Cavalry. Bulgar cavalrymen with light armour are Expert Horsemen and may use Feigned Flight. All other Bulgar cavalry are Nomad Cavalry. If Nobles are taken, at least one unit of Horse Archers must be taken also.

Originally, the nomadic Bulgars fought from horseback. As they settled and mixed with the Slav peoples, Bulgar cavalry became rarer.

SLAV HORSEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-3 Slav Noble	8	3	3	3	3	1	3	1	7	17
Slav Cavalry	8	3	3	3	3	1	3	1	6	15

Equipment: Hand weapon, javelins and buckler. May have shield instead of buckler (+1 pt), and throwing spear (+1 pt). Nobles may have light armour (+2 pts).

Special Rules: Skirmishers. Feigned Flight. If Nobles are taken, at least one unit of Slav Cavalry must be taken also.

Only the wealthiest Slav warriors fought from horseback. While the elusive cavalrymen of the Slavic tribes were a taxing opponent, the mainstay of Slavic warbands fought on foot.

EARLY CALIPHATES

ARMIES OF THE ARAB CONQUEST, THE UMAYYAD & THE ABBASID CALIPHATES & THEIR SUCCESSORS 632 AD – 1073 AD

"Only one of three courses is open to you: Islam with brotherhood and equality; payment of tribute and protection with an inferior status; war until God decides between us."

Muslim ultimatum

THE ARAB CONQUEST

In the year 632 AD, the Prophet Muhammad died in Medina. In his lifetime, a large part of the Arabian Peninsula had embraced the new religion he had preached: Islam. Muhammad left no heir, nor had he named a successor, but after a short period of confusion one of the men closest to him was chosen as the new leader of the growing Muslim world.

Within the next 20 years, Muslims poured out of Arabia and attacked the two great empires of the 7th Century: Byzantium and Sassanid Persia. Both were severely weakened after centuries of waging war on each other, though especially the Persians. The armies of the Muslim Arabs were not armies as such – more a collection of different tribes joined together by their common religious cause and the prospect of conquest and wealth. Though the Arab forces were irregular and voluntary in nature, they displayed amazing adaptability, fighting spirit and skill.

At first the Byzantines seem to have treated the Arab army that marched on Palestine as no more than a large force of marauders. But in 636 AD, the Arabs defeated the Byzantines at the Battle of Yarmuk between Jerusalem and Damascus. The Arabs continued their surge forward and continued as far as the Taurus Mountains before they halted their advance. In present day Iraq, the Persians, too, faced the Muslims, some of whom had been subjects to the Sassanians. Before a decade had passed, the formerly great Persian Empire had been brought to its knees by the zealous Arab armies. Within 20 years of the Prophet's death, the Muslims had conquered all of Arabia, Egypt, Palestine, Syria and most of Persia – this new world power had conquered territories stretching from the easternmost parts of Iran to the westernmost parts of Libya – a truly amazing feat of arms.

THE UMAYYAD CALIPHATE

By the late 7th Century, increasing internal differences amongst the Muslims came to a head. After a brief civil war, the Amir of Syria, Muawiyah seized control and appointed himself Caliph. Muawiyah came from the powerful Umayyad family of the ruling Quraish tribe in Mecca. Ironically, the Quraish tribe had been Muhammad's worst enemies in the early years. Muawiyah made Damascus in Syria the capital of the Umayyad Caliphate and named his son as his successor – thus for the first time establishing the dynastic principle in the Islamic world. After the end of the civil wars, the Ummayyads continued the Arab conquest and pushed both east, west and north. Their main enemy was the Byzantine Empire, and in 676 AD - 677 AD and again in 717 AD - 718 AD, the Umayyads besieged Constantinople. Though the last siege was at least partially successful, the Umayyads failed to take the city. In the west, the armies of Islam conquered the lands of North Africa in less than 40 years and subjected all of its tribes. By the early 8th Century, the Umayyads had gained a foothold in Spain where they fought and defeated the waning Visigoth kingdom established there in the 5th Century. In 732 AD, a hundred years after the death of the Prophet, the Muslim armies finally stopped their western advance near Poitiers in France. Though the Franks saw this as a great victory over the Muslims, it is more likely to have been the result of an Arab decision based on the coming of winter and their outstretched supply lines.

DISUNITY

The Caliphs of the Umayyads were generally well-liked by their subjects. In accordance with Arab practice, newly appointed Caliphs often replaced a large number of government officials with members of their own family. This was especially the case with the posts of provincial governors, the Amirs. Favouring a fairly loose attitude towards their religion, the Umayyad rulers were more worldly than religious leaders. But periods of unrest amongst the Arab tribes and different religious factions undermined central authority. To make matters worse, the last period of the Umayyad Dynasty was marred by a number of cruel and deranged Caliphs. One of the main causes of the disunity within the Caliphate was the payment of taxes. Though the Qur'an clearly stated that all peoples who embraced Islam should pay less taxes than subjected peoples who retained their own religion, the converted Muslims, the Malawi, still paid more taxes than the native Arabs. One of the Arab factions that secretly sought to overturn the Umaayads used this discontent to strengthen their own cause. By the middle of the 8th Century, the disintegration of the Umayyad Caliphate came to a head. A great rebellion in Khurasan, the easternmost province of Iran, was orchestrated by the Abbasid clan, and civil wars once again swept across the Caliphate. Promising a future of peace and a return to true Islamic values, the Abbasids finally overturned the Umayyads in 750 AD.

THE ABBASID CALIPHATE

The Abbasids had gained power by the promise of peace, stability and a return to the true Islamic faith. But the beginning of Abbasid rule was marked by a ruthless cleansing of Muslim society. Anyone considered a threat to the new rule was put to death or imprisoned and a number of uprisings were harshly dealt with.

The Abbasids moved their capital to the east and founded the city of Baghdad near the old Sassanid Persian capital Ctesiphon on the banks of the Tigris river. In many ways, the Abbasid caliphate marked a golden age in the early Islamic period. Science and arts blossomed. But the Abbasids experienced numerous uprisings and revolts, either by discontented subjects or by religious factions trying to overturn the ruling Abbasid class. Though none were particularly successful at first, the power of the caliphs gradually weakened.

In the west, Spain had been seized by the last surviving member of the Umayyad family, and soon various dynasties declared their independence in North Africa. By the late 9th Century, a number of provinces broke with the Abbasid state whose power was becoming less dominant.

THE GHULAMS

From the beginning of the Abbasids' rule, the Muslim caliphs relied increasingly on regular troops, rather than on irregular and volunteer forces. Establishing the so-called abna guard, regiments were intended to provide the caliphs with a body of reliable regulars. However, during the civil war of 811 AD - 813 AD, it became apparent that the abna had become too influential.

As a result, the Abbasid caliphs began to look elsewhere for a source of obedient soldiers. These were found in the easternmost part of the caliphate – in Khurasan and Transoxania. 'Slave soldiers' and mercenaries from these regions were increasingly employed to subdue rebellions and new, autonomous dynasties.

These 'slave soldiers' or retainers (Ghulams) were primarily Turks, but also Armenians, Kurds, and especially the fierce Daylamites were employed by the Abbasid caliphs and amirs. There was no love lost between the different ethnic groups of the new regular armies – but although this sometimes had undesired effects, it also helped to check the influence of any one ethnic group.

The caliphate experienced a period of restoration in the early 10th Century, but soon the disintegration continued as new dynasties began to claim their independence – in Egypt, the Fatimid dynasty established a rival Caliphate in 909 AD.

From the mid-9th Century, present day Iran was the battleground of rival independent dynasties. To make matters worse, the Turkish Ghulams had now increased their influence at the expense of other ethnic elements of the army, and began dictating as much as obeying orders. In 945 AD, the autonomous Buyid dynasty from north-western Iran, a region from which the prized Daylami infantrymen were drawn, conquered Iraq – the caliph was reduced to a figure-head, and the caliphate to a puppet-state.

But only decades later, a Turkish tribe called the Seljuks entered the easternmost part of the caliphate. As a portent of things to come, the Seljuks had conquered Transoxania – they then entered into north-eastern Iran and began their conquest of the caliphate. One by one local dynasties fell, and in 1055 the Seljuks finally defeated the Buyids and marched into Baghdad.

EARLY CALIPHATE ARMIES

The earliest Arab armies were led by Companions of the Prophet: men and women who had accompanied the Prophet Muhammad in his struggle to spread the word of Islam. The Muslim leader, the caliph, was chosen by the chief dignitaries. Armies were composed of various tribal contingents, mostly infantry and skirmishers as horses were as scarce as they were prized. The religious volunteers, the Mutatawwi'a fought in battle after battle with undying devotion. They took great pride in fighting 'the infidels' and the belief that anyone killed in battle would be certain to enter paradise made them enter into combat with death-defying ferocity. The use of camels improved the army's mobility and allowed for fast deployment – camelry let the Arabs march around the flanks of their enemy from where they could deliver surprise attacks. The fighting style of the Arab conquest army was the traditional Arab Bedouin way of warfare: a series of charges and withdrawals, mostly by an array of Arab tribes deployed in one long battle line. The prized cavalry was held in reserve to deliver the final blow against an exposed flank or to pursue and ride down fleeing enemy troops.

KHALID EL AL-WAHLID

Died 642 AD, nicknamed Sayf Allah (Arabic: 'Sword of God')

Being one of the two generals behind the earliest successes of Islamic expansion (along with Amr ibn al-As), Khalid was and is one of the most legendary champions of Islam. Ironically, Khalid fought against Muhammed at the Battle of Uhud in 625 AD, but later converted and joined Muhammed in the conquest of Mecca. After Muhammed's death, Khalid conquered several provinces on the Arabian peninsula in the name of Allah, thus augmenting his reputation as an exceptionally talented military commander. Khalid was sent north, at first to invade in Iraq, but later aiding the conquest of Syria. Although he was relieved of his command, Khalid nonetheless remained the effective leader of the Muslim forces facing the Byzantines.

After defeating the Byzantine regional armies, he laid siege to the city of Damascus, forcing it to surrender in 635 AD. Early the following year, he withdrew to the Yarmuk river before a huge Byzantine army. Khalid's force was reinforced by troops from Medina, and in August 636 AD, the two armies clashed near the Yarmuk river. Through the day-long battle the Byzantine army was severely hampered by internal strife and by the fact that what they thought was a horde of Arab raiders actually managed to put up stiff resistance. In the end, the exceptional mobility and discipline of Khalid's forces proved to be the decisive factor. The Byzantines were soundly defeated, and almost 50,000 Byzantine troops slaughtered. The victory at Yarmuk opened the way for many other Islamic conquests. Soon the Muslims retook Emesa and Damacus, which had been briefly recovered by the Byzantines. Khalid was beyond a doubt the most able commander in the early Muslim armies, and instrumental in paving the way for the conquest of the Fertile Crescent, which would become the heartland of the later Muslim caliphates.

AL-MAMUN & AL-MUTASIM IBN HARUN

Reigned 813 AD - 833 AD & 833 AD - 842 AD, respectively

The Abbasid caliphate peaked during the reign of Khalifa Harun al-Rashid (r. 786 AD - 809 AD). Though Harun wasn't as competent a ruler and military commander as some of his successors, he had the good fortune of ruling the caliphate in a period of relative stability. Iraq was very much the centre of the Muslim world, and its capital Baghdad prospered. Harun himself was immortalised as the caliph listening to Scheherazade for 1001 Nights.

On the death of Harun in 809 AD, the Abbasid caliphate was divided between his two oldest sons. Al-Amin reigned as Khalifa in Baghdad while al-Mamun took control of Iran and the eastern provinces. Although this was in accordance with Harun's wishes, it was a highly unstable solution, and from 811 AD - 814 AD the caliphate was ravaged by a bloody civil war between the two brothers. It ended with a protracted siege of Baghdad (812 AD - 813 AD) and the death of al-Amin.

The civil war had shown the considerable differences within the caliphate. In the previous period, the army or civil administration in and around Baghdad had grown increasingly powerful – especially the army regulars (the abna, who had supported al-Amin) had held stubbornly on to their waning power. To bypass the Baghdad elite, al-Mamun at first tried to govern from the East, but was finally forced to return to Baghdad.

In al-Mamun's reign, Baghdad became the centre of cultural activity: the translation of ancient Greek texts on philosophy and science into Arabic had a profound effect, both on Muslim intellectual life, but also later, on Medieval Europe.

Militarily, al-Mamun relied on his younger brother, Harun ar-Rashid's third son Abu Ishaq. Being unable to rely on the old military elite, Abu Ishaq had recruited a small but highly efficient force, the Ghulams, consisting mainly of Turkish cavalrymen. When al-Mamun died in 833 AD, Abu Ishaq adopted the name al-Mutasim and succeeded his brother.

Al-Mutasim quickly decided to rid the caliphate of the influence of the Baghdad elite and the abna. He ordered the construction of a new capital, Samarra, just north of Baghdad. Here he stationed his Ghulams, who at this point are said to have numbered around 10,000.

Unlike their father Harun, both al-Mamun and al-Mutasim campaigned extensively in the west. To their Byzantine enemies, the new development of the Abbasid army became painfully apparent in 838 AD.

In 832 AD, al-Mutasim had invaded Cappadocia, defeating an Imperial army in the process. For the first time in centuries, Muslim armies had a foothold on the Byzantine side of the Taurus Mountains, and al-Mutasim had no intentions of stopping there. In fact he declared that he would construct a chain of strongholds across Anatolia until he reached Constantinople.

Emperor Theophilos, who was defeated by Muslim armies in both 832 AD and 835 AD, decided to take advantage of a revolt in the caliphate in 837 AD. He marched on the western-most provinces of the caliphate, sacking the town of Zapetra – the birthplace of al-Mutasim's father Harun. Al-Mutasim vowed to avenge this humiliation. The following year, he mounted a major campaign against Byzantium that was to be far more harmful to the Byzantines than Theopholis's campaign had been to the caliphate. At the head of his Ghulams, he penetrated deep into the empire. When pitched against Emperor Theopholis, al-Mutasim soundly defeated the Imperial army, the emperor himself making a narrow escape. Thus unchecked, Al-Mutasim marched on, sacking the cities of Ankyra and Amorion – the latter was the birthplace of Emperor Theopholis.

After his death in 842 AD, al-Mutasim's two sons: al-Wathiq (r. 842 AD - 847 AD) and al-Mutawakkil (r. 847 AD - 867 AD) continued his work, but from 867 AD, Abbasid central authority weakened, letting the Abbasid caliphate fragment, slowly but surely.

UMAYYAD ARMIES

The success of early conquests led to a lack of native Arab troops. As a solution, the Umayyads raised city militias in all major cities. An increasing part of Arab armies consisted of allies such as Khurasan light and heavy cavalry. Armies on campaign or raids were mostly led by amirs (provincial governors) though Caliphs occasionally took to the field as well. Tactically, the Umayyad Arabs still employed the fighting style prescribed by the Prophet: repeated attacks and withdrawals to wear down the enemy. By the end of the Umayyad period, different tactics were being devised by visionary Arab military leaders. The armour of both infantry and cavalry was improved and the amount of cavalry in Arab armies increased. Though the late Umayyads relied less on the old tactics and tribal warfare of previous Arab armies, they still retained some notable characteristics: highly mobile and flexible campaign armies capable of covering large distances in a matter of a few days.

ABBASID ARMIES

Though native Arabs still fought as both cavalry and infantry, the typical Abbasid army relied less on volunteers. The distinction between native Arabs and subject peoples was becoming increasingly blurred, and many of the tactics and much of the weaponry of non-Arab Muslims was adopted, especially those of the Persians and Khurasans (people from the north-easternmost part of Persia), who were led by their own governors (marzbans). At first the abna Guard regiments were the best of the infantry, and the abbasiya the best of the cavalry. But from 834 AD onwards Turkish, Greek (Byzantine), Armenian and Daylami Ghulams formed the core of Abbasid armies, and the proportion of vassals and mercenaries grew as time went on. Abbasid Successor states largely emulated the armies of the caliphs though some included local forces or mercenaries different from the ones used by the Abbasids. The Successor states also largely adopted the Abbasid chain of command: The amir (increasingly meaning general as well as governor) commanded 10,000 men, while qa'id officers each commanded 1,000 men.

ARMY COMPOSITION

ARAB CONQUEST ARMIES (632 AD - 660 AD)

Characters: Up to 33% of the available points may be spent on Companions, Shaikhs and an Army Standard Bearer.

Ghulams: None.

Cavalry: Up to 33% of the available points. Abbasiya Light Cavalry may not be chosen.

Infantry: At least 50% of the available points. Guards and Levies may not be chosen. Four Mutatawwi'a units may be chosen.

Special Units: None.

Arab Conquest Army Special Rules

• The only general available to an Arab Conquest army is a Companion upgraded to Army General (+25 pts). Arab Conquest army characters may not ride warhorses, and may not take half-barding or barding for their mounts.

• City Militia Skirmishers may only take short bows.

• In Arab Conquest armies, formed Mutatawwi'a and Volunteers are subject to all the Warband Psychology rules (not just Rules 1 & 2), and may be Stubborn (+2 pts). Volunteer Skirmishers have a Leadership value of 7 (free), and may have throwing spear (+1 pt). Two units of Volunteer Skirmishers may be upgraded to Elephant Slayers (+2 pts per model). Elephant Slayers are Used to Elephants and become Stubborn when they fight Elephants.

UMAYYAD CALIPHATE (661 AD - 750 AD)

Characters: Up to 25% of the available points. Companions may not be chosen.

Ghulams: None.

Cavalry: Up to 50% of the available points. No Abbasiya Light Cavalry may be chosen.

Infantry: At least 33% of the available points. Guards may not be chosen. Two Mutatawwi'a units may be chosen.

Special Units: Two units of Mountainmen may be chosen.

Umayyad Caliphate Special Rules

• In Umayyad armies, characters may not ride warhorses, and may not take half-barding or barding for their mounts.

• In Umayyad armies, formed Mutatawwi'a and Volunteers are subject to all the Warband Psychology rules (not just Rules 1 & 2).

EARLY ABBASID CALIPHATE (750 AD - 861 AD)

The Early Abbasid Caliphate covers the increasingly professional armies of Islam, at first based on volunteers, militias and standing abna guard and abbasiya cavalry regiments. From 813 AD, Ghulams gradually became the core of the standing army.

Characters: Up to 25% of the available points. No Companions may be chosen.

Ghulams: Up to 40% of the available points.

Cavalry: Up to 50% of the available points.

Infantry: Up to 75% of the available points. One unit of Mutatawwi'a may be chosen. If Ghulams have been chosen, no Guard units may be taken.

Special Units: Up to 33% of the available points.

Early Abbasid Caliphate Special Rules

See Later Abbasid Caliphate.

LATER ABBASID CALIPHATE (861 AD - 1055 AD)

During the latter part of the 9th Century, and especially in the period of Buyid domination (945 AD - 1055), Abbasid armies consisted mainly of Ghulams. While the caliphate experienced a brief period of restoration in the early 10th Century, the fragmentation of the caliphate was inevitable.

Characters: Up to 25% of the available points. No Companions may be chosen.

Ghulams: Up to 66% of the available points. If Turkish Ghulams are chosen, at least two units of Turcoman Cavalry must be taken as well.

Cavalry: Up to 50% of the available points. Abbasiya Light Cavalry may not be chosen.

Infantry: Up to 33% of the available points. Mutatawwi'a and Guards may not be chosen.

Special Units: Up to 33% of the available points. Two units of Hamdanid Heavy Cavalry may be chosen as well (see below).

Early and Later Abbasid Caliphate Special Rules

• Abbasid armies led by an Army General may use the Stratagem special rule.

• To represent Buyid cavalrymen and other sword-armed cavalry in Later Abbasid armies, Regular Cavalry may be upgraded to Superior Arab Cavalry (+2 pts). Such cavalry units may not take spears.

• Rivalry between the Turks on one side and the Buyids and Daylamites on the other, hampered the efficiency of the Abbasid army. If both ethnic groups are fielded, they become subject to Rivalry (see Special Rules on page 81).

AGHLABIDS (800 AD - 909 AD)

Though they were nominally subjects to the Abbasids, the Aghlabids state in Tunisia and eastern Algeria became a state in its own right in 800 AD. Aghlabid society was deeply divided between the ruling Arab class and their North African subjects, mainly Berbers. The unpopular Aghlabid amirs taxed the people heavily in order to keep a costly court. In the early 9th Century, the Aghlabids invaded and conquered Sicily and raided Italy, reaching as far as Rome. From the middle of the 9th Century, the Isma'ilites, an extremist branch of the Shi'ite sect, revolted and shook Aghlabid society. By 909 AD, the Isma'ilites had brought an end to the oppressive rule of the Aghlabids.

Characters: Up to 25% of the available points may be spent on Shaikhs, an Army Standard Bearer, and an Amir.

Ghulams: Up to 33% of the available points may be spent on Greek Heavy Cavalry and on Italo-Lombard converts, serving as Ghulams (see Italo-Lombard list in the Appendix). From the Italo-Lombard list, only mounted Milites, Stipendiarii and Pueri may be chosen.

Infantry: At least 33% of the available points must be spent on infantry. Guards may not be chosen. Two units of Mutatawwi'a may be chosen.

Cavalry: Up to 33% of the available points may be spent on cavalry. One unit of Abbasiya Light Cavalry may be chosen.

Special Units: Up to 25% of the available points may be spent on Khurasan Cavalry.

Aghlabid Special Rules

• To represent their reluctance to fight for their Aghlabid overlords, City Militia troops may not use the Leadership value of the Army General.

• Aghlabid City Militia and Volunteer Infantry skirmishers have Feigned Flight.

TULUNIDS & IKHSHIDIDS (868 AD - 969 AD)

Both the Tulunid (868 AD - 905 AD) and Ikhshidid dynasties (935 AD - 969 AD) were short lived (they were local dynasties in Egypt and Syria). Their founders were both originally Abbasid governors of Turkish origin, who broke with the Abbasid caliph in Baghdad. Both founders also succeeded in securing a military and financial foothold, but subsequent rulers fared less well. After a series of incapable rulers, the Tulunid state disintegrated and reverted to Abbasid rule. About a hundred years later, the Ikhshidids were crushed by the Fatimids from the west and the Hamdanids from the east. Tulunid and Ikhshidid armies consisted of a core of Turkish ghulams, supported by black 'Abid infantry.

Characters: Up to 25% of the available points may be spent on Shaikhs, an Army Standard Bearer, and an Amir.

Ghulams: Up to 33% of the available points. Daylamites and Armenians may not be chosen.

Infantry and Cavalry: Up to 66% of the available points may be spent on troops described as 'Arab', 'Volunteers' and 'City Militia' (as 'Abids, see special rules). Two units of Guards may be chosen as well.

Special Units: Only Naffatun may be chosen (see special rules).

Tulunid and Ikhshdid Special Rule

• As the best 'Abid infantry, two units of Guards may be chosen. All other 'Abid units should be represented by using the City Militia profiles.

EARLY FATIMID CALIPHATE (909 AD - 1073)

The early 10th Century saw the rise of the Fatimid caliphate in present-day Tunisia, backed by the zealous Shi'ite Muslim Isma'ilite sect (see the Aghlabids). The first Fatimid Caliph al-Mahdi curbed the power of the Berber tribes and fended off the Byzantines in Sicily and Italy. After making numerous expeditions eastward, the Fatimids finally defeated the Ikhshidids and conquered Egypt in 969 AD, advancing as far east as Syria. By the middle of the 11th Century, the Fatimids had extended their rule to most of Arabia and posed a serious threat to their arch-enemies, the Sunni Muslim Abbasid caliphate in Baghdad.

Characters: Up to 25% of the available points. No Companions may be chosen.

Ghulams: Up to 33% of the available points.

Infantry and Cavalry: Up to 66% of the available points may be spent on troops described as 'Arab', 'Volunteers' and 'City Militia' (as 'Abids, see special rules). Two units of Guards may be chosen.

Special Units: Only Naffatun may be chosen (see special rules).

Early Fatimid Caliphate Special Rules

• As the best 'Abid infantry, two units of Guards may be chosen. All other 'Abid units should be represented by using the City Militia profiles.

• 'Abid (City Militia) skirmisher units may include up to two Naffatun (not just one).

• Early Fatimid Heavy and Light Cavalry may not take thrusting spears.

• Intense rivalry between the Turkish, Daylami and North African 'Abid elements severely hampered the efficiency of the Early Fatimid army. If any two or three ethnic groups are fielded they become subject to Rivalry (see Special Rules overleaf).

HAMDANIDS (929 AD - 1004)

In 929 AD, the Hamdanids in northern Syria and Iraq declared their independence from the Abbasid Caliphate. Like their Byzantine adversaries, the Hamdanids favoured heavily armoured cavalry, and proved an especially taxing opponent to both Ikhshidids, Byzantines and Fatimids.

Characters: Up to 25% of the available points may be spent on an Amir, Shaikhs and an Army Standard Bearer.

Ghulams: Up to 50% of the available points.

Cavalry: Up to 75% of the available points. Abbasiya Light Cavalry may not be chosen.

Infantry: At least 25% of the available points. Guards may not be chosen. One unit of Mutatawwi'a may be taken.

Special Units: Up to 33% of the available points. Khurasan units may not be chosen.

Hamdanid Special Rules

• In Hamdanid armies led by an Army General, the Stratagem special rule may be used.

• The Hamdanids used their cavalry much like the Byzantines they faced. Therefore, Hamdanid Heavy Cavalry cost 23 pts, have WS4 and count as Superior Arab Cavalry. Hamdanid Heavy Cavalry may have heavy armour (+1 pt) and Kontarion (+1 pt).



SPECIAL RULES

RIVALRY

In some Muslim armies, intense rivalry between different ethnic groups could severely hamper the efficiency of the army in battle. To represent this, the following rule applies to armies that include rival troops:

If two or more rival ethnic groups are fielded, roll a D6 for each rival unit in the army at the beginning of the first turn. On a roll of 1, the unit remains stationary during the first turn – the dice roll is then repeated at the beginning of each of the player's following turns.

On a roll of 1, although the unit will remain stationary – it may, however, reform to face approaching enemy units, defend itself in close combat, and shoot at chargers.

On a roll of 2-6, the unit decides to take part in the action and may move and shoot normally.

Warbands that are subject to Rivalry do not roll to test their Impetuousness (ie, Warband Psychology Rule 2) as long as they refuse to take part in the fighting – however, if and when they do, they roll to test their Impetuousness as normal.

EARLY CALIPHATE ARMIES

CHARACTERS

GENERALS & COMMANDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Khalifa	4	5	5	4	3	3	6	2	10	165
0-2 Amir	4	5	5	4	3	3	5	2	9	110

Equipment: Hand weapon. May ride a horse (+8 pts), a warhorse (+16 pts), and have light armour (+3 pts) or heavy armour (+4 pts), shield (+2 pts), short bow (+2 pts) or bow (+3 pts). Amirs may have thrusting spear (+2 pts). Mounted characters may have half-barding (+2 pts) or barding (+4 pts) for their mounts. Characters leading units of infantry or dismounted cavalry may be *Riding Horses* (+2 pts) or *Riding Camels* (+2 pts).

Amir as Army General: If no Khalifa is chosen, an Amir may be upgraded to Army General (+25 pts).

Special Rule: The Khalifa is the Army General, and may only be fielded in Umayyad, Abbasid and Fatimid armies exceeding a total value of 2,000 pts.



SUB-COMMANDERS & LEADERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-3 Companions	5	4	4	4	3	2	5	3	9	85
Marzban	4	4	5	3	3	2	5	2	8	55
Shaikh/Qa'id	5	4	4	4	3	2	4	2	8	55

Equipment: Hand weapon. May ride a horse (+8 pts), a warhorse (+16 pts), and have shield (+2 pts), light armour (+3 pts) or heavy armour (+4 pts), thrusting spear (+2 pts), and either short bow (+2 pts) or bow (+3 pts). May have a two-handed weapon, if on foot (+2 pts). Marzbans may have half-barding (+2 pts) for their mounts. Characters leading units of infantry or dismounted cavalry may be *Riding Horses* (+2 pts) or *Riding Camels* (+2 pts).

Special Rules: Companions – Units led by a Companion may re-roll failed Panic tests. The Companion is not subject to Warband Psychology. Marzban – Must lead a Khurasan Cavalry unit.

