

• HAIL CAESAR •

TM

ARMY LISTS: LATE ANTIQUITY TO EARLY MEDIEVAL





Off on Crusade again – Hospitaller knights in the Holy Land

Upon stepping from the boat that brought him to England, William of Normandy slipped and fell to the ground. Fearing that this be seen as a bad omen he immediately cried, "Look, I have already grasped my kingdom!"



Out Aleppo way – more trouble with the locals...

• HAIL CAESAR •

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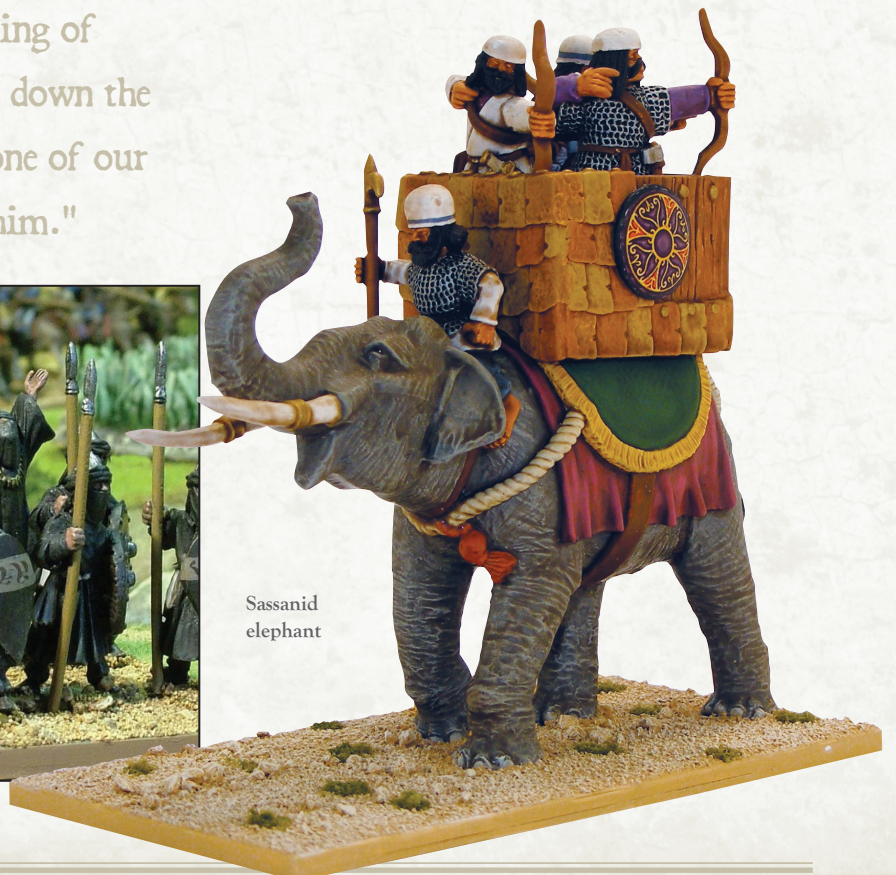


Roman civilisation topples under the onslaught of barbarian invaders

"And on that day," wrote Saladin's scribe of Richard the Lionheart, "the King of England, a lance in his hand, rode down the whole length of our army, and none of our men did come forth to challenge him."



Damascan militia of the early Crusades



Sassanid elephant

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The sun beats down as Sassanid Persia confronts Imperial Rome over a desert oasis.

CARRY ON AGAIN CAESAR!

This supplement to Warlord Games' Hail Caesar game contains army lists and gaming stats for no fewer than sixty armies of the ancient and early medieval world. The armies included in this book take us from the mid-third century AD to the early thirteenth century. An existing supplement covers armies from the earliest times up to the mid-third century.

Our army lists include stats for all the best-known and widely collected forces for which 28mm sized models are currently available. Of course it is impossible to provide stats for every nation or culture that bore arms over the several hundred years envisaged. Those seeking further examples, or details for more obscure or exotic armies are therefore referred to the Warlord Games website.

Of the many people who have helped put these lists together I would particularly like to thank Dr Phil Hendry and Paul Tysoe for their very timely and informed contributions. I'd also like to thank all those who have commented and provided ideas via the various on-line forums.

OBJECTIVE OF THE LISTS

The Hail Caesar rulebook provides standardised or typical stat values for different kinds of troops, and these can be used to represent any ancient or early medieval army. The rulebook also includes a selection of special rules that we have found useful for tailoring armies to our own requirements. We imagine other players will wish to devise their own special rules and create armies in the same fashion as ourselves – based on their own reading of history, fiction, film, TV or upon their imagination. In this respect a book of army lists such as this is not strictly required to play Hail Caesar.

During the early development of the rules it was assumed that players wouldn't be much interested in army lists. However, as the game developed more players became involved in our battles, and they began to ask about stats and special rules for armies they already owned. I therefore decided to put this volume together to demonstrate how the most popular armies can be represented using the Hail Caesar rule system.

The purpose of these lists is therefore to provide examples of the kind of stats and special rules that we would typically use to represent the armies described. In addition the lists contain army composition guidelines that define the proportions of different troops available to a typical force. Lastly the lists give points values for different units, so that players who feel the need can arrange to play games with armies selected to a predetermined points total.

REFERENCES AND NOTES

The header for each army list gives its title and the era covered by the list, for example, *Sassanid Persian 3rd – 6th Century AD*. The lists are presented broadly in chronological order, although with some armies covering longer time periods than others there is inevitably a fair amount of overlap. Immediately below the title I have listed a series of key *search* words that describe leaders, battles or campaigns associated with that particular army. If you enter any of these into your internet search engine you will find information about the history and background of the chosen army. I have tried to select words and phrases that are most readily recognised by search engines, which is why some of the spellings or names may be variants of the army's title or other words used in the lists.

I have included a short historical gloss, but on the whole I have avoided writing a potted history of each army as this would have taken up a great deal of space that could otherwise be used to present more armies. For historical background I refer readers to the key search words as explained above. The introduction to each army also includes any additional special rules or variants of rules, but I have only added these where I thought they were pretty much essential to the character of the army. The main purpose of these notes is to explain the choices I made when it came to representing the different troop types, and in some cases to provide alternatives or to point out where a specific historical context might inform an army's composition.

GAMING VALUES

Stats for the different types of troops are given in the format shown below. As you can see this is the same format as used in Hail Caesar with the addition of a column for the points value. By-and-large these conform to the values given in the Troop Types section of Hail Caesar and should therefore come as no surprise.

TROOP VALUES								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Heavy infantry elite hoplites armed with long spears	7	7	3/0	0	4+	6	Phalanx, Elite	35 per unit



Middle Imperial Legionaries defend another patch of desert in the no-man's land between the Roman and Sassanid empires

Unit: The name of the unit (hoplites, legionaries, spearmen, etc), the basic type (heavy infantry, medium infantry, etc) and weapons carried (spears, javelins and swords, long spears, etc).

Combat: The four combat values each indicate the number of attack dice rolled in hand-to-hand or ranged fighting: Clash, Sustained, Short Range, and Long Range.

Clash: The number of attacks in the first round of each and every hand-to-hand combat.

Sustained: The number of attacks in all subsequent rounds of hand-to-hand combat.

Short Range: This is both the number of attacks used when supporting in hand-to-hand combat, and the number of attacks for ranged shooting and skirmishing up to 6" distance. If a single value is shown it is used for both. If two values are shown the first is used for supporting and the second is used for ranged attacks. Split values such as these are commonly used for troops that carry no missile weapons and which are unable to make short ranged attacks although they can still support, e.g. pikemen.

Long Range: The number of attacks made over 6" distance and up to the maximum range of the weapon carried.

Typically such troops carry bows, slings or crossbows.

Morale Save: The minimum dice score required to negate a successful enemy attack – i.e. the unit's 'save'. The save is related to the amount of armour worn and the size of shields carried, because these things offer both physical and psychological protection. Troops usually wear armour because they expect to get stuck in and fight at close quarters, but some troops are quite happy to plunge into combat while practically – or even literally – naked.

Stamina: The number of casualties a unit can take before it is 'shaken' with all that this entails. The stamina value is the maximum number of casualties that can be recorded onto a unit from turn-to-turn, and it is usually 6 for standard sized units, 4 for small units, 8 for large units and 3 for artillery.

Special: This column indicates any 'useful rules' that are applied as well as referencing any rules specific to that list. See the appendix for more about these.

Points Value: The points value of the unit or, in some cases, the extra points paid for a unit upgrade or a reduction applied either to reduce the unit's size or to give it a disadvantageous special rule.

COMPOSITION GUIDELINES

The composition guidelines are intended to reflect the historical strengths and weaknesses of the armies concerned. There is no need to stick rigidly to these if players prefer not to. A scenario may call for a specific mix of troops, in which case the guidelines may not be appropriate.

The guidelines define the proportion of infantry to cavalry and other types as indicated at the start of each list. This is given in the format shown below. This example is from the Imperial Roman list in the Biblical and Classical volume.

Infantry 50%+	At least half the units in the army must be infantry other than skirmishers.
Legions 25%+ of infantry	At least a quarter of the non-skirmisher infantry units in the army must be legionaries of one type or another.
Cavalry up to 25%	Up to a quarter of the units in the army can be cavalry.
Artillery	There must be at least three legionary units for every artillery unit fielded, and no more heavy or medium artillery than light artillery units in total.

Divisions 4 units+ Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander.

Skirmishers per division 50% of infantry Divisions can contain up to half as many skirmisher units as they contain non-skirmisher infantry.

The number of divisions in the army is not fixed, although in most cases a division must contain at least four units not counting skirmishers. Aside from this obligation, the player is free to organise his army into as many divisions as he wishes. Division commanders are generally free, but occasionally incur a cost as noted in the list itself. One division commander must be nominated as the general in the usual way.

As a general principle I have separated out skirmishers and limited the number that can be included in mixed divisions. I have done this to place some limits on their ability to act independently, and hence their overall effectiveness compared to battle line troops. For example, in the example given above a division could contain four units of Roman legionaries plus up to two units of skirmishers (i.e. half the number of non-skirmisher infantry).

In addition some units can only be fielded in limited numbers, often just one, whilst others can be upgraded within certain limits as in the examples below. These examples also come from the Imperial Roman list.

TROOP VALUES

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Heavy infantry legionaries armed with pila and swords	7	7	3	0	4+	6	Drilled, Testudo	32 per unit
• Extra to upgrade legionaries to elite – up to half	7	7	3	0	4+	6	Drilled, Elite, Testudo	+3 per unit
• Extra to upgrade legionaries to veteran – up to 1 unit	7	7	3	0	4+	6	Drilled, Elite, Tough fighters, Stubborn, Testudo	+7 per unit

The limitations on the proportions of different troop types, and the restrictions on the numbers of some specific units, mean that armies chosen using these guidelines will present a mix of troops that is historically credible and tolerably playable within the context of our game.

POINTS VALUES

I have worked out points values for each unit to reflect its broad capabilities within the game. The greater the points value, the better the unit is in most situations. Of course, circumstances may sometimes dictate that troops perform better or worse than one might expect, either because of unfavourable terrain or some combination of opposing troops. We must learn to be sanguine about such things.

My intention here is simply to allow players to arrange games between comparably sized forces where they wish to do so, for example at a club meeting where each of four players might agree to bring along 300 points to contribute towards a combined force.

The calculation for working out points values is given separately and at length in the appendix, should players wish to work out values for further troop types or new armies.

SIZE OF ARMIES

The lists are primarily designed for choosing armies of between three and six divisions, with something like four to six units in each division. A small force would therefore comprise twelve units and three divisions. Restrictions placed on the availability of some units assume armies within these limits. If players wish to field especially large armies they might wish to adjust these minimums proportionately, and we leave this up to players to decide for themselves.

In the companion volume to this book I stated that a satisfactory game can be played with 300 points per side. However, because of the introduction of limits on skirmishers, which we made during the development of the lists, this value may be a little on the low side for some armies. I'd therefore suggest that players find a value that suits them, with 300 points at the lower end of the scale and 350 or 400 points perhaps a more comfortable minimum size for many armies. Obviously, with larger armies it is advantageous to have several players on each side as described in the Hail Caesar rulebook.

MAKING USE OF THESE LISTS

The Hail Caesar rules have been developed to play the kind of games its author and contributors enjoy: namely, multi-player scenario-based battles with an umpire who not only moderates play, but also usually determines victory conditions and concocts any special rules that are needed. We found it soon became necessary to write down the stats for the various troops, if only to save the effort of re-inventing them for every game! As we played more games we experimented with different ways of representing different troops, sometimes entirely successfully and sometimes less so. Eventually, we honed our sense of judgement, and after a while we came to accept that some types of troops were best fielded as small units, or with standard 'useful rules', or with specific combinations of fighting values. The lists in this supplement demonstrate these principles. For example, light cavalry and horse archers are almost always fielded as small units because this puts them into a skirmishing and supporting role as seems generally most appropriate.

The stats given, and the application of useful rules, demonstrate our approach. They are not meant to be definitive or binding. They are examples. If players intend to portray particular armies as they appeared at specific battles then they will no doubt wish to use their specialist knowledge to determine the opposing forces. One obvious example of such variation is to make units elite, or raw, or levy as seems most credible – because troops could begin a campaign as one and easily end it as another! The interpretations provided by the lists are inevitably generalised to some extent. In our own battles we would quite happily adjust a stat slightly, or add or even invent a useful rule for a game if that suited our purpose. We would suggest that umpires creating scenarios and running games look upon our lists as a helpful starting point and nothing more.

The composition guidelines are intended to reflect the character and general appearance of the actual armies described, as far as this is possible to gauge when dealing with battles fought so many hundreds of years ago. We

would not think to apply these proportions strictly in our own scenario-based games, leaving the composition of the armies up to whoever has devised the scenario instead. However, it is worth pointing out that our collections have been built to represent their historic prototypes and so tend to fall within the parameters given. These proportions are intended to give players an 'at a glance' idea of what a typical army looks like. For example, is it mostly infantry with a few cavalry, a good mix of both, or an army that is predominantly made up of horsemen? Although this will undoubtedly be useful for players new to the world of 'ancients', there can be very few old hands with expert knowledge of **all** the armies represented. I therefore hope that the guidelines will prove useful to all players whether they choose to make full use of them or not.

Finally we come to the points values. These have been included so that players can choose armies to a predetermined value, as many readers who already own ancient armies, and fight ancient battles, will be used to that kind of format. Hail Caesar is different from most sets of rules in that it is not designed for fighting matched armies in strict competition. It is primarily aimed at playing umpired scenarios in the fashion described in the rulebook. However, there is no denying it is often convenient to be able to talk in terms of a 300, 400 or whatever points army, especially when arranging to play games at clubs, get-togethers or against new opponents. The formula used to calculate the points value is given separately in the appendix, together with some further discussion of how it is applied.

A NOTE ON USEFUL RULES

This section repeats the information on 'useful rules' already published in the companion volume of Army Lists covering Biblical and Classical armies. Although I appreciate that many players will have both volumes and don't need to read this twice, there are bound to be some players whose interests lie exclusively within the scope of one book rather than the other. At this stage it is worth saying that I have selected from all the useful rules only those I felt were applicable in a general context without either slowing down play or introducing too much unpredictability. I have adopted a 'light touch', as my feeling is that this keeps the basic framework of the game solid, and is sufficient to characterise the units concerned. Those who favour a more generous approach (and whose memories are up to the task!) can easily apply or devise more useful rules as they wish and they are welcome to do so.



This list covers a very specific period – the years 259AD following the death of Valerian to the overthrow of Zenobia and the capture of Palmyra by Aurelian in 273AD. These were turbulent years for the Roman Empire – when it seemed as if rival claimants would divide the Roman world between them. After the defeat of the Romans by the Persians at the battle of Edessa the eastern legions rebelled under their leader Macrianus. It was Odenathus, King of Palmyra and Governor of Syria, who rallied the troops loyal to Valerian's son and successor Gallienus, and brought about the defeat of Macrianus' eastern forces. From then onwards Odenathus campaigned against the Persians with a great deal of success even besieging the Persian capital of Ctesiphon at one point. He was recognised by the Emperor with the title of dux Romanorum and restitutor Orientis. Unfortunately for Odenathus, he was murdered as he led his armies westward against an invasion of Goths. Odenathus' wife Zenobia, acting as regent for her son Vaballathus, assumed power, nominally on behalf of Rome. Whilst the Roman Empire remained in turmoil, with Emperor following Emperor and every sign indicating that the end was in sight, Zenobia extended her control over the Roman east and began to act increasingly as absolute ruler. Rather unexpectedly, and sadly for Zenobia, the Emperor Aurelian managed to pull things together and soon turned his attention to the breakaway ruler of the east. In a series of battles the Palmyrans were defeated and their city besieged and captured.

The Palmyran army combined the forces of the city itself with locally raised troops from Syria as well as Roman units stationed in the east. The quality of the Palmyran cavalry was good and cataphracts formed the best portion of the army. Infantry were often hurriedly raised, although this was nothing unusual in the anarchic years of the mid-third century. The cataphract camels derive from images of caravan guards and there is no evidence for their presence at any of the battles fought during these years as far as I am aware – but they are colourful, and they feature in many model ranges, and are included on that basis. In a Palmyran army every third division must be rated as freshly raised – with the freshly raised rule applying to all the units in it and a discount of one point per unit. This is included as a separate line in the army list purely as a reminder.

The Palmyrene Empire, Odaenathus, Zenobia, Vaballathus, The Battle of Emesa, The Battle of Immae.

Cavalry 25%+	At least a quarter of the units in the army must be cavalry.
Cataphracts 1+	The army must include at least one unit of cataphracts.
Infantry 25%+	At least a quarter of the units in the army must be infantry other than skirmishers.
Archers 20%+ of infantry	At least one in five of the non-skirmisher infantry units in the army must be archers.
Divisions 4+ units. 1 in 3 divisions must be rated as freshly raised	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander. Every third division must be rated as freshly raised at a discount of 1 point per unit.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Palmyran Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Cataphract cavalry armed with kontos	9	6	3/0	0	4+	6		34 per unit
Caravan guard cataphract camels armed with bows and spears, fielded as a small unit – up to 1 unit	6	4	2	1	4+	4		23 per unit
Horse archers, fielded as small units	4	2	2	2	6+	4	Parthian shot	19 per unit
Light cavalry armed with javelins, fielded as small units	5	3	2	0	6+	4	Feigned flight	19 per unit
Arab camel mounted light cavalry with bows and javelins, fielded as a small unit – up to 1 unit	4	3	2	2	6+	4	Feigned flight	20 per unit
Heavy infantry Roman legionaries armed with pila and swords	7	7	3	0	4+	6	Drilled	32 per unit
Medium infantry auxiliaries or locally equipped spearmen	6	6	3	0	5+	6		23 per unit
Medium infantry archers	5	5	3	3	5+	6		24 per unit
Light infantry archers	4	4	3	3	6+	6		21 per unit

Palmyran Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Reduction to field light infantry archers as small units	3	3	2	2	6+	4		-6 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers with bows, fielded as small units – up to a quarter of skirmishers	2	2	2	2	0	4		12 per unit
Skirmishers with slings, fielded as small units – up to a quarter of skirmishers	2	2	2	2	0	4		12 per unit
Freshly raised – 1 in 3 divisions must be rated as freshly raised	————— <i>As above</i> —————							-1 per unit
Commanders	One commander must be provided per division. The general and up to two other commanders have leadership 8. All other commanders have leadership 7.							Free

“All who surrender will be spared; whoever does not surrender but opposed with struggle and dissension, shall be annihilated.”

Genghis Khan

MIDDLE IMPERIAL ROMAN

3rd century AD

This list represents the Roman armies of the 3rd century during a period of turmoil and change for the Roman world. In the middle of the century the old institutions of the Roman military came under pressure from new enemies in the north and east as well as from economic collapse, civil wars and a series of devastating plagues. The traditional military institutions were no longer sustainable or effective in this changing climate. The old legions remained, even if they were no longer quite the elite fighting units they had been in earlier centuries. By the 3rd century it becomes difficult to tell the difference between legionaries and auxiliary troops. I have therefore allowed both to be fielded as medium infantry using the same stats. I have reserved heavy infantry for the legionaries simply to make a distinction, but the same stats can be used to represent better-equipped auxiliaries if you wish. Raw troops would be a feature of the armies of the mid-century, as armies were recruited and fielded to meet the increasing threats of invasion and civil war. I have not made these compulsory as I felt that was an imposition – but a representative force would be likely to have at least some raw troops. I have also allowed for a greater percentage of cavalry. Admittedly the evidence for this is sparse; however, it does feel right at a time when armies were increasingly and rapidly mobile, and whose enemies were often mounted. Both Herodian and Zosimus make mention of a unit of Palestinian auxiliaries who carry staves or clubs, which they put to good use against Palmyran cataphracts – and I have included a suitable entry for those who wish to follow suit.

The Crisis of the Third Century, The Gallic Empire, The Palmyrene Empire, The Alamanni, The Battle of Naissus, The Emperor Aurelian.

Infantry 50%+	At least half the units in the army must be infantry other than skirmishers.
Legions 50%+ of infantry	At least half the non-skirmisher types of infantry units in the army must comprise legionaries of one type or another.
Cavalry up to 50%	Up to half the units in the army can be cavalry.
Artillery	There must be at least three legionary units in the army for every artillery unit fielded, and no more medium or heavy artillery than light artillery units in total.
Divisions 4+ units	Divisions must contain at least 4 units excluding skirmishers and must be led by a commander.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Middle Imperial Roman Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Legionary or auxiliary heavy infantry armed with spears and javelins	7	7	3	0	4+	6		26 per unit
• Extra to upgrade legionaries to drilled – up to half legionaries	7	7	3	0	4+	6	Drilled	+3 per unit
• Reduction to downgrade non-drilled legionaries or auxiliaries to raw recruits	6	6	3	0	4+	6		-2 per unit
◦ Reduction to downgrade raw legionaries or auxiliaries to levy	6	6	3	0	4+	6	Levy	-3 per unit
• Extra to give any of the above legionaries pila – up to half	As above							+3 per unit
Legionary or auxiliary medium infantry with spears and/or javelins	6	6	3	0	5+	6		23 per unit
• Reduction to downgrade medium infantry to levy	6	6	3	0	5+	6	Levy	-3 per unit
• Extra to make medium infantry auxiliaries Palestinian clubmen with double-handed weapons – up to 1 unit	7	6	2/0	0	5+	6		+1 per unit
Light infantry auxiliaries with spears and/or javelins	5	5	3	0	6+	6		20 per unit
• Extra to make light infantry Lanciarii with long spears and javelins	5	5	3	0	6+	6		+3 per unit
• Reduction to downgrade light infantry to levy	5	5	3	0	6+	6	Levy	-3 per unit
Medium infantry auxiliary archers	5	5	3	3	5+	6	Levy	24 per unit
• Reduction to downgrade medium archers to levy	5	5	3	3	5+	6		-3 per unit
Light infantry auxiliary archers	4	4	3	3	6+	6		21 per unit
• Reduction to field light infantry archers as small units	3	3	2	2	6+	4		-6 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers with slings or bows, fielded as small units	2	2	2	2	0	4		12 per unit
Numeri barbarian medium infantry warbands with spears and/or javelins	9	6	2	0	5+	6		25 per unit
Auxiliary medium cavalry with spears and/or javelins	8	5	3	0	5+	6		27 per unit
Auxiliary heavy cavalry with spears and/or javelins	9	6	3	0	4+	6		30 per unit
Cataphract cavalry with kontos – up to 1 unit	9	6	3/0	0	4+	6		34 per unit
Auxiliary light cavalry with javelins, fielded as small units	5	3	2	0	6+	4		17 per unit
• Extra to give auxiliary light cavalry feigned flight	5	3	2	0	6+	4	Feigned flight	+2 per unit
Auxiliary light cavalry with bows, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Camel mounted light cavalry with bows and javelins, fielded as a small unit – up to 1 unit	4	3	2	2	6+	4	Feigned flight	20 per unit
Light artillery carroballista bolt throwers	1	1	2	2	0	3	Drilled	18 per unit
Medium artillery onagers	1	1	0	3	0	3		20 per unit
Heavy artillery ballistae	1	1	0	3	0	3		23 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free
• Extra to upgrade general to leadership 9.	The general can have leadership 9 at the following extra cost.							+25 points

Very early Sassanid armies might be better represented by the Parthian list, but the list given here is a good representation of the armies that fought against the later Romans and Byzantines. Persian infantry have a poor reputation amongst Roman sources, but increased in importance and fighting ability with time and were a match for Byzantine infantry. Both medium and heavy infantry can be fielded as a mixed formation of spearmen and bowmen – spearmen at the front and bowmen behind. The strength of the Sassanid army is in its cavalry, which includes heavily armoured cataphracts armed with bows and often with kontos in addition. As Sassanid domains extended eastward they gained access to elephants and included them in their armies.