0-1 ARMY STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Army Standard	4	4	4	4	3	2	5	2	8	75

Equipment: Hand weapon. May ride a horse (+8 pts), a warhorse (+16 pts), and have light armour (+3 pts), heavy armour (+4 pts) and shield (+2 pts). The Army Standard Bearer may have half-barding (+2 pts) or barding (+4 pts). Standard Bearers leading units of dismounted cavalry may be *Riding Horses* (+2 pts) or *Riding Camels* (+2 pts).

Special Rule: Army Standard.

GHULAMS

TURKISH GHULAM CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Sen. Ghulam	8	4	4	3	3	1	4	1	8	26
Junior Ghulam	8	3	4	3	3	1	3	1	7	23

Equipment: Hand weapon, shield, light armour & bow. May have heavy armour (+1 pt), and either thrusting spear (free) or Kontarion (+1 pt). Senior Ghulams may take 'Amud Maces (+1 pt, treat as Heavy Mace), and barding for their mounts (+4 pts).

Dismounted Ghulams Option: May dismount (-12 pts, Movement 4), and may be *Riding Horses* (+1 pt).

Special Rules: Mounted Ghulams are Superior Turkish Cavalry. Senior Ghulams must be led by the Army General at all times.

The senior Ghulams were the ruler's personal bodyguards, who all swore their allegiance to him. In junior Ghulam regiments, only the officer leading the Ghulams swore allegiance to their employer.

ARMENIAN AND 'GREEK' GHULAM CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Armenian	8	4	3	3	3	1	4	1	8	24
Greek	8	3	3	3	3	1	3	1	7	21

Equipment: Hand weapon, light armour, Kontarion and shield. Armenians may have heavy armour (+1 pt).

Special Rules: Superior Byzantine Cavalry. Combined Formation – Up to half of any unit of Greek Heavy Cavalry may exchange Kontarion for bow (free) – archers are placed in the rear ranks.

Armenians were famous for their martial skills throughout Byzantium and the Middle East – they served in the Imperial Tagmata and the personal armies of the Muslim khalifas and amirs.

DAYLAMI LIGHT INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Daylamite	5	3	3	3	3	1	4	1	6	8

Daylami Spearman Option: Daylamites may be fielded as spearmen. Daylami Spearmen have a hand weapon, throwing or thrusting spear and shield. They may have light armour (+2 pts), and may be *Riding Camels* (+1 pt).

Daylami Spearmen without light armour may be designated as Light Infantry (free).

Daylami Archer Option: Daylamites may be fielded as archers and are Light Infantry. Bow-armed Daylamites have a hand weapon, bow and shield, and may have Solenarion (+2 pts).

Special Rules: Warband. Stealth. Daylami Spearmen may use shieldwall and may be Stubborn (+3 pts). Combined Formation – Up to half of any Daylami Spearman unit may exchange their spears with bow (free) – archers are placed in the rear ranks.

Being some of the last to accept Islam, the Daylami people from northern Persia were as famous for their fighting prowess as they were infamous for their strong mindedness.

CAVALRY

REGULAR, VOLUNTEER & MILITIA CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Regular	8	3	3	3	3	1	3	1	7	19
Volunteer	8	3	3	3	3	1	3	1	6	17
City Militia	8	2	3	3	3	1	3	1	6	15

Heavy Cavalry Option: Regular Cavalry may be designated as Heavy Cavalry (+2 pts). Heavy Cavalry have a hand weapon, light armour and shield, and may have thrusting spear (+1 pt).

Light Cavalry Option: Any cavalry unit may be designated as Light Cavalry (free). They have a hand weapon, javelins and shield, and may exchange their javelins for either a bow (+1 pt), or a thrusting or throwing spear (free).

Special Rules: Heavy Cavalry count as Superior Arab Cavalry. Light Cavalry is Light Cavalry(!) with the Feigned Flight ability.

From the early years of the Muslim conquest, the pride of the Muslim army was its cavalry. The swift, hot-blooded Arab horses made Muslim cavalry extremely manoeuvrable. Arab cavalrymen were experts at outflanking their opponents, and drawing the enemy into ambushes.

0-2 ABBASIYA LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Abbasiya	8	3	4	3	3	1	3	1	7	21

Equipment: Hand weapon, shield and bow. May have throwing or thrusting spear (+1 pt) and light armour (+3 pts).

Special Rules: Light Cavalry. Parthian Shot. May only be used in Abbasid and Aghlabid armies.

In the late 8th Century, a considerable Ephthalite force was employed by the Abbasids – not unlike the later Ghulams. They and their descendants served as a retainers to the Abbasid khalifas.

ARAB CAMEL RIDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camel Rider	6	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon and javelins. May have throwing spear (+1 pt), and either shield (+1 pt), or large shield (+2 pts). May exchange javelins for short bow (free), or bow (+1 pt).

Special Rule: Cause *fear* in enemy cavalry.

Camels were as poor in combat as they were excellent while on the march.

INFANTRY

VOLUNTEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mutatawwi'a	5	3	3	3	3	1	3	1	7	6
Volunteer	5	2	3	3	3	1	3	1	6	5

Equipment: Mixed weapons (counts as hand weapon & javelins) and shield. May have throwing spear instead of javelins (+1 pt). Every other unit may have large shield (+1 pt) and light armour (+2 pts). May be *Riding Camels* (+1 pt).

Skirmisher Option: Any unit may be designated as Skirmishers (free). Skirmishers may exchange their javelins, either for a sling (free), a short bow (free), or for a bow (+2 pts) – they may take no further equipment.

Special Rules: Subject to Warband Psychology Rules 1 & 2.

The earliest Muslim armies relied heavily on religious volunteers. While later armies consisted mostly of militias and regular troops, volunteers were still used extensively in some regions.

SPEARMEN & SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	3	3	3	3	1	3	1	7	6
City Militia	4	2	3	3	3	1	3	1	6	5
Levy	4	2	2	3	3	1	2	1	5	3

Equipment: Mixed weapons (counts as a hand weapon & javelins) and shield. May have throwing spear instead of javelins (+1 pt). City Militia and Guards may have large shield instead of shield (+1 pt). Guards may also have thrusting spear instead of javelins (+1 pt). Any unit may be *Riding Camels* (+1 pt).

Special Rules: Combined Formation – In Umayyad, Abbasid, Aghlabid and Fatimid armies, up to half the models may exchange mixed weapons for bow (free) – Archers are placed in the rear ranks and may take no further equipment. Levies count as *Levies*.

The traditional spear- and sword-armed native Arab infantry warriors of the Muslim conquest were soon replaced by non-Arab militias, and later by regular infantry regiments, such as the Abbasid abna guards and North African 'Abid regiments in Early Fatimid armies.

SKIRMISHERS & LIGHT TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-2 Guard	4	3	3	3	3	1	3	1	7	7
City Militia	4	2	3	3	3	1	3	1	5	4
Levy	4	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon, buckler & sling or javelins. May exchange sling or javelins for short bow (+1 pt), bow (+2 pts), and exchange buckler for shield (free). May be *Riding Camels* (+1 pt). Guards may exchange javelins or slings for throwing spear (+1 pt).

Solenarion Option: In Abbasid, Hamdanid and Fatimid armies, two units may replace sling or javelins with Solenarion (+3 pts).

Special Rules: City Militia and Levy are Skirmishers. Guards are Light Infantry. Light Troop models with bows may not outnumber Light Troop models armed with other weapons. Levies count as *Levies*.

SPECIAL UNITS

0-1 MOUNTAINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mountainman	5	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, sling or javelins and a shield. May exchange sling or javelins for bow (+1 pt).

Special Rules: Light Infantry. Stealth.

Resilient and swift warriors from the mountain tribes of the caliphate were often employed as light infantry and skirmishers.

KHURASAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Khurasan	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour and bow. May have a throwing spear (+1 pt), and either buckler (+1 pt) or shield (+2 pts). Horses may have half-barding (+2 pts), or barding (+4 pts).

Special Rule: Superior Persian Cavalry.

Cavalry from the Khurasan region of Persia were instrumental in the rise of the Abbasid caliphate, and played a prominent role in both Umayyad and Abbasid armies. Serving as armoured archers they were also able to fight in close combat.

TURCOMAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Turcoman	8	3	4	3	3	1	3	1	6	22

Equipment: Hand weapon and a bow. May have throwing spear (+1 pt), javelins (+1 pt) and a shield (+2 pts).

Special Rules: Skirmishers. Nomad Cavalry.

From the late 8th Century and onwards, Turkish light cavalrymen were an indispensable part of many Muslim armies. The best Turks found employment in Ghulam regiments.

NAFFATUN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Naffatun	5	2	3	3	3	1	3	1	6	12

Equipment: Hand weapon, shield and nasty incendiary projectiles.

Special Rules: Skirmishers. Naffatun must be incorporated in units of City Militia skirmishers. One Naffatun may be added to each unit. The incendiary projectiles thrown by the Naffatun are treated like javelins with a Strength of 4. As the burning liquid thrown by a Naffatun will penetrate even the best armour, no armour save is allowed. A unit that receives a wound from a Naffatun must take an immediate Panic test. If the unit panics, it will flee an extra D6 to remove itself from the fire-slinging maniac!

Naft, a mixture of crude oil and other unknown substances were first used in the mid-8th Century. It saw use in the both Muslim navy and army, and could be a frightening and volatile weapon to friend and foe alike.



THE RUS

ARMIES OF THE PAGAN RUS, THE RUS PRINCES, THE GREAT RUS AND THE RUS OF THE MONGOL INVASION 750 AD - 1250

"Themselves, like grey wolves, they lope in the field, seeking for themselves honour, and for their Prince glory."

From the song of Prins Igor

RUS ORIGINS

The Kingdom of the Rus emerged some time in the mid-8th Century. It was the birth of a Slavic nation which owed its existence to a number of its neighbours. The most famous and perhaps most influential, apart from the Slavic base early on, was the Scandinavian. The rulers of the early Rus were Viking in origin and Rurik was credited as the first known King or Khagan of the Rus. The Vikings had settlements in what is now northern Russia around the lake at Staraya Ladoga and in many other towns in Eastern Europe where they had ousted other traders from their livelihood. The Vikings were warriors, explorers and traders but above all opportunists. They were, for their time, open to foreign influence and culture as long as they weren't forced into anything, and they quickly adopted the local customs and ways of life. Soon the inhabitants of Staraya Ladoga and eventually the Rus themselves were quite different in both culture and ways of war even if they retained some of the customs from their native Scandinavia. To the Slavic base spiced with Viking ideals was added the culture of the Nomad tribes who, at the time, were the higher standing society when compared to the Slavs. Especially important was the Magyar-Khazar influence on the Rus court and legal system.

RUS SOCIETY

The Khagan ruled the Rus and as his bodyguard of local retainers he had the Druzhina. This band of loyal brothers in arms would form the basis of the new nobles of the Rus and contained the whole state machinery at first. They followed the Khagan into war and on his many long trips across his lands to enforce his rule and to collect the tithes from his subjects. The title of Khagan developed into Prince and Grand Prince. The highest ranking members of the Druzhina were the first nobles, the Boyars.

The Princes originally ruled one city and its surrounding areas and many wars were fought between the city states. Soon the most powerful city state held a nominal rule over all the Rus and the ruler of Kiev held the title of Grand Prince. Kiev's constant rival for power was the northern city of Novgorod. This struggle for power strained Rus society and many wars were fought for the rule of the Rus or its city states. The Rus were embroiled in a constant civil war interrupted by periods of calm enforced by a powerful leader. Beneath the ruling nobles, Rus society was made up of the citizens of the cities who were obliged to bear arms in city militias to protect their rights. They were mainly traders and craftsmen but life in Eastern Europe was not for weaklings and they often had to fight against raiders or other cities. Further down the social ladder were the allied Nomad tribes and Slavic tribes, the Voi. The Voi had fewer rights and were ruled over with an iron fist. The Nomads sold their swords to the highest bidder or raided where they could not trade.

DEALING WITH THE GOLDEN GATE

Initially, the Rus ruled their kingdom by using the rivers as their highway to collect taxes, keep order and enforce their rule. They sailed Viking longships, but preferred, above all, more shallow boats that were easier to haul over the many rapids and rafts to traverse the river Volga and its minor cousins. Wherever there was water access, they travelled. They reached Constantinople, capital of the Byzantine Empire, and traded with this mightiest of civilisations. Eventually, there would be war between the Rus and the Byzantines. The Rus and her allies managed to extort Constantinople for enormous sums of gold and trade agreements but in the end they were to be defeated at its gates by the might of the more organised empire. This did not exclude a lively trade and exchange of ideas, especially after the Christianisation of the pagan Rus by Prince Vladimir that helped the Rus develop into a strong and somewhat unified nation.

RUS WARFARE

The Rus waged war on many of its neighbours and to rule their great kingdom, the use of cavalry increased. Initially, they had scant success against the Nomad tribes unless they used allied nomads themselves and this further encouraged a more cavalry based army. The core of the early Rus armies was the Varjazi or Viking mercenaries. They fought in shieldwalls and Svinfylkings with the weapons of the Vikings and were even the basis of the Byzantine Varangian guard. They were a fickle lot and troublesome in peace so were a mixed blessing to the Rus rulers. When relations between the Rus and Scandinavians soured in the 11th Century, they stopped being a part of Rus warfare.

The elite of the army was always the Druzhina. The Pagan Rus Druzhina fought on foot and were basically Varjazi. Later, the Druzhina fought on horseback and in the 12th Century it was split into two parts: the Malaia (small) and the Grid (large) with the former being the government and their closest bodyguards and the latter the main body of soldiers and servants. Other troops were seen as secondary and could be sacrificed but the Druzhina were vital for the power and well-being of the Princes. They were the nucleus of the army so had to be used decisively but with care. The rest of the army was made up from the allied tribes and city militia and any allies they could count upon. The infantry fought in shieldwalls and the use of bows was common. In later days, the amounts of cavalry steadily increased and the use of the allied Slavic tribes decreased so the Rus army became more mobile with time.

THE MONGOL INVASION

In 1237 - 1239, the Rus Empire suddenly came under the attack of the Mongol Empire. The well-organised and ruthlessly efficient Mongols started subjugating the Rus lands area by area. At the same time, the Rus were fighting the Teutonic Order in the Northern Crusade which climaxed at the Battle at Lake Peipus in 1242 when Alexander Nevskii led his Novgorodian army and its allies towards victory.

Eventually, the Rus had to bow their heads in the face of Mongol might, and Alexander Nevskii tried to save Novgorod and himself by agreeing to serve Mongol overlords. One by one, the Rus states had been conquered and their way of war and culture changed to that of their conquerors. In 1250, the Rus as we know them ceased to exist but the name of the Rus would later reappear as Russia.

ARMY COMPOSITION

Note that the years given are guidelines and not linked to specific happenings to avoid arbitrary borders and to allow for some leeway in design.

EARLY PAGAN RUS (750-950 AD)

Characters: Up to 25% of the available points may be spent on characters. An Army General must be taken.

Cavalry: None.

Infantry: At least 25% of the available points must be spent on infantry. At least one unit of Varjazi must be chosen.

Allies: Up to 25% of the available points may be spent on allies from the following lists: Avars, Pechenegs, Magyars and Later Khazars (see the Steppe Nomads list), Eastern Barbarians (FOTW), Isaurian & Phrygian Dynasty Byzantines, Balkan Slavs, Danish Vikings (Shieldwall), and Barbarians (WAB rulebook).

Early Pagan Rus Special Rule

• In Early Pagan Rus armies led by a Rus Warlord at least one unit of Varjazi must be chosen as his Druzhina/Malaia Druzhina. One unit of Varjazi may be Stubborn (+3 pts), and it must accompany the Warlord at all times.

ERA OF THE PRINCES (950-1100 AD)

Characters: Up to 25% of the available points may be spent on the characters. An Army General must be chosen.

Cavalry: At least 25% of the available points must be spent on cavalry. Grid Druzhina and Chernye Klobuki may not be chosen.

Infantry: Up to 50% of the available points may be spent on infantry.

Allies: Up to 25% of the available points may be spent on troops from the following lists: Pechenegs, Magyars and Later Khazars (see the Steppe Nomads list), Eastern Barbarians (FOTW), Macedonian Dynasty, Macedonian Successor or Komnenian Dynasty Byzantines, Balkan Bulgars, Danish Vikings (Shieldwall) and Barbarians (WAB rulebook).

THE GREAT RUS (1100-1200 AD)

Characters: Up to 25% of the available points may be spent on characters. An Army General must be chosen.

Cavalry: At least 50% of the available points must be spent on cavalry.

Infantry: Up to 50% of the available points may be spent on infantry.

Allies: Up to 25% of the available points may be spent on troops from the following lists: Magyars, Cuman and Later Khazars (see the Steppe Nomads list), Eastern Barbarians (FOTW), Komnenian Dynasty Byzantines, Danish Vikings (Shieldwall), Lithuanians and other infantry based armies (until specific lists are available, use the Barbarian list in the WAB rulebook) and Early Poles (use Carolingian variant of the Western Franks list in Shieldwall).

Great Rus Special Rule

• In Great Rus armies, Malaia Druzhina may have Warhorses instead of Horses (+3 pts per model).

MONGOL INVASION (1200-1250 AD)

Characters: Up to 25% of the available points may be spent on characters. An Army General must be chosen.

Cavalry: At least 50% of the available points must be spent on cavalry.

Infantry: Up to 50% of the available points may be spent on infantry.

Allies: Up to 25% of the available point may be spent on troops from the following lists: Eastern Barbarians (FOTW), Palaeologan Dynasty Byzantines (Last Byzantines in Armies of Chivalry), Danish Vikings (Shieldwall), Lithuanians and other infantry based armies (until specific lists are available, Barbarian list in the WAB rulebook) and Early Poles (use Carolingian variant of the Western Franks list in Shieldwall).

Units available to Mongol Invasion Rus: All except Varjazi, Smerd or Voi may be selected.

Mongol Invasion Rus Special Rule

• In Rus Mongol Invasion armies, Malaia Druzhina may have Warhorses instead of Horses (+3 pts per model).

SPECIAL RULES

DANE AXES

The Scandinavian axe or long axe was a fearsome weapon and quite common due to its cheap and easy manufacture, as well as its usage for things other than cleaving enemies in twain. A wide variety of sizes were in use, from small, one-handed ones up to huge, two-handed versions. Some were in-between these two extremes and could be wielded both in one hand as well as in two. These one and a half versions were commonly used in one hand at the start of the battle, but later in both hands, either caused by the loss of the shield or from exhaustion.

The axes used by the Norsemen are for this list only and classified as follows. The smaller one-handed axes are hand weapons. The one-and-half axes are Dane Axes (they were all technically called by that name but here it's used for distinction) which count as halberds. Finally, the great or double-handed axes represent the large axes and go under the rules for normal double-handed weapons.

Remember, when using a halberd or other two-handed weapon, you cannot use any armour save for a shield.

SVYATOSLAV IGOROVICH

Born 942 AD, Died 972 AD

The first-born son of Igor and Olga was to spend his life on the battlefield, travelling from conflict to conflict. When Svyatoslav was three years old, his father, the ruler of Kiev, was killed by the Drevjlans while on a tax collection trip. Drevjlan nobles now figured that if one of them married Olga and adopted Svjatoslav they could include Kiev in their holdings. They sent twenty of their finest nobles to woo the widow Olga. She greeted them warmly and asked them to come back the following day. When they arrived (according to legend carried in their boats on the behest of Olga), they were thrown in a pit and buried alive. But the stubborn Drevjlans sent another batch of suitors. Olga received them and told them to wash up in the sauna. When the suitors entered the sauna it was put on fire and the Drevjlans burned to death. Olga now sent a messenger to the Drevjlans – she wanted to collect her husband's body and to throw a funeral party. During the excesses at the party, Olga's men fell upon the Drevjlans and killed many of them. Olga then laid siege to the Drevjlan capital and burned it to the ground when her harsh demands were not met – according to legend she released birds carrying burning cinders over the city. Another legend tells that the then four year old Svjatolsav threw the first spear in the battle preceding the siege. After avenging her slain husband, Olga roamed the countryside for a few years before finally embracing the Byzantine church – allegedly being baptised by Emperor Konstantin himself.

With such a mother, Igor as his father and Rurik himself as his grandfather, it was no wonder that Svjatoslav ruled as a warrior and not as an administrator. Immediately after reaching manhood, he rode out at the head of his army to expand his base for tithes. He is credited with conquering the land of the Khazars, wiping out their entire wealthy civilisation in the process. The fall of the Khazars let another tribe gain access to the land of the Rus. The Pecheneg tribe (or tribal confederation) would soon turn out to be an even bigger problem than the Khazars – they respected few treaties and even less borders.

After he had dealt with the Khazars, he turned south to the Bulgars and waged a successful war against them, reputedly capturing more than eighty towns along the Danube. He was said to have lived simply, sharing the hardships of his men, sleeping under the open sky on his saddle and eating the same food.

Svyatoslav took up residence in the town of Pereyaslavetz and extracted tribute from the Greeks in the area. Meanwhile the Pechenegs were roaming the area around Kiev and finally laid siege to the capital itself. The beleaguered city, where both his mother Olga and his brothers resided, sent envoys to their Prince beseeching him to come home and fight the Pechnegs instead of gathering riches and glory in the south. Svjatoslav quickly moved north with his army – he relieved the city and drove the Pechenegs out on the steppe again. He then consolidated his realm by appointing his brothers as rulers of Kiev, Dereva and Novgorod.

After securing his domain, his eye soon turned south and found that the Bulgars held his intended capital, Pereyaslavetz. After a fierce fight where the Bulgars at first seemed to have the upper hand, the Rus reconquered the city. Svyatolsav sent a message to the Byzantines demanding tribute. This was received with some scepticism, but the Byzantines eventually agreed to pay for each warrior in Svyatoslav's army. That way they learned about the number of Rus warriors, a figure inflated by the Rus themselves in order to get more gold. After a long campaign of diplomacy deigned to placate Svyatoslav and turn his Magyar and Pecheneg allies, the Byzantine emperor John Tzimisces led a large army into Bulgaria to drive the Rus away. John Tzimisces and Svyatoslav clashed at Silistria (or Dorostolon) in 971 AD. The Rus repulsed the Byzantine cavalry charges time and time again and according to legend they broke only when a strong gust of wind blew sand in their eyes, blinding them.

After a 65-day siege, Svyatoslav was forced to surrender to the Byzantines. They were very impressed with his blond, pale looks and Leo Diokanus describes him as "...of average height, neither too tall nor too short; he had bushy eyebrows, blue eyes, a flat nose. He shaved his beard on the chin but coarse hair hung from his upper lip. His head was bald and on one side there was left a long tail as a sign of his family's nobility. His neck was thick, his shoulders broad and his whole was well proportioned. He seemed gloomy and wild..."

After being released by the Byzantines after promises of peace and showered with gifts, Svyatoslav left with a small following of his closest retainers. The Byzantines had notified the Pechnegs that Svyatolsav was travelling almost alone and which route he was taking. They attacked and killed him – it is said that his skull was made into a silver inlaid drinking cup for the Pecheneg Khan. Thus ended the life of the last pagan prince of the Rus in 972 AD. Soon after his son Vladimir converted the Rus to orthodox Christianity out of practicality as much as devotion.

ARMIES OF THE RUS

CHARACTERS

COMMANDERS AND SUB-COMMANDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Warlord	4	6	5	4	4	3	6	3	9	175
Voevodo	4	6	5	4	4	2	6	3	8	110
Tysiatski	4	5	4	4	4	2	5	2	8	90

Equipment: Hand weapon, light armour and a shield. May have heavy armour (+4 pts), throwing or thrusting spear (+2 pts), and either javelins (+2 pts) or a bow (+3 pts). If on foot, he may have a double-handed weapon (+2 pts), an additional hand weapon (+3 pts) or a Dane Axe (+2 pts). May ride a warhorse (+16 pts).

Army General Options: If no other General has been chosen, a Voevodo may be upgraded to Army General (+25 pts). If the total army size is less than 2,000 pts, a Tysiatski may be upgraded to Army General (+25 pts).

Special Rules: Army General. If the army is led by a Warlord, it must contain the Malaia Druzhina or a unit of Varjazi (depending on the chosen army list). The Rus Warlord must join the Malaia Druzhina (or the Varjazi Druzhina) and may not leave them as long as they are on the battlefield.

The Warlord entry is intended to represent Kjnazi, Grand Prince, Prince or Khagan, depending on the period of the army.

0-1 ARMY STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Army Standard	4	4	4	4	4	2	5	2	8	95

Equipment: Hand weapon, light armour and a shield. May have heavy armour (+4 pts), javelins (+2 pts) and may ride a warhorse (+16 pts).

Special Rule: Army Standard Bearer.

RUS BERSERKER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Rus Berserker	4	4	3	4	3	1	4	2	8	20

Equipment: Hand weapon and a shield. May have light armour (+2 pts), throwing or thrusting spear (+2 pts), javelins (+1 pts), double-handed axe (+2 pts), Dane Axe (+2 pts) or an additional hand weapon (+2 pts). May be Riding a Horse if with mounted infantry (+1 pt).

Special Rule: May only be included in units of Varjazi. Rus Beserkers cannot apply their leadership value to, or leave, the unit they are with. They do not count towards the number of characters in a wedge.

In close combat, enemy models in base contact with a Beserker must fight against them. Any excess wounds are 'carried over' to the Varjazi unless the combat was a challenge, in which case the normal rules for a challenge apply.

The 'Beserker cult' gradually disappeared as the Rus converted to Christianity. For later Rus armies this entry can represent a particularly fierce Varjazi champion.

CAVALRY

DRUZHINA

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Malaia Dr.	8	4	4	3	3	1	4	1	8	27
Grid Druzhina	8	4	4	3	3	1	4	1	8	22

Equipment: Hand weapon, light armour and a shield. May have thrusting spear (+2 pts) and either javelins (+1 pt) or a bow (+2 pts). Malaia Druzhina may also have heavy armour (+1 pt).

Special Rules: All Druzhina cavalry are treated as Superior Byzantine Cavalry. Malaia Druzhina are Drilled and Fearsome and worth an extra 100 VPs if destroyed, similar to an Army Standard Bearer.

Appearing in the late 10th Century, the Druzhina were the bodyguards and retainers of the Knjazi, forming his ruling body and the nobles of the Rus. The heavy armour option is to allow for the arm and legging armour used in some places. The Grid Druzhina were made up from lesser nobles of the Rus – able warriors and retainers of the Malaia Druzhina. For the early Pagan Druzhina, use the Varjazi instead.

CHERNYE KLOBUKI (BLACK HOODS)

	M	WS	BS	S	T	W	I	A	Ld	Pts
Black Hoods	8	4	3	3	3	1	4	1	7	22

Equipment: Hand weapon and a bow. May have light armour (+3 pts), shield (+2 pts) or a buckler (+1 pt) and thrusting spear (+2 pts).

Special Rules: Light Cavalry. Expert Horsemen. May use Feigned Flight and Parthian Shot. One unit of Chernye Klobuki may be chosen for each two units of Tribal or Militia Light Cavalry (allied tribes).

These represent allied nomad tribes that left their territories to serve as mercenaries under a Rus warlord. They appeared in the late 11th Century as a part of the Rus armies.

TRIBAL AND MILITIA LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal Cavalry	8	3	3	3	3	1	3	1	7	18
Militia Cavalry	8	3	3	3	3	1	3	1	6	14

Equipment: Hand weapon. May have a shield (+2 pts) or a buckler (+1 pt), thrusting spear (+2 pts) and either javelins (+1pt) or a bow (+2 pts).

Special Rules: Light Cavalry. Tribal cavalry may use Feigned Flight, Parthian Shot and are Expert Horsemen.

Tribal light cavalry should be the most common type of light cavalry except in special circumstances. Militia on horses were generally of a poorer quality than the allied tribes.

INFANTRY

VARJAZI (VARANGIANS & RUS WARRIORS)

	M	WS	BS	S	T	W	I	A	Ld	Pts
Varjazi Warrior	4	4	3	3	3	1	4	1	8	15

Equipment: Hand weapon, light armour and a shield. May have throwing or thrusting spear (+1 pt), javelin (+1 pt), double handed axe (+2 pts), or a Dane Axe (+2 pts). 0-1 unit may *Ride Horses* as mounted infantry (+1 pt per Varjazi warrior and character in the unit).