Shapur the Great, The Battle of Resaena, Kavadh I, The Battle of Dara, The Battle of Callinicum, The Battle of Nineveh (627), The Battle of Nahavand.

Cavalry 50%+	At least half of the units in the army must be cavalry.
Savaran up to 50% of cavalry	Up to half the cavalry units in the army can be Savaran Cataphracts .
Infantry up to 50%	Up to half of the units in the army must be infantry other than skirmishers.
Heavy infantry up to 25% of infantry	Up to a quarter of the non-skirmisher infantry units in the army can be heavy infantry.
Elephants up to 10%	Up to one in ten units in the army can be elephants.
Divisions 4+ units.	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Sassanid Persian Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Savaran cataphract cavalry with bows	9	6	3	2	4+	6		33 per unit
• Extra to give Savaran cataphracts kontos and bows	9	6	3	2	4+	6		+3 per unit
• Extra to make Savaran cataphracts elite	9	6	3	2	4+	6	Elite	+3 per unit
◦ Extra to make elite Savaran cataphracts stubborn – up to half elite	9	6	3	2	4+	6	Elite, Stubborn	+3 per unit
◦ Extra to make stubborn Savaran cataphracts tough fighters – up to 1 unit	9	6	3	2	4+	6	Tough fighters, Elite, Stubborn	+1 per unit
Horse archers, fielded as small units	4	2	2	2	6+	4	Parthian shot	19 per unit
Light cavalry with javelins and bows, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Light cavalry with javelins, fielded as small units	5	3	2	0	6+	4	Feigned flight	19 per unit
Medium infantry levy with spears	6	6	3	0	5+	6	Levy	20 per unit
• Extra to make medium infantry levy mixed ranks of spears and bows	6	6	3	3	5+	6	Levy	+3 per unit
• Extra to field medium infantry without levy rule	As above							+3 per unit
Heavy infantry with spears.	7	7	3	0	4+	6		26 per unit
• Extra to make heavy infantry mixed ranks of spears and bow	7	7	3	3	4+	6		+3 per unit
• Extra to make heavy infantry tough fighters – up to 1 unit	As above						Tough fighters	+1 per unit
Medium infantry levy archers	5	5	3	3	5+	6	Levy	21 per unit
Light infantry archers	4	4	3	3	0	6		20 per unit
• Reduction to field light infantry archers as small units	3	3	2	2	0	4		-6 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers with slings or bows, fielded as small units	2	2	2	2	0	4		12 per unit
Elephants with javelin-armed crews	4	3	1	0	4+	6	Elephant	23 per unit
• Extra to give Elephants mixed-armed crews	4	3	1	1	4+	6	Elephant	+1 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

GOTHS

3rd-5th centuries AD

The Goths were one of the largest and most powerful east German tribes, and they contributed hugely to the troubled times of the later Roman Empire. In the mid-third century they crossed the Danube, poured into Roman territory, and plundered through the Balkans and as far as Anatolia and Cyprus. When the Huns moved into eastern Europe in the later fourth century many Goths moved south, coming into conflict with the Romans and defeating the Emperor Valens at Adrianople in 378AD. The majority of Goths fought as infantry, but Gothic armies included heavy cavalry who were reckoned dangerous opponents. Light cavalry could be Alans as well as identically equipped Goths. The term Goths would have extended to a number of tribes as well as the major tribal divisions of Thervings and Grutung. Vandals, another east Germanic people, can be represented with the same list, and sometimes allied with the Goths.

Ermanaric, Battle of Adrianople, Jordanes Getica, Battle of Nedao, Alaric the Goth, The Sack of Rome (410).

Cavalry up to 25%	Up to a quarter of the units in the army can be cavalry.
Heavy cavalry 50%+ of cavalry	At least half the cavalry units in the army must be heavy cavalry.
Infantry 75%+	At least three quarters of the units in the army must be infantry other than skirmishers.
Warband 50%+ of infantry	At least a half of the non-skirmisher infantry units in the army must be warbands.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander. Bodyguard cavalry must form part of the general's division where present.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Goths Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Gothic medium infantry warbands with spears and/or javelins	9	6	2	0	5+	6		25 per unit
• Extra to make Gothic warbands stubborn	9	6	2	0	5+	6	Stubborn	+2 per unit
• Extra to make Gothic warbands fierce fighters	9	6	2	0	5+	6	As above+ Fierce fighters	+1 per unit
Gothic light infantry archers	5	5	3	3	0	6		22 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers with slings or bows, fielded as small units	2	2	2	2	0	4		12 per unit
Gothic heavy cavalry with spears	9	6	3	0	4+	6	Eager	30 per unit
Bodyguard heavy cavalry with spears – up to 1 unit	9	6	3	0	4+	6	Wild fighters, Eager	33 per unit
Light cavalry with spears and javelins, fielded as small units	5	3	2	0	6+	4		17 per unit
Hun light cavalry with javelins and bows, fielded as small units	5	3	2	2	6+	4		19 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free



The early Saxons raided the coasts of Britain and France from the third century onwards, leading the Romans to create a line of defensive fortifications along the 'Saxon shore' the *Litus Saxonicum*. The Saxons were joined by their near neighbours the Frisians, Jutes and Angles, and this list is intended to stand for all. In the fifth century the Saxons settled in England and established kingdoms in the south and east. The Saxons back in Germany were eventually defeated by Charlemagne, forcibly converted to Christianity, and brought within the Frankish Empire. Saxon armies of the migration period were overwhelmingly infantry, with horses possibly ridden to battle by those that had them before fighting on foot. I have added stats for cavalry to represent the possible use of mounted troops by Saxons settled in England towards the end of the period covered, but I stress that this is speculation based upon the presence of horse cremations and horse furniture in warrior graves of the Saxon period, including Sutton Hoo.

The Migration Period, Hengist and Horsa, Sutton Hoo, Beowulf, The Saxon Wars of Charlemagne.

Infantry 75%+	At least three quarters of the units in the army must be infantry other than skirmishers.
Warbands 75%+	At least three quarters of the non-skirmisher units in the army must be warbands, whether basic medium infantry or Gesith.
Divisions 4+ units	Divisions must contain at least 4 units other than skirmishers and must be led by a commander. Gesith must be included in the general's division where present.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Early Saxon Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Saxon, Angle, Jute or Frisian medium infantry warbands with swords and javelins	8	6	2	0	5+	6		24 per unit
Saxon Gesith medium infantry warband with swords and javelins – up to 1 unit	8	6	2	0	5+	6	Tough fighters	25 per unit
• Extra to field Saxon Gesith as heavy infantry non-warband	7	7	3	0	4+	6	Tough fighters	+2 per unit
• Extra to arm Saxon Gesith with heavy throwing spears counting as pila	As above						Tough fighters	+3 per unit
Gesith medium cavalry with spears and/or javelins, fielded as a small unit – up to 1 unit	6	3	2	0	5+	4		19 per unit
• Extra to upgrade Gesith cavalry to heavy cavalry	7	4	2	0	4+	4		+3 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers with slings, fielded as a small unit – up to 1 unit	2	2	2	2	0	4		12 per unit
Skirmishers with bows, fielded as a small unit – up to 1 unit	2	2	2	2	0	4		12 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free



FRANKS

3rd-late 5th centuries AD

The Franks were the most powerful of the western German tribes that moved into the Roman province of Gaul either as invaders or foederati – which by this time were armed settlers bound to some degree of military service on behalf of Rome. Others include the Rugians, Quadi, Alamanni, and Burgundians. All of these can also be represented with this list with minor differentiations in weaponry as described. Later Frankish armies could include elements of former Roman units, which can be represented using the Limitanei from the Late Roman list. The Franks may take their name from the heavy throwing axe, the francisca, which I equate to the Roman pilum in terms of its effect. Very heavy throwing spears similar in design to early pila were also used and one type was called the angon.

Salian Franks, Migration Period, Battle of the Catalaunian Plains.

Cavalry up to 10%	Up to one in ten of the units in the army can be cavalry.
Infantry 75%+	At least three quarters of the units in the army must be infantry other than skirmishers.
Warband 50%+ of infantry	At least a half of the non-skirmisher infantry units in the army must be warbands.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander. Bodyguard cavalry must form part of the general's division where present.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Franks Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Frank, Alamanni, Rugian medium infantry warbands with swords and heavy throwing axes or throwing spears counting as pila	9	6	2	0	5+	6		28 per unit
• Extra to upgrade infantry warband to tough fighters – up to half	9	6	2	0	5+	6	Tough fighters	+1 per unit
Frank, Burgundian medium infantry warbands with swords and javelins	9	6	2	0	5+	6		25 per unit
• Extra to upgrade infantry warband to tough fighters – up to half	9	6	2	0	5+	6	Tough fighters	+1 per unit
Light infantry archers	5	5	3	3	0	6		22 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers with bows, fielded as small units	2	2	2	2	0	4		12 per unit
Noble light cavalry with spears and/or javelins	7	5	3	0	6+	6		25 per unit
• Extra to upgrade Noble cavalry to medium cavalry	8	5	3	0	5+	6		+2 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free



The Huns entered Europe from the east at the end of the fourth century and quickly established an empire that encompassed most of the eastern Germanic peoples north of the Danube, as well as other horse-riding nations such as the Sarmatians and Alans. Some entered the Roman Empire as foederati. Although no one can be completely sure, it is likely that the Huns were the first of the Turkic nomad tribes to menace Europe. At the end of the fourth century the Huns attacked the Roman Empire itself via Thrace and Anatolia and into Syria, before invading Persia where they were defeated by the Sassanids and pushed back beyond the Caucasus. In the west Huns appear as mercenaries fighting both for and against the Goths. The heyday of the Huns was under Attila, who drew all the Huns and various subject peoples into a single domain. This list given here reflects the diverse nature of the Hunnic empire. Subject troops represent Alans and Ostrogoths (medium cavalry), Sciri, Heruls, Gepids, and Goths (heavy cavalry and infantry), and Franks and Burgundians (infantry). Hunnic troops themselves would have come from many tribes as well as subjugated horse-riding peoples such as the Sarmatians and Alans.

Uldin, Attila the Hun, Bleda, the Battle of the Catalaunian Plains, the Battle of the Utus, the Battle of Nedao.

Cavalry 50%+	At least half of the units in the army must be cavalry.
Hun light cavalry 50%+ of cavalry	At least half of the cavalry units in the army must be Hun light cavalry
Infantry 25%+ if included	If any infantry are included in the army then at least a quarter of the army's units must be infantry other than skirmishers.
Subjects 50%+ levy	Where subject units are included at least half must be levy. It doesn't matter which units are rated as levy, so long as levy comprise at least half of all subject units.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander. Bodyguard cavalry must form part of the general's division where present.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Huns Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Noble Hun heavy cavalry armed with javelins and/or spears and bows – up to 1 unit	9	6	3	2	4+	6		32 per unit
• Extra to give Nobles kontos	9	6	3	2	4+	6		+3 per unit
Hun light cavalry with spears and/or javelins and bows, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Subject medium cavalry with spears and/or javelins and bows – up to 3 units	8	5	3	2	5+	6		29 per unit
• Reduction to make subject medium cavalry levy	8	5	3	2	5+	6	Levy	-3 per unit
Subject heavy cavalry with spears – up to 3 units	9	6	3	0	4+	6		30 per unit
• Reduction to make subject heavy cavalry levy	9	6	3	0	4+	6	Levy	-3 per unit
Subject medium infantry with spears and/or javelins	6	6	3	0	5+	6		23 per unit
• Extra to make subject infantry heavy infantry with spears – up to half	7	7	3	0	4+	6		+3 per unit
• Reduction to make subject infantry levy	As above						Levy	-3 per unit
Subject light infantry archers, fielded as small units – up to 2 units	3	3	2	2	0	4		14 per unit
• Reduction to make subject light archers levy	3	3	2	2	0	4		-2 per unit
Skirmishers with javelins, fielded as a small unit – up to 1 unit.	3	2	2	0	0	4		11 per unit
Skirmishers with bows, fielded as a small unit – up to 1 unit	2	2	2	2	0	4		12 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free



Roman relief force approaches outriders of a large, rampaging Goth army... Large rampaging Goth looms over the horizon

LATE IMPERIAL ROMAN

4th-early 5th centuries AD

The armies of the fourth century were organised, equipped and funded quite differently from earlier Roman armies, reflecting the cash-strapped and troubled times that prevailed during the final centuries of the western Roman Empire. Comitatuses are troops of the mobile field armies, whilst limitanei are troops settled on the lands near the frontiers as border guards and frontline defence. Limitanei are often assumed to be of poorer quality and less well equipped – though they were not inevitably so and better limitanei can be represented by the basic comitatenses stat if desired. Both are ‘legionaries’ in the new sense – though they bear little resemblance to the old legions of earlier years – and both would be equipped in the same way, with round or oval shields, spears, and mail shirts if they were lucky. Skirmishers can also include troops armed with crossbows and staff slings – best represented with the standard bow stat. Late Romans often allied with or against contemporary Goths or Franks – but as these generally fought in their own contingents rather than incorporated under Roman command, it is best to represent these by separate divisions selected from the relevant lists. Huns often fought as mercenaries both for and against the Romans and have been included in the list as appropriately armed light cavalry.

Diocletian, The Tetrachy, Constantine the Great, Battle of Adrianople, Julian the Apostate, The Battle of Strasbourg.

Infantry 25%+	At least a quarter of the units in the army must be infantry other than skirmishers.
Cavalry 25%+	At least a quarter of the units in the army must be cavalry.
Artillery	There must be at least three comitatenses or limitanei units for every artillery unit fielded, and no more heavy or medium artillery than light artillery units in total.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Late Imperial Roman Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Medium infantry Comitatuses with spears and/or javelins	6	6	3	0	5+	6		23 per unit
• Extra to make Comitatuses heavy infantry	7	7	3	0	4+	6		+3 per unit
• Extra to arm Comitatuses with heavy throwing spears or darts counting as pila	As above							+3 per unit
• Extra to make Comitatuses drilled	As above						Drilled	+3 per unit
◦ Extra to make drilled Comitatuses elite – up to half.	As above						Drilled, Elite	+3 per unit
Limitanei medium infantry with spears and/or javelins	6	6	3	0	5+	6	Levy	20 per unit
• Extra to make Limitanei heavy infantry	7	7	3	0	4+	6	Levy	+3 per unit.
• Extra to give Limitanei heavy-throwing spears or darts counting as pila	As above						Levy	+3 per unit
Scholae Palatini heavy infantry with spears and/or javelins – up to 1 unit	7	7	3	0	4+	6	Drilled, Elite, Brave	35 per unit
Light infantry lanciarii with spears	5	5	3	0	6+	6		20 per unit
Light infantry lanciarii with spears, fielded as small units	3	3	2	0	6+	4		13 per unit
Light infantry archers	4	4	3	3	0	6		20 per unit
Light infantry archers, fielded as small units	3	3	2	2	0	4		14 per unit
Light infantry archers with body armour – up to 1 unit	4	4	3	3	6+	6		21 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers with slings or bows, fielded as small units	2	2	2	2	0	4		12 per unit
Medium cavalry with spears and/or javelins	8	5	3	0	5+	6		27 per unit
• Extra to make medium cavalry drilled	8	5	3	0	5+	6	Drilled	+3 per unit
◦ Extra to make drilled medium cavalry elite	8	5	3	0	5+	6	Drilled, Elite	+3 per unit
Heavy cavalry with spears and/or javelins	9	6	3	0	4+	6		30 per unit
• Extra to make heavy cavalry cataphract with kontos – up to 1 unit	9	6	3/0	0	4+	6		+4 per unit
• Extra to make heavy or cataphract cavalry drilled	As above						Drilled	+3 per unit
◦ Extra to make drilled heavy or cataphract cavalry elite	As above						Drilled, Elite	+3 per unit
Light cavalry with javelins, fielded as small units	5	3	2	0	6+	4	Feigned flight	19 per unit
Horse archers, fielded as small units	4	2	2	2	6+	4	Parthian shot	19 per unit
Hun light cavalry with spears and/or javelins and bows, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Camel mounted light cavalry with javelins, fielded as a small unit – up to 1 unit	4	3	2	0	6+	4	Feigned flight	18 per unit
Light artillery Scorpion bolt throwers	1	1	2	2	0	3	Drilled	18 per unit
Medium artillery Onagers	1	1	0	3	0	3		20 per unit
Heavy artillery Ballistae	1	1	0	3	0	3		23 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free



Viking marauders go a-plundering - possibly in search of a haircut

AFRICAN VANDALS

5th-6th centuries AD

In the early fifth century the Vandals invaded Gaul, fought the Franks, and plundered their way southwards before settling briefly in Spain. In 429 they moved into North Africa and established a kingdom there under Geiseric with its capital at Carthage. Over the following years the Vandals added Sicily, Corsica and Sardinia to their realm, and came to dominate the sea-ways of the western Mediterranean. The Vandal army of this period mixes Moorish and Germanic troops – although there were never that many actual Vandals, with these fighting as heavy cavalry. The Moors did use camels at this time, but probably dismounted to fight – I’ve included a token unit to represent the possibility of camel mounted troops. Note that earlier Vandal armies can be better represented using the Goth list.

Geiseric, The Sack of Rome 445AD, Gelimer, Battle of Ad Decimum, Battle of Tricamarum, The Migration Period.

Cavalry 75%+	At least three quarters of the units in the army must be cavalry.
Infantry up to 25%	Up to a quarter of the units in the army can be infantry other than skirmishers.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander. Bodyguard must be part of the general's division where present.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

African Vandals Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Vandal heavy cavalry with spears and/or javelins	9	6	3	0	4+	6		30 per unit
Bodyguard heavy cavalry with spears – up to 1 unit	9	6	3	0	4+	6	Elite	33 per unit
Moorish light cavalry with javelins, fielded as small units	5	3	2	0	6+	4	Feigned flight	19 per unit
Moorish camel riding light cavalry with javelins – up to 1 unit	4	3	2	0	6+	4		16 per unit
Moorish light infantry javelinmen	5	5	3	0	6+	6		20 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers with bows, fielded as small units	2	2	2	2	0	4		12 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

“Those who were adept and brave fellows I have made military commanders. Those who were quick and nible I have made herders of horses. Those who were not adept I have given a small whip and sent to the shepherds.”

Genghis Khan

WHITE HUNS

Early 5th-mid 6th centuries AD

The White Huns took over much of the region previously ruled over by the Bactrian-Greeks, Indo-Greeks, and Kushan. They raided into Sassanid Persia and exacted tribute but were eventually overcome by the Sassanids and Turks in the west and by the Gupta Empire in the south. The White Huns were probably a mixture of tribes.

Hephtalite Huns, Hunas, Toramana, Chionites.

Cavalry 50%+	At least half of the units in the army must be cavalry.
Hun light cavalry 50%+ of cavalry	At least half of the cavalry units in the army must be Hun light cavalry.
Infantry 25%+	At least a quarter of the units in the army must be infantry other than skirmishers.
Elephants up to 10%	Up to one in ten units in the army can be elephants.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

White Huns Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Hun noble heavy cavalry with javelins and bows	9	6	3	2	4+	6		32 per unit
• Extra to give Hun noble cavalry kontos and bows	9	6	3	2	4+	6		+3 per unit
• Extra to make Hun noble cavalry cataphracts	9	6	3	2	4+	6		+1 per unit
Hun light cavalry with spears/ javelins and bows, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Indian medium cavalry with spears and/or javelins	8	5	3	0	5+	6		27 per unit
Indian light cavalry with spears and/or javelins	7	5	3	0	6+	6		25 per unit
Indian medium infantry with spears and/or javelins	6	6	3	0	5+	6		23 per unit
Indian medium infantry archers	5	5	3	3	5+	6		24 per unit
Elephants with mixed-arms crews	4	3	1	1	4+	6	Elephant	24 per unit
Elephant escort of skirmishers, fielded as small units – up to 1 per elephant	3	2	2	0	0	4	Sub-unit of Elephant	11 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers with bows, fielded as small units	2	2	2	2	0	4		12 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

GEPIDS

5th-6th centuries AD

As well as Gepids the Gepid kingdom came to include Heruls, Rugians, Burgundians, Sciri and Goths. These are Germanic peoples displaced amongst the turmoil following the collapse of the Hunnic empire. All of these could form the units described here. The Goths were notoriously tough fighters

Gepidae, King Ardaric, The Battle of the Catalaunian Plains, The Battle of Nedao, King Cunimund.

Cavalry 25%+	At least a quarter of the units in the army must be cavalry.
Infantry 25%+	At least a quarter of the units in the army must be infantry other than skirmishers.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Gepids Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Heavy cavalry with spears	9	6	3	0	4+	6		30 per unit
• Extra to make heavy cavalry tough fighters	9	6	3	0	4+	6	Tough fighters	+1 per unit
Medium cavalry with spears and/or javelins	8	5	3	0	5+	6		27 per unit
Kutrigar light cavalry with javelins and bows, fielded as a small unit – up to 1 unit	5	3	2	2	6+	4	Feigned flight	21 per unit
Herul light cavalry with javelins, fielded as a small unit – up to 1 unit	5	3	2	0	6+	4	Feigned flight	19 per unit
Medium infantry warbands with spears and/or javelins	7	6	2	0	5+	6		23 per unit
Gothic medium infantry warbands with spears	9	6	2	0	5+	6	Tough fighters	26 per unit
Light infantry archers	5	5	3	3	0	6		22 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
• Extra to give skirmishers bows instead of javelins – up to half	2	2	2	2	0	4		+1 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free



SPANISH VISIGOTHS

Late 5th-early 8th centuries AD

The Visigoths came to rule southern Gaul and Spain in the early fifth century with their capital at Toulouse. They were ejected from Gaul by the Franks in the early sixth century following the Battle of Vouillé, and thereafter maintained their kingdom in Spain until ousted by the Moors in the early eighth century. The *thiufa* is the Visigothic equivalent of the *fyrd* – a general militia. Mixed long spear and bow *thiufa* include a minority of bowmen in the rear ranks. Skirmishers come from the class sometimes described as ‘slaves’, but more accurately the lowest rank of society – the equivalent of serfs. Visigoth cavalry were noted for their aggression and lack of tactical subtlety. Gardingi and light cavalry come from an intermediate social class, and individual Gardingi acted as officers amongst infantry units.