Special Rules: *Fearsome*. Different Equipment – 25% of the models in the unit may be armed with double-handed axes who must be placed in the front rank(s). May form a Svinfylking or a shieldwall but not both at the same time. Each unit may contain up to three Berserkers.

Varjazi were common in early Rus armies and then became increasingly rare until 12th Century AD when they were no longer in use. To represent the early Pagan Druzhina on foot in the 9th and 10th centuries, use the Varjazi.

MILITIA (CITY MILITIA & GARRISON TROOPS)

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon and shield. May have light armour (+2 pts). May have a thrusting spear (+1 pt) and javelins (+1 pt) or bow (+2 pts).

Special Rules: Shieldwall. Combined Formation: Up to 50% Archers allowed – placed in the rear ranks.

The amount of light armour available to these troops varied according to the wealth of the city they were protecting.

NORTHERN TRIBAL WARRIOR ALLIES (VOI)

	M	WS	BS	S	T	W	I	A	Ld	Pts
Voi	5	3	3	3	3	1	3	1	5	5

Equipment: Mixed weaponry (counts as a hand weapon and javelins) and a shield. May have either a bow (+2 pts) or thrusting spears (+1 pt).

Southern Voi Variant: The southern tribal warriors were used to fighting in forests, hills and broken terrain. Any Voi unit may be designated as Southern Voi (free), who count as Light Infantry.

Special Rules: Warband. *Levies.* Combined Formation. Up to 50% Archers allowed – placed in the rear ranks.

The hill dwelling Slavs to the south had a more fluid way of war when compared to their northern cousins. Voi as a part of Rus armies became increasingly rare after the 12th Century.

SMERD (PEASANT LEVIES)

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peasant	4	2	2	3	3	1	2	1	5	3

Equipment: Armed with farm implements (treat as a hand weapon) and a shield. May have thrusting spear (+1 pt).

Special Rules: *Levies.* May not include a Musician or Standard Bearer.

The Smerd became rare in the late 12th Century and were only used in emergencies, but they were also used by the poorest of Princes.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Rus	4	3	3	3	3	1	3	1	7	7
Slavic	5	2	3	3	3	1	3	1	5	5

Equipment: Bow and a hand weapon. May exchange their bows for javelins and shields (free). In Mongol Invasion armies, Rus Skirmishers may exchange their bow for a crossbow (+4 pts), and may have light armour (+2 pts).

Special Rules: Skirmishers. *Levies.* At least as many Militia models as Rus skirmisher models must be bought. At least as many Northern Tribal warrior allies as Slavic skirmishers must be chosen. In Mongol Invasion armies, the number of models armed with crossbows may not exceed those armed with bows.

The Rus entry represents the Rus hunters, garrison troops or the Finno-Ugrian allies of the Rus or any other kind of higher quality skirmishers that were more often used on the battlefield as missile support than actual skirmishers. The amount of light armour should only be higher in rich areas and troops armed with crossbows were most likely to wear light armour. The troops equipped with javelins were usually from the northern provinces. The crossbows have so far only been found to be used in the north-western areas.

The Slavic entry represents peasant hunters or tribal warrior (Voi) allies. The skirmishing troops equipped with javelins were usually from the northern provinces.



THE LATE BYZANTINES

MACEDONIAN SUCCESSORS AND THE KOMNENIAN DYNASTY 1042 – 1185

"In his fourteenth year, he was anxious to join the Emperor Diogenes on the extremely arduous campaign he was conducting against the Persians, and by this very longing he declared his animosity against the barbarians, and showed that, if he ever should come to blows with them, he would make his sword drunk with their blood; of such a warlike temper was the boy."

On the young Alexios Komnenos,
from The Alexiad, Book I.I.

'THAT TERRIBLE DAY'

The twenty-five years that followed the death of Basil II were chaotic and eventually fatal. The Seljuk Turks, a new aggressive neighbour to the east, were an increasing threat to the Empire, and to the many weak emperors of mid-11th Century, armed forces were a low priority. It was not until the capable army general Romanos IV Diogenes seized power in 1068 that the Seljuks met any real Byzantine opposition. His campaigns against the Seljuks went well, but in 1071 total disaster befell Emperor Romanos. On what was later to be known as 'That Terrible Day', Romanos and a huge campaign army were defeated near Manzikert on August 19th. Romanos himself was taken prisoner, ironically by a Byzantine mercenary employed by the Turks.

It is debatable whether the Battle of Manzikert resulted in any significant military losses. Though it has been compared to the Battle of Adrianople in 378 AD, it does seem clear that the blow to the Imperial army was nowhere as devastating as in 378 AD. The damage done by this disastrous battle was of a different nature: It showed the enemies of Byzantium that its military power was waning.

THE CATASTROPHE

Large landowners became increasingly powerful, and the Theme system had been left to slowly disintegrate – by the end of the 11th Century it could no longer provide the army with a body of trained and equipped semi-professional soldiers. During the ten years following the defeat at Manzikert, a civil war rendered the Byzantine army useless and the victorious Seljuk Turks quickly seized most of Asia Minor where they founded their own empire with the impudent name of Rûm (Rome). As most of the eastern themes had been lost, the Theme system was now finally shattered. Although the old Tagmata were reinforced with newly founded regiments, the major part of the army was now drawn from allies and mercenaries.

ALEXIOS KOMNENOS

In 1081, Alexios I Komnenos ascended the throne. Being one of the more remarkable late Byzantine emperors, Alexios fought, and mostly lost to, Normans, Seljuks and Pechenegs in turn. From the west, Italo-Norman warlords had taken the last Byzantine cities in Italy, and they soon turned to Greece and Dalmatia for further conquests. Led by the ruthless Robert de Guiscard, an Italo-Norman force landed near the Byzantine city of Durrachion on the Adriatic coast. In 1081, he defeated a Byzantine relief force and sacked the city after a month-long siege. Soon after, Robert was forced to return to Italy to quench a rebellion, and with the aid of the Venetian fleet, Durrachion was retaken.

FIGHTING OFF THE SELJUKS

In 1090, the Seljuks, aided by the Pechenegs, reached Constantinople and lay siege to the capital. It was not until Alexios allied himself with another nomadic tribe, the Cumans, that the siege was lifted.

As Alexios had successfully thrown back the Normans, he could now concentrate on his eastern frontier. To strengthen his armies he requested the aid of the Catholic church and the Pope, Urban II, to fight off the 'infidel Turks'. But things did not quite turn out the way Alexios had hoped they would. Instead of the planned Byzantine counterstrike backed by western knights, the campaign turned into the First Crusade. During the crusade, European knights settled in the conquered areas, mainly in northern Syria. Alexios, who had agreed to feed and equip the army as payment for reconquering the Byzantine provinces, was furious. War between Byzantium and the newly founded kingdom of Antioch, ruled by Robert Guiscard's son, Bohemund, soon broke out.

THE KOMNENIAN DYNASTY

Alexios's successors continued the fight for dominance in the Balkans and in the east. Normans, led by Robert Guiscard's nephew Roger II seized the island of Corfu and sacked Corinth and Thebes in Greece. A prolonged war with the Italian city state Venice over trading rights in the Eastern Mediterranean resulted in defeat, and the Byzantines had to grant the Venetians exclusive benefits. Alexios's son, John II, continued the war against the kingdom of Antioch, and in 1137 he seized the city. Soon after, the Second Crusade threatened Constantinople, but after negotiations between the Crusaders and the Byzantines, the Crusade continued into Asia Minor where it soon turned into a total fiasco.

John II Komnenos's main achievement was initiating a reconstruction of the native Byzantine army. He rebuilt the military by introducing the Pronoia system: the military elite, the stratiotes, were granted fiefs in exchange for mustering a small force in times of war. Although introduced by John, the Pronoia system was not used throughout the empire until much later, under the Palaeologan dynasty.

Alexios's grandson, Manuel, continued both his father's work and the war against the Seljuk Turks. Since the ascension of Alexios, the military had slowly regained its strength, and though relying heavily on mercenaries and allies, it could muster an impressive army. In 1176, Manuel campaigned against the Seljuk Turks, and for the second time within about a century disaster struck. At the Battle of Myriokephalon, the Byzantines suffered a defeat as devastating as the one at Manzikert.

THE FOURTH CRUSADE

In 1202, a Crusader army gathered to take advantage of the death of the Muslim champion, Salah al-Din. The crusaders relied on the Venetian fleet to transport them to the east, and the Doge of Venice, Enrico Dandolo cleverly exploited their dependency. He redirected the fleet to Constantinople, and as a conflict between rivals to the Byzantine throne raged in the capital, the Doge was conveniently provided with an excuse to take the city. The usurper, Alexios IV, promised the crusaders a giant sum as payment for their aid, and he had to collect outrageous taxes to pay the Westerners. A riot against Alexios soon resulted in his death.

The crusaders lost their patience with the Byzantines and besieged Constantinople. On Good Friday, April the 13th, 1204, Constantinople was sacked and subsequently plundered for days on end. Priceless works of art and collections of books were destroyed and huge treasures were carried off by the Westerners. The crusaders installed a puppet emperor and the Byzantine Empire was divided as spoils between the Doge and the knights.

THE END OF BYZANTIUM

Although Byzantium survived for several centuries after the reconquest of Constantinople in the middle of the 13th Century, it was now reduced to a state of little consequence. Its armies were small and often poorly equipped, and it retained little of the splendour of the once mighty Byzantine army.

The Byzantines held out until May 28th, 1453, when the Ottoman Turks finally sacked Constantinople after a protracted siege. Its last emperor, Constantine XI died on the Great Walls, defending his weakened capital, by now little more than a shadow of its former self. Constantinople lived on to become Istanbul, the heart of the Ottoman Empire – Byzantium was no more.

LATE BYZANTINE ARMIES

The military successes of the 10th and early 11th Centuries were followed by a period of complacency and erratic government. The army and navy were left to decline, and were subject to drastic reductions. From the middle of the 11th Century, the Theme system was largely replaced by wholly professional regiments, and the number of mercenary units grew. As mentioned in the Thematic Byzantines chapter, both the standing provincial and imperial forces were now called tagmata. Initially, there were differences in quality and equipment between the two types of tagmata, but by the end of the Komnenian period they had become largely indistinguishable. Formally, the thematic names and titles of regiments and commanders remained largely unchanged until Manzikert, but both the size of units and their efficiency shrank.

In the late 11th Century, various emperors tried to re-establish a reasonably dependable military, Emperor Romanos IV Diogenes being the most successful. But his efforts failed to produce any long term results, and after the defeat at Manzikert and the civil wars that followed, the army became almost non-existent. When Alexios Komnenos assembled forces in Constantinople in 1081, a mere few hundred men was all that could be mustered. Needless to say, Alexios Komnenos had to start from scratch. He and his successors did manage to recreate some native Byzantine regiments (such as the Athanatoi, see the Duhrrachion scenario), but as a whole, Komnenian Byzantine emperors had to rely mostly on mercenary troops: European knights, Turkish horse archers, Slavic and Balkan warriors and horsemen all served under the Imperial banner. Most guard units were also made up of foreigners: Turcopoloi (descendants of settled Turks), Skythikoi (nomad horse archers from various nomadic tribes), Latinikoi (western knights) and Varangoi (increasingly consisting of mercenaries from all over Europe).



Some of Alexios's successors tried to revitalise the Byzantine army by reintroducing militia systems (such as the Pronoia system introduced by John II Komnenos, see above), but neither proved very successful.

To some extent the Komnenian Byzantine armies used the tactics and deployment described in the great military treaties of the 11th Century. Although the overall quality and skill had declined, the Byzantine army still managed to restore some of its previous glory. But as a large part of the army was made up of mercenaries, the hired units's individual type of tactics dictated the way they were used. The fighting style was no longer distinctly Byzantine but more a reflection of whatever mercenaries were employed at that particular time.

While European military technological advances had resulted in improved armour, better crossbows and bows, the Byzantines stubbornly held on to their increasingly obsolete tactics and armoury.

ARMY COMPOSITION

MACEDONIAN SUCCESSORS (1042-1081 AD)

Characters: Up to 25% of the available points.

Infantry: Up to 75% of the available points.

Cavalry: At least 25% of the available points. Two units of Skythikoi may be chosen.

Special Units: Up to 25% of the available points.

Allies & Mercenaries: Up to 33% of the available points may be spent on Pechenegs and Alans (see the Steppe Nomads list). None of the troops listed as Allies & Mercenaries below may be chosen.

Macedonian Successors Special Rules

• One unit of Light Pronoiarios may be upgraded to Prokousatores (+1 pt per model). In the Prokousatores unit, no more than 25% of the models may take bows instead of spear. Prokousatores have *Feigned Flight*.

• To represent the few able commanders still present in the declining Byzantine army in this period, up to two characters may be drawn from the Thematic Byzantines list. Only Themata Commanders, including a Strategos, may be chosen (although he may not be upgraded to Army General).

• The Englino-Varangoi Guards in Macedonian Successor armies may be *Fearsome* (+2 pts).

KOMNENIAN DYNASTY (1081-1185 AD)

Characters: Up to 25% of the available points.

Infantry: Up to 50% of the available points.

Cavalry: Up to 75% of the available points. For every unit of Kavallarioi Guards, a unit of Regular or Irregular Kavallarioi must be taken as well.

Special Units: Up to 33% of the available points.

Allies & Mercenaries: Up to 33% of the available points may be spent on either Allied & Mercenary troops, and on Pechenegs, Cumans and Alans (see the Steppe Nomads list/allies section). Allies may also be drawn from westerners from the Early Crusades and from Crusader States (until relevant lists are released, use the AoA Crusader list).

Komnenian Dynasty Special Rules

• In Komnenian Byzantine armies, Guard Kavallarioi and the Emperor's Guards may exchange Kontarion for lance (+2 pts). Such units imitate western knights – they cannot combine with archers, and no longer count as Superior Byzantine Cavalry. However, they may count their rank bonus up to +1.

• Latinikoi Cavalry may ride barded warhorses (+4 pts).

• Instead of taking Solenarion, one unit of Regular Psiloi may exchange javelins or sling for a crossbow (+4 pts).

ALEXIOS I KOMNENOS

Born 1048 in Constantinople, died 1118

Alexios was not the first Komnene to become emperor. His uncle, Isaac I Komnenos (r. 1057-59) had tried in vain to reverse the unfortunate developments that followed the death of Basil II. He curbed corruption and tried to refill the exhausted treasury, but gave up in 1059 when he abdicated and became a monk.

By 1081, the situation was no less serious. After the Manzikert defeat, the Seljuk Turks had been allowed to move into eastern and central Anatolia unchecked.

By the time of his accession, Alexios had had his share of military experience – he served as a senior officer in the armies of Romanos IV, Michael VII and Nicephorus III. In 1081 he seized the throne, backed by the powerful Ducas family (to which his wife, Irene, belonged).

Although suffering defeat at Durrachion in 1081, Alexios drove back the Italo-Normans, led by Robert de Guiscard the following year. The victory didn't come cheap, though. In exchange for naval aid, he granted Venice extensive trading rights in the Byzantine Empire. Less than ten years later he finally succeeded in defeating the Pechenegs – a semi-nomadic tribe, formerly allies to the Byzantines. In the East he managed to stabilise the situation by signing treaties with the Sultans of Rûm.

Internally, Alexios rebuilt and reformed the corrupt imperial administration, and raised a professional military that re-established Byzantine strength in western Anatolia. He did not, however, attempt to curb the increasing power of the landed magnates who had threatened the unity of the empire in the early and mid-11th Century. Instead he rewarded service in the military with fiscal rights, thus establishing an essentially feudal system that was to be used increasingly by later Byzantine rulers.

Although Alexios stabilised the empire, the number of potential enemies steadily increased. As a result of the First Crusade (1096-1099) a number of small Crusader states arose in Syria and Palestine. These were to prove an almost continuous thorn in the side of the Late Byzantine Empire. In the West, Italo-Normans were still a threat to Byzantine territories, and the rising power of Hungary and the Balkan principalities also contributed to surround Byzantium with potentially hostile forces.

LATE BYZANTINE ARMIES

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Megas Domestikos	8	5	5	4	3	3	6	2	9	150

Equipment: Hand weapon. Rides a warhorse. May have light armour (+3 pts), heavy armour (+4 pts), bow (+3 pts), throwing or thrusting spear (+2 pts), Kontarion (+3 pts), lance (+4 pts), shield (+2 pts) and half-barding (+2 pts) or barding (+4 pts).

Emperor as Army General: The Megas Domestikos may be upgraded to Basileus (Emperor +10 pts, add +1 to Toughness).

Special Rule: Army General.

0-1 ARMY STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Army Standard	4	4	4	4	3	2	5	2	8	75

Equipment: Hand weapon. Rides a warhorse. May have light armour (+3 pts), heavy armour (+4 pts) and shield (+2 pts). The warhorse may have half-barding (+2 pts) or barding (+4 pts).

Special Rule: Army Standard.

COMMANDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Doux	8	5	5	4	3	2	5	2	8	85
Kastrophylax	8	4	4	4	3	2	5	2	8	60
Latin Noble	8	5	4	4	3	2	5	2	8	70

Equipment: Hand weapon. Rides a warhorse. May have light armour (+3 pts), heavy armour (+4 pts), throwing or thrusting spear (+2 pts), Kontarion (+3 pts), lance (+4 pts), shield (+2 pts) and half-barding (+2 pts) or barding (+4 pts).

Doux as Army General: If no General has been chosen, a Doux may be upgraded to Army General (+25 pts).

Special Rule: Latin Nobles must lead Latinikoi cavalry.

At first the Doux title was used for commanders of small border themes, but later it replaced the old strategos title as the term used for provincial governors. The term 'Kastrophylax' means 'castle commander', and was used for the officers in command of a city's or fortress's troops.

CAVALRY

KAVALLARIOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-2 Guard	8	4	3	3	3	1	3	1	7	21
Regular	8	3	3	3	3	1	3	1	7	20
Irregular	8	3	3	3	3	1	3	1	6	17

Equipment: Hand weapon, Kontarion, light armour and shield. Guard Kavallarioi may have heavy armour (+1 pt).

Light Cavalry Option: Every other unit of Regular or Irregular Kavallarioi may be designated as Light Cavalry (free). They may take no further equipment.

Special Rules: Combined Formation – Up to half the models may exchange spear for bow (free), but may take no further equipment if they do so – archers are placed in the rear ranks. Guards and Regular Kavallarioi are Superior Byzantine Cavalry.

Native Byzantine cavalry no longer formed the core of the army, but were used in support of more prestigious troops, such as western knights. Only a minority of the kavallarioi were well-trained and equipped.

SKYTHIKOI and TURKOPOLOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Sky/Turk	8	3	4	3	3	1	4	1	7	25

Equipment: Hand weapon and bow. May have throwing spear (+1 pt), javelins (+1 pt), and either buckler (+1 pt) or shield (+2 pts).

Special Rules: Light Cavalry. Nomad Cavalry.

While Skythikoi were mercenaries drawn from the nomadic tribes living in and around the empire, Turkopoloi were 'sons of Turks' – ie, Christianised Turks.

INFANTRY

KONTARATOI/HOPLITAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Regular	4	3	3	3	3	1	3	1	6	6
Irregular	4	2	2	3	3	1	2	1	6	4

Equipment: Hand weapon, throwing or thrusting spear and shield. May have javelins or darts (+1 pt) and light armour (+2 pts).

Special Rules: Shieldwall. Combined Formation – Up to half of any Kontaratoi unit may exchange spear for bow (free) – archers are placed in the rear ranks and may take no further equipment. Irregular Kontaratoi count as *Levies*.

In the late Byzantine period, the kontaratoi played only a minor role. Most infantry were used as light troops, providing missile support to the cavalry.

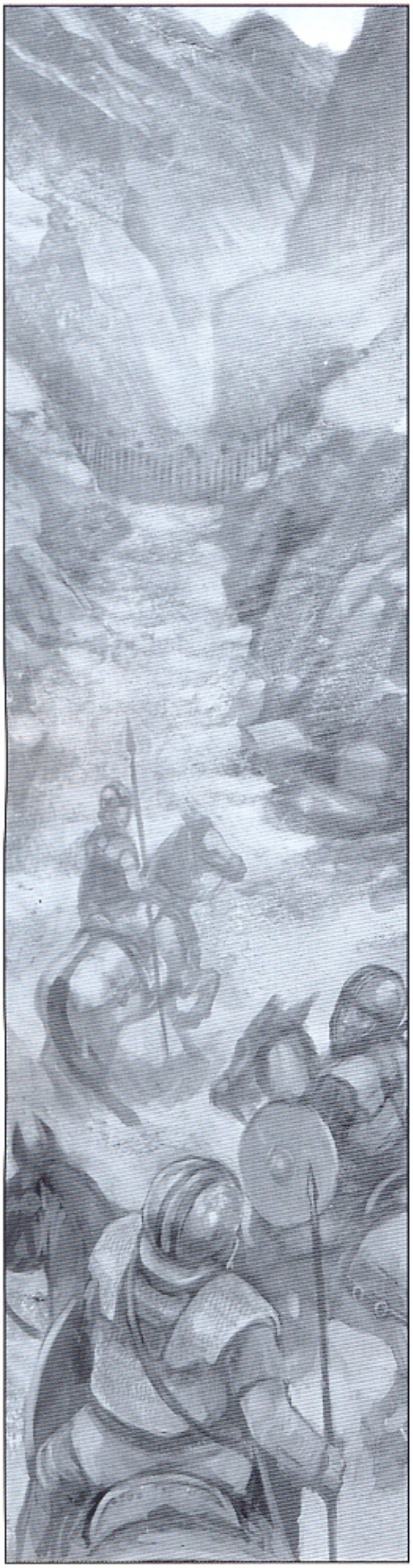
LIGHT INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-2 Guard	4	3	3	3	3	1	3	1	7	7
Regular	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon and shield. May have either throwing spear (+1 pt), javelins (+1 pt) or sling (+1 pt). Guards may also have light armour (+2 pts).

Special Rule: Light Infantry.

Light infantrymen had a much better chance than spearmen against heavily armoured cavalry, especially if fighting in broken ground and wooded areas.



PSILOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Regular	4	3	3	3	3	1	3	1	5	5
Irregular	4	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon, javelins or sling & buckler. May exchange sling or javelins for bow (+1 pt).

Solenarion Option: Two units of Regular Psiloi may exchange javelins or sling for Solenarion (+3 pts).

Special Rules: Skirmishers. Irregular Psiloi are *Levies*.

SPECIAL UNITS

LATINIKOI KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	34
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, light armour and shield. Thrusting spear if on foot, lance and warhorse if mounted. May have heavy armour (+1 pt).

Special Rule: Mounted Latinikoi knights have Ferocious Charge, and may count their rank bonus up to +1.

Western knights were employed on a grand scale by Byzantine emperors, especially by Manuel I Komnenos. In this period, western knights were extremely well-armoured, but they could become very exposed to missile fire, and the intense Mediterranean summer beat could take its toll as well.

0-2 LATINIKOI INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Latinikoi	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, shield and thrusting spear. May have light armour (+2 pts). Two units may exchange shield and spear for either bow (free) or crossbow (+4 pts).

Special Rules: Combined Formation – Latinikoi infantry with spears may combine with up to 50% Archers or Crossbowmen. Unless they are combined with Spearmen, Latinikoi Archers and Crossbowmen are Light Infantry. Latinikoi Infantry may only be taken if at least one unit of Latinikoi Knights has been chosen as well.

Western infantry fought in support of their knightly masters. Their extensive use of the crossbow made them every bit as deadly as Turkish horse archers.

ENGLINO-VARANGOI GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Varangian	4	4	3	3	3	1	4	1	9	15

Equipment: Hand weapon, thrusting spear and light armour. May have javelins (+1 pt), shield (+1 pt) and heavy armour instead of light armour (+1 pt). May exchange thrusting spear for double-handed axe (+2 pts) or a Dane Axe (+1 pt) that counts as a halberd. May be *Riding Horses* (+1 pt).

Special Rules: Stubborn. Shieldwall. May only be used in armies led by an Army General.

From the late 10th Century, the Varangian Guard was made up of troops from all over Europe, not just Scandinavia and Russia. Even before the Norman victory at Hastings, a large host of Anglo-Saxons and Anglo-Danes apparently took Byzantine employment.

0-1 EMPEROR'S GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guards	8	4	4	3	3	1	4	1	8	25

Equipment: Hand weapon, shield, light armour and either Kontarion or Heavy Maces. May ride warhorses (+3 pts), have heavy armour (+1 pt) and half-barding (+2 pts) or barding (+4 pts).

Special Rules: Superior Byzantine Cavalry. Combined Formation – every other model may exchange Kontarion or Heavy Mace for bow, but may take no more equipment if they do so – archers are placed in the rear ranks. The Emperor's Guards must be the smallest cavalry unit in the army, and must be led by the Emperor at all times.

The very best native cavalrymen were found in the Emperor's Guards. In some periods, these trained to emulate western knights, in others they resembled the heavy kataphraktoi cavalry of the 10th Century.

ALLIES & MERCENARIES

TURCOMAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Turcoman	8	3	4	3	3	1	3	1	6	22

Equipment: Hand weapon and a bow. May have throwing spear (+1 pt) or javelins (+1 pt), and a shield (+2 pts).

Special Rules: Skirmishers. Nomad Cavalry.

Turkish cavalry drawn from the Oghuzz tribe were as renowned for their horsemanship as they were infamous for their unreliability.

BALKAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Heavy Cavalry	8	4	3	3	3	1	3	1	7	23
Light Cavalry	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon, shield and bow. Heavy Cavalrymen also have light armour, throwing or thrusting spear, and may have heavy armour (+1 pt). Light Cavalrymen may have either thrusting or throwing spear (+1 pt) or javelins (+1 pt).

Vlach Cavalry Option: Balkan Light Cavalry may be upgraded to Vlachs (+1 pt).

Special Rules: Balkan Heavy Cavalry may count their rank bonus up to +1. Balkan Light Cavalry and Vlachs are Light Cavalry. Vlachs have Feigned Flight.

Bulgar and Slavic cavalry served as both allies and mercenaries in the Byzantine army. The Byzantines despised the Vlachs, who they described as cruel and perverse, but they employed them nonetheless.

0-2 MERCENARY TRIBESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribesman	5	3	3	3	3	1	3	1	5	5

Equipment: Mixed weapons (count as hand weapon and javelins) and shield. May have throwing spear (+1 pt).

Special Rules: Warband Psychology Rule 1 and 2. Light Infantry.

MANUEL KOMNENOS

Born c. 1122, died 1180

Like his grand-father Alexios, Manuel Komnenos was a military man. He deeply admired all things western, and during his reign, tournaments and festivities were increasingly imported from medieval western Europe. Throughout his reign, he concentrated mostly on forming alliances with westerners, both in Italy and in the Latin states in Syria. But he was by no means a Latin lap-dog. In 1147-1148, he defended what is present-day Greece from the Siculo-Norman duke Roger II. When Roger died in 1154, Manuel attacked and captured much of his territories in Apulia (in southern Italy). From then on, Manuel's clear intentions were to take the entire Italian peninsula which had been lost to the Byzantines since the 7th Century. But the next year he was soundly defeated by a German/ Venetian/ Siculo-Norman alliance at Brindisi – the Byzantines were never to return to Italy.

Turned back in the West, Manuel now turned to the East. In 1158 and 1159, he campaigned in the Cilicia region, regaining territories lost since the reign of Alexois and forcing the Latin rulers of Syria and Palestine to accept Byzantine suzerainty.

Manuel Komnenos fared equally well in the Balkans. In 1167, Dalmatia, Croatia and Bosnia was annexed, and after campaigning against Hungary, his preferred candidate to the Hungarian crown was elected king in 1173.

While Manuel concentrated on the West and the Balkans, things went awry in Anatolia. Although he mounted campaigns against the Seljuks in 1145-1146, and again in 1160, they produced little results – Manuel had other things on his mind, and failed to appreciate the growth of Seljuk power.