Euric, Alaric II, Leovigild, Battle of Vouillé, Roderic, The Battle of Guadalete.

Cavalry 25%+	At least a quarter of the units in the army must be cavalry.
Heavy cavalry 50%+ of cavalry	At least half the cavalry units in the army must be heavy cavalry.
Infantry 50%+	At least half of the units in the army must be infantry other than skirmishers.
Thiufa 25%+ of infantry	At least a quarter of the non-skirmisher infantry units in the army must be thiufa.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander. Fideles must form part of the general's division where present.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Spanish Visigoths Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Visigoth medium infantry Thiufa with spears and/or javelins	6	6	3	0	5+	6		23 per unit
Visigoth medium infantry Thiufa with long spears	6	6	3/0	0	5+	6		26 per unit
Visigoth medium infantry Thiufa with mixed long spears and bows	6	6	3	2	5+	6		28 per unit
Visigoth light infantry archers	4	4	3	3	0	6		20 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers with slings or bows, fielded as small units	2	2	2	2	0	4		12 per unit
Visigoth heavy cavalry Bucellarii with spears	9	6	3	0	4+	6	Eager	30 per unit
Fideles heavy cavalry with spears – up to 1 unit	9	6	3	0	4+	6	Tough fighters, Eager	31 per unit
Gardingi medium cavalry with spears	8	5	3	0	5+	6	Eager	27 per unit
Light cavalry with spears and/or javelins	7	5	3	0	6+	6	Eager	25 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

“Short of stature, with a broad chest and a large head; his eyes were small, his beard thin and sprinkled with grey; and he had a flat nose and tanned skin, showing evidence of his origin.”

Jordanes description of Attila the Hun

OSTROGOTHIC ITALY

Late 5th-mid 6th centuries AD

The Ostrogothic Kingdom in Italy lasted only some fifty years or so, from the overthrow of Odoacer to the reconquest of Italy by the eastern Roman Empire in the mid-sixth century. The kingdom itself stretched from the Mediterranean coast of France to Serbia and Austria – so at its height its territory was considerable and not limited to Italy itself.

Theodoric the Great, The Gothic War 535-554AD, The Battle of Isonzo, The Battle of Mons Lactarius.

Cavalry 75%+	At least three quarters of the units in the army must be cavalry.
Heavy/medium cavalry 50%+ of cavalry	At least half the cavalry units in the army must be heavy or medium cavalry.
Infantry up to 25%	Up to a quarter of the units in the army can be infantry other than skirmishers.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander. Fideles must form part of the general's division where present. Allied Franks must be organised into their own division/s and can include skirmishers as noted below.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Ostrogothic Italy Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Allied Frankish infantry warbands with throwing spears counting as pila	9	6	2	0	5+	6		28 per unit
• Extra to upgrade medium infantry warbands to tough fighters – up to half	9	6	2	0	5+	6	Tough fighters	+1 per unit
Goth light infantry archers	5	5	3	3	0	6		22 per unit
Skirmishers with bows, fielded as small units	2	2	2	2	0	4		12 per unit
Goth heavy cavalry Bucellarii with spears	9	6	3	0	4+	6	Eager	30 per unit
Fideles heavy cavalry with spears – up to 1 unit	9	6	3	0	4+	6	Eager, Tough fighters	31 per unit
Goth medium cavalry with spears and/or javelins	8	5	3	0	5+	6	Eager	27 per unit
Goth light cavalry with spears and javelins, fielded as small units	5	3	2	0	6+	6		19 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

EARLY BYZANTINE

6th-7th centuries AD

This is the army of the Roman east from the fall of the western part of the Empire. The term Byzantine is almost universally used to describe these latter day Romans, although it is not one that its people would have recognised. Unsurprisingly the early Byzantine army has much in common with the later Roman army from which it evolved. Its chief strength lay in its cavalry, often heavily armoured and carrying kontos and bows, but it was well supported by sturdy infantry now called kontaratoi.

The early Byzantines fought against the Persians in the east and the Goths in the west, reconquering Italy from the Ostrogoths and Africa from the Vandals.

Justinian, Belisarius, Narses, The Vandalic War, The Battle of Ad Decimum, The Gothic War, The Battle of Volturnus, The Lazic War, Procopius of Caesarea.

Infantry 25%+	At least a quarter of the units in the army must be infantry other than skirmishers.
Cavalry 25%+	At least a quarter of the units in the army must be cavalry.
Kavallaroι 50%+ of cavalry	At least half the cavalry units in the army must be Kavallaroι heavy cavalry.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Early Byzantine Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Medium infantry Kontaratoi with mixed ranks of spears and javelins/darts	6	6	3	0	5+	6	Drilled	26 per unit
• Extra to arm Kontaratoi with mixed ranks of long spears and javelins/darts	6	6	3	0	5+	6	Drilled	+3 per unit
Heavy infantry Kontaratoi with mixed ranks of spears and javelins/darts	7	7	3	0	4+	6	Drilled	29 per unit
• Extra to arm Kontaratoi with mixed ranks of spears and bows	7	7	3	1	4+	6	Drilled	+1 per unit
• Extra to arm Kontaratoi with long spears instead of spears	As above						Drilled	+3 per unit
Isaurian light infantry archers, fielded as small units	3	3	2	2	6+	4		15 per unit
Psiloi skirmishers armed with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers with slings or bows, fielded as small units	2	2	2	2	0	4		12 per unit
Kavallaroι heavy cavalry with spears, darts and bows	9	6	3	2	4+	6	Drilled	35 per unit
• Extra to make Kavallaroι elite	9	6	3	2	4+	6	Drilled, Elite	+3 per unit
• Extra to make elite Kavallaroι cataphract – up to 1 unit	9	6	3	1	4+	6	Drilled, Elite	+1 per unit
Light cavalry trapezitoi armed with javelins, fielded as small units	5	3	2	0	6+	4	Feigned flight	19 per unit
Hun or Avar light cavalry with bows and javelins, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Avar horse archers, fielded as small units	4	2	2	2	6+	4	Parthian shot	19 per unit
Herul, Lombard or Gepid heavy cavalry with spears	9	6	3	0	4+	6		30 per unit
Hun or Avar heavy cavalry with spears, javelins and bows	9	6	3	2	4+	6		32 per unit
Moor, Lombard or Arab light cavalry with spears and/or javelins, fielded as small units	5	3	2	0	6+	4	Feigned flight	19 per unit
Arab Camel mounted light cavalry with bows and javelins, fielded as a small unit – up to 1 unit	4	3	2	2	6+	4	Feigned flight	20 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free
Extra to upgrade general to leadership 9	The general can have leadership 9 at the following extra cost.							+25 points

LOMBARDS

6th-8th centuries AD

The Lombards occupied northern Italy in the mid 6th century together with a rag-tag of Saxons, Bavarians, Sarmatians, Gepids and Bulgars driven from the Danube region by the Avars. This list covers the Lombard kingdom until the annexation by the Franks of its core territory in 774. The army is typically Germanic in style with a similar levy system as Visigoths, Ostrogoths and the like. All freemen were obliged to serve – including freed subject peoples as well as native Lombards. Land holdings determined whether a warrior serve as a heavy cavalryman, unarmoured cavalry, or infantry Bowman. The king's personal band of warriors was the Gasindii, which included high ranking nobles and officers of court.

Alboin, Rule of the Dukes, Harodiangians, Rothari.

Cavalry 50%+	At least a half of the units in the army must be cavalry.
Lombards 50%+ of cavalry	At least half of the cavalry units in the army must be Lombards of one kind or other.
Infantry 25%+	At least a quarter of the units in the army must be infantry other than skirmishers.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander. Gasindii must form part of the general's division where present.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Lombards Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Visigoth medium infantry Thiufa with spears and/or javelins	6	6	3	0	5+	6		23 per unit
Visigoth medium infantry Thiufa with long spears	6	6	3/0	0	5+	6		26 per unit
Visigoth medium infantry Thiufa with mixed long spears and bows	6	6	3	2	5+	6		28 per unit
Lombard medium infantry archers	5	5	3	3	5+	6		24 per unit
Saxon or Bavarian medium infantry warbands with swords and javelins	8	6	2	0	5+	6		24 per unit
Saxon, Bavarian or Slav light infantry archers	4	4	3	3	0	6		20 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers with slings or bows, fielded as small units	2	2	2	2	0	4		12 per unit
Lombard heavy cavalry with spears	9	6	3	0	4+	6	Eager	30 per unit
• Extra to give Lombard heavy cavalry kontos instead of spears	9	6	3/0	0	4+	6	Eager	+3 per unit
• Extra to make Lombard heavy cavalry Gasindii – up to 1 unit	As above						Tough fighters, Eager	+1 per unit
Bulgar or Avar heavy cavalry armed with spears and bows – up to 1 unit	9	6	3	2	4+	6		32 per unit
Lombard medium cavalry with spears	8	5	3	0	5+	6	Eager	27 per unit
• Extra to give Lombard medium cavalry kontos instead of spears	8	5	3/0	0	5+	6	Eager	+3 per unit
Bulgar or Avar light cavalry with spears and/or javelins and bows, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

SCOTS-IRISH

1st century BC - 9th century AD

Irish armies fought other Irish armies, and those who came west to settle along the coast of Scotland, Wales and Cornwall probably left their chariots at home. We have modelled the army prior to the introduction of cavalry during the Viking invasions of the 9th century; however, I have included an option to field light cavalry instead of chariots for those who feel the need. Note the commanders all have four attacks representing their heroic character, but bear in mind that attacks from commanders cannot exceed 50% of the unit's own attacks, limiting the situations where the maximum bonus applies. Exploiting this to the full may bring victory, though it is likely to ensure your heroes die a heroic death in the process.

Dalriada, Battle of Degsastan, Battle of Mag Rath.

Infantry 50%+	At least half the units in the army must be infantry other than skirmishers.
Chariots 10-25% or Cavalry up to 10%+	Up to a quarter of units in the army can be chariots and at least one in ten of the units in the army must be chariots, if chariots are fielded. If no chariots are fielded, up to one in ten units in the army can be cavalry.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Scots-Irish Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Medium infantry warband armed with swords and javelins	9	6	2	0	5+	6		25 per unit
• <i>Extra to make warbands Fianna – up to half</i>	9	6	2	0	5+	6	<i>Tough Fighters</i>	+1 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers with slings, fielded as small units	2	2	2	2	0	4		12 per unit
Celtic Light Chariots	6	5	4	0	4+	6	Fierce fighters	28 per unit
Light cavalry with javelins, fielded as small units	5	3	2	0	6+	4		17 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8, and can add up to four attacks instead of the usual three.							Free



A fierce warhound accompanies these Viking raiders – bite ‘em, boy!

The period covered by this list extends from the end of Roman rule in Britain until the arrival of St Augustine in 597 AD. This era is often described – principally by archaeologists – as that of Sub-Roman Britain, but this is rather a bleak term and certainly not one that would have been recognised by those living at the time. I have opted for a more romantic title, for this is the age of the historical character whose deeds formed the basis of the legends of King Arthur. The succeeding seventh century saw the establishment of Anglo-Saxon Kingdoms, but the old Romano-Celtic peoples remained independent in out of the way parts of western England, Wales and south-west Scotland. Elements of Celtic language persisted in Cumbria into early medieval times, whilst Cornish only disappeared in relatively recent centuries (and is making efforts to reappear today!). After the last Roman troops departed these islands Britain came under pressure from Picts and Irish raiders as well as from the Saxons and other German tribes who would eventually settle and found their own kingdoms. The British themselves divided into numerous realms in the west and north of England and Wales. The kingdoms of the north were known as Yr Hen Ogledd (the Old North) and included the powerful realm of Gododdin in southern Scotland as well as Rheged in Cumbria and Elmet around York.

As well as native British militia, armies of this era would have included German warriors fighting as mercenaries or foederati. Such troops had been a constituent part of the Roman military since the fourth century, and may have come from well-established German settlements in eastern England rather than from overseas. I have allowed for these as foederati warbands – but it is conceivable other troops could also be settled Germans rather than native Britons. The inclusion of heavy cavalry follows the tradition of the Late Roman army, and their equipment is based on the description in the poem Y Gododdin

Vortigern, Y Gododdin, Gildas, Pelagian Christians, Battle of Mount Badon, Battle of Arfderydd, Battle of Camlann, Cad Goddeu – The Battle of the Trees.

Cavalry 10%+	At least one in ten of the units in the army must be cavalry.
Infantry 50%+	At least half the units in the army must be infantry other than skirmishers.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander. There can only be one bodyguard unit and this must form part of the general's division. Foederati must be organised into one or more separate divisions, which may also include skirmisher javelinmen.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Arthurian-British Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
British medium infantry with spears and shields	6	6	3	0	5+	6		23 per unit.
• Reduction to field British medium infantry as levy – up to half	6	6	3	0	5+	6	Levy	-3 per unit
• Extra to make British medium infantry veterans – up to 1 unit	7	7	3	0	5+	6	Elite	+5 per unit
° Extra to make British veterans heavy infantry – up to 1 unit	7	7	3	0	4+	6	Elite	+1 per unit
Foederati medium infantry warband with swords and javelins	8	6	2	0	5+	6		24 per unit
Light infantry archers, fielded as small unit – up to 1	3	3	2	2	6+	4		15 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers with bows, fielded as small units	2	2	2	2	0	4		12 per unit
Heavy cavalry with spears	9	6	3	0	4+	6	Elite	33 per unit
• Extra to make heavy cavalry bodyguard – up to 1 unit	9	6	3	0	4+	6	Elite, Tough fighters	+1 per unit
Light cavalry with javelins or spears, fielded as small units	5	3	2	0	6+	4	Feigned flight	19 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free
• Extra to upgrade general to leadership 9	The general can have leadership 9 at the following extra cost.							+25



Late Roman cataphracts give the Goths what for!

WELSH

5th-8th centuries AD

Welsh armies were based around the King's bodyguard – the *Teulu* – supplemented by a levy of freemen, the *Priodaur* and *Bonnedig*. The mountainous terrain of Wales afforded ample opportunities for guerrilla warfare and the mix of troops tends to reflect this with a preponderance of light, javelin armed infantry. In many respects the army resembles the pre-Roman armies of Britain.

Gwynedd, Powys, The Battle of Chester 616 AD, Pillar of Eliseg, The Battle of Llanfaes.

Priodaur 50%+ of infantry	At least half the non-skirmisher infantry units in the army must be Priodaur.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander. There can only be one bodyguard unit and this must form part of the general's division. Foederati must be organised into one or more separate divisions, which may also include skirmisher javelinmen.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Welsh Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Teulu medium cavalry armed with spears – up to 1 unit	8	5	3	0	5+	6	Tough fighters, Stubborn	30 per unit
Teulu medium infantry armed with spears – up to 1 unit	6	6	3	0	5+	6	Tough fighters, Stubborn	26 per unit
Priodaur light infantry armed with spears and/or javelins	5	5	3	0	6+	6		20 per unit
Bonnedig light infantry with javelins, fielded as small units	3	3	2	0	6+	4		13 per unit
• Extra to give Bonnedig bows instead of javelins – up to half	2	2	2	2	6+	4		Free
Taeog skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Taeog skirmishers with slings, fielded as small units	2	2	2	2	0	4		12 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

MEROVINGIAN FRANKS

5th-6th centuries AD

The Franks are described as carrying the heavy throwing axe – the francisca – by Procopius, writing in the 6th century. The pilum-like angon is mentioned by Agathias. However, I have included the option for troops armed with lighter spears or javelins as this seems increasingly likely. Procopius also says the Franks did not use the bow, but arrowheads are a common contemporary find. The Merovingian Franks inherited the old Roman bureaucracy and regarded themselves as successors to the Romans, so it is not unlikely that ex-Roman garrison units continued to serve under Merovingian kings.

Childeric I, The Battle of Tolbiac, The Battle of Vouille, Austrasia, Neustria.

Cavalry up to 10%	Up to one in ten of the units in the army can be cavalry.
Infantry 75%+	At least three quarters of the units in the army must be infantry other than skirmishers.
Frankish medium infantry 50%+ of infantry	At least half the non-skirmisher infantry units in the army must be Frankish medium infantry of one kind or other.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander. There can only be a maximum of one bodyguard unit and this must form part of the general's division.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Merovingian Franks Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Frankish medium infantry with spears and shields	6	6	3	0	5+	6		23 per unit
• Extra to give Frankish medium infantry heavy throwing axes counting as pila	6	6	3	0	5+	6		+3 per unit
• Reduction to field Frankish medium infantry as levy – up to half	6	6	3	0	5+	6	Levy	-3 per unit
• Extra to make non-levy Frankish medium infantry bodyguard – up to 1 unit	7	7	3	0	5+	6	Elite	+5 per unit
Frankish light infantry archers, fielded as small units	3	3	2	2	6+	4		15 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Medium cavalry with spears and/or javelins	8	5	3	0	5+	6		27 per unit
• Extra to make medium cavalry bodyguard – up to 1 unit	9	6	3	0	5+	6	Elite	+5 per unit
Light cavalry with javelins or spears	7	5	3	0	6+	6		25 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free



Dark Age infantry looking for trouble

The Avars originated in central Asia and were probably a confederacy of tribal groups along the same lines as the Huns, Bulgars and Khazars. They established a kingdom – the Avar Khaganate – based upon the Pannonian plains in central Europe. The Avar armies are made up of many ethnic groups including Slavs, Bulgars and Gepids. Avar power declined in the eighth and ninth centuries. The western part of the Avar Khaganate was conquered by the Franks under Charlemagne and the eastern part fell to the Bulgars.

Bayan I, Maurice's Balkan Campaigns, Siege of Constantinople 626AD.

Cavalry 25%+	At least a quarter of the units in the army must be cavalry.
Avar heavy/cataphract cavalry 1+ units	At least one unit of Avar heavy or cataphract cavalry must be included.
Avar horse archers 1+ units	At least one unit of Avar horse archers must be included.
Infantry 25%+	At least a quarter of the units in the army must be made up of infantry other than skirmishers.
Slav Spearmen 25%+ of infantry	At least a quarter of the non-skirmisher infantry units in the army must be Slav spearmen.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Avars Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Avar heavy cavalry armed with spears and bows	9	6	3	2	4+	6		32 per unit
• Extra to upgrade Avar heavy cavalry to cataphract	9	6	3	2	4+	6		+1 per unit
• Extra to give any Avar heavy or cataphract cavalry kontos and bows	9	6	3	2	4+	6		+3 per unit
• Extra to make any Avar heavy or cataphract cavalry fierce fighters	As above						Fierce fighters	+1 per unit
Bulgar heavy cavalry armed with spears and bows	9	6	3	2	4+	6		32 per unit
Gepid medium cavalry armed with spears and/or javelins	8	5	3	0	5+	6		27 per unit
Avar, or Bulgar light cavalry armed with spears and/or javelins and bows, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Avar horse archers, fielded as small units	4	2	2	2	6+	4	Parthian shot	19 per unit
Slavic medium infantry with spears and/or javelins	6	6	3	0	5+	6		23 per unit
Slavic medium infantry with double-handed axes	7	6	2/0	0	5+	6		24 per unit
Slavic light Infantry archers	5	5	3	3	0	6		22 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers with bows, fielded as small units	2	2	2	2	0	4		12 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

“Heaven has appointed me to rule all the nations, for hitherto there has been no order upon the steppes.”

Genghis Khan



Defending house and home, be it ever so humble

PICTS

6th-9th centuries AD

It's impossible to be sure who the Picts were – or even what they called themselves – but what little evidence there is suggests they were descendants of the Caledonian tribes that inhabited Britain during the Iron Age. In terms of culture and warfare they were much like the earlier Caledonians and Britons in some ways, and also much like their contemporaries the Irish Gaels. The Pictish lands lay in the east and north of Scotland, and the Picts themselves gradually fell under the domination of Irish settlers from the west. Although Picts are commonly associated with tattooing or warpaint there is little evidence to support this – although it certainly looks colourful. The first mention of Picts is by Eumenius writing at the end of the third century AD. As the last use of chariots was the sixth century they have not been included in this list, but earlier Pictish forces can be accommodated by adding Scots/Irish chariots or by using the Ancient Briton list – evidence is sparse and I see no reason to deny players the liberty of choice.

Cruthin, King Bridei, Battle of Dun Nechtai, Kenneth MacAlpin.

Infantry 75%+	At least three quarters of the units in the army must be infantry other than skirmishers.
Cavalry up to 25%	Up to a quarter of the units in the army can be cavalry.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Picts Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Medium infantry warband armed with swords and javelins	8	6	2	0	5+	6		24 per unit
Medium infantry warband armed with long spears	8	6	2/0	0	5+	6		27 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers with bows, fielded as small units	2	2	2	2	0	4		12 per unit
Skirmishers with crossbows, fielded as a small unit - up to 1 unit	2	2	2	2	0	4		12 per unit
Medium cavalry bodyguard armed with spears/javelins - up to 1 unit	8	5	3	0	5+	6		27 per unit
• Extra to make medium cavalry bodyguard fierce fighters	8	5	3	0	5+	6	Fierce fighters	+1 per unit
Light cavalry armed with javelins, fielded as small units	5	3	2	0	6+	4		17 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

The Khazar Khaganate or Khazaria extended over the steppe north of the Black Sea eastward as far as the Aral Sea. The Khazars ruled over various other nomadic tribes. Units described as Khazars can therefore include Bulgars, Ghuzz, Turks, Alans, and Magyars, depending on the period represented. Infantry can come from the area around the Black Sea and include Crimean Goths, Khazars themselves, Alans, and Slavs. Khazaria was eventually destroyed by the Kievan Rus King Sviatoslav I.

The Khazar Khaganate, Khagan Busir, The Khazar-Arab Wars.

Cavalry 75%+	At least three quarters of the units in the army must be cavalry.
Horse archers/light cavalry 50%+ of cavalry	At least half of the cavalry units in the army must be either horse archers or light cavalry.
Infantry up to 25%	Up to a quarter of the units in the army can be infantry.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Khazars Troop Values									
Unit	Combat				Morale Save	Stamina	Special	Points Value	
	Clash	Sustained	Short Range	Long Range					
Khazar heavy cavalry armed with spears and bows	9	6	3	2	4+	6		32 per unit	
• Extra to upgrade Khazar heavy cavalry to cataphract	9	6	3	2	4+	6		+1 per unit	
• Extra to give any Khazar heavy or cataphract cavalry kontos and bows	9	6	3	2	4+	6		+3 per unit	
Arsiyah heavy cavalry armed with bows	7	6	3	3	4+	6		31 per unit	
• Extra to upgrade Arsiyah heavy cavalry to cataphract	7	6	3	3	4+	6		+1 per unit	
Ghuzz, Burtas or Turk light cavalry armed with spears/ javelins and bows, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit	
Khazar or Arsiyah horse archers, fielded as small units	4	2	2	2	6+	4	Parthian shot	19 per unit	
Khazar heavy infantry with spears and/or javelins - up to 1 unit	7	7	3	0	4+	6	Fierce fighters	27 per unit	
Medium infantry with spears and/or javelins	6	6	3	0	5+	6		23 per unit	
• Reduction to make medium infantry levy	6	6	3	0	5+	6	Levy	-3 per unit	
Light infantry archers	4	4	3	3	0	6		20 per unit	
Skirmishers with javelins, fielded as smalls units	3	2	2	0	0	4		11 per unit	
Skirmishers with bows, fielded as small units	2	2	2	2	0	4		12 per unit	
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free	

“A man’s greatest work is to break his enemies, to drive them before, to take from them all the things that have been theirs, to hear the weeping of those who cherished them.”