By the time he did lead the first large-scale attack against the Turks, things went terribly wrong. In 1176, his army fell into an ambush at Myriokephalon that was as poignant as the defeat at Manzikert had been about a hundred years before. The prestige of the revived Byzantine army was crushed, along with Manuel's grand dream of restoring Byzantium to its former glory. Manuel continued to defend the empire until his death in 1180, but after the defeat at Myriokephalon he lacked the resources for a new large-scale war.

SCENARIOS

BATTLES OF THE BYZANTINES

On the following pages, you will find scenarios that recreate some of the battles fought by the Byzantine army. The battles chosen may not be the most famous or, indeed, most glorious examples of the prowess of the Byzantine army. However, they should amply portray the abilities and characteristics of the Byzantine army and its adversaries in each particular period.

A WORD ON SOURCES

As accounts of the described battles are less than exhaustive, both common sense and imagination has been used to fill in the blanks. In other incidents, such as the Battle of Yarmuk in 636 AD, the sources are plentiful but confusing and contradicting in their assessment of deployment and the units involved. Again, both research and reasoning has led to the layout of each battle scenario. If you feel the description of a particular, credible source has been neglected, feel free to make changes to fit your own interpretations.

BATTLEFIELD DESCRIPTIONS

After the brief introduction to the battle, the layout of the battlefield is defined. To make the explanation easier to understand, terrain features and their location are always described as seen from the Byzantine player's point of view.

ARMY SIZES & TROOPS

Normally, scenarios come with a long list of the troops involved, describing everything from the equipment they used to the size of each unit. Unfortunately, most battle accounts from the period covered in this book lack such precise information. Rather than trying to assess the exact composition and armament of each unit, it has been left up to the players to choose and equip their units.

The name of the army list used in the battle can be found at the beginning of the army description, and all units and characters must be chosen from that particular army list. Under each section of the army, the troop types in that part of the army have been listed. A maximum amount of points are available to each entry. It is then up to the player to select the units and their armaments. When more than one troop type has been listed in the same sentence:

- A slash (/) indicates that both or just one of the troop types may be chosen.

- A plus (+) means that at least one unit of each troop type must be chosen.

ARMY SECTIONS

In each scenario the armies have been divided into sections – usually a left wing, a centre and a right wing. To establish these sections, simply divide the deployment zone into three or four deployment sections of equal size, depending on the scenario and the table size. All units of a particular army section must be placed in their designated deployment section.

The army sections described in the scenarios may not be ideally suited for all tactics. Therefore, it may be necessary to transfer a few points from one part of the army to the other. This is no problem as long as both players agree on it before the battle begins.

RESERVES

Some units and army sections in the scenarios are described as Reserves. Units and army sections described as Reserves must be deployed in base contact with the player's table edge, and must remain stationary during the first turn.

ARMY SPECIAL RULES

Some of the army lists used in the scenarios normally use the Strategem special rule to portray their ability to gain the most favourable battle conditions. However, this special rule does not apply when using the army list to put together armies for the scenarios that follow.

CHARACTERS

Most of the army sections have a historical commander or subcommander assigned to them. He is described as a particular type of character (such as a magister, merarch, etc). All characters and their equipment are free. Each character may be deployed alone or as part of any unit in his army section.

BATTLE VARIANTS

In some scenarios, one or more variants are available. These are often added to account for special conditions that may or may not have had an influence on the battle. In other cases, particular battlefield conditions have been written as a scenario variant rather than as a part of the standard scenario to make it easier and faster to play. Adding a variant will often add to the length of the battle, but it should make for a slightly different and, hopefully, even more interesting battle.

GENERIC SCENARIOS

Playing the battles as generic scenarios can be done but it will take some work. Calculating the total size of the armies involved should provide an indication of the differences in strength between the two armies. Troop quality should be taken into account as well. The best way to do this is to find troop types that correspond largely to the ones described in the scenario – just be sure to agree on this before the battle begins!

BATTLE SIZES

An effort has been made to keep the battles playable, without having to paint and field massive amounts of figures. But big is beautiful. If you have enough figures to play large-scale battles, simply add 50% or even 100% to the point values of a particular scenario.

THE BATTLE OF DARA - 530 AD
JUSTINIAN BYZANTINES vs LATER SASSANID PERSIANS

In 530 AD, the newly appointed Magister Milites Belisarius faced a vastly superior Persian force outside the gates of the border garrison town of Dara. Only recently arrived from the west, Belisarius quickly had a ditch dug in order to turn the battlefield to his own advantage.

During the first day of battle, only minor skirmishes and a few challenges issued by Persian champions were fought as the Persians awaited the arrival of a further force of 10,000 infantry from their nearby garrison at Nisibis. The Persians attacked at midday the next day.

THE BATTLEFIELD

The hills on either side of the battle field at the ends of the ditch count as difficult terrain. The ditch is 3" wide and is a defended obstacle. The ditch counts as difficult ground for infantry and is impassable for cavalry.

The furthest parts of the ditch are set up approximately 18" in from the table edge and should have an approximate frontage of 3- 4ft.

There should be two small bridges in the centre of the ditch which have a width of 3". Two larger bridges across the ditch (positioned one on each flank) are 4" wide. Units may not march whilst on the bridge, and any charge is at the normal movement rate, and not doubled as normal. Units in skirmish formation are unaffected.

BELISARIUS'S ARMY

(Justinian Dynasty Byzantines)

LEFT WING – Thracians (Regular Heavy Cavalry) + Heruls in Ambush: 400 pts, Merarch: *Boutzes*.

CENTRE – Huns: 300 pts, Irregular Skutatoi + Psiloi: 450 pts, Bucellarii in Reserve: 150 pts, Magister Milites: *Belisarius*, Army Standard: *Belisarius's standard* Merarch: *Andreas the Champion*.

RIGHT WING – Armenians (Foederatii Heavy Cavalry): 250 pts, Merarch *(unnamed)*.

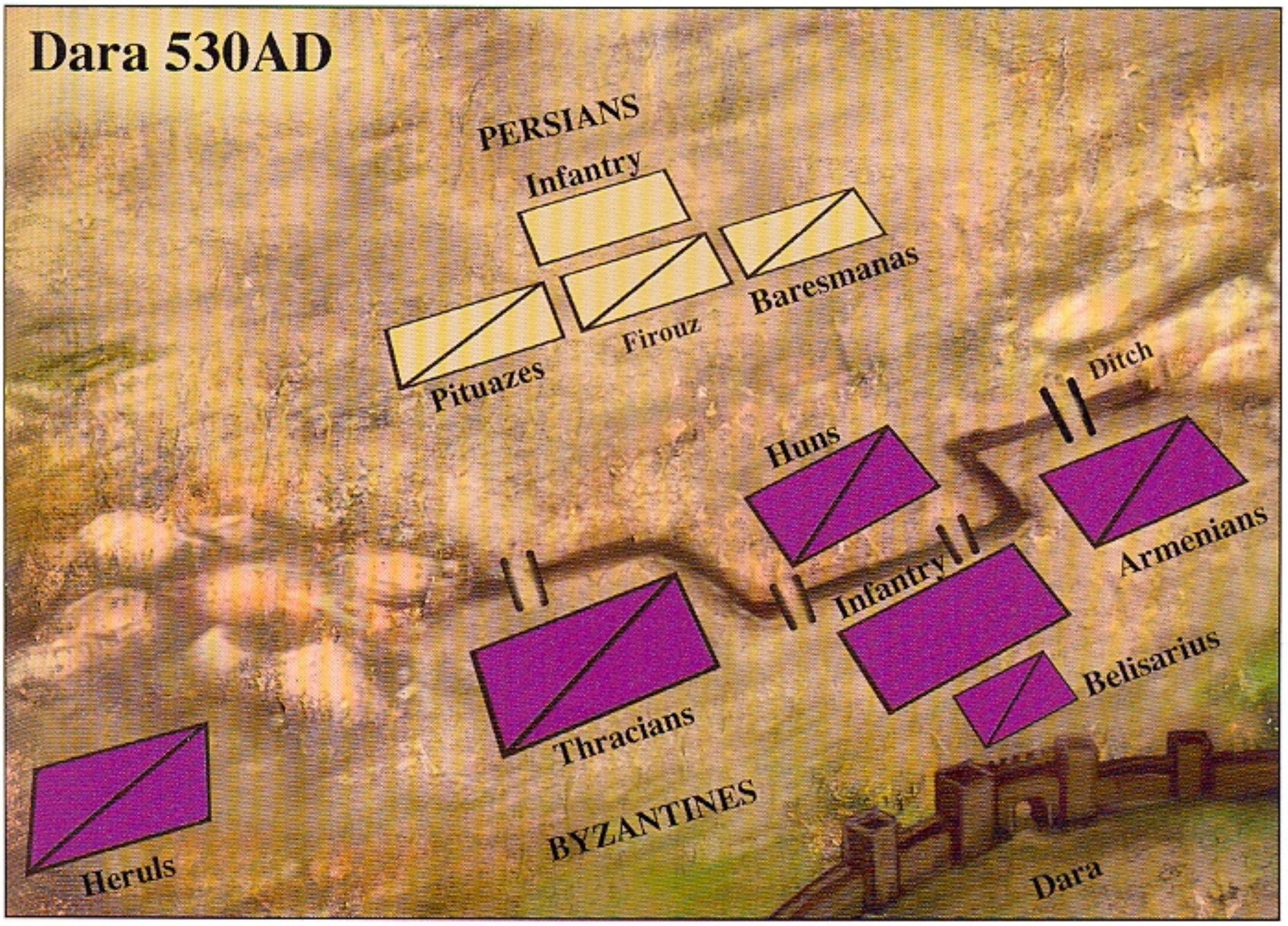
FIROUZ'S ARMY

(Later Sassanid Persians)

LEFT WING – Immortals (Royal Clibanarii): 650 pts, Marzban *Baresmanas*.

CENTRE – Regular Clibanarii: 400 pts, Levy spearmen + City Militia archers: 400 pts, Spahbedh: *Firouz* (Army General), Army Standard: *Firouz's standard*.

RIGHT WING – Regular Clibanarii: 650 pts, Commander: Marzban *Pituazes*.





THE BATTLE

The Battle of Dara is played as a Pitched Battle scenario with the following exceptions:

- The Persians automatically take the first turn.

- Holding each of the small bridges at the end of the battle is worth 25 Victory Points, and holding each of the larger bridges on the flanks is worth 50 Victory Points. To hold a bridge, at least one unfleeing and unengaged unit of five models or more must be within 3" of the bridge, and no enemy units may be closer than 3" to the bridge.

HISTORICAL OUTCOME

At noon on the second day, the Persians made an all-out assault on the Byzantine positions. On the left flank, units of Persian cavalry crossed the bridges and pushed back Boutzes's kavallarioi. The two units of Huns aided the Thracians in repelling the Persians back to the other side of the ditch. At that moment, the Heruls attacked the Persians in the rear from their concealed position behind the small hill – the Persians broke and were ridden down by the Heruls. On the right flank, the Immortals and the Armenian Kavallarioi fought a fierce battle. The Armenians could not hold the Immortals, but as the Persians pushed them back, Belisarius's Bucellarii and the Huns, who had just then returned from the left, slammed into the flank and rear of the Immortals who fled. As the Persian infantry saw the cavalry on both flanks withdrawing, they started falling back – this quickly turned into a full-scale flight.

VARIANT – SINGLE COMBAT

The battle can preceded by the Persians issuing a Single Combat challenge, as described in Appendix II.

THE BATTLE OF CASILINUS - 554 AD
JUSTINIAN BYZANTINES vs EARLY MEROVINGIAN FRANKS

In 552 AD, an Ostrogoth force was defeated by the Byzantine general Narses at Taginae, and it seemed that the Ostrogoth nobles had finally accepted their defeat. But then a new enemy entered Italy...

On the pretext of liberating the Ostrogoths, a substantial Frankish and Alemanni force crossed the Alps into Italy and began plundering the countryside. About half of the force dissolved fairly quickly as a result of disease and hunger. But around 18,000 Frankish warriors, led by the warlord Butilin, pitched camp north of Naples, near the Casilinus (present day Volturno) river.



Narses waited until the autumn of 554 AD before he moved against them. Soon after he arrived, the Frankish warriors swarmed out of their encampment. They then engaged the Byzantine army, who had just completed their deployment.

At this point, Narses was missing a large part of his army – the leader of his Herul mercenaries had killed a servant, and Narses had had him executed. As a consequence, the Heruls refused to fight, but after the rest of the army had deployed, they decided to take part in the battle after all...

THE BATTLEFIELD

The Byzantine table edge counts as the bank of the Casilinus river. A bridge that is 4" wide leads across the river at the centre of the Byzantine table edge. Then 8" from the left table edge and 6" from the Byzantine table edge, a forest runs along the bank of the river – it measures approximately 10" x 16".

NARSES'S ARMY

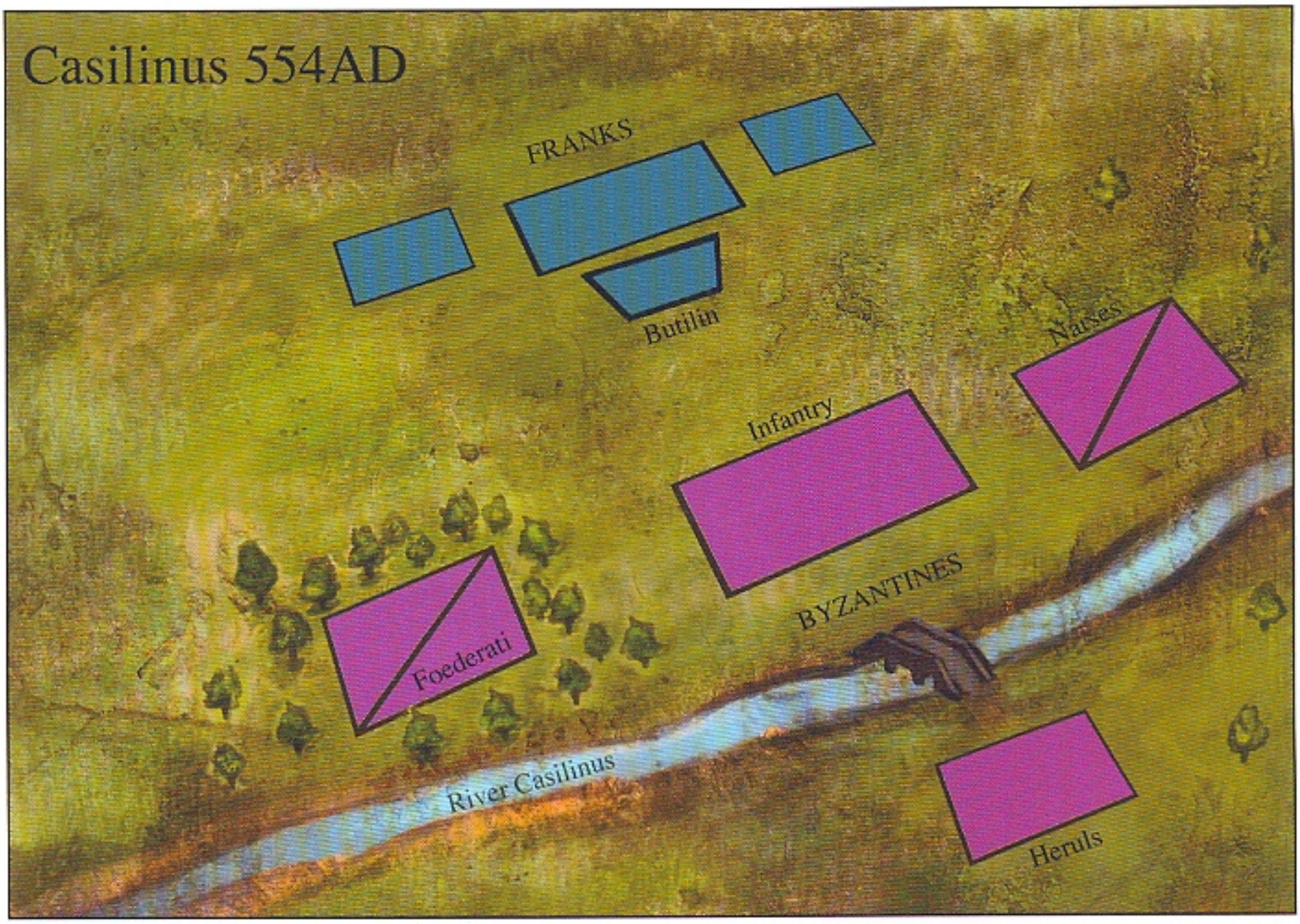
(Justinian Dynasty Byzantines)

LEFT WING – Comitatus/Foederati Heavy Cavalry with bows: 450 pts.

CENTRE – Reg. Skutatoi/ Dismtd. Foederati/ Dismounted Germanic Cavalry: 800 pts.

CENTRE, REAR – Dismounted Heruls: 375 pts.

RIGHT WING – Bucellarii + Comitatus Heavy Cavalry with bows: 550 pts. Magister Milites: *Narses*. Army Standard: *Narses's Standard*.





BUTILIN'S ARMY

(Early Merovingian Franks)

LEFT WING – Warriors/Freemen on foot: 200 pts.

CENTRE – Warriors/Freemen + Comitatus on foot: 1,800 pts. Warlord: *Butilin*. War Banner: *Butilin's Standard*.

RIGHT WING – Warriors/Freemen on foot: 200 pts.

THE BATTLE

The Battle at the Casilinus River is played as a Pitched Battle scenario, with the following exceptions:

- The Merovingian Franks take the first turn.

- The Heruls arrived late for the battle – therefore, they are not deployed at the start of the game. Instead, the Byzantine player rolls a D6 at the beginning of each of his turns. In turn 1, the Heruls appear at the centre of the Byzantine table edge on the roll of 6. In turn 2 they appear on a roll of 5 or 6, and so on.



HISTORICAL OUTCOME

The Franks charged and managed to punch through the centre of the Byzantine infantry line. On each side of the hole in the centre, the Byzantine infantry were pushed back but kept fighting. From both flanks, the armoured Byzantine horse archers shot into the Frankish warbands, causing heavy casualties. Then the Heruls finally entered the field from the bridge, and halted the Frankish advance. Now the table had turned – the Byzantine cavalry charged the flanks and rear of the Frankish line, and the encirclement was complete. Allegedly, only five Frankish warriors survived the battle...

BATTLE VARIANT – THE BOAR'S HEAD FORMATION

To portray the attack formation of the centre of the Frankish battle-line, the Frankish Comitatus may deploy in a wedge formation which is treated as a Svinfylking formation for rule purposes. Butilin and the Comitatus wedge must be deployed in the middle of the Frankish line. If this option is chosen, the Comitatus may not take heavy throwing spears.

BATTLE VARIANT – AMBUSH

During the battle, the Byzantine left wing horse archers pelted the Franks with arrows from their position in the forest. When the Frankish advance had been halted, they charged in and hit the wavering Frankish warbands in the rear. To represent this, all units on the Byzantine left wing may be deployed in Ambush.

THE BATTLE OF SOLACHON - 586 AD
HERACLIAN BYZANTINES vs LATER SASSANID PERSIANS

In the spring of 586 AD, the Byzantine general Philippicus advanced into Persia. Hearing news of an approaching Persian force, he deployed troops on the raised ground above the Solachon Plain and awaited the arrival of the Persians.

Four days later the Persian force, commanded by general Kardarigan ('The Black Falcon') arrived. They halted only briefly to leave their baggage train behind before deploying into battle formations.

THE BATTLEFIELD

While the whole battlefield is flat and featureless, the Byzantine deployment zone counts as higher ground.

On the Byzantine left flank, a large area of difficult terrain is placed.

PHILIPPICUS' ARMY

(Heraclian Dynasty Byzantines)

LEFT WING – Foederati/Regular Cursores & Defensores: 450 pts. Huns: 200 pts. Chiliarch: *Eilifreda*.

CENTRE – Foederati/Regular Cursores & Defensores: 700 pts. Merarch: *Heraclius*.

RIGHT WING – Foederati/Regular Cursores & Defensores: 600 pts. Chiliarch: *Vitalius*.

CENTRE, REAR – Bucellarii in Reserve: 300 pts. Philippicus (Army General, but with the profile of a Merarch). Army Standard: *Philippicus's standard*.

KARDARIGAN'S ARMY

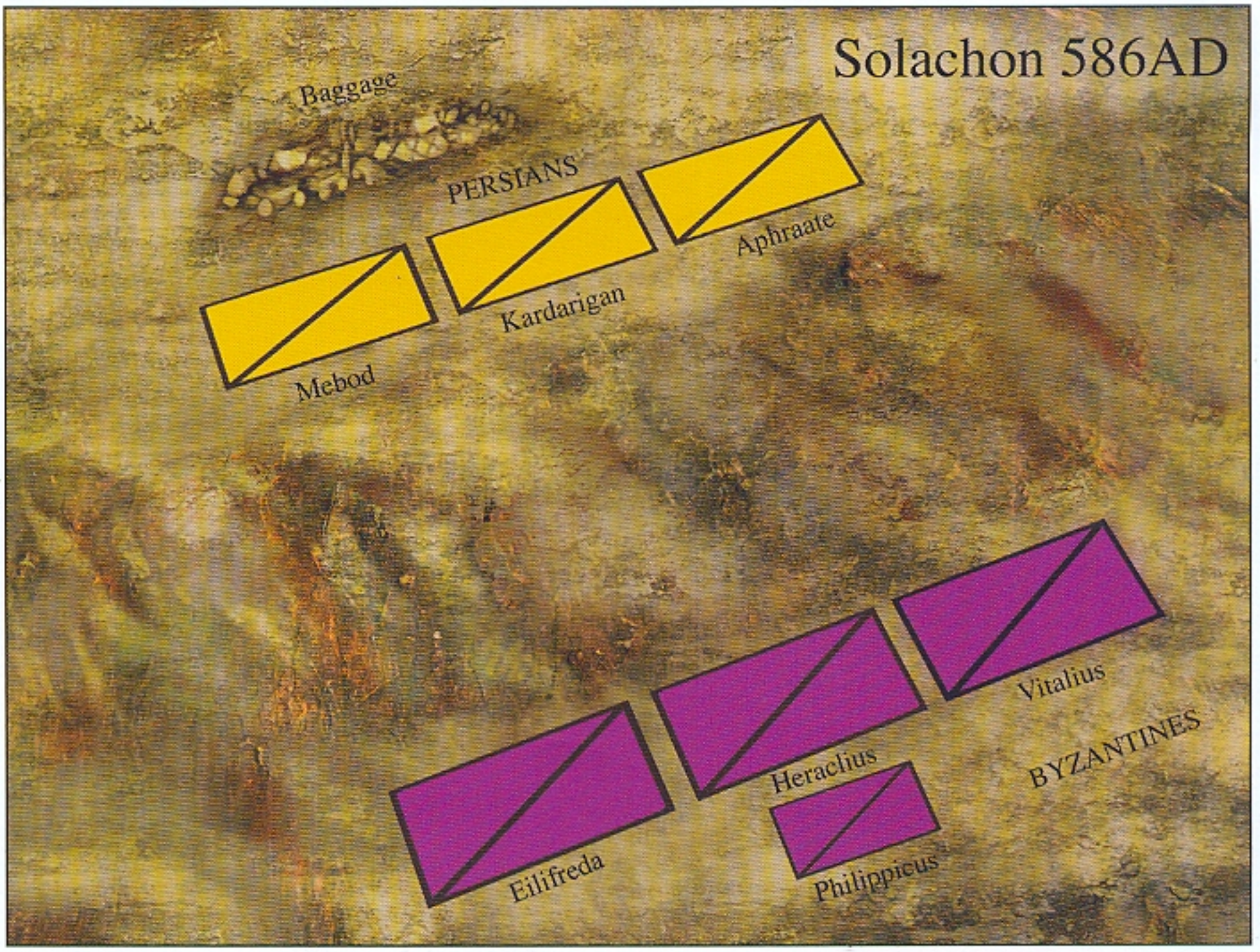
(Later Sassanid Persians)

LEFT WING – Regular Clibanarii: 750 pts. Marzban: *Aphraates*.

CENTRE – Regular/Royal Clibanarii: 1,150 pts. Spahbedh: *Kardarigan* (Army General). Army Standard: *Kardarigan's standard*.

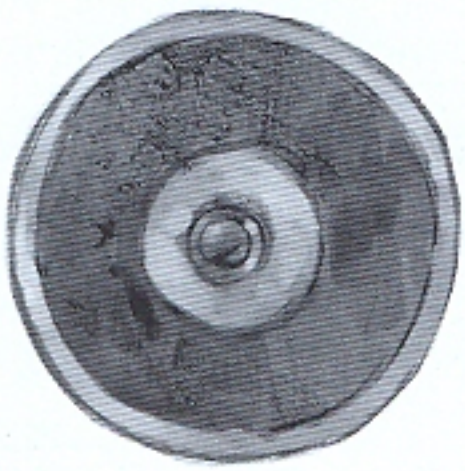
RIGHT WING – Regular Clibanarii: 750 pts. Marzban: *Mebod*.

BAGGAGE – Four Wagons with five defenders each (free).



THE BATTLE

The Battle of Solachon is played as a Pitched Battle scenario with the exception that the optional Baggage Train rule applies (see Appendix II). The Byzantine cavalry centre may choose to dismount at the beginning of the second turn or any subsequent turns. The cavalry units must be unengaged and not fleeing to do so. If two cavalry units are within 3" of each other when they dismount, they may be joined into one unit. Dismounting and reforming takes an entire turn.



HISTORICAL OUTCOME

The Persian army advanced, shooting from the saddle as they approached. When within charge range, Philippicus ordered an all-out charge and the two armies clashed. On the Byzantine right flank, Vitalius forced the Persians back and their retreat turned into a rout. The pursuit carried the Byzantines towards the Persian baggage train, and a large part of the Byzantines failed to resist the temptation of looting the baggage. As the fleeing Persians quickly regrouped, this left the Byzantine centre hard-pressed and with an exposed right flank. Philippicus reacted by sending one of his guards to rally the Byzantine right flank. During a lull in the fighting, the Byzantine centre dismounted and formed a shieldwall. The Persian centre failed to dislodge the dismounted Byzantines, and at the same time, the Byzantine left flank broke the Persians. As the right Byzantine flank, who were looting the baggage, had been persuaded to rejoin the battle by Philippicus's guardsman, the Persian centre was now outflanked on both sides. It faltered and broke. The Persian general Kardarigan retired to a nearby ridge with the remnants of his army. Here he held out for a few days before escaping eastwards.

Below: Thematic Byzantine and Arab cavalry clash on the desert frontier.



THE BATTLE OF YARMUK – 636 AD
HERACLIAN BYZANTINES vs ARAB CONQUEST ARMY

In the late 620s AD, Muslim Arab armies swept across the Middle East. At first the Byzantines took little notice of them, apparently regarding them as little more than the usual raiders. But by 634 AD, the situation had become serious for the Byzantines.

After Byzantine armies had been defeated by the Islamic forces in both February and July 634 AD, Emperor Heraclius ordered both the Field Army of the East and the Field Army of Armenia to deal with the Muslim invasion. In August 636 AD, the Byzantine and Islamic armies clashed near the Yarmuk River in north-eastern Palestine.

THE BATTLEFIELD

The Battle of Yarmuk scenario should be played on a large table, measuring at least 8' x 6'. Both deployment zones should be 16" deep. The battlefield is flat and featureless apart from the following features:

The Yarmuk. The Yarmuk River forms the right side edge of the table. The river is impassable.

Wadi'l Ruqqad. Running 3" from and parallel with the Byzantine table edge is the Wadi'l Ruqqad. The wadi is 3" wide and counts as very difficult terrain. A bridge 3" wide across the wadi is placed in the lower left corner of the Byzantine centre deployment section.

Wadi l'Allan. Running from the far right corner of the battlefield to a point on the left side edge 18" from the Byzantine table edge is the Wadi l'Allan – this wadi is 1" wide and counts as difficult terrain.

Hills. There are two hills on the battlefield, each measuring approximately 8" x 6" – in the lower right field behind the Byzantine right centre is the Rum al Musshaba, and in the top left corner, the Tal al Jumu'a.

BYZANTINE ARMIES

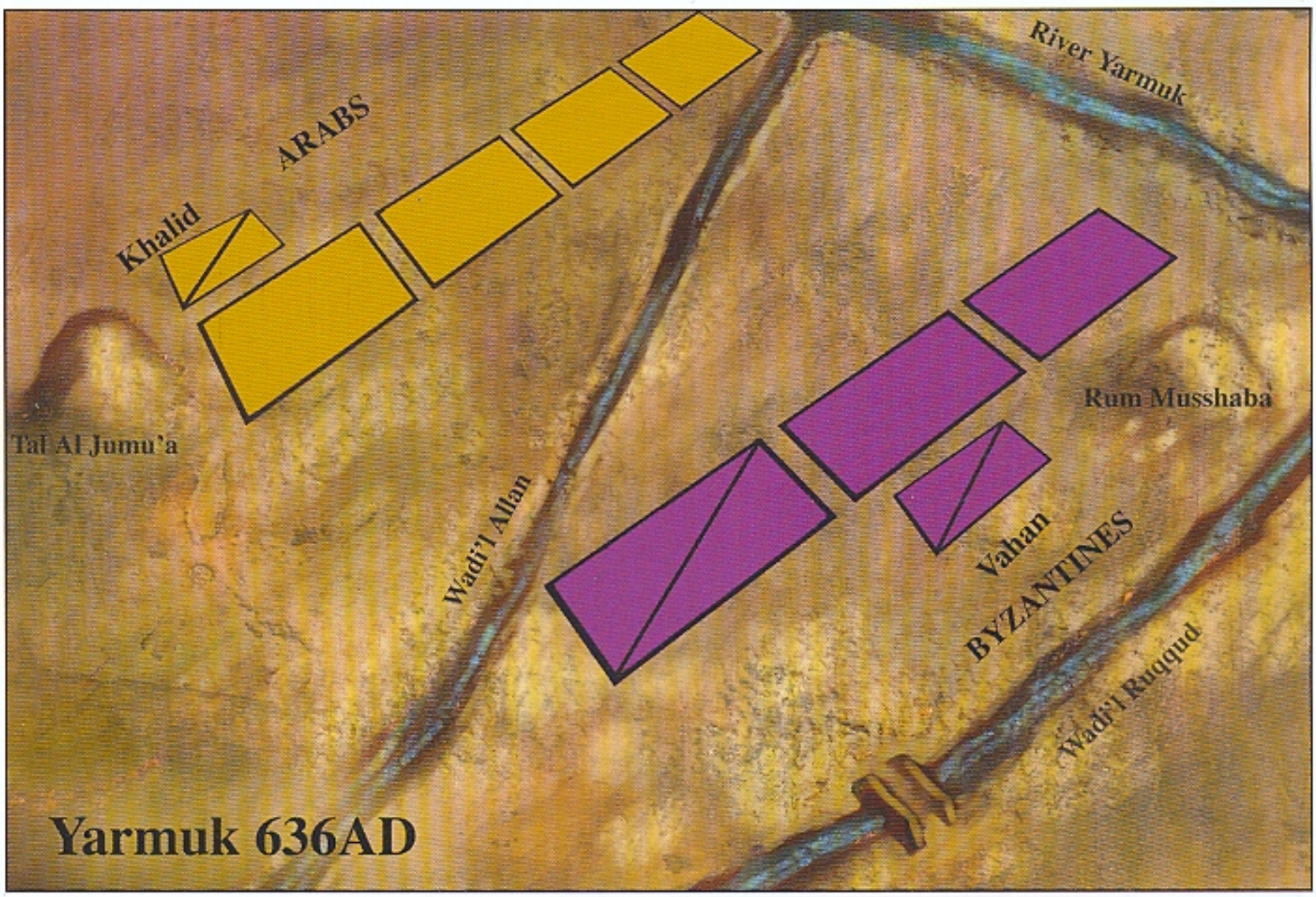
(Heraclian Dynasty Byzantines)

LEFT WING – Field Army of Armenia: Regular Cursores & Defensores: 350 pts. Skutatoi/Psiloi: 250 pts. Chiliarch: *'The Buccinator'*. Ghassanid noble cavalry: 250 pts, led by Phylarch Jabala.

CENTRE – Field Army of the East: Regular Cursores & Defensores: 650 pts. Skutatoi/Psiloi: 600 pts. Magister Milites: *Theodore Trithurios* (does not count as Army General).

CENTRE, REAR – Ghassanid allied infantry: 150 pts. Bucellarii: 250 pts. Magister Milites: *Vahan*. Army Standard: *Vahan's Standard*.

RIGHT WING – Field Army of Armenia: Regular Cursores & Defensores: 350 pts. Skutatoi/Psiloi: 250 pts. Magister Milites: *George* (does not count as Army General).



ARAB CONQUEST ARMY

LEFT WING – Mutatawwi'a/volunteers: 250 pts. Regular/Volunteer Light Cavalry: 200 pts. Companion: *Yazeed bin Abi Sufyan.*

LEFT CENTRE – Mutatawwi'a/volunteers: 250 pts. Regular/Volunteer Light Cavalry: 200 pts. Companion: *Abu Ubayda.*

RIGHT CENTRE – Mutatawwi'a/volunteers: 200 pts. Regular/Volunteer Light Cavalry: 150 pts. Companion: *Shurabbeel.*

RIGHT WING – Mutatawwi'a/volunteers: 250 pts, led by Companion: *Amr bin al-As.* Regular/Volunteer Light Cavalry: 200 pts.

RIGHT WING – Regular Light Cavalry in Reserve: 250 pts. Army Standard Bearer: *Muslim Standard.*

REAR – *Khalid ibn al-Wahlid.*

Khalid Ibn Al-Wahlid has the following profile:

KHALID IBN AL-WAHLID

	M	WS	BS	S	T	W	I	A	Ld	Pts
Khalid	8	6	6	4	4	3	6	3	10	–

Equipment: Hand weapon, light armour, shield and thrusting spear. Khalid rides a horse.

Special Rules: *Army General.* A unit led by Khalid ibn al-Wahlid may re-roll failed Panic tests.

THE BATTLE

The Battle of Yarmuk is played as a Pitched Battle scenario with some notable exceptions. The scenario should take at least seven turns. The Byzantines take the first turn.

Ghassanid Arabs. The Ghassanid Arab allies proved of little value during the battle. Some of them fled before their kinsmen, some are rumoured to have joined the Muslims. Therefore, fleeing Ghassanid Arabs cannot rally. The Ghassanid infantry in the centre were assigned to guarding the bridge, and must remain within 3" of it at all times. They are not subject to Warband Psychology Rule 2 as long as there are no enemy units within charge range. If an enemy unit comes within charge range, the Ghassanid infantry roll to test their Impetuousness (as per Warband Psychology rule 2) as normal.

Byzantine leadership. The highly mobile Arab cavalry seized the baggage of both Byzantine field armies during the battle, and as a result the morale of the Byzantines deteriorated. To portray this, all Byzantine troops and characters suffer a -1 modifier to their Leadership value from the beginning of the fifth turn onwards.

The Muslim camp. The women of the Muslim camp provided a crucial rallying point throughout the battle. By taunting their fleeing husbands (in some accounts even throwing rocks at them!), they restored the courage of the Islamic warriors. Therefore, any fleeing Arab unit that comes within 6" of the Arab table edge may immediately try to rally, even if in the middle of a flight. This Rally test is always taken on a Leadership value of 8. Units that rally may immediately reform. If caught by pursuers, they are not destroyed, but the pursuer counts as charging in the next turn of close combat.

HISTORICAL OUTCOME

The Battle of Yarmuk was one of the hardest and bloodiest battles the Byzantines ever fought. Much to the surprise of the Byzantines, the brave Muslim Arabs held their ground and were quick to use the rugged terrain to their advantage. The Byzantine armies suffered severely from disunity among its commanders, and their Ghassanid Arab allies deserted or fled during the first hours of the battle.

Initially things went well for the Byzantines. The Arabs were pushed back to their camp but managed to rally. Then hidden units started appearing behind the Byzantine left flank, and Arab cavalry outflanked them. The Ghassanids assigned to guard the bridge put up little resistance as the Arab cavalry approached. During the night the Arabs seized the Byzantine baggage camps, further contributing to the deteriorating morale of the Byzantines. In the final stage of the battle, the whole Byzantine left flank was defeated and pushed back. The remaining army was boxed-in between the Yarmuk River, the two wadis and the Arabs.

The end was catastrophic. Although a number of Imperial troops managed to escape, most of the Byzantine army was annihilated by the Muslim forces or died in a desperate attempt to climb down into the deep Wadi' l Ruqqad.

VARIANT – SINGLE COMBAT

The battle can be preceded by the Muslims issuing a Single Combat challenge, as described in Appendix II. The Byzantine Army General will not accept single combat challenges.

VARIANT – SEVERAL DAYS OF BATTLE

The Battle of Yarmuk probably lasted for six days. This can be portrayed by dividing the game into an agreed number of day-long battles, lasting four turns each.

By the end of the fifth turn of each battle, the armies withdraw as darkness sets in. At the beginning of the next day, units are then redeployed in their original positions.

Byzantine Leadership. If this variant is chosen, Byzantine leadership declines at the beginning of the fifth day.

Recovering Troops. When re-fighting the battle over several days, battlefield casualties may recover from their wounds. Before re-deploying the armies, roll a D6 for each model removed as a casualty, and a D6 for models that were fleeing at the end of the previous day. On a 4 or more, the soldiers represented by the models have recovered and are once again fielded in the unit they belong to. Note that characters must roll a 6 to recover.

VARIANT – THE SANDSTORM

During the crucial stage of the battle, a sandstorm swept across the battlefield – at least according to Byzantine sources.

To portray the effect of the sandstorm, all visibility is limited to 12" from the fifth turn onwards. When playing the several days battle variant, the sandstorm should set in at the beginning of the third turn on the sixth day and last for the rest of the day.

THE BATTLE OF DOROSTOLON - 971 AD
MACEDONIAN BYZANTINES vs ERA OF PRINCES RUS

In the spring of 970 AD, the Rus, a former ally of Byzantium in the wars against the Bulgars, moved against the empire. The leader of the Rus army, Prince Svyatoslav, a warlord of a fierce reputation, had sent an ultimatum to Emperor John Tzimisces, namely – "Vacate all of your European provinces or suffer the consequences!". John needed some time to assemble a campaign army. He answered by sending one of his generals with a small contingent of picked troops to harass and slow down the advancing Rus army. The general, Bardas Skleros, managed to defeat a Pecheneg force allied with the Rus, and by 971 AD, John's campaign army was ready to take on the main Rus army. After a few encounters with the Byzantines, the Rus chose to withdraw to the fortress of Dorostolon where Svyatoslav had set up his base.

THE BATTLEFIELD

An area about 8" x 8" in the top right corner, and 8" from the Rus table edge counts as covered by scrub. An area about 8" x 8" in base contact with the left side edge and 12" from the Rus table edge is covered by woods. Both the scrub and the woods count as difficult terrain and as soft cover. The left half of the Rus table edge marks the battlements of Dorostolon.

JOHN TZIMISCES' ARMY

(Macedonian Dynasty Byzantines)

LEFT WING – Tagmata Heavy Kavallarioi: 750 pts. Domestikos: *Bardas Skleros*.

LEFT, REAR – Tagmata Kataphraktoi* in Reserve: 200 pts.

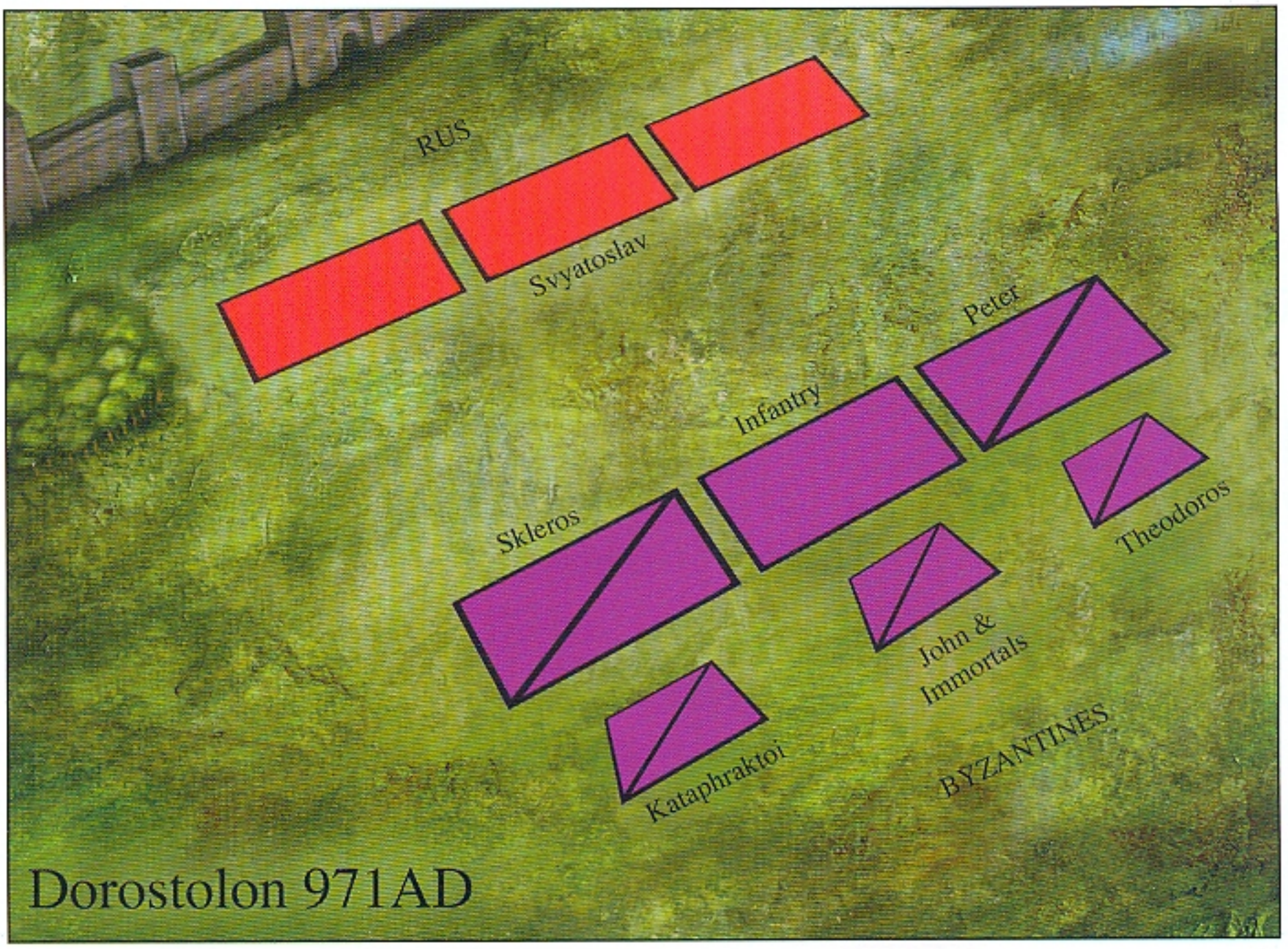
CENTRE – Elite Themata Kontaratoi/Kontaratoi archers: 850 pts. Elite Themata Psiloi: 300 pts.

CENTRE, REAR – Immortals (Tagmata Kataphraktoi) in Reserve: 220 pts. *Emperor John I Tzimisces, Drungarios Anemas*, Tagmata Army Standard.

RIGHT WING – Tagmata Heavy Kavallarioi: 750 pts. Strategos: *Peter*.

RIGHT, REAR – Tagmata Kataphraktoi* in Reserve: 175 pts. Drungarios: *Theodoros*.

**The Tagmata Kataphraktoi on the wings may be joined together in one unit and deployed in reserve on either the left or the right wing.*



SVYATOSLAV'S ARMY

(Era of the Princes Rus)

LEFT WING – Varjazi/Militia Infantry: 900 pts. Rus Skirmishers: 100 pts. Tysiatski: *(unnamed)*.

CENTRE – Varjazi/Militia Infantry: 900 pts. Rus Skirmishers: 100 pts. Warlord: *Svyatoslav*. Voevodo: Svenkel. *Svyatoslav's Army Standard*.

RIGHT WING – Varjazi/Militia Infantry: 900 pts. Rus Skirmishers: 100 pts. Voevodo: *Ingmar*.

CAVALRY – Tribal/Militia Cavalry: 500 pts.

Each Varjazi unit may have up to two Berserkers (free).

THE BATTLE

Dorostolon is played as a Pitched Battle scenario which lasts eight turns – the Rus take the first turn.

The fortress of Dorostolon. The left half of the Rus table edge represents the battlements of the fortress of Dorostolon. If you have any appropriate scenery pieces they should be placed here.

Any Rus unit that flees off this part of the table edge does not count as lost – they have fled to the safety of the fortress and the Byzantine player does not collect Victory points for them.

Byzantine units that pursue fleeing Rus will not move off the table but stop when they reach this part of the table edge.

Note however, that if at least two Byzantine units of at least five models come within 6" of this table edge, the defenders will shut the gates to the fortress.

As long as at least two Byzantine units remain within 6" of the left half of the Rus table edge, Rus units that flee from the table here will automatically be lost as normal.

Allied cavalry. The battle lasted five days and on the second day the Rus made a sortie out of the fortress with two small cavalry contingents.

To represent this the Rus player may place his cavalry units on the left half of his table edge at the beginning of turn three – they may move and shoot normally in the same turn but may not charge.

HISTORICAL OUTCOME

As soon as the lines were drawn up, the whole Rus force attacked. The battle now flowed back and forth for some time until both armies retired to regroup. Once again the Rus took the initiative and charged but the Byzantines stood their ground. As daylight started to fade, Emperor John Tzimisces gave the order to commit the heavy Kataphraktoi reserve. The charge of the Kataphraktoi caused the shieldwall formations on both wings to collapse – soon, the centre also faltered and the Rus fled the field into the safety of the fortress of Dorostolon.

The next day, the Byzantines assailed the walls of Dorostolon, but with little success. On the third day, a Rus sortie succeeded in killing a Byzantine officer in charge of setting up siege engines. Encouraged by this, the Rus forces took to the field and their charge pushed the Byzantine infantry into the centre back. It was not until the imperial bodyguards, the Immortals, countercharged and killed Svyatoslav's right hand man Svenkel that the Rus advance was checked. The Rus then retired to the fortress and did not return until nightfall to retrieve their dead, who they cremated on large funeral pyres.

On the final day of the Battle of Dorostolon, Friday the 24th of July 971 AD, towards the evening, the entire Rus army finally took to the field for the last time. They charged and pushed back the Byzantine centre. The leader of the Immortals, Anemas, faced and attacked Svyatoslav himself but the Rus warlord's armour saved him and Anemas was slain by Svyatoslav's picked men. Seeing that his army was hard-pressed, John Tzimisces elected to order an all-out withdrawal and with great discipline, the Byzantine army disengaged and reformed.

The Rus attacked with renewed force and once again the Byzantine line faltered. As the heavy cavalry also began to waver, John Tzimisces realised that he had to enter the battle now or face defeat. At the head of his Immortals, John Tzimisces charged into the mêlée. The centre regained their footing, and on one of the wings, the Kataphraktoi moved around the flank of the Rus battleline, which then disintegrated. The Byzantine cavalry pursued the fleeing Rus warriors, causing heavy casualties.

After this last battle, Svyatoslav was left with no alternative but to sue for peace, and the Rus force was allowed to return to their homelands.

VARIANT – SEVERAL DAYS OF BATTLE

As a variant, the Battle of Dorostolon can be played as five battles, each representing one day's fighting and each lasting four turns. At the beginning of each day, units are redeployed in their original positions.

The following additions apply when fighting Dorostolon using the Several Days of Battle variant:

Day one. Svyatoslav stays in the fortress until day four – Svenkel is appointed Rus Army General.

Day two. The Rus cavalry may be deployed with the rest of the army. The Byzantine navy arrives and cuts off the Rus retreat on the Danube – the Byzantines cheer and may add +1 to any one combat resolution D3 times during this day's fighting.

Day three/four. The Rus attack the Byzantines setting up their siege engines and kill a Byzantine officer on day three – they take courage and may add +1 to any one combat resolution D3 times during that day's fighting.

Day five. Svyatoslav joins the battle for the first time. The Rus have reached the end of their supplies and are starving.

Roll a D6 for each Rus unit at the beginning of the battle – on a roll of 1, the unit suffers a -1 movement penalty for the rest of the battle.

Recovering troops. When re-fighting the battle over several days, battlefield casualties may recover from their wounds. Before re-deploying the armies, roll a D6 for each model that has been removed as a casualty, and a D6 for models that were fleeing at the end of the previous day. On a roll of 4 or more, the soldiers represented by the model have recovered and are once again fielded in the unit they belong to. Note that characters must roll a 6 to recover.



THE BATTLE OF MANZIKERT - 1071
MACEDONIAN SUCCESSOR BYZANTINES vs SELJUK TURKS

"Let me be buried where I fall. I take part in this battle not as a ruler, but as a soldier to fight for the religion and state. Those that do not want to fight are free to go away."

Sultan Alp Arslan on the eve of the Battle of Manzikert

After campaigning arduously against the Seljuk Turks in 1068 - 1070, the Byzantine Emperor Romanos IV mounted yet another campaign in the spring of 1071. Though a capable general, Romanos had become somewhat complacent, and as intelligence told him that the Seljuk army was in full retreat, he advanced towards the fortress of Manzikert in Armenia, leaving the majority of his campaign army behind to occupy key towns and cities. But after setting up his camp near Manzikert, a series of ambushes on Byzantine foraging parties and scouts revealed the true position of the Seljuks: the army of the Seljuk sultan Alp Arslan was no more than a few kilometres away. On August the 26th, Romanos marched his army out of the camp and deployed in battle array. As the Byzantine line advanced, Seljuk horse archers slowly withdrew before the Emperor's army, harassing the units on the wings. As dusk began to fall, Romanos finally saw the futility in advancing any further, and gave the order for the Imperial standard to be turned around – a general retreat was ordered.

THE BATTLEFIELD

This battle should be played on a table measuring at least 5' x 7'. The entire battlefield is flat and featureless terrain.

However, the Seljuk player must place 2D6 small hills (approximately 4" x 4") in his deployment zone before deployment begins. The hills count as difficult terrain.

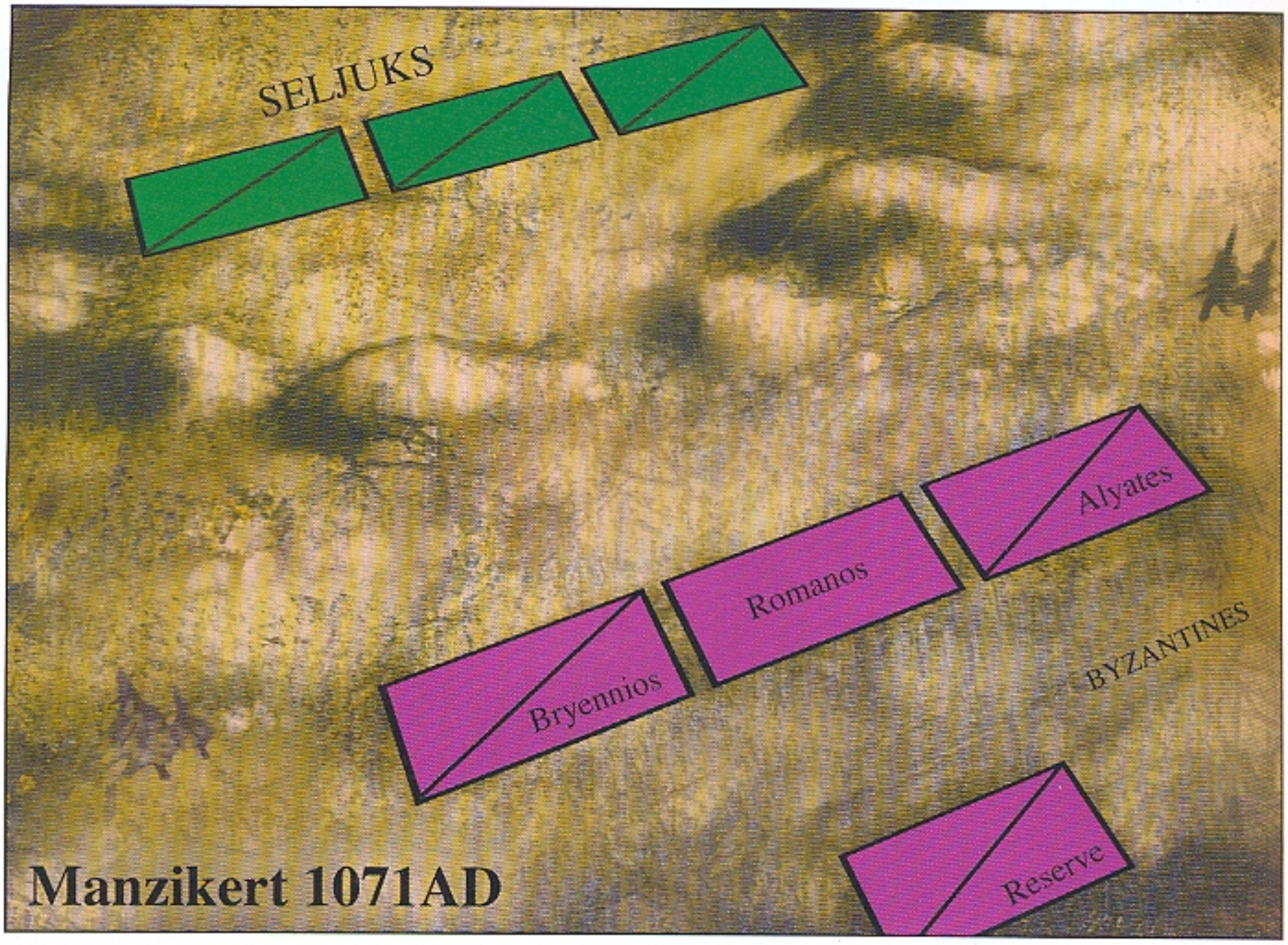
ROMANOS' ARMY

(Macedonian Successors)

LEFT WING – Western Tagmata (Reg. Kavallarioi): 250 pts. Pecheneg Horse Archers (see Allies): 220 pts. Bulgarians (Balkan Heavy Cavalry): 300 pts. Doux: *Nikephorus Bryennios*.

CENTRE – Scholai (Emperor's Guards): 280 pts. Armenian Spearmen (Reg. Kontaratoi): 300 pts. Armenian Skirmishers (Reg. Psiloi): 150 pts. Reg. Kavallarioi: 225 pts. Emperor: *Romanos I*. The Imperial Standard.

RIGHT WING – Eastern Tagmata (Reg. Kavallarioi): 250 pts. Turcoman Cavalry: 200 pts. Doux: *Theodore Alyates*.



ALP ASLAN'S ARMY

(Early Caliphates)

As this supplement contains no army list for the Seljuk Turks, Turkish Ghulams and Turcoman Cavalry from the Early Caliphates army list are used to represent the Seljuk force. A total of 2,100 pts may be spent on the Seljuk army. Up to 33% of the available points may be spent on Turkish, Armenian and 'Greek' Ghulams. Two units of Armenian or Greek Cavalry may be chosen from the Ghulam entries. At least one such unit must be chosen. All Ghulam units deploy as Reserves. To represent the Seljuk General and battle standard, a Khalifa and an Army Standard Bearer may be chosen from the character entries – all characters count as Nomad Cavalry.

THE BATTLE

The Manzikert scenario takes six turns. At the end of the sixth turn, darkness sets in and makes all further fighting impossible. The following rules apply when playing the Battle of Manzikert scenario:

Byzantine deployment. All Byzantine units must be deployed on the Byzantine table half, and in base contact with the centre line of the table. The Byzantine player may decide to deploy any of his units facing towards his own table edge, or facing towards the Seljuks.

Seljuk deployment. The exact deployment of the Seljuk forces is by no means certain. Therefore, the Seljuk army may be deployed freely within its deployment zone. The only restriction is that no more than 50% of the total points value of the army may be deployed in any one army section (ie, left wing, centre, or right wing).

Who goes first. The Seljuk Turks take the first turn.