Genghis Khan

This list covers Arab armies from the time of Mohammed and the Patriarchs to the end of the Umayyad Caliphate. During this period the Arabs rose to confront the Byzantines and Persians in the east and Visigoths and Franks in the west.

The Umayyad Caliphate, The Battle of Yarmouk, The Battle of al-Qadisiyya, The Islamic Conquest of Persia, the Byzantine-Arab Wars, The Battle of Tours.

Cavalry up to 25%	Up to a quarter of the units in the army can be cavalry.
Infantry 75%+	At least three quarters of the units in the army must be infantry other than skirmishers.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Arab Conquest Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Arab light infantry with swords	5	5	3	0	6+	6		20 per unit
• Extra to give Arab light infantry double-handed swords	6	5	2/0	0	6+	6		+1 per unit
• Extra to make Arab light infantry fanatic	As above						Fanatic, Wild fighters	+4 per unit
Arab light infantry archers	4	4	3	3	0	6		20 per unit
• Extra to make Arab light infantry archers fanatic	4	4	3	3	0	6	Fanatic, Wild fighters	+4 per unit
Sabean or convert medium infantry with long spears	6	6	3/0	0	5+	6		23 per unit
Arab skirmishers with slings, fielded as small units	2	2	2	2	0	4		12 per unit
Arab skirmishers with bows, fielded as small units – up to 3 units	2	2	2	2	0	4		12 per unit
Sabaeen skirmishers with javelins, fielded as small unit- up to 1 unit	3	2	2	0	0	4		11 per unit
Arab, Bedouin or convert medium cavalry with spears	8	5	3	0	5+	6		27 per unit
• Extra to give Arab or Bedouin medium cavalry Feigned flight	8	5	3	0	5+	6	Feigned flight	+3 per unit
Arab, Bedouin or convert heavy cavalry with spears – up to 1 unit	9	6	3	0	4+	6		30 per unit
Bedouin or Arab light cavalry with spears, fielded as small units	5	3	2	0	6+	4	Feigned flight	19 per unit
Arab horse archers, fielded as a small unit – up to 1 unit	4	2	2	2	6+	4	Parthian shot	19 per unit
Arab Camel mounted light cavalry with bows and javelins, fielded as a small unit – up to 1 unit	4	3	2	2	6+	4	Feigned flight	20 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free



Early Islamic hand grenade
7th Century AD, Syria
(Perry Collection)

BULGARS

7th-early 11th centuries AD

The Bulgars rose to prominence with the collapse of the Sabiric Hun empire and established a domain amongst the Slavs of Bessarabia and Moesia. As the years went by the Bulgars and Slavs merged into a predominately Slavic society. The Bulgars were one of the greatest threats to the Byzantines for hundreds of years, a threat that was finally ended with the destruction of the First Bulgarian Empire by the Emperor Basil II.

The First Bulgarian Empire, The Byzantine-Bulgarian wars, Subigi Asparukh, Khan Krum, The Battle of Pliska, Simeon I of Bulgaria, the Battle of Achelous, the Battle of Kleidion.

Cavalry 25%+	At least a quarter of the units in the army must be cavalry.
Infantry 25%+	At least a quarter of the units in the army must be infantry other than skirmishers.
Slav Spearmen 25%+ of infantry	At least a quarter of the non-skirmisher infantry units in the army must be Slav spearmen.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Bulgars Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Bulgar heavy cavalry armed with spears	9	6	3	0	4+	6		30 per unit
Bulgar, Pecheneg or Avar heavy cavalry armed with spears and bows	9	6	3	2	4+	6		32 per unit
Bulgar or Pecheneg light cavalry armed with spears and/or javelins and bows, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Slavic medium infantry with spears and/or javelins	6	6	3	0	5+	6		23 per unit
Slavic medium infantry with double-handed axes	7	6	2/0	0	5+	6		24 per unit
Slavic light Infantry archers	4	4	3	3	0	6		20 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers with bows, fielded as a small unit - up to 1 unit	2	2	2	2	0	4		12 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

TANG CHINA

7th-10th centuries AD

The Tang dynasty lasted from 618 to 907 AD and was one of the great periods of Chinese expansion and cultural progress. At its height Tang China covered a greater territory than had the earlier Han empire, and its huge population allowed the nation to maintain vast armies. The Chinese campaigned against the Gok Turks on their northern borders, and in the west they established protectorates as far as Kashmir and Afghanistan. The Chinese came into conflict with the Abbassid Caliphate over control of Syr Darya (the river known as the Jaxartes to the Greeks), but these western armies were largely composed of Turkic Karluk mercenaries and local allies.

Tang armies were predominantly cavalry armies with a large proportion of heavily armoured horsemen. Archers can be bow or crossbow armed – bows were more common weapons of war during the Tang period than previously. Nomad light cavalry would include Gok Turks of which Uighurs were a groups of tribes who allied with the Tang and came to dominate the eastern steppes. These Turkic horsemen could also provide a portion of the heavy cavalry with spears and bows.

Chang'an, An Shi Rebellion, The Battle of Talas, The Goguryeo-Tang Wars, The Four Garrisons of Anxi, The Battle of Haluo.

Cavalry 50%+	At least half the units in the army must be cavalry.
Heavy cavalry/cataphracts 50%+ of cavalry	At least half of the cavalry in the army must be heavy cavalry or cataphracts.
Infantry up to 50%	Up to half of the units in the army can be infantry.
Heavy/medium infantry 50%+ of infantry	At least a half of the non-skirmisher infantry units in the army must be either heavy or medium infantry.
Artillery – up to 3 units	The army can include up to three units of artillery.
Divisions 4+ units	Divisions must contain at least four units, excluding skirmishers, and must be led by a commander.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Tang China Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Heavy infantry armed with spears and swords	7	7	3	0	4+	6		26 per unit
• Extra to incorporate archers into rear ranks	7	7	3	2	4+	6		+2 per unit
• Extra to give heavy infantry spearmen long spears – up to half	As above							+3 per unit
• Extra to make heavy infantry drilled – up to half	As above						Drilled	+3 per unit
◦ Extra to make drilled heavy infantry Guard – up to 1 unit	As above						Drilled, Elite	+3 per unit
Medium infantry armed with spears and swords	6	6	3	0	5+	6		23 per unit
• Extra to incorporate archers into rear ranks	6	6	3	2	5+	6		+2 per unit
• Reduction to field medium infantry as fubing militia	As above						Levy	-3 per unit
Light infantry archers with bows or crossbows	4	4	3	3	0	6		20 per unit
• Extra to give light infantry archers armour	4	4	3	3	6+	6		+1 per unit
• Reduction to field light infantry archers as small units	3	3	2	2	As above	4		-6 per unit
Skirmishers armed with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers armed with bows or crossbows, fielded as small units	2	2	2	2	0	4		12 per unit
Heavy cavalry with spears	9	6	3	0	4+	6		30 per unit
• Extra to give heavy cavalry spears and bows	9	6	3	2	4+	6		+2 per unit
• Extra to make heavy cavalry elite	As above						Elite	+3 per unit
• Extra to make heavy cavalry drilled	As above						As above +Drilled	+3 per unit
Cataphract cavalry with spears	9	6	3	0	4+	6		31 per unit
• Extra to give cataphract cavalry spears and bows	9	6	3	2	4+	6		+2 per unit
• Extra to make cataphract cavalry elite	As above						Elite	+3 per unit
• Extra to make cataphract cavalry drilled	As above						As above +Drilled	+3 per unit
Nomad light cavalry armed with javelins and bows, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Light cavalry armed with javelins, fielded as small units	5	3	2	0	6+	4		17 per unit
Horse archers fielded as small units	4	2	2	2	6+	4	Parthian shot	19 per unit
Light artillery bolt or stone thrower	1	1	2	2	0	3		15 per unit
Medium artillery stone thrower – up to 1 unit	1	1	0	3	0	3		20 per unit
Heavy artillery stone thrower – up to 1 unit	1	1	0	3	0	3		23 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

The 'theme' system was devised as a way of establishing a permanent trained militia throughout the Byzantine Empire. As with the earlier army it is based upon heavily armoured cavalry in mixed ranks with bows and kontos. Infantry are also armed with the long spear and are therefore called kontaratoi. In a kontaratoi unit the front ranks would be heavily armoured spearmen, whilst the rear ranks would more lightly armoured javelin armed troops or bowmen. These infantry formations were relatively deep and best represented by two ranks of spears and one of lighter troops. These are described as 'mixed' units in the list below. Bow armed kontaratoi units have a deliberately reduced long range. Their role was to offer short ranged support to the front ranks in combat and not to act as long-range missile units. Kavallaroï are similarly arranged with heavily armoured lancers at the front and rear ranks of bow armed cavalry. Even Byzantine cavalry fought in relatively deep formations, but practicality usually dictates two ranks of models. Mercenary light cavalry could be Magyars, Bulgars, Alans, Pechenegs or Turks. Pechenegs and Turks could also provide the horse archers. Troops armed with fire-siphons have short range only (up to 6") and if any casualties are inflicted by ranged attacks the target must take a break test. The solenarion is a kind of tube or arrow guide that fixes to a bow and enables it to shoot small darts that are virtually impossible to see in flight. We treat this as a bow, but confer the marksmen ability on the unit to represent it.

Heraclius, The Byzantine-Arab wars, The Battle of Yarmuk, The Isaurian dynasty, The Macedonian dynasty.

Infantry 25%+	At least a quarter of the units in the army must be infantry other than skirmishers.
Cavalry 25%+	At least a quarter of the units in the army must be cavalry.
Kavallaroï 50%+ of cavalry	At least half the cavalry units in the army must be Kavallaroï heavy cavalry units including any upgraded to Tagmata (household troops).
Rus or Slav allies	The Bulgar Slavs allied with the Byzantines in the early part of this period, whilst the Rus and Byzantine allied together against the Bulgars in the later years. The army can therefore include one or other, but not both.
Artillery - up to 3	The army can include up to three units of bolt throwers.
Divisions 4+ units	Divisions must contain at least four units excluding skirmishers and must be led by a commander.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Thematic Byzantine Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Heavy infantry Kontaratoi with mixed ranks of long spears and javelins	7	7	3	0	4+	6	Drilled	32 per unit
• Extra to make Kontaratoi elite	7	7	3	0	4+	6	Drilled, Elite	+3 per unit
◦ Extra to give elite Kontaratoi additional armour for front rank	7	7	3	0	4+	6	Drilled, Elite, Stubborn	+3 per unit
Heavy infantry Kontaratoi with mixed ranks of long spears and bows	7	7	3	1	4+	6	Drilled	33 per unit
• Extra to make Kontaratoi elite	7	7	3	1	4+	6	Drilled, Elite	+3 per unit
◦ Extra to give elite Kontaratoi additional armour for front rank	7	7	3	1	4+	6	Drilled, Elite, Stubborn	+3 per unit
Allied Rus heavy infantry Varangians with assorted arms	7	7	3	0	4+	6	Tough fighters	27 per unit
• Extra to give Varangians double-handed axes - up to half	8	7	2/0	0	4+	6	Tough fighters	+1 per unit
Allied Slavic medium infantry with spears and/or javelins	6	6	3	0	5+	6		23 per unit
Allied Slavic medium infantry with double-handed axes	7	6	2/0	0	5+	6		24 per unit
Allied Slav or Rus light infantry archers	4	4	3	3	6+	6		21 per unit
• Reduction to field archers as small units	3	3	2	2	6+	4		-6 per unit
Psiloi skirmishers armed with javelins, fielded as small units	3	2	2	0	0	4		11 per unit

Thematic Byzantine Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Skirmishers armed with slings or bows, fielded as small units	2	2	2	2	0	4		12 per unit
• <i>Extra to give skirmisher bowmen solenarion – up to 1 unit</i>	2	2	2	2	0	4	Marksmen	+1 per unit
Skirmishers armed with staffslings, fielded as a small unit – up to 1 unit	2	2	2	2	0	4		12 per unit
Infantry with fire-siphons, fielded as a tiny unit – up to 1 unit	1	1	1	0	4+	1	Marksmen, See notes	10 per unit
Kavallaroï heavy cavalry with mix of lances and bows	9	6	3	1	4+	6	Drilled	37 per unit
• <i>Extra to make Kavallaroï elite Tagmata cataphracts</i>	9	6	3	1	4+	6	Drilled, Elite	+4 per unit
◦ <i>Extra to make elite Tagmata cataphracts brave – up to 3 units</i>	9	6	3	1	4+	6	Drilled, Elite, Brave	+3 per unit
Light cavalry trapezitōi armed with javelins, fielded as small units	5	3	2	0	6+	4	Feigned flight	19 per unit
• <i>Extra to incorporate bow armed riders into trapezitōi units</i>	5	3	2	1	6+	4	Feigned Flight	+1 per unit
Light cavalry trapezitōi armed with lances, fielded as small units	5	3	2/0	0	6+	4	Feigned flight	21 per unit
• <i>Extra to incorporate bow armed riders into trapezitōi units</i>	5	3	2/0	1	6+	4	Feigned Flight	+1 per unit
Mercenary light cavalry with bows and javelins, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Mercenary horse archers, fielded as small units	4	2	2	2	6+	4	Parthian shot	19 per unit
Georgian or Armenian allied heavy cavalry with lances	9	6	3/0	0	4+	6	Tough fighters	34 per unit
• <i>Extra to give Armenian heavy cavalry bows in addition</i>	9	6	3	2	4+	6	Tough fighters	+2 per unit
Light artillery bolt thrower	1	1	2	2	0	3	Drilled	18 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

ARAB EMPIRE

8th-mid 10th centuries AD

This list covers the later Umayyad and Abbasid Caliphates up to the disintegration of central power beginning in the ninth century and pretty much complete by the tenth. Naphtha pots are treated as other short ranged missiles and in addition any unit that suffers casualties from ranged naphtha pots must take a break test.

The Abbassids, The Battle of Anzen, The Battle of Talas.

Cavalry 25%+	At least a quarter of the units in the army must be cavalry.
Jund cavalry 25%+ of cavalry	Arab jund cavalry must make up at least a quarter of all the cavalry units. No more than half the jund cavalry may be heavies.
Infantry 25%+	At least a quarter of the units in the army must be infantry other than skirmishers.
Artillery up to 3 units	The army can include up to three artillery pieces.
Divisions 4+ units	Divisions must contain at least four units, excluding skirmishers, unless the division consists of all the army's artillery and no other troops, in which case it can be any size. All divisions must be led by a commander.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Arab Empire Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Arab medium infantry with long spears	6	6	3/0	0	5+	6		26 per unit
• <i>Extra to arm medium infantry as mixed unit of long spears and bows</i>	6	6	3	2	5+	6		+2 per unit
• <i>Reduction to make any medium infantry Hashariya levy</i>	As above						Levy	-3 per unit
Dailami medium infantry with mixed spears and bows – up to 1 unit	6	6	3	2	5+	6	Tough fighters	26 per unit
Arab light infantry hadji fanatics – up to 1 unit	5	5	3	0	6+	6	Fanatic, Wild fighters	24 per unit
• <i>Extra to give infantry hadji fanatics double-handed swords</i>	6	5	2/0	0	6+	6	Fanatic, Wild fighters	+1 per unit
Indian light infantry archers – up to 1 unit	4	4	3	3	0	6		20 per unit
Afghan light infantry with javelins – up to 1 unit	5	5	3	0	6+	6		20 per unit
Sudanese Ghulam light infantry with mix of javelins and bows	5	5	3	3	6+	6		23 per unit
Arab skirmishers with slings, fielded as a small unit – up to 1 unit	2	2	2	2	0	4		12 per unit
Arab skirmishers with bows, fielded as a small unit – up to 1 unit	2	2	2	2	0	4		12 per unit
Skirmishers with Naphtha pots – up to 1 unit	3	2	2	0	0	4	See notes	13 per unit
Syrian or Lebanese skirmishers with mix of javelins and bows, fielded as small units	3	2	2	1	0	4		12 per unit
Berber skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Arab Jund medium cavalry with spears	8	5	3	0	5+	6	Stubborn	29 per unit
Arab Jund heavy cavalry with spears	9	6	3	0	4+	6	Stubborn	33 per unit
Khawarij medium cavalry with spears, fielded as a small unit – up to 1 unit	5	3	2	0	5+	4	Fanatic, Tough fighters	20 per unit
Arab or Berber light cavalry with spears and/or javelins, fielded as small units	5	3	2	0	6+	4	Feigned flight	19 per unit
Persian heavy cavalry with lances and bows – up to 1 unit	9	6	3	2	4+	6		35 per unit
• <i>Extra to make Persian heavy cavalry cataphract</i>	9	6	3	2	4+	6		+1 per unit
Khurasanian horse archers, fielded as small units	4	2	2	2	6+	4	Parthian shot	19 per unit
Khurasanian heavy cavalry with bows – up to 1 unit	7	5	3	3	4+	6		30 per unit
Turkish Ghulam heavy cavalry with javelins	9	6	3	0	4+	6		30 per unit
Arab Camel mounted light cavalry with bows and javelins, fielded as a small unit – up to 1 unit	4	3	2	2	6+	4	Feigned flight	20 per unit
Elephant with mixed arms crew – up to 1 unit	4	3	1	1	4+	6	Elephant	24 per unit
Medium artillery stone-thrower	1	1	0	3	0	3		20 per unit
Heavy artillery stone thrower – up to 1 unit	1	1	0	3	0	3		23 per unit
Commanders	1 commander must be provided per division. All commanders including general have leadership 8.							Free

CAROLINGIAN FRANKS

Mid 8th-late 9th centuries AD

This list covers the Frankish Empire of the time of Charlemagne and his immediate successors. At this time Frankish infantry served as part of their feudal obligations; this category could also include subject peoples such as Swabians, Saxons and Bavarians. Caballari with lighter arms were often Bretons who continued to fight with javelins and light spears once the Franks had adopted the lance. Light cavalry can also include Bretons and Gascons.

Charlemagne, Louis the Pious, Charles the Bald, The Battle of Roncevaux Pass.

Infantry 50%+	At least half of the units in the army must be infantry, not counting dismounted caballari or skirmishers.
Cavalry 25%+	At least a quarter of the units in the army must be cavalry, including dismounted caballari, even though they are fielded as infantry.
Caballari 50%+ of cavalry	Caballari (mounted or dismounted) must comprise at least half the cavalry units.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Carolingian Franks Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Frankish medium infantry with spear and shield	6	6	3	0	5+	6		23 per unit.
Frankish light infantry archers, fielded as small units - up to 2	3	3	2	2	6+	4		15 per unit
Dismounted Caballari heavy infantry with spears and shields	7	7	3	0	4+	6	Stubborn	29 per unit
Skirmishers armed with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers with staffslings, fielded as a small unit - up to 1	2	2	2	2	0	4		12 per unit
Caballari heavy cavalry with spears and/or javelins	8	6	3	0	4+	6		29 per unit
• Extra to give Caballari lances instead of spears	8	6	3/0	0	4+	6		+3 per unit
• Extra to make Caballari Royal Retainers	As above						Elite, Tough fighters	+4 per unit
Light cavalry retainers with javelins or spears	7	5	3	0	6+	6		25 per unit
Light cavalry retainers with lances	7	5	3/0	0	6+	6		28 per unit
Light cavalry retainers with bows, fielded as a small unit - up to 1	5	3	2	2	6+	4		19 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

“Wake early
if you want
another man’s life or land.
No lamb
for the lazy wolf.
No battle’s won in bed.”

The Havamal





Early Crusader spearmen stand before the Saracen heathen

PECHENEG

Mid 8th-11th centuries AD

The Pechenegs were much like other Turkic nomads of the Pontic steppes in so far as their armies consisted almost entirely of light cavalry armed with bows and light spears, with a core of more heavily armoured nobility. In the 11th century the Pechenegs were driven westward by rival Cuman nomads and settled around the Danube. They sometimes allied with, and sometimes opposed, the Byzantines, who regarded them as untrustworthy being prone to change sides mid-battle! Unusually for a steppe people they often fought on foot, but were unable to stand before contemporary Byzantines and usually resorted to forming up behind a substantial wagon laager. Large, four-wheeled and high-sided wagons formed into a defensive stockade were a common feature of these battles and it would be only right to include these on the table. Rather than add these to the list it is left to the players to arrange matters as they wish. It is suggested that wagon laagers are represented by a static defensive wagon-fort counting as buildings to infantry stationed within it (+2 to Morale Save and ignore break test results of *retreat* and *give ground*).

Khan Kurya, Battle of Berrhoia, The Battle of Manzikert, The Battle of Kalavryai. The Battle of Levounion.

Infantry up to 25%+	Up to a quarter of the units in the army can be infantry other than skirmishers.
Light cavalry 75%+ of cavalry	At least three quarters of the cavalry units in the army must be light cavalry
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Pecheneg Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Pecheneg heavy cavalry armed with spears and bows	9	6	3	2	4+	6		32 per unit
• Extra to give Pecheneg heavy cavalry kontos and bows	9	6	3	2	4+	6		+3 per unit
• Extra to upgrade Pecheneg heavy cavalry to fierce fighters – up to 1 unit	9	6	3	2	4+	6	Fierce fighters	+1 per unit
Pecheneg light cavalry armed with spears and/or javelins and bows, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Pecheneg light infantry warband with mix of bows and spears	5	5	2	2	6+	6	Levy	18 per unit
Skirmishers with bows, fielded as small units	2	2	2	2	0	4		12 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

ANGLO SAXON

Late 9th-mid 11th centuries AD

This list covers the united kingdom that succeeded the earlier kingdoms founded during the migration period. As such it is both the army of Alfred the Great and later Kings such as Aethelred and Harold. Thegns and Ceorls can be combined into a mixed unit, with Thegns fighting in the front ranks and Ceorls in the rear. One unit of each can be mixed in this way to produce two mixed units. Mixed units count as Thegns until such time as the unit is shaken, after which they count as Ceorls, even if they rally and cease to be shaken. Saxon Fyrd were often combined in this way with the better equipped and wealthier Thegns fighting at the head of a body of poorer and less well armed Ceorls. Huscarls and mercenary Vikings are more appropriate for later armies, but, in the case of earlier forces, these units can be assumed to represent the top rank of Saxon Thegns and royal bodyguards.

Mercia, Wessex, Aethelred, Alfred the Great, The Battle of Ashdown, The Battle of Tettenhall, the Battle of Maldon, the Battle of Hastings

Cavalry up to 10%	No more than one in ten of the units in the army can be cavalry.
Infantry 75%+	At least three quarters of the units in the army must be made up of infantry other than skirmishers.
Ceorls 50%+ of infantry	At least half of the non-skirmisher infantry units in the army must comprise Ceorls or mixed Thegn/Ceorl units (see notes).
Divisions 4 units+ unless cavalry or Vikings	Divisions must contain at least 4 units, excluding skirmishers, unless they comprise cavalry only or are mercenary Vikings. A division consisting entirely of cavalry can be any size so long as it includes all the cavalry in the army. A Mercenary Viking unit must form a division on its own complete with integral commander; this division does not count for purposes of establishing defeat. All divisions must be led by a commander.
Skirmishers per division 25% of infantry	Divisions may contain up to a quarter as many skirmisher units as they contain non-skirmisher infantry.

Anglo Saxon Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Heavy infantry Huscarls – up to 1 unit	7	7	3	0	4+	6	Stubborn, Elite, Tough fighters, Valiant	36 per unit
• Extra to arm Huscarls with long spears	7	7	3/0	0	4+	6	Stubborn, Elite, Tough fighters, Valiant, Phalanx	+6 per unit
• Extra to arm Huscarls with double-handed axes	8	7	2/0	0	4+	6	Stubborn, Elite, Tough fighters, Valiant	+1 per unit
Heavy infantry Viking mercenaries – up to 1 unit	7	7	3	0	4+	6	Stubborn, Tough fighters	30 per unit
• Reduction to field Vikings as a small unit	5	5	2	0	4+	4	Stubborn, Tough fighters	-7 per unit
Heavy infantry Thegns	7	7	3	0	4+	6		26 per unit
• Extra to arm Thegns with long spears	7	7	3/0	0	4+	6	Phalanx	+6 per unit
Medium infantry Ceorls	6	6	3	0	5+	6		23 per unit
Light infantry Geburs with spears and/or javelins	5	5	3	0	6+	6		20 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers with bows, fielded as a small unit – up to 1 unit	2	2	2	2	0	4		12 per unit
Skirmishers with slings, fielded as a small unit – up to 1 unit	2	2	2	2	0	4		12 per unit
Medium cavalry mounted Thegns, fielded as small units	6	3	2	0	5+	4		19 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

This list covers the Rus from the foundation of the Kievan Rus state by Rurik until the adoption of cavalry in the mid-eleventh century. As such it is mostly an infantry army. The 'polk' is the militia army of the Slavs and Rus. They were not wanting in enthusiasm but lacked solidity. Polk warbands could include a mix of weapons including archers, although most would be spearmen with stout, rectangular shields. Mercenary light cavalry could be Magyars, Bulgars, Alans, Pechenegs or Turks. Pechenegs and Turks could also provide the horse archers. The Druzhina are bodyguard – originally foot but at some point in the 10th century becoming heavy cavalry.

Rurik, Variags, Varangians, Kievan Rus, Vladimir the Great.

Cavalry up to 25%	Up to a quarter of the units in the army can be cavalry.
Infantry 75%+	At least three quarters of the units in the army must be infantry other than skirmishers.
Varangians 25%+ of infantry	At least a quarter of the non-skirmisher infantry units in the army must be Varangians.
Druzina foot or mounted	Druzina can be fielded as either infantry or cavalry – but not both
Divisions 4 units+	Divisions must contain at least 4 units excluding skirmishers and must be led by a commander. Where present Druzina must fight as part of the general's division.
Skirmishers per division 50% of infantry	Divisions may contain up to a half as many skirmisher units as they contain non-skirmisher infantry.

Rus Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Heavy infantry Varangians with assorted arms	7	7	3	0	4+	6	Tough fighters	27 per unit
• Extra to give Varangians double-handed axes – up to half	8	7	2/0	0	4+	6	Tough fighters	+1 per unit
• Extra to make Varangians Druzina – up to 1 unit	As above						Tough fighters, Stubborn	+3 per unit
• Extra to include Berserkers in non-Druzina Varangians	As above						Tough fighters, Stubborn, Wild fighters	+6 per unit
Varangian light infantry with bows and javelins, fielded as small units – up to 3 units	5	5	2	2	6+	4	Tough fighters	20 per unit
Polk medium infantry warband with spears	7	6	2	0	5+	6	Wild fighters	26 per unit
• Extra to give Polk warband long spears	7	6	2/0	0	5+	6		Free
• Reduction to make Polk warband levy	As above							-3 per unit
Polk light infantry with bows, fielded as small units	3	3	2	2	0	4		14 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers with bows, fielded as small units	2	2	2	2	0	4		12 per unit
Slavic medium cavalry with spears and/or javelins – up to 1 unit	8	5	3	0	5+	6		27 per unit
Mercenary light cavalry with bows and javelins, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Mercenary horse archers, fielded as small units	4	2	2	2	6+	4	Parthian shot	19 per unit
Druzina heavy cavalry with lances – up to 1 unit	9	6	3/0	0	4+	6	Tough fighters, Stubborn	37 per unit
Commanders	1 commander must be provided per division. All commanders including general have leadership 8.							Free

VIKINGS

Late 9th-mid 11th centuries AD

The Norse raided the coasts of the North Sea and beyond and settled widely including in France, Britain and Ireland. Although primarily raiding forces Viking armies could be of some size and were overwhelmingly comprised of infantry. Hirdmen and Bondi can be combined into a mixed unit, with Hirdmen fighting in the front ranks and Bondi in the rear. One unit of each can be mixed in this way to produce two mixed units. Mixed units count as Hirdmen until such time as the unit is shaken, after which they count as Bondi, even if they rally and cease to be shaken. Viking troops were often combined in this way, with the better-equipped and wealthier warriors fighting at the head of a body of poorer and less well armed warriors.



The Viking Age, The Battle of Maldon, The Battle of Brunanburg, The Battle of Clontarf, The Battle of Ethandun.

Hirdmen 50%+ of infantry	At least half of the non-skirmisher units in the army must be Hirdmen or mixed Hird/Bondi units (see notes).
Light infantry up to 20%	Up to one in five of the non-skirmisher units in the army can be light infantry.
Divisions 4 units+ unless mercenary Vikings	Except for Mercenary Vikings, divisions must contain at least 4 units, excluding skirmishers. A Mercenary Viking unit must form a division on its own led by a commander integral to the unit; this division does not count for purposes of establishing defeat. All divisions must be led by a commander.
Skirmishers per division 25% of infantry	Divisions may contain up to a quarter as many skirmisher units as they contain non-skirmisher infantry.

Vikings Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Heavy infantry Huscarls – up to 1 unit	7	7	3	0	4+	6	Stubborn, Elite, Tough fighters, Valiant	36 per unit
• Extra to field Huscarls with heavy throwing weapons counting as pila	7	7	3	0	4+	6	Stubborn, Elite, Tough fighters, Valiant	+3 per unit
• Extra to field Huscarls with Berserkers	7	7	3	0	4+	6	Stubborn, Elite, Tough fighters, Valiant, Wild fighters	+3 per unit
Heavy infantry Mercenary Vikings - up to 1 unit	7	7	3	0	4+	6	Stubborn, Tough fighters	30 per unit
• Reduction to field Mercenary Vikings as a small unit	5	5	2	0	4+	4	Stubborn, Tough fighters	-7 per unit
Heavy infantry Hirdmen	7	7	3	0	4+	6		26 per unit
• Extra to arm Hirdmen with heavy throwing weapons counting as pila	7	7	3	0	4+	6		+3 per unit
• Extra to make Hirdmen tough fighters	7	7	3	0	4+	6	Tough fighters	+1 per unit
• Extra to field Hirdmen with Berserkers	7	7	3	0	4+	6	Wild Fighters	+3 per unit
Medium infantry Bondi	6	6	3	0	5+	6		23 per unit
• Extra to arm Bondi with heavy throwing weapons counting as pila	6	6	3	0	5+	6		+3 per unit
Light infantry Bondi with bows	4	4	3	3	6+	6		21 per unit
• Reduction to field Bondi with bows as small units	3	3	2	2	6+	4		-6 per unit
Thrall skirmishers with spears and javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8. The general has four attacks							Free

ALMORAVID MOORS

10th-13th centuries AD

The Moors came to dominate Spain in the eleventh century, by which time they had already established an extensive empire in what is today Morocco. The Moors were Berbers but their empire extended southwards and absorbed what had been the African Ghana empire. It is possible the Black Guard were simply black-clad or Africans. The mainstay of the army consisted of massed infantry armed with spears and backed up by rear ranks of bowmen.

Yusuf Ibn Tashfin, The Battle of Sagrajas, The Battle of Ourique.

Cavalry 25%+	At least a quarter of the army must comprise cavalry units.
Infantry 25%+	At least a quarter of the army must comprise infantry units other than skirmishers.
Berber medium infantry 50%+ of infantry	At least half the non-skirmisher infantry units in the army must be Berber medium infantry – this does not include the Black Guard.
Divisions 4 units+	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander. Black Guards and Hasham, where present, must be included in the general's division.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Almoravid Moors Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Berber medium infantry with mixed ranks of spears and/or javelins, and bows	6	6	3	2	5+	6		25 per unit
Black Guard medium infantry with spears	7	7	3	0	5+	6	Tough fighters, Stubborn	28 per unit
• Extra to give Black Guard long spear	7	7	3/0	0	5+	6	Tough fighters, Stubborn	+3 per unit
Berber light infantry with bows	5	5	3	3	0	6		22 per unit
Berber light infantry with bows, fielded as small units	3	3	2	2	0	4		14 per unit
Skirmishers with bows, fielded as small units	2	2	2	2	0	4		12 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Hasham medium cavalry guard with spears – up to 1 unit	8	5	3	0	5+	6	Tough fighters	28 per unit
• Extra to upgrade Hasham cavalry to heavy cavalry	9	6	3	0	4+	6	Tough fighters	+3 per unit
Light cavalry Berbers with spears and/or javelins, fielded as small units	5	3	2	0	6+	4		17 per unit
• Extra to give Berber light cavalry feigned flight	5	3	2	0	6+	4	Feigned flight	+2 per unit
Light cavalry camel riders with javelins, fielded as small units	4	3	2	0	6+	4		17 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

“The greatest of all warriors should be mourned with no feminine lamentations and with no tears, but with the blood of men.”

Jordanes says of Attila, according to Ennius



Out on the town, battle lines prepare to clash – massed infantry typical of Dark Age armies

FATIMID EGYPT

10th-11th centuries AD

The Fatimid rulers of Egypt originally came from Algeria and the core of their armies was Berber. Once the capital was moved to Cairo and their territory became centred upon Egypt, Fatimid armies became very diverse, with African and Turkish troops becoming more important. These ethnic divisions in the Fatimid armies eventually led to civil war and decline. Sudanese slave troops came to dominate the Fatimid army to the exclusion of the Berbers. These black Sudanese troops were the Abid al-shira and they are represented here as javelinmen with a few bowmen mixed into the rear ranks. Some fought with long spears and are then known as Sariraya. Some troops also fought with the *lutat*. This appears to have been a double-handed flail or mace. Naphtha pots are treated as other short ranged missiles and in addition any unit that suffers casualties from ranged Naphtha pots must take a break test.

Ubayd Allah al-Mahdi Billah, The Battle of the Orontes, The Battle of Ramla, The Siege of Jerusalem (1099).

Cavalry 25%+	At least a quarter of the units in the army must be cavalry.
Infantry 25%+	At least a quarter of the units in the army must be infantry other than skirmishers.
Artillery – up to two units	The army can contain up to two units of artillery of which one can be medium.
Divisions 4 units+	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander. Mamluks must be included in the general's division where present
Skirmishers per division 25% of infantry	Divisions may contain up to a quarter as many skirmisher units as they contain non-skirmisher infantry.

Fatimid Egypt Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Medium infantry Egyptian or Berber spearmen	6	6	3	0	5+	6		23 per unit
• <i>Reduction to make Egyptian or Berber spearmen levy</i>	6	6	3	0	5+	6	Levy	3 per unit
Sudanese medium infantry with mixed ranks of spears and/or javelins, and bows	6	6	3	1	5+	6		24 per unit
• <i>Extra to give Sudanese infantry long spear and bows – up to 1 unit</i>	6	6	3/1	1	5+	6		+3 per unit
• <i>Extra to give Sudanese double-handed flails and bows – up to 1 unit</i>	7	6	2/1	1	5+	6		+1 per unit
Sudanese infantry Guard with mixed ranks of spears and bows – up to 1 unit	7	7	3	1	5+	6	Stubborn	28 per unit
Daylami light infantry with spears and/or javelins – up to 1 unit	6	5	3	0	6+	6	Tough fighters	22 per unit
Armenian light infantry with bows, fielded as small units	3	3	2	2	0	4		14 per unit
Skirmishers with bows, fielded as small units	2	2	2	2	0	4		12 per unit
Skirmishers with slings, fielded as a small unit – up to 1 unit	2	2	2	2	0	4		12 per unit
Skirmishers with crossbows, fielded as a small unit – up to 1 unit	2	2	2	2	0	4		12 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers armed with Naphtha pots – up to 1 unit	3	2	2	0	0	4	See notes	13 per unit
Heavy cavalry Mamluks armed with spears and bows	9	6	3	2	4+	6	Elite	35 per unit
• <i>Extra to upgrade Mamluk heavy cavalry to Guard – up to 1 unit</i>	9	6	3	2	4+	6	Elite, Stubborn	+3 per unit
Askar medium cavalry with spears	8	5	3	0	5+	6		27 per unit
• <i>Extra to upgrade Askar cavalry to heavy cavalry</i>	9	6	3	0	4+	6		+3 per unit
Light cavalry Turcomans with javelins and bows, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Light cavalry Bedouins or Berbers with spears and/or javelins, fielded as small units	5	3	2	0	6+	4		17 per unit
Light cavalry camel riders with bows, fielded as small units	4	3	2	2	6+	4		17 per unit
Light artillery stone throwers	1	1	2	2	0	3		15 per unit
Medium artillery stone throwers – up to 1 unit	1	1	0	3	0	3		20 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

“The Franks have none of the better qualities of men, except courage.”

Saladin

The tagmata were the professional regiments of the Byzantine army, its standing forces as opposed to the thematic militia. They were created in the eighth century but became increasingly important, especially during the period of expansion during the tenth century. In a Kontaratoi unit the front ranks would be heavily armoured spearmen, whilst the rear ranks would more lightly armoured javelin armed troops or bowmen. These formations were relatively deep and best represented by two ranks of spears and one of lighter troops. Bow armed Kontaratoi have a deliberately reduced long-range value. Their role was to offer short ranged support to the front ranks in combat. Kavallaroi are similarly arranged with heavily armoured lancers at the front and rear ranks of bow armed cavalry. Even Byzantine cavalry fought in relatively deep formations, but practicality usually dictates two ranks of models. Troops armed with fire-siphons have short range only (up to 6") and if any casualties are inflicted by ranged attacks the target must take a break test. Crossbows of this period are best treated as bows. If you wish to differentiate then use the crossbow rules for units so armed.

Tagma, John I Tzimiskes, Nikephoros Phokas, Basil the Bulgar-Basher, Battle of Manzikert, Byzantine-Arab Wars, Byzantine-Bulgarian Wars, Rus-Byzantine Wars.

Infantry 25%+	At least a quarter of the units in the army must be infantry other than skirmishers.
Kontaratoi 25%+ of infantry	At least a quarter of the non-skirmisher infantry units in the army must be Kontaratoi.
Cavalry 25%+	At least a quarter of the units in the army must be cavalry.
Tagmata 25%+ of cavalry	At least a quarter of the cavalry units in the army must be Tagmata (household troops).
Artillery – up to 3	The army can include up to 3 units of bolt throwers.
Divisions 4 units+	Divisions must contain at least 4 units, excluding skirmishers, and be led by a commander.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Tagmatic Byzantine Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Heavy infantry Kontaratoi with mixed ranks of long spears and javelins	7	7	3	0	4+	6		29 per unit
• Extra to make Kontaratoi mixed ranks of long spears and bows	7	7	3	1	4+	6		+1 per unit
• Extra to upgrade Kontaratoi to elite – up to half	As above						Drilled, Elite	+6 per unit
◦ Extra to equip elite Kontaratoi with additional armour for front rank	As above						Drilled, Elite, Stubborn	+3 per unit
• Reduction to field non-elite Kontaratoi as levy – up to half	As above						Levy	-3 per unit
Varangian Guard heavy infantry with double-handed axes – up to 1 unit	8	7	2/0	0	4+	6	Drilled, Elite, Stubborn	36 per unit
Allied Russ heavy infantry with assorted arms	7	7	3	0	4+	6	Tough fighters	27 per unit.
• Extra to give Russ double-handed axes – up to half	8	7	2/0	0	4+	6	Tough fighters	+1 per unit
Allied Russ or light infantry archers	4	4	3	3	6+	6		21 per unit
• Reduction to field light infantry archers as small units	3	3	2	2	6+	4		-6 per unit
Psiloi skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers armed with slings, fielded as small units	2	2	2	2	0	4		12 per unit
Skirmishers armed with crossbows, fielded as small units	2	2	2	2	0	4	See notes	12 per unit

Tagmatic Byzantine Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Skirmishers armed with bows, fielded as small units	2	2	2	2	0	4		12 per unit
• Extra to give skirmishing bowmen solenarion – up to 1 unit	2	2	2	2	0	4	Marksmen	+1 point
Skirmishers with staffslings, fielded as small unit – up to 1 unit	2	2	2	2	0	4		12 per unit
Infantry with fire-siphons, fielded as a tiny unit – up to 1 unit	1	1	1	0	4+	1	Marksmen, See notes	10 per unit
Kavallaroï heavy cavalry with mixed ranks of lances and bows	9	6	3	1	4+	6		34 per unit
• Extra to make Kavallaroï elite Tagmata cataphracts	9	6	3	1	4+	6	Drilled, Elite	+7 per unit
◦ Extra to make Tagmata cataphracts brave	9	6	3	1	4+	6	Drilled, Elite, Brave	+3 per unit
• Reduction to make non-elite Kavallaroï levy	9	6	3	1	4+	6	Levy	-3 per unit
Light cavalry trapezitoi with javelins, fielded as a small unit – up to 1 unit	5	3	2	0	6+	4	Feigned flight	19 per unit
• Extra to give trapezitoi lances instead of javelins	5	3	2	0	6+	4	Feigned flight	+2 per unit
• Extra to incorporate bow armed riders into javelin or lance armed trapezitoi	5	3	2	1	6+	4	Feigned flight	+1per unit
Turk or Cuman light cavalry with bows and javelins, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Alan, Pecheneg or Cuman horse archers, fielded as small units	4	2	2	2	6+	4	Parthian shot	19 per unit
Turk, Pecheneg or Cuman heavy cavalry with javelins and bows	9	6	3	2	4+	6		32 per unit
Frankish heavy cavalry with lances	9	6	3/0	0	4+	6	Tough fighters	34 per unit
Akritoi heavy cavalry with lances	9	6	3/0	0	4+	6		33 per unit
Light artillery bolt throwers	1	1	2	2	0	3	Drilled	18 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

“Never walk
away from home
ahead of your axe and sword.
You can’t feel a battle
in your bones
or foresee a fight.”

The Havamal



This list represents the armies of Muslim Spain – Al-Andulus – from the period of its greatest prosperity to the fall of Cordoba in 1236. Light cavalry with crossbows can be treated as bow armed – the crossbows being very light affairs suitable for use on horseback – it is likely that riders dismounted to shoot. Andalusian infantry were notably unenthusiastic combatants and have been rated as levy accordingly, alternatively their clash, sustained and short ranged attacks could all be reduced by one for the same points. Note that this is a merely a difference in portrayal within the rules, and to be consistent all such troops must be fielded either all levy or all with reduced stats. Andalusian armies made great use of mercenaries who would fight as separate divisions – these could come from the Almoravid or Christian Spain lists.

The Reconquista, The Taifa, The Caliphate of Cordoba, The Sack of Santiago, Granada.

Cavalry 25%+	At least a quarter of units in the army must comprise cavalry.
Jinetes 50%+ of cavalry	Jinetes must comprise at least half of the cavalry units – this includes Andalusian Nobles.
Infantry 25%+	At least a quarter of units in the army must comprise infantry other than skirmishers.
Divisions 4 units+	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Al-Andalus Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Andalusian medium infantry with spears	6	6	3	0	5+	6	Levy	20 per unit
• Extra to include archers amongst rear ranks of Andalusian spearmen	6	6	3	1	5+	6	Levy	+1 per unit
Light infantry with bows	4	4	3	3	0	6	Levy	17 per unit
Light infantry with crossbows	4	4	3	3	0	6	Levy	17 per unit
• Alternative to Levy – all or none	All of the above infantry can instead be fielded with clash, sustained and short-range value reduced by one instead of Levy							Free
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers with bows, fielded as small units	2	2	2	2	0	4		12 per unit
Skirmishers with slings, fielded as small units	2	2	2	2	0	4		12 per unit
Andalusian Knights – heavy cavalry with spears and/or javelins	9	6	3	0	4+	6		30 per unit
• Extra to give Andalusian Knights lances	9	6	3/0	0	4+	6		+3 per unit
Andalusian Jinetes light cavalry with spears and/or javelins, fielded as small units	5	3	2	0	6+	4	Feigned flight	19 per unit
• Extra to give Jinetes bows and javelins – up to half	5	3	2	2	6+	4	Feigned flight	+2 per unit
• Extra to upgrade Jinetes to Andalusian Nobles – up to 1 unit	As above						Feigned Flight, Elite, Tough fighters	+3 per unit
Light cavalry with crossbows, fielded as a small unit – up to 1 unit	5	3	2	2	6+	4	Feigned flight (See note)	21 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

“Never believe the speech of all men, nor all the things that you hear sung.”

The Proverbs of Alfred (the Great)

The Caballeros medium cavalry represent the earlier style of fighting amongst the Spanish nobility before the introduction of the couched lance. Some cavalry continued to fight in this fashion, especially in more remote regions. The Military Orders began to make an impact from the later 11th century from the time of Alfonso I of Aragon, and I have given them lances in keeping with other contemporary Europeans. The option to give Hidalgos lances is appropriate from the later 11th century.

El Cid, the Reconquista, War of the Three Sanchos, The Battle of Cuarte, the Battle of Ourique.