Breakthrough or battle. The Byzantine player must either attempt to defeat the Seljuks or save the army by breaking through to his own table edge. If at least half of the Byzantine army (counted in points, not models) and Emperor Romanos move off the Byzantine table edge, the Byzantines automatically win. If less than half of the Byzantine army has managed to escape at the end of the battle, the Byzantine player is awarded 50 Victory points for each unit that purposely moves off the Byzantine table edge. If Emperor Romanos is killed, the Seljuks automatically win. If Emperor Romanos reaches the Byzantine table edge, the Byzantines are awarded an extra 100 Victory points.

'The Emperor has fallen!'. As the Byzantine battleline made their about-face and pulled back, a rumour that Emperor Romanos had fallen spread like wild-fire through the ranks of the right wing units. Therefore, each of the units on the Byzantine right wing must take a Panic test at the beginning of the battle (before the Seljuk Turks's first turn). For obvious reasons, Romanos's Leadership value cannot be used when taking these Panic tests.

HISTORICAL OUTCOME

As the rumour that the emperor had fallen spread, panic broke out amongst the right wing troops. The Seljuks seized the moment and charged the disarrayed Byzantine line. The left wing held the charge and withdrew in an orderly fashion, but when Seljuk horsemen in pursuit of the fleeing Byzantine right wing hit them in the flank, they too fled the battle. The Byzantine centre was now completely surrounded, and the result was inevitable. Although major parts of the Byzantine army escaped the carnage as night set in, the defeat was shattering.

The Byzantine retreat should have been covered by the rearguards, commanded by a certain Andronikos Doukas. But Andronikos Doukas's father, Michael Doukas, was a serious contender to the Byzantine throne – Andronikos left Emperor Romanos to fend for himself.

The next morning, Romanos was found among the wounded and brought to the Sultan. He was later set free and returned to Byzantium at the head of his defeated army. Confronting his rival Michael Doukas in Anatolia, Romanos lost two major battles for imperial supremacy.

Ironically, both Sultan Alp Arslan and Romanos died shortly after Manzikert. Romanos was defeated by Doukas's troops, and was brought back to Constantinople on the back of a mule. He died in the spring of 1072, but still managed to outlive the man who defeated him. Sultan Alp Arslan was stabbed to death by a local fortress commander in Transoxania three months after Manzikert.

VARIANT – THE BYZANTINE REAR-GUARD

The Battle of Manzikert can be a bit of a masochistic experience for the Byzantine player. On one hand, who wouldn't like to defeat those pesky Seljuk horsemen! On the other, who needs to relive 'That Terrible Day'! Here is a battle variant to sweeten the bitter taste of defeat.

It is clearly wishful thinking, but if the rearguard troops had covered the retreat of the main battle line, the battle would have not turned into such a disaster. As a battle variant, the Byzantine rear-guard may be deployed at the centre of, and in base contact with, the Byzantine table edge, and in reserve. If this battle variant is chosen, at least two-thirds (not half) of the Byzantine army and the Emperor must escape for them to win automatically.

REARGUARD – Stratelatai & Scholai (Guard Kavallarioi/ Emperor's Guards cavalry): 280 pts. Reg. Kavallarioi: 225 pts, Pecheneg/Turcoman Cavalry: 220 pts. Hetaireai (Varangian Guards/Emperor's Guards): 400 pts. Doux: *Andronikos Doukas*.

At the beginning of the Byzantine player's first turn, Andronikos Doukas must test his temptation to leave Romanos high and dry. Roll a D6.

D6 Result

1 Andronikos decides to betray the Emperor – all of his units turn about and leave the battlefield. As they took no part in the battle they do not count towards the Seljuk player's Victory points score.

2-4 Andronikos is undecided. The rear-guard units may not move or charge – however, they may reform to face approaching Seljuk units and will defend themselves in close combat. Roll a further D6 at the start of the Byzantine player's next turn and consult this table again. Note that if any of the rear guard units come within 4" of a Byzantine unit of the main force, of if any of the rear guard units are charged by Seljuk units, the rear guard will have the matter decided for them. They automatically take part, and no further dice roll is necessary.

5-6 Andronikos covers the retreat of the Byzantine line. He and the rear-guards count as part of the Byzantine army for the rest of the battle. Note though that rear-guard units moved off the Byzantine table edge do not count towards the total for an automatic Byzantine victory.

THE BATTLE OF DURRACHION - 1081
KOMNENIAN BYZANTINES vs ITALO-NORMANS

Emperor Alexios was crowned in 1081, but had no time to begin restoring the Empire before an invasion threatened his western-most provinces. In 1081, an ambitious Norman knight, Robert de Guiscard, invaded from Italy and lay siege to the city of Durrachion (in present day Albania). Alexios gathered an army and hastened westwards to expel Robert.

THE BATTLEFIELD

The whole Byzantine deployment zone counts as high ground. The Aegean coast runs in a line from a point on the Norman table edge 12" from the left corner and to the middle of the left table edge. The sea counts as impassable terrain and any unit that comes in contact with the sea counts as lost and is removed from the game. The chapel of St. Michael is placed slightly off centre to the left in the Norman deployment zone, 4" from the Norman table edge.

ALEXIOS'S ARMY

(Komnenian Dynasty Byzantines)

LEFT WING – Vestiaritai (Emperor's Guards) + Excoubitae (Reg. Kavallarioi): 650 pts, led by Kastrophylax *Panoucomites*. Thessalians (Reg. Kavallarioi): 300 pts, led by Kastrophylax *Alexios Cabasilas*. Doux: *Nikephorus Melissenus*.

CENTRE – Englino-Varangoi with heavy armour: 350 pts, led by Kastrophylax *Nabites*. Turcoman Cavalry: 550 pts. Manichaeans (Guard Light Infantry): 250 pts.

CENTRE, REAR – Latinikoi: 250 pts, led by Latin Noble *Constantine Humbertopoulos*. *Emperor Alexios*, the Imperial Army Standard.

RIGHT WING – Thracians (Reg. Kavallarioi): 650 pts, led by Kastrophylax Antiochus. Thracians (Irregular Kontaratoi/ Psiloi): 250 pts. Megas Domestikos: *Pacurianus*.

ROBERT DE GUISCARD'S ARMY

(Italo-Normans, see Appendix I)

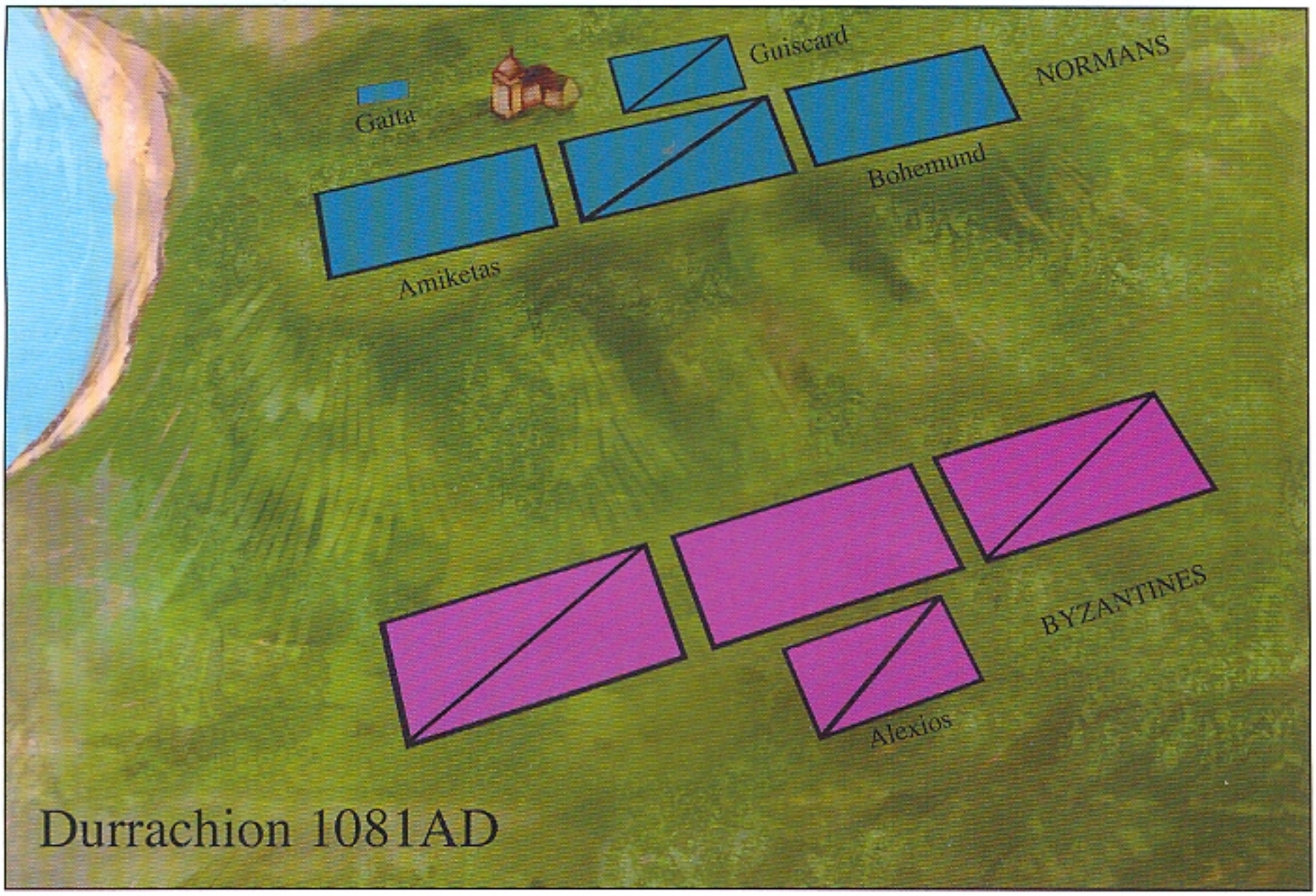
RIGHT WING – Liberi/Coloni (no Elite Militias): 600 pts. Norman Milites: 250 pts. Comes: *Amiketas*.

RIGHT, REAR – Robert's wife, *Gaïta (treat as a Comes)*.

CENTRE – Liberi/Coloni: 400 pts. Pueri: 450 pts.

CENTRE, REAR – Norman Milites in Reserve: 650 pts, led by Dux *Robert de Guiscard*. Army Standard Bearer: Robert's standard.

LEFT WING – Liberi/Coloni: 400 pts. Norman Milites: 250 pts, led by Comes *Bohemund de Guiscard*.



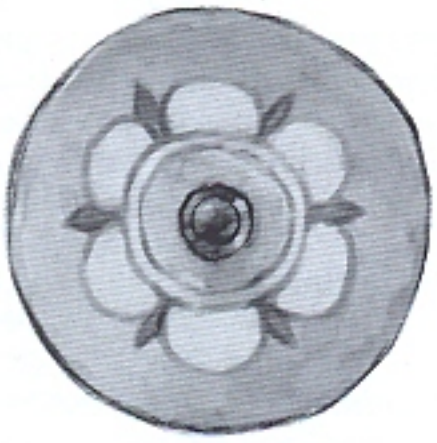


"Varangian Guard" painted by Special Forces. Used with permission. Miniatures converted Gripping Beast, Essex and Foundry. Private collection. Photography Kevin Dallimore.

THE BATTLE

The Battle of Durrachion is played as a Pitched Battle scenario with the following additions:

The Byzantine Left and the Varangians. Alexios's left wing allowed themselves to be drawn away from the battle by Count Amiketas's troops – this left the centre highly vulnerable. To portray this, the Varangians and the entire left wing of Alexios's army are Impetuous (subject to Warband Psychology Rule 2). Furthermore, they must pursue if they break an enemy in close combat.



Gaïta. The wife of Robert de Guiscard was so enraged to see Count Amiketas and his troops fleeing the battle thathe rode towards them and without pulling any punches, made certain that they understood what cowards they were.

The model of Gaïta must remain within 6" of the Aegean Sea, in base contact with the Norman table edge.

All fleeing Norman troops that come within 6" of Gaïta may take an immediate Rally test, even if in the middle of a flight. Troops that rally in this manner may immediately reform. If caught by pursuers after rallying they are not destroyed, but the pursuers count as charging in the following round of close combat.

HISTORICAL OUTCOME

As the Varangians moved forward, the Norman right wing surged forward and charged the Byzantine left. The combat ended with the whole Norman right fleeing towards the ocean, pursued by the Byzantine left and the Varangians.

Behind the Norman lines, Robert's wife rallied enough troops to fight off the pursuers, and as the Varangians were caught in the flank by units of Norman spearmen from the Norman centre, they withdrew to the chapel of St. Michael. Here they perished when the Normans set fire to the chapel. By then the rest of the armies had joined in the mêlée and things were looking good for the Byzantines until Robert committed his heavy cavalry reserve. The Turcomans fled and soon the Byzantine force faltered and broke.

Alexios himself made a narrow escape apparently through a combination of brilliant horsemanship and divine intervention!

EASTERN CAVALRY WARFARE

Contrary to popular belief, the age of heavy cavalry warfare did not begin with the western knight. In the East, warfare had mainly been conducted from horseback since the Classical period, and from the last century of Late Antiquity and onwards, eastern armies increasingly consisted of cavalrymen.

The main issue I have wrestled with during the making of this supplement has been how best to portray such medium and heavy cavalry within the Warhammer Ancient Battles rules set. The current cavalry rules are more than adequate when dealing with ancient cavalry that mostly acted in an ancillary role, nomad cavalry is amply covered by the Nomad Cavalry special rule, and knightly cavalry with their Ferocious Charge, lance and warhorse benefits. But when it comes to the medium and heavy cavalrymen that dictated the ways of war for centuries before the advent of the Western knight, they are hard to portray within the current rules.

Warhammer Ancient Battles is an infantryman's game – with a rank bonus of +3 even mediocre infantry will more or less automatically repel all but knightly cavalry. This, I must stress, is how it should be. The reason for this is the 'Ancient' in Warhammer Ancient Battles. In the Classical period, Antiquity and the early Medieval period, cavalry stood little chance of dislodging even modest heavy infantry, as long as they didn't turn and run. However, as centuries passed, the nature of warfare changed, especially in the East. Almost the entire military effort of the Byzantines, the Sassanians and the Muslim caliphates went into training, equipping and fielding better cavalry. Warfare became a cavalry affair, and although the Byzantines renewed the interest in training and maintaining a dependable infantry force in the 10th Century, they played a secondary role on the battlefield, in support of the cavalry.

THE DEVELOPMENT OF EASTERN HEAVY CAVALRY, 200 AD - 1200

Heavy cavalry in the Late Ancient period can roughly be divided into three: light cavalry, mainly armed with missile weapons, ie, bows and javelins; medium cavalry armed with both missile weapons and close combat weapons, such as spear, bow and javelins; and heavy cavalry, carrying kontos, swords and mace, and even bows. In the East, Sassanian armies consisted mainly of double-armed medium and heavy cavalry, while in the West, the so-called barbarian armies relied on light and medium cavalry armed with spear and javelins, and a small elite contingent of kontos or spear-armed heavy cavalry.

By the early 6th Century, Byzantine armies were increasingly made up of double-armed medium cavalry, but barbarian shock cavalry still made up a large part of the army. After confrontations with the Avars, a nomad confederation that swept into eastern Europe in the late 6th Century, Byzantine cavalry underwent a gradual change, resulting in a medium-to-heavy cavalry unit with lancers in the front and rear ranks, and archers or javelinmen in the middle ranks. The kontos fell out of use and was replaced by the lighter and more slender kontarion. In the Middle-east, the armies of the Muslim caliphates at first included fairly light Arab bedouin cavalry, primarily armed with spears. After conquering Persia, Muslim cavalry became increasingly heavier, a development that peaked in the 9th and 10th Centuries with the heavy, double-armed Ghulam cavalry. In Byzantium, this was mirrored by the appearance of the equally heavy kataphraktoi cavalry, who like their Ghulam adversaries, used a mixture of shock and missile weapons.

Meanwhile in the West, the javelin- and throwing spear-armed cavalry prevailed. Despite Carolingian Frankish efforts to develop a double-armed cavalry type, armed with both bow and spear, western cavalry relied mainly on the thrown spear. It was probably after facing Byzantine cavalry in Italy in the 11th Century that the Normans adopted the long kontarion spear. Exactly when they starting using it as a couched weapon isn't clear, but the result was the birth of the western knight. In the late 11th Century, western Crusading armies made their entry in the Levant, and for centuries they would affect Eastern cavalry warfare. While the Byzantines partially adopted the knightly charge, the Turkish Ghulams (or Askaris as they were now called), who became the main enemy of the westerners, reacted to this by relying less on shock tactics and more on the power of their bows. Byzantine heavy cavalry met their final demise in the defeat to the Seljuk Turks at Myriokephalon in 1176 – the Turkish heavy cavalry continued to play a significant part in Ottoman warfare until they were made obsolete by increasingly efficient firearms in the 16th and 17th centuries.

THE EASTERN CAVALRYMAN

It is hard, if not impossible, to isolate the main reason for the successes of Late Ancient and early Medieval cavalry in the East – however, the underlying causes can be identified. In the last centuries of Late Antiquity, considerable effort went into breeding sturdier and more robust warhorses, both in Byzantium and Persia. Cavalry swords, sabres and maces became longer and heavier. By the late 6th Century, Byzantine cavalry adopted the kontarion and the stirrup from the Avars. The stirrup eased the strain on the cavalrymen while on the march. The kontarion probably had the advantage of being lighter than the kontos, thus enabling the wielder to use it with one hand. Furthermore, cavalry as a whole had more experience and had a far greater tactical knowledge to draw on. The battlefield tasks of Byzantine medium and heavy cavalry were the orderly advance, precision manoeuvring, the discharge of missiles and eventually the charge delivered at the right moment and with the right impetus, followed by a disciplined withdrawal and reforming of ranks – this was more than just the responsibilities of individual commanders: it had become military science. Last but not least, the ancient heavy infaryman was a thing of the past. Infantrymen now usually had equipment that was far inferior to that of the cavalrymen, and they lacked the training and morale to assert themselves on the field of battle. Even then, it should be stressed that as in antiquity, well-led infantry formations were still able to repel enemy cavalry.

While these factors are all important in understanding the role and capabilities of medium and heavy cavalry in this period, no single piece of equipment or change of mentality can be seen as the main reason for the proficiency of the eastern heavy cavalryman. The answer cannot be sought solely in the weapons he wielded, the armour he wore, the training he had undergone or the experience he had, but in a complex mixture of all these factors. It is the combination of these and possibly other factors that gradually made the eastern cavalryman superior to his ancient predecessors.

WARGAMING EASTERN CAVALRY

MOBILITY AND MANOEUVRABILITY

While the current cavalry rules may reflect battle conditions in ancient warfare, where most cavalry were fielded in support of the heavy infantry, it goes against the picture of later cavalry, whose manoeuvrability, training and experience could outclass all but the best heavy infantry. At first they would weaken the enemy by discharging their missile weapons (usually bows or javelins) while on the move, often in open order formation. Once battle was joined, their advantages lay not only in determining when to engage in close combat, but also in being able to move out of harm's way if hand-to-hand combat didn't have the desired results. They were not a one-use-only weapon like their western counterparts, but were meant to advance (or charge) at a trot or slow gallop, and then withdraw. The opposition was defeated, either by gradually wearing him down, at first by missile weapons and then in hand-to-hand combat, or by drawing him into terrain that exposed him and favoured a cavalry charge. These tactics were probably not limited to Byzantine cavalry, but in both the training and the experience of the Byzantine cavalryman, the ability to retire instead of fighting a losing combat was greatly encouraged.

CLOSE COMBAT

Different types of spears and their uses are the mantra of any experienced Warhammer Ancient Battles player. So far there are eight categories of spears: javelins, throwing spears, heavy throwing spears, thrusting spears, kontos, xystons, lances and pikes. Given the advantages any type of spear offers the wielder, it can be quite surprising to find cavalry that didn't use spears!

Nevertheless, when you look at the Byzantine, Arab and Persian cavalry armies you will find that their very best cavalry shock troops weren't armed with spears. Sassanian Clibanarii rode into battle wielding maces and long cavalry swords. In the 10th Century, Byzantine Kataphraktoi wielded exceptionally long and heavy maces. Turkish Ghulams also had a preference for these heavy maces, and Buyid heavy cavalry used slashing cavalry swords.

Unlike their heavily armoured counterparts, the main weapon of lighter cavalry types was the spear or kontarion. These spears could be used either as a thrusting, fencing or throwing weapon, depending on the opponent. But spears were not the main shock weapon – rather an inexpensive alternative to the more expensive maces and swords. Ironically, the current weapon categories in Warhammer Ancient Battles provide the lancers with the greatest bonuses – when used as shock weapons, spears are far superior to the hand weapon.

Instead of digressing into a highly theoretical discussion on the pros and cons of different weapons and of the benefits and disadvantages of a close or open order charge, I have taken a different approach. Whether the medium or heavy cavalrymen are wielding spears, kontos or kontarion, maces, swords or sabres, they are allowed to re-roll their misses when they charge or countercharge. The intent is to portray the overall physical and morale effects of their charge. Note that these close combat bonuses only apply in the turn these cavalrymen charge. In order to retain a distinction between different types of close combat weapons, the rulebook bonuses of each individual weapon still apply.

SUPERIOR CAVALRY

Cavalry manoeuvrability is portrayed by making two deviations from the main rules: formed cavalry units are allowed to march even if they have enemy infantry within 8", and formed cavalry units armed with bows may use Massed Archery (as described in the rulebook, pg 23), even if they move at up to normal Move rate. The -1 modifier for shooting while moving still applies.

The close combat capabilities of medium and heavy cavalry in this supplement are reflected by the Superior Cavalry special rule, with individual variants for the heavy cavalry of each army. The ability to re-roll failed hits and the +1 rank bonus goes to show the experience of the heavy cavalrymen and the impetus of a precise and orderly cavalry charge. The variants of the Superior Cavalry special rule are meant to portray the individual abilities of Germanic, Byzantine, Persian, Turkish and Arab heavy cavalry.



TIMELINE 520 AD – 1200

On the following pages you will find a timeline, covering main events in Europe, the Middle East, Africa, Mesopotamia and the Near Orient from around 520 AD to 1200. This timeline is by no means exhaustive, and as in the historical overview chapters, the main focus is on military and political events. As this is a Byzantine supplement, the events listed are primarily ones with direct relevance to the Byzantine world, secondly to those with relevance to the adversaries and allies of Byzantium.

	520	540	560	580
DYNASTIES	**JUSTINIAN DYNASTY**			
EMPERORS	**518-527 Justin I**	**527-565 Justinian I**	**565-578 Justin II**	**578-82 Tiberius I** / **582-602 Maurice**
BYZANTIUM	**532 AD** Nike revolt in Constantinople crushed by Belisarius.	**541-542 AD** A great plague spreads through the empire.	**569 AD-571 AD & 579 AD-582 AD** Byzantium at war with Avars, Sirmium lost.	**598 AD-601 AD** Truce between Byz. and Italo-Lombards.
MIDDLE EAST & NORTH AFRICA	**533 AD-534 AD** Byzantines led by Belisarius defeat Vandals in North Africa.		**570 AD** Persians occupy Yemen. **575 AD** Yemen is made a Persian province.	
MESOPOTAMIA & NEAR ORIENT	**530 AD-532 AD** Belisarius defeats Persians at Dara, but meets defeat at Callinicum – treaty signed by Chosroes I and Justinian in 532 AD.	**540 AD** Persian king Chosroes resumes wars – Persian wars continue with periods of truces until 562 AD.	**560 AD** Turco-Persian alliance crush Ephthalites. **572 AD-591 AD** War with Persia is resumed. **579 AD** Persian king Chosroes I dies.	**580s AD** Persian civil war. Maurice restores Chosroes II (591 AD). **578 AD-580 AD** Persians destroy Lakhmids, Ghassanids sack Lakhmid capital.
WESTERN EUROPE, ITALY & SPAIN	**535 AD-547 AD** Belisarius conquers Italy. **531 AD** Merov. Franks take Thuringia.	**551 AD-555 AD** Italy: Narses finally defeats Goths, and Merov. Frankish raiders.	**568 AD-572 AD** Italy: Lombard conquest. **573 AD** Merov. Frankish civil war. **572 AD-581 AD** Spain: Visigoths defeat Byzantines.	**596 AD** Avars attack Thuringia.
EASTERN EUROPE & BALKANS	**ca. 530 AD** Slavs cross the Danube river.	**547 AD-559 AD** Slavs invade Illyricum, Thrace, Macedonia, Greece. **550 AD** Avars form an empire.	**562 AD-568 AD** Avars invade Dalmatia & Thuringia (562 AD), attack Merov, Franks (568 AD). **567 AD** Gepids crushed by Avars & Lombards.	**581 AD** Slavs settle in Thrace. **591 AD** Maurice wages war on the Avars. **591 AD-602 AD** Slav-Avar war.

600	620	640	660	680

HERACLIAN DYNASTY

602-610 **Phocas**	610-641 (641) **Heraclius (& successors)**	641-668 **Constans II**	668-685 **Constantin IV**	685-695 (698) **Justinian II (& successors)**
602 AD-610 AD Maurice is killed, Reign of Phocas – overthrown by Heraclius.	**616 AD** Avars/Persians surround Constantinople. **626 AD** Avar-Persian siege of Constant.	**649 AD-655 AD** Muslim fleet seize Cyprus, Rhodes and Kos – Imp. navy defeated off Anatolian coast.	**674 AD-677 AD** 1st Muslim siege of Constantinople. **ca. 680 AD-690 AD** First themes founded in Thrace and Greece.	First reign of Emp. Justinian II – ends with his overthrow. **695 AD-717 AD** Seven revolutions in Byzantium.
602 AD-619 AD Persians conquer Syria, Palestine and finally Egypt and Libya, Alexandria holds out but falls in 629 AD.	**632 AD** Muhammed dies. **636 AD** Byzantines defeated by Muslims at the Yarmuk river – Muslims take Syria & Palestine.	**639 AD-642 AD** Byz. Egypt and Libya falls to the Muslims. **647 AD-710 AD** Berbers conquered by Muslims. **656 AD** Muslim civil war.	**661 AD** Start of the Umayyad caliphate. **670 AD** Schism between Sunni and Shi'i te Musli.	**680 AD-692 AD** Muslim civil war. **692 AD** Justinian II loses to Muslims in Cilicia. **698 AD** Last Byz. in Africa surrender to Muslims.
602 AD King Chosroes II declares war on Byzantium to avenge the death of Maurice.	**611 AD-633 AD** Lakhmids beset by Persians. **622 AD-627 AD** Persian army destroyed at Ninevah by Heraclius & Khazar allies in 627 AD.	**637 AD-642 AD** Persians finally defeated by Muslims at Qadisiya – Muslims take Iraq, Armenia and Iran.	**663 AD-671 AD** Khurasan conquered by Muslims. **675 AD** Peroz, last Sassanian king, takes refuge at the Chinese court.	**691 AD** Armenia conquered by Muslims. **699 AD-712 AD** Muslims campaign beyond Oxus river, taking Sind, Sarmaqand, Khwarizm
613 AD-629 AD Chlotar II is sole king of Merov. Franks.	**629 AD** Visigoths expel Byzantines from Spain.	**c. 640 AD-752 AD** Frankish mayors holds true power. **652 AD** 1st Muslim raid on Sicily.	**678 AD-681 AD** Lombards make peace with Byzantium.	**686 AD-714 AD** Pepin II mayor of Frankish Neustria, defeats Frisians, campaigns against the Alemanni.
c. 602 AD Slav raiders begin settling in northern Greece. **c. 600 AD** Bulgars settle in Moesia. Serbs & Croats settle in Illyricum.	**617 AD** Avars defeat Byzantine army, Slavs invade the Balkans. **626 AD** Slavs rebel, Avar power wanes, they withdraw from the Balkans	**c. 650 AD** Khazars settle on Don steppes.	**660 AD-680 AD** Bulgars occupy Dobruja, defeat Byzantines and found Bulgar khanate south of the Danube.	**688 AD-690 AD** Justinian II campaigns against Bulgars, defeat Slavs in Macedonia.

	700	720	740	760
DYNASTIES	**HERACLIES**	**ISAURIAN DYNASTY**		
EMPERORS	705 - 711 (717) Justinian II (re-installed) & successors)	717 - 741 Leo III	741 - 775 Constantin V	775-780 Leo IV
BYZANTIUM	**711 AD-715 AD** Anarchy. **717 AD-718 AD** Second Muslim siege of Constantinople.	**726 AD** Muslim offensive in Anatolia. **739 AD** Leo defeats Muslims at Akroinion.	**741 AD** Artavasdes revolts in Constantinople. **746 AD-747 AD** Constantine V invades Syria, and recovers Cyprus.	**756 AD-775 AD** Six Byzantine campaigns against the Bulgars, defeat at Veregava (769 AD). **778 AD** Leo IV invades Syria.
MIDDLE EAST & NORTH AFRICA		**725 AD** Christian Copts revolt in Egypt. **734 AD-742 AD** Berbers rebels take Tangier (740 AD), Arab army cross over.	**740 AD-750 AD** Umayyad civil war – Abbasid caliphate founded. **740 AD** Muslims defeated by Byzantines at Acroinion.	**767 AD-772 AD** Christian Copts revolt again. **771 AD** Berber take Qayrawan in North Africa. Abbasid army retake it later same year.
	MESOPOTAMIA & NEAR ORIENT	**711-712 AD** Muslim conquest of Sind, Khawarazm and Transoxania.	**724-740 AD** Muslim problems with holding Trans-Oxania. **737 AD** Muslims defeat Khazars, who are confined to north of Caucasus.	**751 AD** Muslims defeat T'ang Chinese at Talas. **775-780 AD** Revolts in Khurasan.
WESTERN EUROPE, ITALY & SPAIN	**711-713 AD** Muslim conquest of Spain, el-Andalus is founded. **714-741 AD** Charles Martel mayor – subjects Neustria, Aquitania, & Bavaria, campaigns against Saxons & Frisians.	**717-732 AD** Muslims raid across the Pyrenees. They are checked by Frankish dux at Toulouse (721 AD), later defeat him (732 AD), take Bordeaux, and are defeated by C. Martel at Poitiers (732 AD), withdraw to Narbonne.	**751 AD** Ravenna falls to Lombards. **756 AD** Last Umayyad prince controls el-Andalus. 741 Pepin the Short sole mayor, later Carolingian king. Subjects Germans, Saxons & Bavarians.	**760-768 AD** Pepin the Short subjects Aquitaine, (d. 768 AD). **771 AD** Charlemagne, sole Carolingian king, defeats Lombards in Italy (774 AD), fights Saxons (772-780 AD). **777 AD** Charlemagne campaigns in Spain as ally of the Abbasid khalifa.
EASTERN EUROPE & BALKANS	**705 AD** Bulgar Khan Tervel aids Justinian II in regaining throne. **717 AD** Bulgars aid Byzantines during Muslim siege.		**750 AD** Small Scandinavian settlements at Staraya Ladoga.	**760 & 763 AD** Bulgars defeated by Byzantines at Anchialos and Marcellae.

780	800	820	840	860
	PHRYGIAN DYNASTY			MACEDON.
780 - 797/802 Constantin VI (& Irene)	802 - 811/820 Nikephorus I (& successors)	820 - 829 Michael II	829 - 842 Theophilos	842 - 867 Michael III	867 - 886 Basil I
781 AD-783 AD Slav revolts put down in the Balkans. **786 AD** Muslims defeat Byzantines – renewed wars (791 AD -795 AD).	**798 AD-806 AD** Peace, Byzantium and the caliphate, Byz. pay an annuity. **807** Beginning of the war with Khan Krum. Bulgars raid Macedonia.	**821 AD-824 AD** Revolt of Thomas the Slav, backed by Muslims. **826 AD-878 AD** Crete (826 AD) and Sicily (827-878 AD) taken by Muslims.	**840 AD** Byzantine offensive against the caliphate. **845 AD-846 AD** Bulgars invade Macedonia, take Philippopolis.	**860 AD** 1st Rus raid on Constantinople. **866 AD** Abortive naval campaign against Crete. **871 AD** Basil I at war with the caliphate.
794 AD Rebellion in Egypt against taxation.	**800 AD** Governor in North Africa seizes power, Aghlabid dynasty founded in Tunisia. **802-29 AD** Further rebellion in Egypt.	**831 AD-832 AD** Last Coptic rebellion in Egypt. **831 AD** Muslims take Tarsos.	**853 AD** Byzantines raid on Chata and Damietta in Egypt.	**ca. 867 AD** Abbasid state begins to fragment. **868 AD-906 AD** Tulunid dynasty seizes power in Egypt and occupy Syria.
781 AD Baghdad founded. **786-809 AD** Golden age of Abbasid caliphate – reign of Harun al-Rashid.	**812-813 AD** Abbasid civil war, Mamun defeats his brother Amin, Baghdad is in ruins.	**834-838 AD** Khalifa al-Mu'tasim founds Ghulam corps – raids Anatolia and defeats Byzantines at Dazimon and Amorion. **820-898 AD** Various independent dynasties in Iran and Mesopotamia.	**859 AD** Ashot I, King of Armenia allies with Byzantium.	**862 AD** Khalifa al-Muntasir killed by his Turkish guards – start of Turkish domination.
782-785 AD Charlemagne annexes Saxony. **788-796 AD** Charlemagne at war with Avars, Avars become Frankish subjects. **795 AD** Franks attack Muslims in Spain.	**800 AD** Charlemagne crowned Roman emperor by Pope in Rome, C's son Louis the Pious takes Catalonia. **803 AD** Peace between Charlemagne & Saxons. **805-806 AD** Charl. takes Bohemia, dies (814 AD).	**827-901 AD** Aghlabids take Sicily and raid Corsica, Italy and France. **833-834 AD** Louis I deposed, but reinstored.	**843 AD** Carolingian empire is divided. **849 AD** Aghlabid fleet destroyed by Italians off Ostia. **850 AD** Venic becomes a seperate state.	**862 AD** First mention of Magyar raids in Germany. **866-867 AD** Aghlabids expelled from Italy. **878 AD** Aghlabids take Syracuse after nine month siege.
788 AD Byzantines defeated by Bulgars. **792 AD** Byzantines defeated by Bulgars at Marcellae. **803-814 AD** Reign of Bulgar Khan Krum.	**805 AD** Collapse of the Avar state. **811-813 AD** Emperor Nikephorus I defeated & killed at Pliska (811 AD), Imp. army defeated at Versinikia (813 AD)	**838 AD** First mention of a Rus state, led by a Khagan.	**842 AD** Rus attack Khazars and Byz. at the northern Black Sea coast. **855 AD** Rurik, a Scandinavian Jarl, arrives to rule the Rus.	**862-868 AD** Rurik founds Novrogod, Rus take Kiev. **865 AD** Bulgars and Serbs convert to Christianity.

	880	900	920	940
DYNASTIES	**MACEDONIAN DYNASTY**			
EMPERORS	**867-886 Basil I**	**886-912 (913) Leo VI (Alexander II)**	**913-959 Konstantin VII (920-944 Romanos I)**	
BYZANTIUM	**878 AD** Byzantine campaigns in Cappadocia and Cilicia. **894-97 AD** War with Bulgaria, alliance with Magyars.	**904-912 AD** Cretan Muslims sack Thessaloniki (904) – abortive war on Muslim Crete (911-912). **907 AD** 2nd Rus attack on Constantinople. **913-924 AD** War with Bulgaria.	**920 AD** Renewed wars with the Muslims. **924 AD** Treaty with Bulgaria. **928 & 933** Byz. army takes Theodosiopolis and Melitene.	**941 & 944 AD** 3rd and 4th Rus attacks on Constantinople. **947-967 AD** Annual Hamdanid raids on Byz. **949 AD** Abortive campaign against Muslim Crete.
MIDDLE EAST & NORTH AFRICA	**898-936 AD** Brief revival in central Abbasid authority.	**905 AD** Abbasids briefly regain control with Fertile Crescent. **909 AD** Rival Fatimid caliphate in Tunisia and Sicily – end of Aghlabid rule.	**929-1003** Hamdanid dynasties in Syria and Mesopotamia. **928-58 AD** Byzantines seize Erzerum, Melitene and Samsat. **935-969 AD** Ikshidid dynasty in Egypt.	**941 AD** Ikshidids occupy Palestine. **955 AD** Fatimid fleet raids Spain.
MESOPOTAMIA & NEAR ORIENT	**885-890 AD** Revival of Armenia under Bagratid dynasty.	**909-914 AD** Armenian civil war – Muslim invasion.	**928-932 AD** Samanid, Ziyarid & Buyid dynasties fight for control in Iran & Iraq.	**945 AD** Buyids seize power in Abbasid caliphate – khalifas now reduced to figure heads.
WESTERN EUROPE, SPAIN & ITALY	**880 AD** Southern Italy accepts Byzantine protection.	**900-955 AD** Magyars raid deep into Germany, Italy and France – they destroy the Kingdom of Moravia (906 AD).	**929 AD** Umayyad ruler in el-Andalus declares himself caliph.	**955 AD** Magyars finally defeated by Otto I & Germans at Lechfeld.
EASTERN EUROPE & BALKANS	**895 AD** Pechenegs drive Magyars westward, Magyars invade Bulgaria as part of Byzantine alliance. **893-927 AD** Reign of Bulgar Khan, later Tzar Simeon.	**917 AD** Imp. army defeated by Bulgars. **918 AD** Simeon invades and subjugates Serbia.	**927 AD** Bulg. Tzar Simeon defeated, dies – Tzar Peter crowned. **930 AD** Igor rules in Kiev.	**941 AD** Rus Prince Igor campaigns against Byzantine, he attacks Constantinople, ends in peace treaty.

960	980	1000	1020	1040

MACEDONIAN DYNASTY				(none)
959-963 Romanos II	963-976 Nikephorus II (-969) & John	1976-1025 Basil I	1025-1059 Constantin VII (-28), Romanos III (-34), Michael IV & Michael V (-42), Zoe & Theodora (42), Konstantin IX (-55), Theodora (55-56), Michael VI (-57), Isaac I (-59)	

Nikephorus Phokas and later John Tzimisces rule in the place of the young princes Basil II and Constantin VII.

979 AD Pretender Bardas Scleros loses in Anatolia to Gen. Bardas Phokas.

989 AD Pretender Bardas Phokas defeated at Chrysopolis and Adybos by Basil II, aided by 6,000 Kievan Varangians.

1001 Peace treaty with Fatimids.

1018 Bulgars are finally defeated.

1025 Basil II dies during the planning of the reconquest of Sicily and Italy – succeded by string of weak emperors, especially 1056-81.

1040-1048 Seljuk raiders defeated.

1043 5th Rus assault on Constantinople.

1054 Great Schism between Rome & Constantinople.

960-969 AD Nikeph. II takes northern Syria.

969 AD Fatimids finally conquer Egypt – end of Ikshidid rule.

974-975 AD John I takes rest of Syria, and N. Palestine.

991-1001 Hamdanids subjects to Fatimids in Egypt.

996-1001 Basil II campaigns in Syria.

1001-1096 Numerous short-lived dynasties in former Abbasid provinces – all crushed by Seljuks by 1096.

1030 Byzantine campaign in Syria repelled.

1031 Byzantines recover Edessa.

960 AD Turcoman tribes, including the Seljuks, convert to Islam.

1021-1022 Basil II campaigns in Georgia, Armenia.

1037-1055 Seljuks conquer Iran, Mesopotamia, defeat Buyids, seize Abbasid caliphate.

962 AD Emp. Otto II unites Germany and Italy.

968-970 AD Italy: War against Byzantium.

982 AD Otto II defeated by Fatimid raiders at Cap Colonna in Sicily.

1000 Hungarian (former Magyar) King Stephen crowned.

1037-1040 Byzantine reconquest of Sicily.

1041 Byz. defeated by Lombard-Norman alliance at Monte Maggiore.

1054 Italo-Normans defeat Papal-German alliance at Civitate.

965-967 AD Rus ruler Svyatoslav defeats Khazars.

967-971 Rus take Bulgaria – John I defeats Rus and Svyatoslav at Dorostolon.

983 AD Bulg. Tzar Samuel takes Thessaly.

986 AD Basil II's first Bulg. campaign ends in defeat – Bulgar take Albania, Macedonia (990 AD).

990-1018 Basil II's second Bulgarian war ends with victory at Kleidion Pass (1014).

1016-1024 Rus: War of the Princes, rule of Jaroslav the Wise.

1036 Rus Kievan prince defeat Pechenegs.

The Khazar state collapses.

1048-1053 Pechenegs invade former Bulgaria.

1042-1043 Rus treaty with Poles, war with Byzantium.

1054 Kievan Rus state fragments.

	1060	1080	1100	1120
DYNASTIES	**(none)**	**KOMNENIAN DYNASTY**		
EMPERORS	**1059-81 Konstantin X (-67), Romanos IV (-71), Michael VII (-78), Nikeph. III (-81)**	**1081-1118 Alexios I**		**1118-1143 John II**
BYZANTIUM	**1063** Cappadocia taken by Seljuks, led by Alp Aslan. **1071** Romanos IV defeated by Alp Aslan's Seljuks at Manzikert.	**1077-1081** Numerous revolts end with accession of Alexios I – defeat by Italo-Normans at Durrachion (1081). **1085** End of Italo-Norman attacks on Byzantium.	**1104-1108** Bohemond of Antioch campaigns against Byzantium.	**1124-1126** War with Venice. **1130** John II begins reconquest of Paphlagonia.
MIDDLE EAST & NORTH AFRICA	**1070-1117** Seljuk rule in Syria. **1077** Seljuks capture Jerusalem.	**1080** Seljuks found sultanate of Rûm in Anatolia, capital at Iconium (1084). **1096-1099** 1st Crusade, ends with crusaders seizing Jerusalem – Anatolia ceded to Byzantium.	**1110-1139** John II retake Anatolian provinces and advances into Syria. **1098** Crusader states in constant war with Seljuks and Salah al-Din's Ayyubids.	**1138** John II compels Latin ruler of Antioch to swear allegiance to Byzantium.
WESTERN EUROPE, SPAIN & ITALY	**1060-72** Norman conquest of Byzantine southern Italy and Sicily. **1066** After the Battle of Hastings, many Anglo-Saxons take up service in Byzantium.	**1081-1084** Italo-Normans, led by Roger de Guiscard, and Germans struggle for control of Italy. **1091** Normans finally take Sicily.	**1108-1109** Poland invades Bohemia, defeats Germans at Hundsfeld. **1119** War between Pisa and Genoa.	**1133** Lothar, Emperor of Germany & Italy, campaigns against Italo-Normans, repels Normans at Cape Dimas. **1138** Poland divided.
EASTERN EUROPE & BALKANS	**1064** War between Kiev and Poland. **1077** Rus Black Hoods used for the first time.	**1089-1091** Pechenegs invade Thrace and besieges Constant. – defeated by Byzantine Cumans at Levonion (1091). **1093** Cumans sack Kiev. **1097** Rus adopt hereditary monarchy to avoid civil war.	**1102** Hungaria and Croatia unified.	**1120** Rus campaign vs. Volga Bulgars. **1122** Pechenegs finally defeated by John II at Eski Zagra. **1123-1124** John II defeats Serbia & Hungary. **1132-1134** Rus civil war, Novrogod independent (1136).

1140	1160	1180	1200+
		ANGELOS	
1143-1180 (1185) Manuel I (& successors)		1185-1204 Isaac II (-95), Alexios III (-03), Isaac II (-04), Alexios IV (04), Alexios V (04)	(Latins)
1147 2nd Crusade passed through Byzantium. **1147-1148** Roger II of Sicily attacks Greece, but is expelled. **1149** Byzantines aided by Venice takes Corfu from crusaders.	**1171-1177** New war with Venice.	**1185** Siculo-Normans sack Durrachion and raid adjacent coast – they are later defeated.	**1204** Constantinople falls, seized by crusaders and Venetians of the 4th Crusade – Latins install their own emperor.
1143-1145 Conflict between Byzantium & Antioch – Antioch submits. **1143-1151** Byzantines briefly expelled from Cilicia by Muslims.	**1158-1161** Campaigns against Seljuks end in favourable treaty. **1161-1164** Imp. & Latin forces defeated by Syrian amir at Artah. **1176** Manuel I ambushed & defeated at Myriokephalon by Seljuks, Phrygia lost.	**1176-1187** Salah al-Din takes Tyre, raids cities in Palestine, takes Jerusalem (1187). **1189-1192** 3rd Crusade, led by Emperor Barbarossa – revives Crusader states.	**1200+** After the death of Salah al-Din (1193), his conquests in Syria are slowly reverted to the Crusader states.
1153-1186 German Emperor Barbarossa campaigns in Italy. **1155-1158** Though victorious at Andria, Byzantines finally leave Italy.		**1190-1194** German Emperor Henry VI conquers Norman lands in southern Italy and Sicily.	
1149-1152 Manuel I defeats rebel Serbs and Hungarians coming to their aid – he attacks and defeats Hungaria. **1156** Moscow is founded.	**1165-1167** New war with Hungaria ends with Byzantine victory at Semlin – Hungaria cedes north-west Balkan lands.	**1185** Rus Prince Igor attacks Cumans but meets defeat. **1180-1186** Bulgaria and Serbia finally ceded – Stefan Nemanja founds Serbian kingdom. – 2nd Bulgar kingdom founded in 1186. **1199-1205** Rus civil war over the Grand Prince title.	**1237** Mongol conquest begins. **1240** Swedish invaders repelled by Rus Prince Alexander Nevskij of Novrogod, Battle of Neva. **1242** Nevskij defeats Teutonic Order on Lake Peipus.

APPENDIX I - WESTERN ENEMIES & ALLIES

LATER MEROVINGIAN FRANKISH, ITALO-LOMBARD & ITALO-NORMAN ARMIES. 561 AD–1100

Some of the later enemies Byzantium faced in the western part of the Mediterranean have been almost covered in other supplements. We say 'almost' because though the Western Franks army list in the *Shieldwall* supplement is more than adequate to recreate the armies of these enemies, it was not written specifically for that purpose. Therefore, we have put together a few new Army Compositions for those of you who wish to field Frankish, Italo-Lombard and Italo-Norman armies. As these armies use troop types from the *Shieldwall* supplement, you will need this supplement to build the armies in question.

ARMY COMPOSITION

LATER MEROVINGIAN FRANKS (561-750 AD)

After the death of Chlotar, more family strife soon followed and the territories of the Merovingian kingdom were split into three states: Austrasia in the east, Neustria in the west and Burgundy in the south. After being united briefly in 639 AD, they were once again divided and the ruling families lost power to local Frankish nobles, called the Mayors. In 750 AD, the last Merovingian ruler was dethroned by Pippin, nicknamed 'the Short', who established the Carolingian Dynasty (Pippin was the son of Charles Martel, who defeated an Umayyad army at the Battle of Poitiers in 732 AD). This variant of the Western Franks army list allows you to field Later Merovingian Frankish armies, until a proper army list is published.



Characters: Up to 25% of the available points may be spent on characters.

Common Warriors: At least 50% of the available points must be spent on Milites and Pueri.

Uncommon Warriors: Up to 50% of the available points may be spent on Liberi and Coloni.

Later Merovingian Franks Special Rules

• Two units of Mounted or Dismounted Milites may be designated as Socii (the Mayor's retainers). Socii may have heavy armour (free) and bow (+1 pt).

• All other units of Mounted or Dismounted Milites have a Leadership value of 7, and ride horses (not warhorses). Dismounted Milites cost 12 points each. Mounted Milites cost 21 points each – they may have bows (+1 pt).

• Two units of Pueri may have Feigned Flight (+1 pt).

• Up to four units of formed infantry or dismounted cavalry (Socii and Milites) may be *Riding Horses* (+1 pt).

• One unit of Liberi may be upgraded to Elite Infantry (+1 pt – Leadership 7). They may have light armour (+2 pts).

ITALIAN PENINSULA

Justinian's reclamation of the Italian peninsula was greatly reduced by the Lombard invasion of the 6th Century, leaving only the south and some coastal cities in Byzantine hands. Eventually, the competing powers settled into an uneasy peace as Constantinople struggled for survival against powerful enemies in Asia Minor and the Balkans. In the meantime, the Lombards waged small-scale wars against one another while they slowly assimilated with the local populations. Byzantine rule was further eroded by both the Frankish annexation of northern Italy and the Muslim conquest of Sicily in the 8th and 9th centuries. As Norman mercenaries established themselves in the confusing Italo-Lombard politics of southern Italy in the 11th Century, they managed to totally dislodge waning Byzantine rule.

The Italian army lists are for building the hybrid armies that developed under the military influence of the Byzantine, Germanic, and Muslim cultures in the late Dark Ages. Local magnates and troops formed a significant part of the foreign armies that settled on Italian soil, just as local militias served in Byzantine thematic armies. It is the development of urban and rural militias that differentiated Italian lower class soldiers from the poorly trained and equipped levies of western feudal armies. Some of them originated as offshoots of these types of levies, while others were the legacies of Byzantine garrisons. These militias preceded the acclaimed medieval communal armies, although in this period most of them were assigned to defensive roles such as guarding fortifications and town walls. Some cities did maintain elite militias that were successfully deployed in open warfare.

ITALO-LOMBARDS (800 AD-1100)

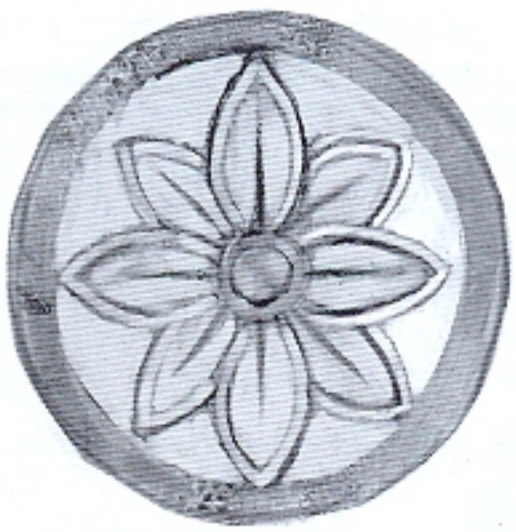
Although a rural warrior aristocracy normally governed the Lombard principalities, many cities dominated political and military concerns due to the economic power they wielded. Though reduced from the disastrous wars of the 5th and 6th centuries, several Italian cities thrived due to their trade relations with the wealthy East. Warfare was often nothing more than skirmishing nobles and their personal retinues, but larger conflicts occurred and Lombard warlords utilised local militias and mercenaries when necessary. Lombard noble cavalry also had a higher percentage of light horsemen, partly due to the hot climate and partly due to Byzantine and North African influence.

Characters: Up to 25% of available points.

Common Warriors: At least 50% of available points must be spent on Milites and Pueri.

Uncommon Warriors: Up to 50% of available points may be spent on Liberi and Coloni.

Allies & Mercenaries: Up to 25% of the available points may be spent on Dogs of War (Sergeants and Stipendarii from the *Shieldwall* supplement) and other allies. Northern Italo-Lombards may draw on Magyars (see the Steppe Nomads army list). Southern Italo-Lombards may draw on Arabs and Byzantines (see the Aghlabid and Thematic Byzantines army lists). From the Aghlabid Arab list, Volunteer and Regular Cavalry and Volunteer Skirmishers may be chosen. From the Thematic Byzantines list, Themata Heavy and Light Kavallarioi may be chosen.



Italo-Lombard Special Rules

• Italo-Lombards must be fielded as either Northern Italo-Lombards or Southern Italo-Lombards.

• Milite models may not outnumber Pueri models.

• One unit of Pueri may be given light armour (+2 pts).

• One unit of Liberi may be upgraded to Elite Militia (+1 pt). Elite Militia troops may use a Shieldwall formation and may also be given light armour (+2 pts).

• To represent mercenary Norman elements in later Southern Italo-Lombard armies, Stipendarii from the Dogs of War count as having a Ferocious Charge. They cost 29 points each, and may have lances (+4 pts). Regular Stipendarii may still be purchased.

ITALO-NORMANS (1000-1100)

The Normans arrived in southern Italy in the early 11th Century, serving the Lombards, the Byzantines, and the Papacy in their struggles against one another. The opportunistic Normans took advantage of the declining power of their employers, and graduated from the role of indispensable mercenaries to aggressive conquerors. By the middle of the century, the Normans had destroyed a Byzantine army (another one was never sent to Italy) and cowed the Papacy. Before the end of the century, the Normans took Sicily from the Saracens and marched against the Byzantines in the Balkans. Norman heavy cavalry supported by levied local infantry and cavalry formed the nucleus of Italo-Norman armies. German and Frankish mercenaries also found their way into the Norman armies, as did Saracens upon the conquest of Sicily.

Characters: Up to 25% of the available points. Mounted Rex or Comes may have a lance (+4 pts).

Common Warriors: At least 33% of available points must be spent on Milites and Pueri.

Uncommon Warriors: Up to 50% of available points may be spent on Liberi and Coloni.

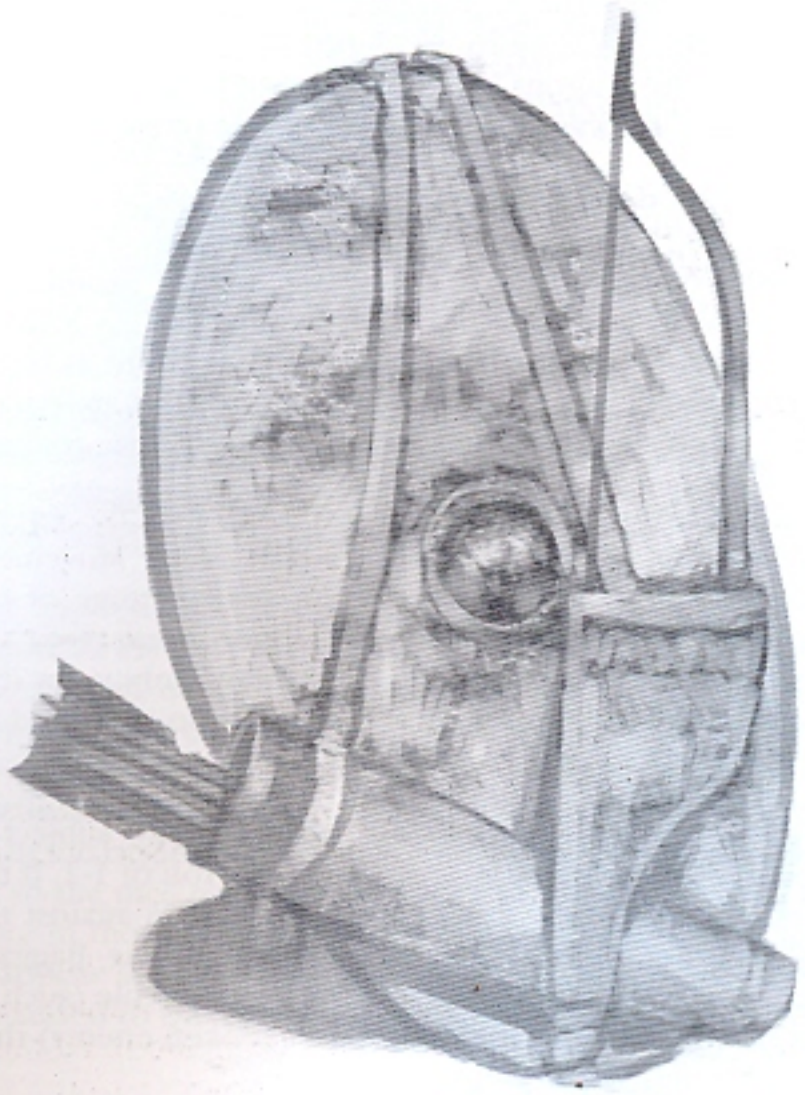
Allies & Mercenaries: Up to 25% of the available points may be spent on Dogs of War (Sergeants and Stipendarii from the *Shieldwall* supplement) and Arab allies. From the Aghlabid Arab list, Volunteer and Regular Cavalry and Volunteer Skirmishers may be chosen.

Italo-Norman Special Rules

• Mounted Milites have Ferocious Charge, they cost 30 points each and may exchange thrusting spear for lance (+4 pts).