Cavalry 25%+	At least a quarter of the units in the army must be cavalry.
Knights 50%+ of cavalry	At least half of the cavalry units in the army must be Knights.
Infantry 25%+	At least a quarter of units in the army must be infantry, excluding skirmishers.
Peone 50%+ of infantry	At least half the non-skirmisher infantry in the army must be Peone.
Divisions 4 units+	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Christian Spain Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Heavy infantry with spears – up to 1 unit	7	7	3	0	4+	6		26 per unit
Peone medium infantry with spears and/or javelins	6	6	3	0	5+	6		23 per unit
• Extra to include archers (Arqueros) amongst rear ranks of Peone	6	6	3	1	5+	6		+1 per unit
Light infantry Arqueros with bows	4	4	3	3	0	6		20 per unit
• Reduction to make Arqueros levy	4	4	3	3	0	6	Levy	-3 per unit
Light infantry Arqueros with crossbows	4	4	3	3	0	6		20 per unit
• Reduction to make Arqueros levy	4	4	3	3	0	6	Levy	-3 per unit
Light infantry Retainers with crossbows	4	4	3	3	6+	6		21 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers with bows, fielded as small units	2	2	2	2	0	4		12 per unit
Skirmishers with slings, fielded as small units	2	2	2	2	0	4		12 per unit
Caballeros Knights of Military Orders – with lances	9	6	3/0	0	4+	6	Stubborn, Steady, Tough fighters	40 per unit
• Extra to make Knights wild chargers instead of tough fighters	9	6	3/0	0	4+	6	Stubborn, Steady, Wild Charge	+2 per unit
Caballeros Hidalgos Knights – heavy cavalry with spears and/or javelins	9	6	3	0	4+	6		30 per unit
• Extra to give Hidalgo lances	9	6	3/0	0	4+	6		+3 per unit
• Extra to make Hidalgos tough fighters	As above						Tough fighters	+1 per unit
Caballeros medium cavalry with spears and/or javelins	8	5	3	0	5+	6		27 per unit
Caballeros Villanos light cavalry with spears and/or javelins	7	5	3	0	6+	6		25 per unit
Jinetes light cavalry with spears and/or javelins, fielded as small units	5	3	2	0	6+	4	Feigned flight	19 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free



Late Roman infantry and cavalry – warriors of Rome’s last legions

GHAZNAVID

Mid 10th-late 11th centuries AD

The Ghaznavids were rulers of a substantial empire centred upon the city of Ghazni in eastern Afghanistan. At its height this empire encompassed all of central and eastern Persia as well as Afghanistan and northern India including what is today Pakistan. Northwards the Ghaznavid domains stretched into trans-Oxiana as far as distant Samarkand in Sogdiana – now Uzbekistan. The Turkic Ghaznavids were heavily influenced by the Persian culture of the preceding Samanid Sultanate of which they were a constituent part. The Samanid’s empire broke up at the end of the tenth century, leaving the former Samanid general and governor of Khorasan Alp Tigin in control of the city of Ghazni. Ghazni lay upon the key trade route between Persia and India. From this base his successors built a powerful Empire that lasted until the end of the eleventh century when most if its territory was absorbed into the much greater Seljuk Empire. The most active period of Ghaznavid expansion was under Sultan Mahmud of Ghazi who ruled from 997-1030 and spent much of that time campaigning in India. But even by the end of his reign the Seljuk Turks were starting to make inroads upon the empire’s borders. In the time of his grandson, Mas’ud I, most of the Ghaznavid’s western territories were lost to the Seljuk Turks following the battle of Dandanaqan (1040) and the capital was subsequently moved to Lahore in the Punjab. The remnant of the Ghaznavid Sultanate was eventually overthrown by the Persian Ghurids. The Ghurids or Ghorids were local rulers based in Ghor, a town and previously a province of Ghazni, and nowadays situated within western Afghanistan.

Ghaznavid armies can include a colourful mix of troop from India, the northern steppes and the heartlands of Persia – but at their core they have the usual types of troops common to other Muslim armies of the period. Ghulam heavy cavalrymen armed with spears and bows always form a significant part of the army, and these are likely to be backed up by a variety of infantry. Where available the Ghaznavids made great use of elephants, and in the east their armies are likely to include a good proportion of native troops. Note that skirmishers armed with naphtha pots are treated as having other short ranged missiles. Any unit that suffers casualties from ranged naphtha pots, from either skirmishers or artillery, must take a missile break test.

Ghazni, Subuktigin, Alp Tigin, Mahmud of Ghazi, The Battle of Dandanaqan, Iran Chamber Society – Ghaznavid Dynasty.

Cavalry 25%+	At least a quarter of the units in the army must comprise cavalry.
Ghaznavid Ghulam heavy cavalry 50%+ of cavalry	At least half the cavalry units in the army must be Ghaznavid Ghulam heavy cavalry.
Infantry 25%+	At least a quarter of the units in the army must comprise infantry other than skirmishers.
Elephants 10%+	At least one in ten units in the army must be elephants.
Artillery up to 3 units	The army can include up to 3 artillery units.
Divisions 4 units+	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander. Indian units must be grouped into their own division/s and may also include bow-armed skirmishers as noted below.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Ghaznavid Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Ghaznavid medium infantry with mixed ranks of spears and bows	6	6	3	2	5+	6		25 per unit
• <i>Extra to make Ghaznavid infantry heavy infantry – up to half</i>	7	7	3	2	4+	6		+3 per unit
Ghaznavid medium infantry with bows	5	5	3	3	5+	6		24 per unit
Arab medium infantry with long spears – up to 1 unit	6	6	3/0	0	5+	6		26 per unit
Daylami medium infantry with mixed ranks of spears and bows	6	6	3	2	5+	6	Tough fighters	26 per unit
Light infantry Ghazni with spears and/or javelins	5	5	3	0	6+	6	Fanatic, Wild fighters	24 per unit
Afghan light infantry with spears and/or javelins	5	5	3	0	6+	6		20 per unit
Afghan or Indian light infantry archers	4	4	3	3	0	6		20 per unit
Skirmishers with bows, fielded as small units	2	2	2	2	0	4		12 per unit
Skirmishers with Naphtha pots, fielded as a small unit– up to 1 unit	3	2	2	0	0	4	See notes	13 per unit
Ghaznavid heavy cavalry Ghulams with spears and bows	9	6	3	2	4+	6	Eager	32 per unit
• <i>Extra to make Ghulams Palace Ghulams</i>	9	6	3	2	4+	6	Eager, Tough fighters	+1 per unit
Turkish heavy cavalry with javelins	9	6	3	0	4+	6		30 per unit
Turkish light cavalry with spears and/or javelins and bows, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Khawarij medium cavalry with spears, fielded as a small unit – up to 1 unit	5	3	2	0	5+	4	Fanatic, Tough fighters	20 per unit
Indian medium cavalry with spears – up to 1 unit	8	5	3	0	5+	6		27 per unit
• <i>Extra to make Indian cavalry heavy cavalry – up to 1 unit</i>	9	6	3	0	4+	6		+3 per unit
Arab medium cavalry with spears	8	5	3	0	5+	6		27 per unit
Arab or Indian light cavalry with spears and/or javelins, fielded as small units	5	3	2	0	6+	4	Feigned flight	19 per unit
Kwarazmian horse archers, fielded as small units	4	2	2	2	6+	4	Parthian shot	19 per unit
Elephants with mixed-arms crew	4	3	1	1	4+	6	Elephant	24 per unit.
Medium artillery stone-throwers	1	1	0	3	0	3		20 per unit
Heavy artillery stone thrower – up to 1 unit	1	1	0	3	0	3		23 per unit
• <i>Extra to give heavy artillery naphtha missiles</i>							See notes	+2 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

“Deus Vult!” - God Wills it! - the pronouncement of Pope Urban II at the Council of Clarmont in 1095 which launches the First Crusade.

The Liao Dynasty of northern China was founded by the Khitan – an originally nomadic people akin to the Mongols in language, culture and their general approach to warfare. Once established in China they adopted Chinese ways and their armies incorporated Chinese infantry, but they deliberately preserved their steppe fighting methods. In the twelfth century the Jurchen overthrew the Khitan Empire and went on to establish the Jin dynasty in northern China. However, remnants of the Liao remained in the west, eventually emigrating further westward to form the Khitan Khaganate – or Kara Khitai - of Central Asia. This later manifestation of the Liao merged Khitan, Chinese and Turkic troops. The basis of the army is heavy bow-armed cavalry – who together with their immediate retainers form what was known as the ‘ordo’ which might be translated as household. I have represented the noble ordo cavalry as cataphracts, whilst their retainers become less well-armoured heavy cavalry and light cavalry. Horse archers could also be these more lightly armed Khitan – or Turkic horsemen such as Karluks and Uyghurs. Infantry would be from the urbanised part of the population and may be ethnically Chinese or drawing upon the same military tradition.

Khitan Empire, Liao Dynasty, Jurchen, Kara-Khitai, Western Liao Dynasty, Xi Liao, Belasagun, Yelu Dashi, Liao Shi.

Cavalry 50%+	At least half the units in the army must be cavalry.
Cataphract cavalry 25%+ of cavalry	At least a quarter of the cavalry units in the army must cataphract cavalry.
Divisions 4 units+	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander.
Skirmishers per division 25% of infantry	Divisions may contain up to a quarter as many skirmisher units as they contain non-skirmisher infantry.

Liao China And Kara-Khitai Khaganate Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Medium infantry with swords and/or spears	6	6	3	0	5+	6		23 per unit
• Reduction to make medium infantry levy	6	6	3	0	5+	6	Levy	-3 per unit
• Extra to make non-levy medium infantry drilled	6	6	3	0	5+	6	Drilled	+3 per unit
◦ Extra to give drilled infantry long spears instead of spears	6	6	3/0	0	5+	6	Drilled	+3 per unit
◦ Extra to give drilled infantry double-handed swords instead of spears – up to 1 unit	7	6	2/0	0	5+	6	Drilled	+1 per unit
Medium infantry with crossbows	5	5	3	3	5+	6		24 per unit
• Reduction to make medium crossbowmen levy	5	5	3	3	5+	6	Levy	-3 per unit
• Extra to make non-levy medium crossbowmen drilled	5	5	3	3	5+	6	Drilled	+3 per unit
Skirmishers armed with bows or crossbows counting as bows, fielded as small units	2	2	2	2	0	4		12 per unit
Cataphract cavalry with spears and bows	9	6	3	2	4+	6		33 per unit
• Extra to make cataphracts elite	9	6	3	2	4+	6	Elite	+3 per unit
• Extra to make cataphracts drilled	9	6	3	2	4+	6	As above +Drilled	+3 per unit
• Extra to make cataphracts tough fighters – up to 1 unit	9	6	3	2	4+	6	As above +Tough fighters	+1 per unit
Heavy cavalry with spears and/or javelins and bows	9	6	3	2	4+	6		32 per unit
• Extra to make heavy cavalry drilled	9	6	3	2	4+	6	Drilled	+3 per unit
Light cavalry armed with javelins and bows, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Horse Archers, fielded as small units	4	2	2	2	6+	4	Parthian shot	19 per unit
Light artillery bolt or stone thrower – up to 1 unit	1	1	2	2	0	3		15 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free



Sassanid Persians arrayed in deep ranks and backed by archers, face Roman legions

NORMAN

10th-12th centuries AD

The Normans emerged as a distinct people in the tenth century – being essentially a mix of Frankish and native Gallo-Roman people together with their Viking conquerors. The Vikings had settled in Normandy from the ninth century and included warriors from all over the Norse world, including Anglo-Danes, Norse-Gaels, and Orkney Vikings as well as the more typical Scandinavians. The Normans who settled along the north coast of France adopted the local language and customs, but they remained fearsome warriors and soon gained a reputation as potent horsemen. Nominally subject to the King of France, the Dukes of Normandy wielded power that was often in excess of that of their masters, and especially so once the Normans began to establish independent kingdoms of their own throughout the Christian world. Sicily and southern Italy fell to Norman warlords, the conquest of England was followed by Ireland and Wales. It was the Normans who provided some of the toughest fighters and most determined leaders of the First Crusade; establishing the Principality of Antioch in the process.

The list has been based primarily upon the army of William the Conqueror and includes a good mix of European mercenaries as well as Norman troops. A separate list has been prepared to represent the Italo-Normans with their distinct mix of Christian and Moslem troops. As presented here, Norman infantry includes Normans, Franks, Bretons and Italian mercenaries. Knights also encompass Franks and Italians as well as Normans. Light cavalry could also be Gascons. The lighter crossbows of this period are generally treated as bows – so I have included both together. If you wish to differentiate using the crossbow rule from Hail Caesar allow no more crossbows than bows. In the case of dismounted Knights the ‘support only’ short range stat is deliberate and is intended to reflect their ponderous solidity and heavy equipment – as is the ‘stubborn’ rule.

William the Conqueror, Robert Guiscard, The First Crusade.

Cavalry 25%+	At least a quarter of units in the army must be cavalry.
Knights 50%+ of cavalry	At least half the cavalry units in the army must be Knights.
Infantry 25%+	At least a quarter of units in the army must be infantry other than skirmishers. Dismounted Knights are infantry.
Divisions 4 units+	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander. Norman Knights with frenzied charge must belong to the general's division where present.
Skirmishers per division 25% of infantry	Divisions may contain up to a quarter as many skirmisher units as they contain non-skirmisher infantry.



Norman Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Dismounted Knights with spears/swords – up to 1 unit	7	7	3/0	0	4+	6	Stubborn	29 per unit
Heavy infantry with spears	7	7	3	0	4+	6		26 per unit
Medium infantry with spears	6	6	3	0	5+	6		23 per unit
Heavy infantry with bows or crossbows	5	5	3	3	4+	6		25 per unit
Medium infantry with bow or crossbows	5	5	3	3	5+	6		24 per unit
Light infantry with bows or crossbows	4	4	3	3	0	6		20 per unit
Light infantry with spears and/or javelins, fielded as small units	3	3	2	0	6+	4		13 per unit
Skirmishing peasants with mixed-arms, fielded as small units	3	2	2	0	0	4	Levy	9 per unit
Norman Knights heavy cavalry with lances	9	6	3/0	0	4+	6		33 per unit
• Extra to make Norman Knights tough fighters	9	6	3/0	0	4+	6	Tough fighters	+1 per unit
• Extra to give Norman Knights frenzied charge – up to 1 unit	9	6	3/0	0	4+	6	As above + Frenzied charge	+3 per unit
Breton Knights with spears and/or javelins	9	6	3	0	4+	6		30 per unit
Retainers medium cavalry with lances	8	5	3/0	0	5+	6		30 per unit
Retainers medium cavalry with spears and/or javelins	8	6	3	0	5+	6		28 per unit
Light cavalry with spears and/or javelins, fielded as small units	5	3	2	0	6+	4		17 per unit
Light cavalry with bows or crossbows, fielded as small units	5	3	2	2	6+	4		19 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

Crossbows made an appearance in Seljuk armies by the mid-twelfth century. Light crossbows are best treated as bows, but heavier weapons were used too, especially during sieges. Agulani were mercenaries who took part in the siege of Antioch in 1091, and may have been Alans or Albanians. They were horse archers but wore heavy armour and probably rode armoured horses, hence I have designated them as cataphracts and reduced their close combat stats but made them marksmen (the Alans were reckoned the best cavalry of their kind). Levy cavalry are horsemen from the cities under Seljuk rule. The reduction of spearmen to levy reflects the same source.

The Seljuks were a Turkish dynasty that ruled over a huge empire encompassing Anatolia, the Near East, Persia and a large portion of Central Asia. The Seljuk empire ruled the Middle East at the time of the early Crusades. They defeated the Byzantines and occupied a large area of their territories after which the Byzantines never really recovered their former strength. The Seljuk empire fragmented into numerous successor states under pressure from invaders, including the European crusaders. Amongst these successor states were the Burid and Zengid cities of Syria and eventually the Ayyubid dynasty founded by Saladin.

Alp Arslan, Battle of Dandanaqan, Battle of Manzikert, Battle of Myriokephalon, The Sultanate of Rum.

Cavalry 75%+	At least three quarters of the units in the army must be cavalry.
Turcoman light cavalry 50%+ of cavalry	At least half the cavalry units in the army must be Turcoman light cavalry.
Infantry up to 25%	Up to a quarter of the units in the army can be infantry other than skirmishers.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Seljuk Turks Troop Values									
Unit	Combat				Morale Save	Stamina	Special	Points Value	
	Clash	Sustained	Short Range	Long Range					
Askari heavy cavalry armed with spears and bows	9	6	3	2	4+	6		32 per unit	
• Extra to give Askari lances and bows	9	6	3	2	4+	6		+3 per unit	
• Extra to make Askari fierce fighters – up to 1 unit	9	6	3	2	4+	6	Fierce fighters	+1 per unit	
Agulani cataphract cavalry with bows – up to 1 unit	8	5	3	3	4+	6	Marksmen	33 per unit	
Seljuk light cavalry armed with spears/ javelins and bows, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit	
Turcoman light cavalry armed with spears and/or javelins and bows, fielded as small units	5	3	2	2	6+	4	Fierce fighters	20 per unit	
Syrian levy medium cavalry with spears	8	5	3	0	5+	6	Levy	24 per unit	
Frankish, Byzantine or Armenian mercenary heavy cavalry with lances – up to 1 unit	9	6	3/0	0	4+	6		33 per unit	
Arab, Kurd or Turk medium infantry Ahdath with spear and/or javelins	6	6	3	0	5+	6		23 per unit	
• Reduction to make Ahdath levy	6	6	3	0	5+	6	Levy	-3 per unit	
Light infantry with spears and/or javelins	5	5	3	0	6+	6		20 per unit	
Light infantry archers with bows	4	4	3	3	6+	6		21 per unit	
• Extra to give archers crossbows – up to half	4	4	3	3	6+	6		Free	
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit	
Skirmishers with bows, fielded as small units	2	2	2	2	0	4		12 per unit	
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free	

French armies came to rely increasingly on mercenary knights and sergeants during this period. These mercenaries were generally Frenchmen employed with revenues generated by scutage – payment in lieu of feudal services. Infantry were usually armed with a pole-arm of some kind – often spears – and I have included a general option to give infantry long spears such as were used by Flemish infantry at Bouvines. Commune militias could also include bowmen (the poorest qualifying class were so armed) and I have included these as separate units. The option to upgrade one unit of crossbowmen to drilled represents the better quality mercenary troops such as Genoese. French Knights and Sergeants often fought in mixed units (in which case count as Knights) but I have separated them to give the option. French Knights rarely fought on foot and were reckoned far more dangerous mounted and especially so on the charge – and to represent this I have given them the wild fighters rule allowing up to 3 re-rolls in their first round of combat as well as the Eager rule which means they will always move when attempting a charge. Armour did get progressively heavier, as did the protection for horses – encouraging cavalry units to move at a steady pace in tight formation breaking into a gallop only during the charge itself. This is represented by giving them the option to be cataphract including the stubborn special rule (morale save re-roll), in this case to represent their enhanced protection.

Capetian France, the Battle of Bouvines, the Battle of Benevento, Phillip II, The Albigensian Crusade, Armies of Feudal Europe.

Cavalry 25%+	At least a quarter of units in the army must be cavalry.
Knights 50%+ of cavalry	At least half the cavalry units in the army must be Knights.
Infantry 25%+	At least a quarter of the units in the army must be infantry other than skirmishers.
Missiles up to 25% of infantry	Up to one in four units of non-skirmish infantry can be armed with bows or crossbows.
Divisions 4 units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander
Skirmishers per division 25% of infantry	Divisions may contain up to a quarter as many skirmisher units as they contain non-skirmisher infantry.

Feudal French Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Feudal heavy infantry	7	7	3	0	4+	6		26 per unit
• Extra to give feudal infantry long spears	7	7	3/0	0	4+	6		+3 per unit
Mercenary heavy infantry	7	7	3	0	4+	6	Drilled	29 per unit
• Extra to give mercenary infantry long spears	7	7	3/0	0	4+	6	Drilled	+3 per unit
Mercenary medium infantry	6	6	3	0	5+	6	Drilled	26 per unit
• Extra to give mercenary infantry long spears	6	6	3/0	0	5+	6	Drilled	+3 per unit
Commune militia medium infantry	6	5	2	0	5+	6	Militia	18 per unit
• Extra to give Commune militia long spears	6	5	2/0	0	5+	6	Militia	+3 per unit
Medium infantry with crossbows	5	5	3	3	5+	6		24 per unit
• Extra to make crossbowmen drilled – up to 1 unit	5	5	3	3	5+	6	Drilled	+3 per unit
• Reduction to field crossbowmen as small unit	4	4	2	2	5+	4	As above	-6 per unit
Light infantry bowmen	4	4	3	3	0	6		20 per unit
• Reduction to field bowmen as small units	3	3	2	2	0	4		-6 per unit
Skirmishing peasants with mixed arms, fielded as small units	3	2	2	0	0	4	Levy	9 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
French Knights heavy cavalry with lances	9	6	3/0	0	4+	6	Eager	33 per unit
• Extra to make Knights wild fighters	9	6	3/0	0	4+	6	Eager, Wild fighters	+3 per unit
• Extra to make Knights cataphract cavalry	9	6	3/0	0	4+	6	As above+ Stubborn	+4 per unit
French Sergeants heavy cavalry with lances	9	6	3/0	0	4+	6		33 per unit
• Extra to make Sergeants cataphract cavalry	9	6	3/0	0	4+	6	As above+ Stubborn	+4 per unit
Heavy cavalry with crossbows, fielded as a small unit – up to 1 unit	6	3	2	2	4+	4		22 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

The system of formal obligation that characterised feudalism in western Europe never gained the prominence in Germany that it did in France or England. German Kings, and Holy Roman Emperors, could call upon the support of churchmen – whom they appointed and whose domains and military were formidable – but other German princes could be uncooperative or downright hostile. The description of ‘feudal’ has therefore been applied to the retinues of German rulers whether the relationship is strictly feudal or not – many such troops would be paid professionals or the retinues of ‘ministeriales’, a non-noble class of knights appointed to administer lands without holding them.

Infantry are generally armed with pole-arms, usually spears, although Germans were also noted as swordsmen. Knights often carried swords that were longer and heavier than those used by French or Italians. Feudal heavy infantry represent dismounted knights and sergeants and I have given them the option to carry double-handed swords to represent this preference. Otherwise I have included options for infantry to carry long spears – as used by Flemish troops at Bouvines for example. German knights did not enjoy a high reputation when fighting on horseback, but were formidable dismounted, and were happy to fight in such a fashion, unlike the French. Armour became progressively heavier through the period – as did that of horses, encouraging cavalry units to move at a steady pace in tight formation breaking into a gallop only during the charge itself. This is represented by giving them the option to be cataphract including the stubborn special rule (morale save re-roll), in this case to represent their enhanced protection. Sergeants could continue to fight in discrete formations, in which case they could retain the standard heavy armour after the introduction of horse barding and heavier armour for knights.

The Holy Roman Emperors held lands in northern Italy as well as Germany, and Emperors such as Frederick Barbarossa and Frederick II expended much of their energies in this theatre. Holy Roman Empire armies engaged in Italy would also include pro-Imperial Italian troops. Suitable stats for these can be found in the Lombard League list

First battle of Langensalza, The Great Saxon Revolt, The Battle of Welfescholz, Lothair III, Frederick I Barbarossa, Battle of Monte Porzio, Battle of Bouvines, Battle of Cortenuova, The Battle of Parma, Armies of Feudal Europe.

Cavalry 25%+	At least a quarter of the units in the army must be cavalry.
Knights 50%+ of cavalry	At least half the cavalry units in the army must be Knights.
Infantry 25%+	At least a quarter of the units in the army must be infantry other than skirmishers.
Missiles up to 25% of infantry	Up to one in four units of non-skirmish infantry can be armed with bows or crossbows.
Divisions 4 units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander
Skirmishers per division 25% of infantry	Divisions may contain up to a quarter as many skirmisher units as they contain non-skirmisher infantry.

Feudal German Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Feudal heavy infantry	7	7	3	0	4+	6		26 per unit
• Extra to give feudal heavy infantry double-handed swords – up to half	8	7	2/0	0	4+	6		+1 per unit
• Extra to give Feudal heavy infantry long spears	7	7	3/0	0	4+	6		+3 per unit
Feudal medium infantry	6	6	3	0	5+	6		23 per unit
• Extra to give feudal medium infantry long spears	6	6	3/0	0	5+	6		+3 per unit
Feudal medium infantry militia	6	5	2	0	5+	6	Militia	18 per unit
• Extra to give feudal militia long spears	6	5	2/0	0	5+	6	Militia	+3 per unit
Mercenary heavy infantry	7	7	3	0	4+	6	Drilled	29 per unit
• Extra to make heavy infantry mercenaries	7	7	3	0	4+	6	Drilled, Tough fighters	+1 per unit
Brabanzonen								
• Extra to give heavy infantry mercenaries long spears	7	7	3/0	0	4+	6	As above	+3 per unit
Mercenary medium infantry	6	6	3	0	5+	6	Drilled	26 per unit
• Extra to give medium infantry mercenaries long spears	6	6	3/0	0	5+	6	Drilled	+3 per unit
Medium infantry with crossbows	5	5	3	3	5+	6		24 per unit
• Extra to make crossbowmen drilled mercenaries	5	5	3	3	5+	6	Drilled	+3 per unit

Feudal German Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Light infantry crossbowmen, fielded as small units	3	3	2	2	6+	4		15 per unit
• <i>Reduction to make small units of crossbowmen militia</i>	3	3	2	2	6+	4	Militia	-2 per unit
Light infantry bowmen	4	4	3	3	0	6		20 per unit
Light infantry bowmen, fielded as small units	3	3	2	2	0	4		14 per unit
• <i>Reduction to make small units of bowmen militia</i>	3	3	2	2	0	4	Militia	-2 per unit
Skirmishing Heerban with mixed-arms, fielded as small units	3	2	2	0	0	4	Levy	9 per unit
German Knights/ Sergeants heavy cavalry with lances	9	6	3/0	0	4+	6		33 per unit
• <i>Extra to make Knights/ Sergeants cataphract cavalry</i>	9	6	3/0	0	4+	6	Stubborn	+4 per unit
Heavy cavalry with crossbows, fielded as a small unit - up to one unit	6	3	2	2	4+	4		22 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free



Early Crusaders proselytising and doing good works in the Middle East

Poland was established as a Christian Kingdom in the 11th century but suffered periodic civil wars and was often divided. Polish Knights lagged behind those of western Europe in terms of the development of armour, weapons and tactics. By the 13th century and the Mongol invasion, Polish Knights were armed and armoured in a way comparable to the rest of Europe. This is allowed for by giving them the option to be cataphract including the stubborn special rule (morale save re-roll), in this case to represent protection from heavier armour and armoured horses. I have given values for heavy cavalry to represent the 11th and early 12th century horsemen, and knights to represent the later 12th and 13th century – although the former might reasonably represent poorer knights in later armies. I have also allowed for allied light cavalry – often Hungarians – to give the army some variety. The majority of the infantry are given the militia rule – this makes the army a little unwieldy. During the battles against the Mongols the Poles were allied with Czechs and Germans, and some Teutonic and even French knights fought at Legnica.

Casimir II, Battle of Zawichost, Battle of Legnica, Armies of Feudal Europe.

Cavalry 25%+	At least a quarter of the units in the army must be cavalry.
Heavy cavalry/Knights 50%+ of cavalry	At least half the cavalry units in the army must be heavy cavalry and/or Knights.
Infantry 25%+	At least a quarter of the units in the army must be infantry other than skirmishers.
Divisions 4 units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander
Skirmishers per division 25% of infantry	Divisions may contain up to a quarter as many skirmisher units as they contain non-skirmisher infantry.

Feudal Polish Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Feudal heavy infantry	7	7	3	0	4+	6		26 per unit
• Extra to give feudal infantry long spears	7	7	3/0	0	4+	6		+3 per unit
Peasant medium infantry	6	6	3	0	5+	6		23 per unit
• Extra to give peasant infantry long spears	6	6	3/0	0	5+	6		+3 per unit
• Extra to give peasant infantry double-handed axes – up to 1 unit	7	6	2/0	0	5+	6		+1 per unit
• Reduction to make peasant infantry militia	As above						Militia	-3 per unit
Peasant medium infantry with bows	5	5	3	3	5+	6		24 per unit
• Reduction to make peasant bowmen militia	5	5	3	3	5+	6	Militia	-3 per unit
Peasant light infantry militia with mixed arms including bows or slings, fielded as a small unit	3	3	2	1	0	4	Militia	11 per unit
Skirmishing peasants with bows or slings, fielded as small units	2	2	2	1	0	4	Levy	9 per unit
Polish heavy cavalry with spears	9	6	3	0	4+	6		30 per unit
• Extra to make heavy cavalry tough fighters – up to 1 unit	9	6	3	0	4+	6	Tough fighters	+1 per unit
Polish Knights heavy cavalry with lances	9	6	3/0	0	4+	6		33 per unit
• Extra to make Knights cataphract cavalry	9	6	3/0	0	4+	6	Stubborn	+4 per unit
• Extra to make Knights or Cataphracts tough fighters – up to 1 unit	9	6	3/0	0	4+	6	As above + Tough fighters	+1 per unit
Allied or mercenary light cavalry with spears and/or javelins and bows, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

EARLY HUNGARIAN

11th-13th centuries AD

The early Hungarian list represents the Kingdom of Hungary from its foundation by King Stephen, the first Christian ruler of Hungary, up to and including the Mongol invasion in the reign of Bela IV. In the list given here 'Saxons' is the term that was used by the Hungarians to refer to any westerners – of which German knights were by far the most common. However, Saxons could also be French, Italian or even English knights on occasion. These foreign knights came to represent a sizeable portion of the entire army. Infantry could be Slavs, Croats, Vlachs or Serbs. Light cavalry were provided by Pechenegs in the early part of the period covered and later on by Cumans, but could also be Serbs, native Hungarians, or Croats. The Szeklers were one distinct group amongst these light cavalry, they were tough 'border horse' and were armed with both bow and spear.

Armour became progressively heavier and bulkier through the period covered – as did that of the horses encouraging cavalry units to move at a steady pace in tight formation breaking into a gallop only during the final moments of the charge itself. In the rules this is represented by giving the knights the option to be cataphract including the stubborn special rule (morale save re-roll), in this case to represent their enhanced protection.

Battle of Mohi, Armies of Feudal Europe, Battle of Semlin.

Cavalry 50%+	At least half of the units in the army must be cavalry.
Light cavalry 50%+ of cavalry	At least half of the cavalry units in the army must be light cavalry of one kind or another.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander.
Skirmishers per division 25% of infantry	Divisions may contain up to a quarter as many skirmisher units as they contain non-skirmisher infantry.

Early Hungarian Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Hungarian, Slav Croat or Serb heavy infantry with spears	7	7	3	0	4+	6		26 per unit
Croat heavy infantry with double-handed axes – up to 1 unit	8	7	2/0	0	4+	6		27 per unit
Hungarian, Slav Croat, Serb or Vlach medium infantry with spears and/or javelins	6	6	3	0	5+	6		23 per unit
Medium infantry with bows	5	5	3	3	5+	6		24 per unit
Light infantry with bows	4	4	3	3	0	6		20 per unit
Skirmishers with bows, fielded as small units	2	2	2	2	0	4		12 per unit
Hungarian heavy cavalry with spears and bows	9	6	3	2	4+	6		32 per unit
Hungarian or Saxon knights heavy cavalry with lances	9	6	3/0	0	4+	6		33 per unit
• Extra to make Hungarian or Saxon knights cataphract cavalry	9	6	3/0	0	4+	6	Stubborn	+4 per unit
• Extra to make cataphract knights Teutonic – up to 1 unit	9	6	3/0	0	4+	6	Eager, Tough fighters, Stubborn	+1 per unit
Turkic or Hungarian light cavalry with spears and/or javelins and bows, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
• Extra to make light cavalry Szeklers – up to half	5	3	2	2	6+	4	Feigned flight, Tough fighters	+1 per unit
° Extra to make Szeklers medium cavalry	6	3	2	2	5+	4	Feigned flight, Tough fighters	+2 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

AYYUBID EGYPTIANS

Late 12th-mid 13th centuries AD

This list covers the armies of the Ayyubid dynasty founded by Saladin who ruled over Egypt and Syria as well as much of north Africa, Arabia and the northern part of Mesopotamia. The dynasty takes its name from Saladin's father – Ayyub. After Saladin's death the Ayyubid dynasty continued to rule Egypt until the middle of the thirteenth century. Remnants of the dynasty presided over Hama in Syria until the middle of the fourteenth century.

Saladin fought against the Christians during the third crusade when the Arabs recaptured Palestine. He entered into European folklore as the embodiment of Islamic chivalry. He was also obliged to fight against the remnants of Fatamid rule in Egypt, and against the Nubians who invaded Egypt from the south. He overcame all these adversaries and eventually succeeded to the Sultanate of his old mentor and rival Nur ad-Din. Once again he was obliged to resort to force of arms to subdue many of the Zengid cities of Syria.

The city militia described in this list represent the militias of these Syrian city-states – strictly speaking they would not be available to Saladin's successors, who were restricted to Egypt. The Ayyubid armies were largely cavalry based, with infantry in a supporting role, and I have tried to reflect this in the lists. The most powerful of these cavalry are the Mamluks – slave soldiers of various but originally non-Moslem origins such as Turks, Sudanese and Armenians. They were also known as Ghulam (or Ghilman), but in Egypt were called Mamluks. The Mamluks became increasingly powerful and eventually overthrew the Ayyubids and established a Mamluk dynasty. Other heavy cavalry could be Berbers from Libya or Tunisia, Kurds or Syrians. Egyptian infantry could also include whole units of Sudanese archers – these were raised by Saladin following his defeat of the Nubians in Egypt.

Saladin, The Horns of Hattin, The Battle of Hama, The Battle of Montgisard, The Battle of Arsuf.

Cavalry 50%+	At least half of the units in the army must be cavalry.
Heavy cavalry 50%+ of cavalry	At least half the cavalry units in the army must be Mamluk or other heavy cavalry.
Infantry up to 50%	Up to half of the units in the army can be infantry other than skirmishers.
Medium or light infantry archers 50%+ of infantry	At least half the non-skirmishing infantry must be medium or light infantry archers of one kind or other.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander. Infantry and cavalry cannot be mixed in the same division, except that Arab camel riding cavalry can be mixed with Arab skirmishers armed with either bows or javelins.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry and/or camel riders.

Ayyubid Egyptians Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Dismounted Mamluk heavy infantry with bows	6	6	3	3	4+	6		27 per unit
Medium infantry city militia with spears and/or javelins	6	6	3	0	5+	6	Levy	20 per unit
Medium infantry archers	5	5	3	3	5+	6		24 per unit
• Reduction to make archers levy	5	5	3	3	5+	6	Levy	-3 per unit
Light infantry archers	4	4	3	3	6+	6		21 per unit
• Reduction to make archers levy	4	4	3	3	6+	6	Levy	-3 per unit
Medium infantry warband Ghazi fanatics	9	6	2	0	5+	6	Wild fighters, Fanatic	29 per unit
Light infantry warband Egyptian mob – up to 1 unit	6	5	2	0	6+	6	Wild fighters, Levy	20 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit

Ayyubid Egyptians Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Heavy cavalry Mamluks with spears and bows	9	6	3	2	4+	6		32 per unit
Heavy cavalry Mamluks with bows	8	5	3	3	4+	6		31 per unit
Heavy cavalry Turks, Kurds or Berbers with spears	9	6	3	0	4+	6		30 per unit
Light cavalry Turcomans with javelins and bows, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Light cavalry Bedouins with spears and/or javelins, fielded as small units	5	3	2	0	6+	4		17 per unit
Light cavalry camel riders with bows, fielded as a small unit – up to 1 unit	4	3	2	2	6+	4		18 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

SUNG CHINA

11th-12th centuries AD

The Sung was the last native Chinese dynasty prior to the Mongol conquest. Initially the Sung succeeded in uniting the whole of inner China. There followed a period known as the Northern Sung, which lasted until 1127 when the northern part of China was lost to the Jurchen or Jin dynasty. Thereafter Sung rule was confined to the region south of the Yangtze river – after which the dynasty is referred to as the Southern Sung. The chief difference in terms of the armies is that the Southern Sung had few cavalry, having lost the main horse-rearing regions to the Jin – and so concentrated on developing a strong infantry arm that could face enemy cavalry. The armies of the Sung were highly defensive in nature and placed great emphasis on the development of the crossbow and various war machines. Infantry formations were deep and consisted of troops armed with spears or pole arms in the first rank, several ranks of crossbows behind, and sometimes with bow-armed archers behind them. These are most credibly represented by three ranks of spearmen, crossbows and bows respectively – but two ranks of spear and crossbow would certainly suffice. Chinese crossbows were very advanced and a variety of types were available – because these formations were designed to stop cavalry, the special crossbow rule is used where indicated (capping the target's Morale save to 5+) but, unlike with the standard crossbow rule, the unit is allowed to give closing fire against charging cavalry. This 'Chinese crossbow' rule represents both the extraordinary depth of the formation and the mix of weapons, often including bows in the rear rank. The first recorded formulae for gunpowder come from this era. Fire-lances were the first primitive handguns. Fire-lances are treated as bows and in addition any unit that suffers casualties from ranged fire-lance hits must take a missile break test. One of the four great classics of Chinese literature is set during the Sung period – this is Shui Hu Zhuan usually known as the Water Margin.

Khitan Liao, Jurchen, Jin Dynasty, Jingkang Incident, Battle of Xiangyang, General Yue Fei, Water Margin, All Men are Brothers.

Infantry 50%+	At least half the units in the army must be infantry other than skirmishers.
Medium / heavy infantry in mixed ranks 50%+ of infantry	At least half of the non-skirmisher infantry units in the army must be medium infantry in mixed ranks, including those units upgraded to heavy infantry.
Cavalry up to 25%	Up to a quarter of the units in the army can be cavalry.
Heavy/medium cavalry 50%+ of cavalry	At least half of the cavalry units in the army must be either heavy or medium cavalry.
Artillery – up to 25%	Up to a quarter of the units in the army can be artillery.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander.
Skirmishers per division 25% of infantry	Divisions may contain up to a quarter as many skirmisher units as they contain non-skirmisher infantry.

Sung China Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Medium infantry in mixed ranks with spears or polearms in front and crossbows and/or bows to the rear	6	6	3	3	5+	6	Chinese crossbow (see note)	26 per unit
• Reduction to field medium infantry as levy	6	6	3	3	5+	6	Chinese crossbow (see note), Levy	-3 per unit
• Extra to field infantry as heavy infantry in mixed ranks – up to half	7	7	3	3	4+	6	Chinese crossbow (see note)	+3 per unit
Heavy infantry Guards with spears – up to 1 unit	7	7	3	0	4+	6	Elite, Stubborn	32 per unit
• Extra to give Guard double-handed swords or polearms	8	7	2/0	0	4+	6	Elite, Stubborn	+1 per unit
Medium infantry with crossbows	5	5	3	3	5+	6	Chinese crossbow (see note)	24 per unit
• Reduction to field medium infantry crossbowmen as levy	5	5	3	3	5+	6	Chinese crossbow (see note), Levy	-3 per unit
Medium infantry with spears and/or swords	6	6	3	0	5+	6		23 per unit
• Reduction to field medium infantry spearmen as levy	6	6	3	0	5+	6	Levy	-3 per unit
Medium infantry with heavy swords, polearms or other double-handed arms	7	6	2/0	0	5+	6		24 per unit
Light infantry archers with bows or crossbows counting as bows	4	4	3	3	0	6		20 per unit
Skirmishers armed with bows or crossbows counting as bows, fielded as small units	2	2	2	2	0	4		12 per unit
• Extra to field Skirmishers as fire-lance armed – up to 1 unit	2	2	2	2	0	4	See notes	+2 per unit
Heavy cavalry with spears	9	6	3	0	4+	6		30 per unit
• Extra to give heavy cavalry spears and bows	9	6	3	2	4+	6		+2 per unit
• Extra to make heavy cavalry elite	As above						Elite	+3 per unit
• Extra to make heavy cavalry drilled	As above						As above +Drilled	+3 per unit
Medium cavalry with spears	8	5	3	0	5+	6		27 per unit
• Extra to give medium cavalry spears and bows	8	5	3	2	5+	6		+2 per unit
• Reduction to make medium cavalry levy	As above						Levy	-3 per unit
Light cavalry armed with javelins, fielded as small units	5	3	2	0	6+	4		17 per unit
Light cavalry armed with javelins and bows, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Light artillery bolt or stone thrower	1	1	2	2	0	3		15 per unit
Medium artillery stone thrower	1	1	0	3	0	3		20 per unit
Heavy artillery stone thrower	1	1	0	3	0	3		23 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

“With Heaven’s aid I have conquered for you a huge empire.
But my life was too short to achieve the conquest of the world.
That task is left for you.”

Genghis Khan (to his sons)

This list overlaps with both the Norman and Crusaders list to an extent and is meant to represent the distinct armies of southern Italy and Sicily that emerged after the Norman conquest of Sicily in 1091. The Norman conquerors absorbed elements of Italian, Byzantine and Saracen culture, and this is reflected in the diversity of their armies. I have retained the options for crossbows (specific and direct evidence being lacking) but it seems likely given the diverse nature of these armies. I have chosen to treat the missile-armed infantry as sub-units of the heavier foot – as this is consistent with the way that the early crusader armies fought. Players are welcome to take a different view and ignore the sub-unit designation – as with all these lists the distinction is illustrative. Knights could be Sicilian or Italian Normans, Italians or mercenaries, who are likely to have been German. Better equipped feudal cavalry would also count as Knights or can be classified as more lightly equipped Retainers – in both cases representing Sergeants – a rather general term that covers landholders of lower status as well as the retainers of actual Knights. The bulk of infantry was made up of Sicilian Greeks or Saracens. Infantry would include troops from Italian cities under Norman rule (Italian Communal troops). Crossbows of this period are usually treated as bows – so I have included both together. If you wish to differentiate allow no more crossbows than bows. The skirmishing serfs represent the general levy available in times of emergency (the *arrière-ban*). They are not likely to form part of an army of conquest. Saracen cavalry appeared in Sicilian armies in the twelfth century. Norman rulers seem to have favoured Saracen bodyguards, and I've included these as heavy cavalry. In the mid-twelfth century the Kingdom briefly incorporated part of Tunisia, and Sicilian armies of that campaign included Berber foot and horse auxiliaries. I have included stats for the principle units by way of example, otherwise see the Almoravid list for further Berber troop types. Bear in mind they only fought in this very specific campaign and not in Bohemond's campaigns against the Byzantines, for example.

Bohemond of Taranto, Robert Guiscard, Roger II, The Kingdom of Sicily, The First Crusade.

Cavalry 25%+	At least a quarter of the units in the army must be cavalry.
Knights 50%+ of cavalry	At least half of the cavalry units in the army must be Knights.
Infantry 25%+	At least a quarter of the units in the army must be infantry other than skirmishers. Dismounted Knights are infantry.
Bow armed Saracens 50% of infantry	At least half of the non-skirmisher infantry units in the army must be bow armed Saracens of one kind or another. This includes Saracen medium infantry units with mixed-arms.
Divisions 4 units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander. Saracen bodyguard must belong to the general's division where present. Otherwise, Saracens and Sicilian Greeks must be fielded in their own divisions with their own commanders
Skirmishers per division 25% of infantry	Divisions may contain up to a quarter as many skirmisher units as they contain non-skirmisher infantry.

Italo-Norman Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Dismounted Knights heavy infantry	7	7	3/0	0	4+	6	Stubborn	29 per unit
Heavy infantry armed with spears	7	7	3	0	4+	6		26 per unit
Heavy infantry with bows or crossbows as sub-unit of heavy infantry	6	6	3	3	4+	6	Sub-unit of heavy infantry	27 per unit
• Reduction to make sub-units small units	5	5	2	2	4+	4	Sub-unit of heavy infantry	-6 per unit
• Reduction to make small sub-units medium infantry	4	4	2	2	5+	4	Sub-unit of heavy infantry	-3 per unit
Sicilian Greek medium infantry with spears	6	6	3	0	5+	6		23 per unit
Sicilian Greek light infantry with spears and/or javelins, fielded as small units	3	3	2	0	6+	4		13 per unit
Saracen medium infantry with spears and/or javelins	6	6	3	0	5+	6		23 per unit
• Extra to make Saracens mixed-arms including bows	6	6	3	1	5+	6		+1 per unit
Saracen medium infantry with bows	5	5	3	3	5+	6		24 per unit
Saracen light infantry with bows	4	4	3	3	0	6		20 per unit

Italo-Norman Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Saracen skirmishers with bows, fielded as small units	2	2	2	2	0	4		12 per unit
Skirmishing serfs with mixed-arms, fielded as small units	3	2	2	0	0	4	Levy	9 per unit
Knights heavy cavalry with lances	9	6	3/0	0	4+	6		33 per unit
• <i>Extra to make Knights tough fighters – up to half</i>	9	6	3/0	0	4+	6	Tough fighters	+1 per unit
Saracen heavy cavalry bodyguard with lances – up to 1 unit	9	6	3/0	0	4+	6	Tough fighters, Stubborn	37 per unit
Retainers medium cavalry with lances	8	5	3/0	0	5+	6		30 per unit
Retainers medium cavalry with spears and/or javelins	8	5	3	0	5+	6		27 per unit
Saracen light cavalry with spears and/or javelins, fielded as small units	5	3	2	0	6+	4		17 per unit
Saracen light cavalry with bows, fielded as small units	5	3	2	2	6+	4		19 per unit
Berber medium infantry with mixed ranks of spears and/or javelins, and bows	6	6	3	2	5+	6		25 per unit
Berber light cavalry with spears and/or javelins, fielded as small units	5	3	2	0	6+	4	Feigned flight	19 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

**“The victor is not victorious if the vanquished
does not consider himself so.”**

Quintus Ennius

FEUDAL SCOTS

Mid 11th-early 14th centuries AD

This list covers the time from when David I introduced feudalism into Scotland until the re-establishment of Scottish independence under Robert Bruce. Although Scots knights were comparably equipped to those in England – and could include Anglo-Normans, especially in the King’s household – they don’t make up as numerous a part of the army as south of the border. Scots armies are largely composed of massed spearmen, often entirely unarmoured, and frequently arranged into static, defensive formations called schiltrons – ‘squares’ in terms of our game although actually round. Spears were long even by the standards of the day – and might properly be considered as pikes. I have included this as an option specifically to represent static schiltron formations further protected by stakes and rope barricades. The same troops could easily be considered long spear or pike, depending upon the nature of the game played – and might be counted as long spear in battleline or pike in schiltron – this being left to the players to arrange for themselves. At the battle of Falkirk in 1298 the English knights could not get near the Scots schiltrons, which were eventually broken with archery once their own supporting light troops had been driven off, suggesting they be treated as pikes at least on that occasion. I have also included Scots medium infantry with mixed arms representing troops armed with assorted pole-arms and bows – these weapons are stipulated for those owning property worth less than 40s according to a statute of William the Lion. Islesmen and Highlanders are included as allies fighting under their own leaders and in their own divisions.

David I, Battle of Northallerton, William Wallace, The Battle of Stirling Bridge, Robert the Bruce, The Battle of Bannockburn, Armies of Feudal Europe.