• One unit of Liberi may be upgraded to Elite Militia (+1 pt). Elite Militia troops may use a Shieldwall formation and may also be given light armour (+2 pts). All other Liberi units and all Coloni troops count as Levies (-1 pt).

• One unit of Pueri may be given light armour (+2 pts).



APPENDIX II – OPTIONAL RULES

BAGGAGE TRAIN, SINGLE COMBAT & CAVALRY BATTLES

What follows are some optional rules to cover the more unusual battle factors in Ancient and Early Medieval warfare in the East. Some of the rules have been used in the battle scenarios described earlier, but they can all be used to spice up the standard scenarios in the *Warhammer Ancient Battles* book.

BAGGAGE TRAIN

When on campaign, armies stacked their supply of provisions and weapons in wagons or on the backs of horses, mules or camels. Though mostly not directly involved in the battle, the baggage train was sometimes drawn into the battle if the army fled or if the enemy outflanked it. Even for seasoned warriors, the temptation of looting the enemy baggage could prove so great that they left the battleline in search of plunder. Any army in this supplement can choose a baggage train to accompany the army.

0-5 WAGONS, 15 pts per wagon

	M	WS	BS	S	T	W	I	A	Ld	Pts
Defender	4	2	3	3	3	1	2	1	6	4
Wagon	-	-	-	-	6	3	-	-	-	15

Equipment: Each wagon may have between 2-5 Defenders equipped with hand weapon, javelins and shield. Wagon Defenders may exchange javelins for a bow (+1 pt). Alternatively, the generic Defenders may be replaced by the most modest infantry troops from the army list of the chosen army.

Baggage train deployment: The whole baggage train is deployed as one unit and must be placed on the table as the first unit. The wagons are deployed in a semi-circle 3" apart with the wagons at each end touching the player's table edge. The wagons do not block line of sight.

Defender deployment: All the defenders are Skirmishers, they count as one unit and may not take a Standard or a Musician. They are placed inside the baggage train and may not leave voluntarily. As long as they remain inside the baggage train, they count as being behind hard cover. The wagons count as a defended obstacle until the defenders lose a round of close combat.

Looting the baggage: At the start of each of the enemy player's turns, in the compulsory part of the Movement phase, enemy units that are within charge range of the baggage and can see at least one wagon must resist the temptation of looting the baggage train. Only units that are engaged in close combat or fleeing do not need to take this test.

Roll a D6. On a roll of 1 the test is failed – units subject to Warband Psychology Rule 2 will fail on a roll of 1-2. If the test is failed, the unit must declare a charge against the baggage train. They will continue to fight the Baggage Defenders, and unless prevented by another rule (such as rules stating that they must pursue a broken enemy) they will proceed to loot the baggage after defeating the Defenders. Looting units must remain in base contact with the baggage train. They cannot move or shoot and do not retain their rank bonus.

At the beginning of each of his turns, the enemy player may attempt to draw looting units back into the battle. In order to turn them away from the tempting task of enriching themselves, looting units must pass a Leadership test, taken either against their own Leadership value or against the Army General's Leadership value if he is within 12" of the unit. Warband units that have begun looting must always pass this test on their base Leadership.

Victory Points: For each wagon left by its Defenders, the attacker gains an additional +20 Victory points.

SINGLE COMBAT

Accounts of Early Medieval battles are littered with descriptions of great heroic champions fighting it out to instil courage in their comrades. These single combats often took place before the actual battle began in order to raise the morale of the troops and have the enemy troops whispering of ill omens for the ensuing battle.

Issuing a single combat challenge: Before the battle begins, the players may agree to fight a single combat. Each player rolls a D6 – the player with the highest score may issue a challenge. He places a character from his army in the centre of the battlefield. Should the other player accept the challenge, he places a character 8" in front of the challenger. If he declines the challenge, the omens are deemed favourable to the challenger's army. Roll a D3: the challenger's army may add +1 to any one combat resolution this many times during the ensuing battle.

Fighting a single combat: Roll a D3 and add this to the character's Initiative. The character with the highest score charges in the first turn of the challenge. The defending character may choose to stand or stand & shoot as a charge response as normal. If both he and the attacking character fight on horseback he may also choose to counter-charge. This single combat continues as a regular close combat, with the exception that no combat resolution is made. It's a fight to the death!

The slain character is removed from the game, while the victor is returned to his previous position. To portray the courage instilled in the troops by such a glorious feat of arms, the winning side may add +1 to a number of separate combat resolutions. The number of times the winning side may add +1 to any one combat resolution is found by subtracting the number of wounds the victorious character suffered from the wounds he inflicted in the single combat, and doubling the result.

For example, a character that inflicted three wounds while suffering one wound himself in the single combat, allows the winning player to add +1 to four separate combat resolutions during the ensuing battle.

CAVALRY BATTLE RULES

These rule additions have been written for fighting all-cavalry battles and skirmishes. Basically, all the normal WAB rules apply, with a few notable exceptions and rules additions.

Charges: Lighter types of cavalry typically performed the role of harassers and outflankers, and left the real in-fighting to their more heavily armoured comrades. When cavalry in open formation faced other skirmishing cavalry, the mêlée was usually over in a matter of seconds. Rather than clashing together, the two cavalry units passed through each other, striking left or right, trying to do enough damage to scare off their opponents.

To portray this type of combat, cavalry in skirmish formation that declare a charge against an enemy cavalry unit in skirmish formation will Charge Through the enemy unit. The charged unit may respond with any of the standard charge responses (flee, fire & flee, stand, etc).

Now measure out the charge distance for each charging model to see how many models are able to reach base contact with an enemy model. If at least half of the charging unit's models are able to reach base contact, they count as having Charged Through the enemy formation – for the effect of Charging Through a unit, see Charging Through Units below. If less than half the models succeeded in touching an enemy model during the charge, the charge counts as a failed charge.

When charging formed enemy units and units already engaged in close combat, cavalry in skirmish formation cannot Charge Through the enemy unit – instead, they will charge using the normal charge rules.

Compulsory Movement: When a unit is returned to the table, roll 2D6. The unit is placed 2D6" to the left or right of its point of exit – odd rolls are placed to the left, even rolls are placed to the right. The unit may not charge, march, or move at double pace in the turn it returns to the table, but it may either shoot or move at up to its normal Movement rate. Units with Parthian Shot cannot use this ability when re-entering the table.

Movement: Skirmishing cavalry must end their movement with all models facing in the direction they travelled. Unless the skirmishing unit is forced to move around obstacles, such as enemy units, friendly units and terrain features, it will travel in a straight line. If the player prefers a unit in skirmish formation to face in a different direction than the one the unit travelled in during its move, the skirmishing unit must surrender a quarter of its double pace movement to do so (ie, 4" of the normal 16" of double pace movement).

Cavalry with the Parthian Shot ability may change direction without penalties immediately after shooting. Note though that they must either end their additional move facing in the direction they have travelled after shooting, or surrender a quarter of their double pace movement to face in a new direction (ie, move 4" and surrender 4" to change facing).

Shooting: A man on a horse galloping at full speed is a hard target to hit – even for an accomplished archer. Therefore, shooting at units that moved at more than their normal Move rate during their Movement phase always counts as being made against a target at long range (ie, with a -1 modifier), whether the unit is in close or long range.

Skirmishers in close combat: The consequences of being charged in the flank or rear are lethal. Although skirmishing cavalry count as having no flanks or rear, an unseen enemy charging in from the rear or flank can quickly become a very serious opponent. Therefore, skirmishing cavalry charged by an enemy outside their 90° field of vision may not use any weapon benefits – such as re-rolls or strength bonuses during the first turn of close combat.

Charging Through units: A unit Charging Through an enemy unit strikes with only half of its normal number of attacks. Any charging character that reaches base contact with an enemy model may fight as well, but with only half of his attacks. The charged unit may fight back, using half of its attacks minus any casualties. Characters leading the charged unit may fight back with half of their attacks. An odd number of attacks are rounded down. When making a Charge Through a unit, neither attackers nor defenders can target enemy characters.

After both sides have struck, the models of the charging unit are placed on the opposite side of the enemy unit facing in the direction of their charge, approximately 1" from the unit. Both units have dealt their blows and the combat is over. Now the side that suffered the most casualties takes a Panic test (not a Break test). Note that no combat resolution is made, and no other normal close combat factors such as banners and Battle Standards apply – it is only a matter of which unit suffers the most casualties. Should both units have suffered the same number of casualties, the charged unit takes the test (note though that if none of the units suffered casualties, then no test is taken).

If the Panic test is failed, the unit flees directly away from the nearest enemy unit – usually the unit that Charged Through them. As the units are no longer in close combat, it may not be pursued.

Outflankers: As cavalry have the ability to cover large distances, cavalry commanders often sent units on long outflanking marches. To represent this, one unit for every 1,000 points may be assigned as Outflankers.

The outflanking unit is set aside before deployment begins. At the start of the player's third turn, he rolls a D6. On the roll of a 6, the unit appears on the opposing player's table edge (see Compulsory Movement for the rules on units returning to the table). Should the Outflankers fail to appear, the player continues to roll a D6 at the beginning of each of his turns, each time adding +1 to the dice roll (eg, 5 or more in the fourth turn, 4 or more in the fifth turn, etc). If the Outflankers have failed to appear at the end of the game, they count as lost and are added to the opposing player's Victory points score.

APPENDIX III - TRIBES & PEOPLES

"WHOEVER HEARD OF THE LAKHMIDS?"

Reading the list of allies and mercenaries in this book can be a confusing experience – the number of different tribes and peoples serving in Byzantine armies and those of their adversaries is quite staggering. What follows is a little more about the tribes mentioned in the army lists.

Alans: Of probable Iranian descent, the Alan tribe originally lived in the area north of the Black Sea. When the Huns invaded in the 4th Century, some Alans relocated further south to the Caucasus region where they became subjects of the Khazars. Others followed the Huns into Western Europe where they settled in what is now France. Some Alans then joined the Vandals, and followed them into Africa.

Daylamites: A tribe of Iranian stock which inhabited the area south of the Caspian Sea. Being renowned warriors, the Daylamites fought in Sassanid Persian, Arab, Seljuk Turk and Fatimid armies as mercenary light infantry.

Ephthalites: Possibly a Mongloid, but probably an Iranian tribe that served as auxiliaries in the Sassanid Persian army. The Ephthalite influence grew and in a short period from 488 AD to roughly 540 AD, they gained control of the Persian Empire before being annihilated by the combined efforts of the Sassanian King Khusrau and nomadic Turks.

Franks: From lands in northern Germany, the Franks settled in what is now France in the 4th Century. Taking great pride in their ferocious foot warriors and later in their cavalry, the Frankish kingdoms in the Early and Middle Byzantine period grew to dominate much of Western Europe.

Ghassanids: The Christian Ghassanid Arabs lived in Palestine and what is now Lebanon and Syria where they served as Byzantine Limitanei and later as Foederatii. Defeated in the Battle of Yarmuk in 636 Ad, they went on to become subjects of the Muslim Arab Caliphates.



Goths: A collection of Scandinavian tribes that settled in areas north of the Black Sea. Pushed southwards by the Huns in the 4th Century, the Visigoths defeated the Romans at Adrianople in 378 AD. They then looted Italy and continued into northern Spain. The Ostrogoth tribe followed their kinsmen westward and established their own kingdom in Italy which was subsequently defeated by Justinian's armies in the 6th Century.

Heruls: Living in the marshy lands around the mouth of the Volga River, the Germanic, Scandinavian or possibly Iranian descended Heruls sent mercenary horsemen to serve in the Byzantine army in the 6th Century. The Khazar Turks gained control of their state in the 7th Century. That's one version! Another version is that the Heruls lived in what is now Hungary. Whatever version you prefer, they were last mentioned in the 7th Century.

Khurasanians: Inhabitants of the north-eastern part of Iran. Fought as auxiliaries in Muslim caliphate armies. A number of Khurasan dynasties broke off from the Abbasid state and defended their independence with shifting luck until absorbed by the Turkish tribes in the 10th Century.

Lakhmids: An Arab tribe living in what is now the northern part of Saudi Arabia and southern part of Iraq. They were allies of the Sassanid Persians until the demise of the Persian state in the 7th Century.

Parthians: The Scythian-descended Parthians took over Persia in the 2nd Century BC. They soundly defeated the Romans with whom they fought a series of wars. In 226 AD, Parthian rule was overthrown by the Sassanid Persians.

Serbs: A Slavic people living in and around present-day Serbia. Unlike most Slavs, the Serbians resisted Bulgar dominion and were a client state of Byzantium for centuries. After the Ottoman conquest of the Balkans, the Serbians served as Ottoman vassal heavy cavalry.

Turcomans: The term 'Turcomans' first appears in the 10th Century, and is used to describe Turks of the Oghuzz or Ghuzz tribe. It was later applied to Muslim Turks (as opposed to Pagan or Christian Turks). The Ghuzz tribe entered into the northern part of the Abbasid Caliphate in the 10th Century. Serving as allies and mercenaries in Abbasid, Seljuk and later in the earliest Ottoman armies, Turcomans were renowned for their horse-archery and their strong mindedness.

Uzes: A Turkish tribe similar to the Cumans. Travelling from southern Russia, the Uzes settled in the Balkans in the 12th Century where they served the Byzantines as horse archers.

Vlachs: A tribe who lived in the Balkans by the 14th Century. The Vlachs served as mercenaries or vassals in most Balkan armies including Byzantine and Ottoman forces.

APPENDIX IV - FURTHER INFORMATION

BOOKS, ARTICLES AND WEBSITES

BOOKS

In my opinion, the best introductory read on the Byzantine army and military society is John Haldon's *Byzantium at War AD 600-1453*, published by Osprey in 2002. If you are familiar with the basic development of the Byzantine army and society, but feel like knowing more, I would recommend *Warfare, State and Society in the Byzantine World* by John Haldon for more insight on the Byzantine army. *A Concise History of Byzantium* by Warren Treadgold offers an excellent up-to-date summary of Byzantine history.

Should you be in search of more in-depth material, what follows is a list of publication you should find useful. Books marked with an * are the ones I find especially helpful.

The Byzantine Empire and Its Army

Runciman, Steven: *Byzantine Civilisation.*

*Haldon, John: *The Byzantine Wars*. Describing major Byzantine battles.

Early Byzantine Armies

*Macdowall, Simon:
Late Roman Infantryman/Cavalryman. Osprey.

*Dennis, George T.: *Maurice's Strategikon. The Strategikon*, attributed to Emperor Maurice.

Regan, Geoffrey: *First Crusader – Byzantium's Holy Wars.* On Emperor Heraclius' campaigns against the Persians.

Kaegi, Walter E.: *Heraclius of Byzantium.* A biography on Emperor Heraclius.

Procopius: *The Persians Wars, the Vandalic Wars, the Gothic Wars.* A must-have for all interested in the Justinian Dynasty Byzantines. The single best source for Byzantium's wars with Persians, Vandals and Goths.

Agathias: *The Histories.* The historian Agathias picks up where Procopius left off.

Theophylact Simocatta: *The History.* The history of Byzantium in the late 6th Century.

Thematic Byzantine Armies

Blöndal, Sigfûs: *The Varangians of Byzantium.* The only work on the Varagians and their exploits.

*McGeer, Eric: *Sowing the Dragon's Teeth.* Two important 10th Century military treaties.

*Dennis, George: *Three Byzantine Military Treaties.*

Theophanes Confessor: *The Chronicle.* Not exactly a light read, this meticulous chronicle lists the events of the empire from the late 3rd Century to early 9th Century.

Unfortunately, the most important works of the Middle Byzantine period, written by Theophanes Continuatus, Leo the Deacon and Johannes Skylitzes have yet to be published as an English translation. Leo the Deacon and Johannes Skylitzes are available in German translations from the early 80s, but they are hard to come by (and you'd have to be able read German!).

Late Byzantine Armies

Heath, Ian: *Armies and Enemies of the Crusades.*

*Heath, Ian: *Byzantine Armies 1118-1461 AD.* Osprey.

Nicolle, David: *Hungary and the Fall of Eastern Europe.* Osprey.

Byzantine Emperors and Generals

Whitby, Michael: *The Emperor Maurice and His Historian.* On Maurice and Theophylact Simocatta.

Tougher, Shaun: *The Reign of Leo VI.*

*Graves, Rober: *Count Belisarius.* Somewhat dated historical fiction, but still worth reading.

*Waltari, Mika: *Dark Angel.* Historical fiction on the fall of Constantinople in 1453.

Sassanid Persia

Frye, R.N.: *The History of Ancient Iran.*

Wilcox, P.: *Parthians and Sassanid Persians.* Osprey.

Germanic Kingdoms

Burns, Thomas: *A History of the Ostrogoths.*

Heather, Peter: *The Goths.*

*Wood, Ian: *The Merovingian Kingdoms.*

MacDowall, Simon: *Germanic Warrior.* Osprey.

Paulus Diaconus: *The History of the Lombards.*

Italo-Lombard and Italo Norman Armies

Loud, G.A. *The Age of Robert Guiscard: Southern Italy and the Norman Conquest.* Pearson Education Unlimited. 2000. Essex, England.

Matthew, Donald. *The Norman Kingdom of Sicily.* Cambridge University Press. 1992.

Nicolle, David: *Italian Medieval Armies 1000-1300.* Osprey. 2002.

Norwich, John Julius. *The Normans in the South.* Longman, 1967.

Steppe Nomads, Balkan Bulgars and Slavs

Runciman, Steven: *A History of the 1st Bulgar Empire.*

Fine Jr., J.V.A.: *The Early Medieval Balkans.*

Browning, R.: *Byzantium and Bulgaria.*

Nicolle, David: *Attila and the Nomad Hordes.* Osprey.

* Hildinger, Erik: *Warriors of the Steppes.*

Nicolle, David: *Hungary and the Fall of Eastern Europe.* Osprey.

Nicolle, David: *The Age of Charlemagne.* Osprey.

Early Caliphates

Islam I: *Politics and War.* Edited by Bernard Lewis.

Shaban, M.A.: *Islamic History I-III.*

Nicolle, David: *The Armies of Islam 7th-11th centuries.* Osprey.

Nicolle, David: *Armies of the Caliphates.* Osprey.

Rus

Nicolle, David: *Armies of Medieval Russia 750-1250.* Osprey.

Lewis, David: *Dark Age History: The Sons of Vladimir the Great.* La Gloire Magazine.

Rambaud, Alfred: *Russia.*

Christiansen, Eric: *The Northern Crusades.*

Omeljan, Pritsak Omeljan: *The Origin of Rus.*

S. Franklin & J. Shepard: *The Emergence of Rus 750-1200.*

The Russian Primary Chronicle; Laurentian Text – the Monk Nestor (sometimes called the Nestors Chronicles) Translated by Cross et al.

Heimskringla – Snorri Sturlasson translated in: *Heimskringla: A History of the Norse Kings.*

General Military History

Heath, Ian: *Armies of the Dark Ages 600-1066.* Perfect starting point for Dark Age wargaming. Covers most armies of the time.

The New Cambridge Medieval History II-V. A good read for a general overview.

Nicolle, David (et al): *Medieval Sourcebook I-II.*

WEBSITES

Medieval Source Book: Byzantium – www.fordham.edu/halsall/sbook1c.html

History of Constantinople – www.roman-empire.net/constant/constant-index.html

Warfare in the Byzantine World – www.fiu.edu/~eltonh/warfare/byzantin.html

Balkan Military History – www.members.aol.com/_ht_a/balkandave/frmcon.htm

Articles, reviews and sources on Medieval military history – www.deremilitari.org

Guiseppe Rava – www.g-rava.it

Jon Hodgson – www.jonhodgson.net

The Livonian Rhymed Chronicles for Igor's adventures – artiom.home.mindspring.com/slovo/slovo.htm

ARTICLES

While researching for this book, I used a number of articles from the bi-monthly magazine *Slingshot*, published by The Society of Ancients. I must extend my gratitude towards the authors and recommend everyone to join the society.

MINIATURES MANUFACTURERS

Gripping Beast and Old Glory produce an extensive range of models for this period and are predominately featured in this supplement:

Gripping Beast, 3 Shor Street, Evesham, WR11 3AT, UK – www.grippingbeast.com

They also provide a full range of banners, shield transfers and designs.

Old Glory USA, Box 20, Calumet, PA 15621, USA – www.oldgloryminiatures.com

Old Glory UK, Institute House, New Kyo, Stanley, Co. Durham, DH9 7TJ, UK – www.oldgloryuk.com

Additional miniatures and products included in this supplement from the following companies:

A and A Miniatures, 12 Beechfield Avenue, Bangor Co.Down BT19 7ZY Northern Ireland. www.aandaminiatures.co.uk

Wargames Foundry, 24-34 St Marks Street, Nottingham NG3 1DE, UK – www.wargamesfoundry.com

Games Workshop – www.games-workshop.com

Little Big Men Studios – www.Littlebigmenstudios.co.uk Appropriate transfers ranges are also available from Gripping Beast.

Magister Militum, Unit 4, The Business Centre, Morgans Vale Road, Redlynch, Salisbury, SP5 2HA, UK – www.magistermilitum.com

Pictors Studio – www.pictorsstudio.com

Perry Miniatures, PO Box 6512, Nottingham NG7 1UJ, UK – www.perry-miniatures.com

BUILDINGS & TERRAIN MANUFACTURERS

All the buildings featured in this supplement are made by Grand Manner and Gripping Beast.

Grand Manner, Unit B, Smiths Way, Saxon Business Park, Stoke Prior, Bromsgrove, B60 4AD. UK – www.grandmanner.co.uk

The following companies also make suitable products.

Scheltrum Miniatures, 75 Albury Road, Aberdeen, AB11 6TP, UK

Monolith Designs, The Bunker, Shaun McLaughlin, 78 Harcourt St, Newark, NG24 1RF, UK

All the above manufacturers have assisted Warhammer Historical in some way, our sincere thanks to them for their continued support.

PUBLISHERS

Warhammer Historical, PO Box 5226, Nottingham NG7 2WT – www.warhammer-historical.com

Osprey Publishing Ltd, Midland House, West Way, Botley, Oxford OX2 0PH, UK

Wargames Research Group (WRG), The Keep, Le Marchant Barracks, London Rd, Devizes, Wilts SN10 2ER, UK

SOCIETIES

Society of Ancients, The Membership Secretary, Mabar, Blackheath Lane, Wonersh, Guildford, GU5 0PN, UK – www.soa.org.uk.

Lance and Longbow Society, The Secretary, 11 Westmeade Close Rosedale, Cheshunt Herts EN7 6JP, UK – www.lanceandlongbow.com

WPS – www.players-society.com – the website includes an online Warhammer Historical Forum.

The WABList, WABMedievalBattles and many other Internet discussion groups can be found on Yahoo! Groups and similar services.

MAGAZINES

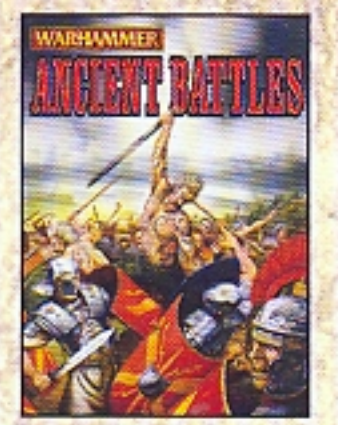
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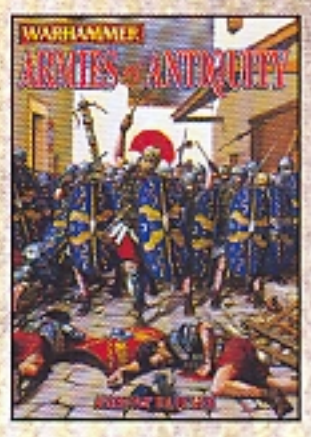
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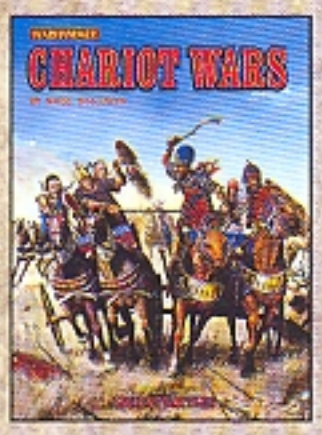
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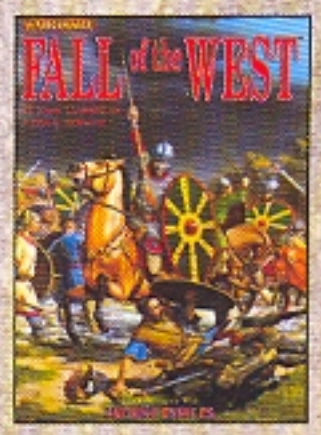
Wargames, Soldiers and Strategy, Revistas Profesionales S.L. Valentin Beato 42 28037 Madrid, Spain.

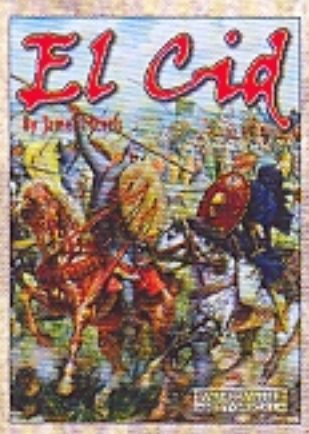
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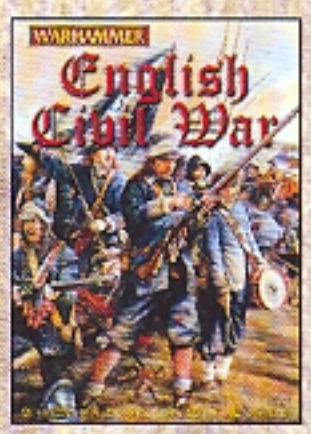


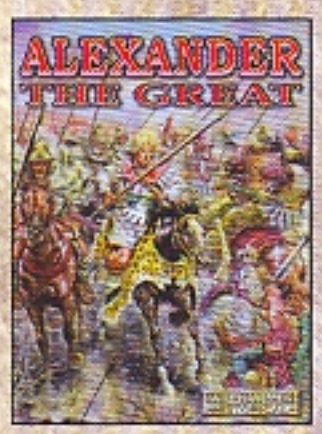


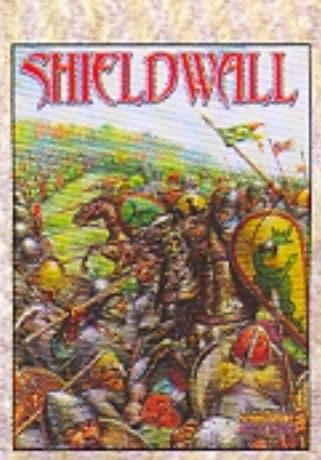




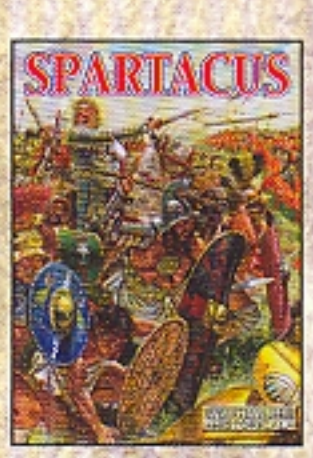


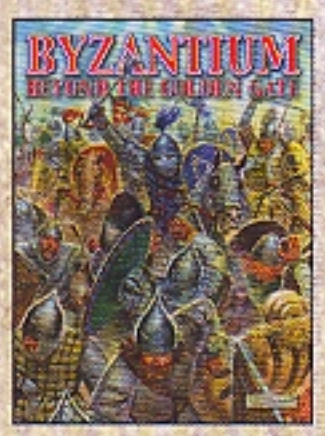


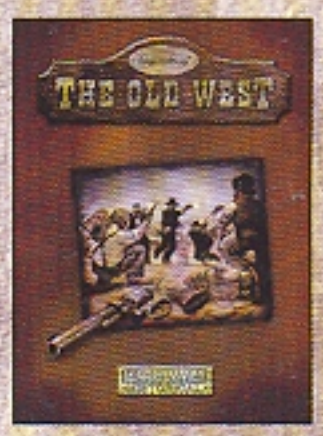












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