Knights up to 50%	Up to half the units in the army can be Knights whether foot or mounted. This includes units of Scots spear/pikemen with Knights fighting in the front rank.
Infantry 50%+	At least half of the units in the army must be infantry other than skirmishers.
Scots Spearmen	At least a half of the non-skirmisher infantry units in the army must be Scots medium infantry with long spears or pikes. This includes units with Knights fighting in the front rank.
Divisions 4 units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander. Highlanders and Islesmen must be organised into their own divisions, which may also include skirmishing bowmen as noted below. Highland and Islesmen divisions must contain at least 2 units, excluding skirmishers, and must be led by their own commanders
Skirmishers per division 25% of infantry	Divisions may contain up to a quarter as many skirmisher units as they contain non-skirmisher infantry.

Feudal Scots Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Dismounted Knights heavy infantry	7	7	3/0	0	4+	6	Stubborn	29 per unit
• Extra to make dismounted Knights tough fighters	7	7	3/0	0	4+	6	Stubborn, Tough Fighters	+1 per unit
Scots medium infantry with long spears	6	6	3/0	0	5+	6		26 per unit
• Extra to give Scots pikes instead of long spears	6	6	3/0	0	5+	6	Phalanx	+3 per unit
• Extra to include dismounted Knights fighting as front rank of Scots infantry	6	6	3/0	0	5+	6	As above + Stubborn, Tough fighters	+3 per unit
Scots medium infantry with mixed-arms including bows	6	6	3	1	5+	6		24 per unit
• Reduction to make Scots mixed-arms infantry levy	6	6	3	1	5+	6	Levy	-3 per unit
Medium infantry bowmen	5	5	3	3	5+	6		24 per unit
Light infantry bowmen	4	4	3	3	0	6		20 per unit
• Reduction to field light infantry bowmen as small units	3	3	2	2	0	4		-6 per unit
Skirmishing peasants with mixed-arms, fielded as small units	3	2	2	0	0	4	Levy	9 per unit
Skirmishers with bows, fielded as small units	2	2	2	2	0	4		12 per unit
Islesman heavy infantry with spears/swords	7	7	3	0	4+	6		26 per unit
• Extra to give Islesmen double-handed weapons	8	7	2/0	0	4+	6		+1 per unit
Highlander medium infantry warbands	9	6	2	0	5+	6	Wild fighters, Eager	28 per unit
• Extra to include a portion of bow-armed amongst Highlander warbands	9	6	2	1	5+	6	Wild fighters, Eager	+1 per unit
Scots Knights/Sergeants heavy cavalry with lances	9	6	3/0	0	4+	6		33 per unit
• Extra to make Knights/Sergeants cataphract cavalry	9	6	3/0	0	4+	6	Stubborn	+4 per unit
Commanders	One commander must be provided per division. All Scots commanders including general have leadership 8. Highland and Islesmen commanders have leadership 7.							Free



12th Century iron prick spur
(Perry Collection)

EARLY RUSSIAN

Mid 11th-mid 13th centuries AD

By the mid thirteenth century Mongol influence came to predominate amongst Russian cavalry. Armour became progressively heavier through the period – as did that of horses, encouraging cavalry unit to move at a steady pace in tight formation breaking into a gallop only during the charge itself. This is represented by giving them the option to be cataphract including the stubborn special rule (morale save re-roll), in this case to represent their enhanced protection. Sergeants could continue to fight in discrete formations, in which case they could retain the standard heavy armour after the introduction of horse barding and heavier armour for knights

Kiev, The Republic of Novgorod, Halych-Vplhynia, Alexander Nevsky, Battle of the Kalka River, Battle of Armies of Feudal Europe.

Cavalry 25%+	At least a quarter of the units in the army must be cavalry.
Russian Noble 50%+ of cavalry	At least half of the cavalry units in the army must be Russian Noble heavy cavalry, this does not include Russians combined with Turkic light cavalry.
Infantry 25%+	At least a quarter of the units in the army must be infantry other than skirmishers.
Heavy and/or medium infantry town militia 50%+ spears	At least half of non-skirmish infantry must be heavy and/or medium infantry town militia, of which at least half must carry either spears/javelins only or spears/javelins and bows, and not long spears or axes.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander.
Skirmishers per division 25% of infantry	Divisions may contain up to a quarter as many skirmisher units as they contain non-skirmisher infantry.

Early Russian Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Town militia heavy infantry with spears or javelins	7	7	3	0	4+	6		26 per unit
• Extra to include bowmen amongst rear ranks of town militia with spears or javelins	7	7	3	2	4+	6		+2 per unit
Town militia heavy infantry with long spears	7	7	3/0	0	4+	6		29 per unit
• Extra to include bowmen amongst rear ranks of town militia with long spears	7	7	3	2	4+	6		+2 per unit
Town militia heavy infantry with double-handed axes	9	7	2/0	0	4+	6		28 per unit
• Extra to include bowmen amongst rear ranks of town militia with axes	7	7	3	2	4+	6		+2 per unit
Town militia medium infantry with spears or javelins	6	6	3	0	5+	6		23 per unit
• Extra to give town militia medium infantry long spears	6	6	3/0	0	5+	6		+3 per unit
• Extra to include bowmen amongst rear ranks of town militia with spears or long spears	6	6	3	2	5+	6		+2 per unit
• Reduction to make town militia medium infantry 'militia'	As above						Militia	-3 per unit
Peasant militia light infantry warband with spears	5	5	3	0	6+	6	Militia, Levy	14 per unit
• Extra to include bowmen amongst rear ranks of peasant militia	5	5	3	2	6+	6	Militia, Levy	+2 per unit
Light infantry bowmen	4	4	3	3	0	6		20 per unit
Skirmishers with bows, fielded as small units	2	2	2	2	0	4		12 per unit
Russian Noble heavy cavalry with spears	9	6	3	0	4+	6		30 per unit
German or Polish Knights heavy cavalry with lances	9	6	3/0	0	4+	6		33 per unit
• Extra to make German or Polish Knights cataphract cavalry	9	6	3/0	0	4+	6	Stubborn	+4 per unit
Turkic mercenary or Hungarian allied light cavalry with spears and/or javelins and bows, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Mixed ranks of Russian Noble cavalry with spears, and Turkic mercenaries light cavalry with javelins and bows	8	6	3	2	5+	6		30 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

KHWARAZMIAN PERSIAN

11th-early 13th centuries AD

At the end of the 11th century the Seljuk Turks controlled the region of Khwarazm immediately south of the Aral Sea, a border land between the Seljuks and Ghaznavids. From this base the Seljuk governor went on to establish a dynasty that came to rule an empire which included Persia as well as the lands to the northeast between the Caspian and Aral seas. The dynasty only came to an end with the invasion of the Mongols, when Khwarazmian troops were driven west where they fought as mercenaries, famously capturing Jerusalem before taking up service in Egypt. Khwarazmian cavalry were able to ride down Mongols and are given the option for tough fighters to represent this. The stubborn option reflects the provision of barded armour for riders' horses.

Anushtigin Gharchai, Gurganj, The Battle of Parwan, the Battle of Indus, Jalal ad-Din Mingburnu.

Khwarazmian or Persian heavy cavalry 25%+ of cavalry	At least a quarter of the cavalry units in the army must be Khwarazmian or Persian heavy cavalry.
Infantry up to 25%	Up to a quarter of the units in the army can be infantry other than skirmishers.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Khwarazmian Persian Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Khwarazmian or Persian heavy cavalry with lances	9	6	3/0	0	4+	6		33 per unit
• Extra to give Khwarazmian or Persian cavalry lance and bows	9	6	3	2	4+	6		+2 per unit
• Extra to make Khwarazmians tough fighters	As above						Tough fighters	+1 per unit
• Extra to make Khwarazmians stubborn	As above						As above +Stubborn	+3 per unit
• Extra to make Khwarazmians Guard – up to 1 unit	As above						Tough fighters, Stubborn, Elite	+7 per unit
Khwarazmian horse archers, fielded as small units	4	2	2	2	6+	4	Parthian shot	19 per unit
Cuman or Turkish light cavalry with spears and/or javelins and bows, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Khwarazmian or Persian light infantry levy with spears	5	5	3	0	6+	6	Levy	17 per unit
Khwarazmian, Persian light infantry archers	4	4	3	3	0	6	Levy	17 per unit
• Extra to make light infantry archers Cumans	4	4	3	3	0	6		+3 per unit
Skirmishers with bows, fielded as small units	2	2	2	2	0	4		12 per unit
Elephants with mixed-arms crew – up to 1 unit	4	3	1	1	4+	6	Elephant	24 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free



Sources for this period are scarcer than for the preceding era. The Emperor Alexios Komnenos rebuilt the Byzantine army in the late 11th and early 12th centuries following years of disastrous civil wars and defeat by the Seljuk Turks. Native infantry declined in number and effectiveness, but I have assumed that previous tactical doctrines continued. Therefore, as with the Tagmatic list, the front ranks of Kontaratoi units are taken to be heavily armoured spearmen whilst the rear ranks are more lightly armoured javelin-armed troops or bowmen. As before these formations are best represented by two ranks of spears and one of lighter troops. Bow armed Kontaratoi have a deliberately reduced long range value. Their role was to offer short ranged support to the front ranks in combat. Native Kavallaroi (often referred to as Kataphraktoi, but not necessarily riding armoured horses) were markedly inferior to Frankish knights and I have reduced the clash stats to reflect this – though quality did improve towards the end of the period. Skythikoi were horse archers of assorted origins recruited from former nomads within the Empire, but could be Cuman, Pecheneg, Uzes, or Alan mercenaries at various times.

The Vardariotai were a tribe settled by the Byzantines in Macedonia (by the river Vardar which gives them their name). They provided a household regiment and were part of the Emperor's guard. Turkopouloi meaning 'sons of Turks' were light cavalry recruited from Turkic tribes settled with the Empire, probably christianised, and possibly mixed-race. Latinikoi were westerners settled under Byzantine rule, whilst Frankish Knights refers to any westerners – all of whom were Franks or 'Keltoi' to the Byzantines. Bulgars could also supply light cavalry with the same stats as Turkopouloi.

Byzantine armies would typically mix racial contingents into the same divisions in an effort to separate likely rebels and prevent treachery!

Alexios I, The First Crusade, Battle of Levounion, Battle of Beroia, The Second Crusade.

Infantry 25%+	At least a quarter of the units in the army must be infantry other than skirmishers.
Kontaratoi up to 25% of infantry	No more than a quarter of the non-skirmisher infantry units in the army can be Kontaratoi.
Cavalry 25%+	At least a quarter of the units in the army must be cavalry.
Kavallaroi up to 25% of cavalry	No more than a quarter of the cavalry units in the army can be Kavallaroi of any kind.
Latinikoi infantry may not exceed Latinikoi heavy cavalry	There may be no more units of Latinikoi infantry than there are units of Latinikoi and Frankish cavalry.
Slav infantry may not exceed Bulgar heavy cavalry	There may be no more units of Slav infantry than there are units of Bulgar cavalry.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander. Varangian Guard and Household Kataphraktoi must be included in the General's division where present.

Comnenian Byzantine Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Heavy infantry Kontaratoi in mixed ranks of long spears and javelins	7	7	3	0	4+	6		29 per unit
• Extra to make Kontaratoi mixed ranks of long spears and bows	7	7	3	1	4+	6		+1 per unit
• Extra to make Kontaratoi elite – up to 1 unit	As above						Drilled, Elite	+6 per unit
• Reduction to make non-elite Kontaratoi levy – up to half	As above						Levy	-3 per unit
Varangian Guard heavy infantry with double-handed axes – up to 1 unit	8	7	2/0	0	4+	6	Drilled, Elite, Stubborn, Tough fighters	37 per unit
Latinikoi medium infantry Retainers with spears	6	6	3	0	5+	6		23 per unit
• Extra to make Latinikoi mixed ranks of spears and bows or crossbows	6	6	3	2	5+	6		+2 per unit
Slavic medium infantry with spears and/or javelins	6	6	3	0	5+	6		23 per unit
Slavic light Infantry archers	4	4	3	3	0	6		20 per unit

Comnenian Byzantine Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Latinikoi light infantry archers or crossbowmen	4	4	3	3	6+	6		21 per unit
Light infantry archers	4	4	3	3	6+	6		21 per unit
• Extra to field archers as Household elite – up to 1 unit	4	4	3	3	6+	6	Elite	+3 per unit
• Reduction to field non-elite archers as small units	3	3	2	2	6+	4		-6 per unit
◦ Extra to give a small unit of archers slings instead of bows – up to 1 unit	3	3	2	2	6+	4		Free
Psiloi skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers with slings or bows, fielded as small units	2	2	2	2	0	4		12 per unit
• Extra to give skirmishing bowmen crossbows instead – up to 1 unit	2	2	2	2	0	4		Free
• Extra to give skirmishing bowmen solenarion – up to 1 unit	2	2	2	2	0	4	Marksmen	+1 per unit
Skirmishers armed with staffslings, fielded as small unit – up to 1 unit	2	2	2	2	0	4		12 per unit
Kavallaroi heavy cavalry with lances	8	6	3/0	0	4+	6		32 per unit
• Extra to field Kavallaroi with mixed ranks of lances and bows	8	6	3	1	4+	6		+1 per unit
• Reduction to make Kavallaroi levy	As above						Levy	-3 per unit
Elite Kavallaroi heavy cavalry with lances – up to 1 unit	9	6	3/0	0	4+	6	Drilled, Elite	39 per unit
• Extra to field elite Kavallaroi with mixed ranks of lances and bows	9	6	3	1	4+	6	Drilled, Elite	+1 per unit
• Extra to make elite Kavallaroi Household Kataphraktai cataphract cavalry	As above							+1 per unit
Skythikoi or mercenary horse archers, fielded as small units	4	2	2	2	6+	4	Parthian shot	19 per unit
• Extra to make horse archers Vardariot guard – up to 1 unit	4	2	2	2	6+	4	Parthian shot, Marksmen, Stubborn	+2 per unit
Turkopouloi or light cavalry with spears and/or javelins and bows, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Turcoman mercenary light cavalry with spears and/or javelins and bows, fielded as small units	5	3	2	2	6+	4	Fierce fighters	20 per unit
Latinikoi or mercenary Frankish Knight heavy cavalry with lances	9	6	3/0	0	4+	6		33 per unit
• Extra to make Latinikoi and/or Frankish Knights tough fighters	9	6	3/0	0	4+	6	Tough fighters	+1 per unit
• Extra to give Frankish Knights frenzied charge – up to 1 unit	9	6	3/0	0	4+	6	As above + Frenzied charge	+3 per unit
Bulgar heavy cavalry armed with spears – up to 1 unit	9	6	3	0	4+	6		30 per unit
• Extra to give Bulgar heavy cavalry spears and bows	9	6	3	2	4+	6		+2 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free



12th Century European sword, possibly French
(Perry Collection)

BURID AND ZENGID SYRIA

12th century AD

The Syrian cities were largely independent, though nominally within the domain of the Seljuk Turks. Levy infantry represent the city militias of these cities. Mercenary infantry describes Turks, Kurds, Armenians and Arabs who were not necessarily 'mercenaries' but professional waged troops and hence avoid the levy status. Naphtha pots are treated as other short ranged missiles and in addition any unit that suffers casualties from ranged naphtha pots must take a missile break test.

Damascus, Aleppo, Nur ad-Din, Battle of Marj es-Suffar.

Cavalry 50%+	At least half the units in the army must be cavalry.
Turcomen 50%+ of cavalry	At least half the cavalry units in the army must be Turcomen.
Infantry up to 50%	Up to half the units in the army can be infantry other than skirmishers.
City Militia 25%+ of infantry	At least a quarter of the non-skirmisher infantry units in the army must be City Militia.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander. Infantry and cavalry cannot be mixed in the same division, except that Arab camel riding cavalry can be mixed with Arab skirmishers armed with either bows or javelins.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry and/or camel riders

Burid And Zengid Syria Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Heavy infantry Ghulams with spears	7	7	3	0	4+	6		26 per unit
Medium infantry city militia armed with spears	6	6	3	0	5+	6	Levy	20 per unit
Medium infantry mercenaries armed with spears	6	6	3	0	5+	6		23 per unit
Medium infantry archers	5	5	3	3	5+	6		24 per unit
Medium infantry warband Ghazi fanatics – up to 1 unit	9	6	3	0	5+	6	Wild fighters, Fanatic	30 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
• Extra to field Skirmishers as Naphtha armed – up to 1 unit	3	2	2	0	0	4	See notes	+2 per unit
• Extra to field skirmishers with bows – up to half	2	2	2	2	0	4		+1 per unit
Heavy cavalry Ghulams armed with spears and bows	9	6	3	2	4+	6		32 per unit
Light cavalry Turcomans with javelins and bows, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Light cavalry Bedouins with spears/javelins, fielded as small units	5	3	2	0	6+	4		17 per unit
Light cavalry camel riders with bows, fielded as small units	4	3	2	2	6+	4		18 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

This list is included as a potential opponent for the Mongols – but is also appropriate for the warring armies of the late Heian as well as those of the succeeding Kamakura period. At this time the Samurai or Bushi primarily fought as mounted horse archers supported by their followers carrying a mix of bows and pole-arms. Glaive-like naginata appear at this time, but troops could also carry swords or spears. Bushi heavy cavalry have a reduced clash value for their type – this reflects both the dominance of the bow as their primary weapon and also their individualistic fighting style. In fact it is hard to compare the methods of Japanese warfare to those of other developed nations of the time – being to a large extent ritualised affairs with much emphasis on individual combat and little sophistication by way of tactics or command. This is represented here by making the infantry followers sub-units of the Bushi cavalry rather than independent units, as this both reflects actual practice and gives the army a distinct character.

The fighting monks – Sohei – were courted by both sides during the Gempei War and took part in several battles including the Battle of Uji in 1180. Warrior monks could form armies in their own right, though whether these were all monks or mercenaries is unclear. Infantry are sometimes described as carrying pavises – particularly (though not exclusively) in sieges. These were plainly fairly light (and are recorded as blowing over in the wind on one occasion) but substantial enough to protect from missiles. To represent this these units carrying pavisé are – 1 to hit by ranged fire from the front in the same way as for formations of heavy infantry. These were not universally carried and a small points adjustment is made for this.

Heian Shogunate, Gempei War, Hogen Rebellion, Heiji Rebellion, Battle of Uji, Samurai, Bushi, Sohei, the Mongol Invasion of Japan.

Bushi Cavalry 25%+	At least a quarter of the units in the army must be Bushi heavy cavalry.
Follower sub-units 1+ per Bushi cavalry	Each Bushi cavalry unit must have at least one sub-unit of followers.
Divisions 4+ units	Divisions must contain at least 4 units and must be led by a commander. Sohei – where present – must form their own division containing only Sohei or warbands of untrained monks.

Japanese Troop Values								
Unit	Clash	Sustained	Short Range	Long Range	Morale Save	Stamina	Special	Points Value
Bushi heavy cavalry armed with bows	8	6	3	3	4+	6		32 per unit
• Extra to make heavy cavalry tough fighters	8	6	3	3	4+	6	Tough fighters	+1 per unit
• Extra to make heavy cavalry stubborn	8	6	3	3	4+	6	As above +Stubborn	+3 per unit
• Extra to make heavy cavalry marksmen	8	6	3	3	4+	6	As above +Marksmen	+1 per unit
• Reduction to make heavy cavalry small units	6	4	2	2	4+	4	As above	-9 per unit
Mixed unit of medium infantry followers with naginata and bows – fielded as sub unit of Bushi	6	6	3	2	5+	6	Sub-unit of Bushi heavy cavalry	25 per unit
• Reduction to field follower sub-unit as small unit	4	4	2	1	5+	4	Sub-unit of Bushi heavy cavalry	-8 per unit
• Extra to give followers pavisé	As above				As above + Pavisé (see notes)			+1 per unit
Sohei medium infantry with naginata	6	6	3	0	5+	6		23 per unit
• Extra to include mix of bows in Sohei	6	6	3	2	5+	6		+2 per unit
• Extra to make Sohei tough fighters	As above				Tough fighters			+1 per unit
• Extra to make Sohei stubborn	As above				As above +Stubborn			+2 per unit
• Extra to give Sohei pavisé	As above				As above + Pavisé (see notes)			+1 per unit
Untrained monks, conscripts or mobs fighting as light infantry warbands	5	5	3	0	6+	6		20 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

The armour worn by knights and their mounts grew heavier through these years with simple housing appearing by the mid 12th century. This cloth housing often covered padding or even mail. Horse armour of this kind was common by the end of the 13th century, although not all knights and sergeants fighting as a body would necessarily enjoy the same level of protection. I have represented this with the cataphract upgrade, adding the stubborn rule to reflect the increasing standards of protection. I have not given English knights any special advantage on the charge – though they were certainly determined enough on occasion – allowing the wild fighters rule with 1, 2 or 3 re-rolls would be a useful way of allowing for this where required.

Mounted crossbowmen were common in all western European armies of the early part of the period, but seem to have fallen out of favour in English armies after the time of King John. King John was also the first English King to make extensive use of Welsh bowmen. Welshmen play a significant role in English armies of these times, often fighting as mercenaries. This may be why English muster lists rarely mention bowmen at all, even though they certainly appeared on the battlefield. Things were to change with the adoption of the longbow by English militia from the end of the 13th century onwards (after Edward's Welsh Wars of 1277-95). I have made provision for uprating bowmen to marksmen to represent the best amongst the Welsh archers armed with the longbow. Infantry would commonly carry some kind of polearm and I have made allowance for troops bearing long spears as was the case with Welsh, Brabançon and Flemish mercenaries, and no doubt with others beside. Incidentally, remember there is no need to be literal when allocating troops the long spear rule; the poorly trained or inexperienced need not benefit from the rule regardless of the length of their spears, and this is the basis on which I've drawn up the list. Other infantry often carried a mix of weaponry including swords and various types of polearm. Slingers are specifically mentioned as recruited from Sherwood forest in Edward I's time and slingers were amongst the troops that fought at the Battle of Lewes. Other skirmishers could be Welsh mercenaries. During the wars in Wales and Scotland mercenary troops could also be Irish – see the Irish list for more potential troop types for such armies.

Henry II, Angevin Empire, First Barons' War, Second Baron's War, Simon De Montford, Edward Longshanks, Armies of Feudal Europe.

Cavalry 25%+	At least a quarter of the units in the army must be cavalry.
Knights 50%+ of cavalry	At least half the cavalry units in the army must be Knights and Sergeants.
Infantry 25%+	At least a quarter of the units in the army must be infantry other than skirmishers.
Feudal/Mercenary non-missile infantry 25%+ of infantry	At least a quarter of the non-skirmisher infantry units in the army must be non-missile armed feudal heavy infantry, mercenary heavy infantry, or mercenary medium infantry.
Bows 50%+ of missile armed infantry if present	If bow-armed medium or light infantry are included they must make up at least half of all missile-armed medium or light infantry units.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander.
Skirmishers per division 25% of infantry	Divisions may contain up to a quarter as many skirmisher units as they contain non-skirmisher infantry.

Plantagenet English Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Feudal heavy infantry	7	7	3	0	4+	6		26 per unit
• Extra to give feudal infantry long spears	7	7	3/0	0	4+	6		+3 per unit
Mercenary heavy infantry	7	7	3	0	4+	6	Drilled	29 per unit
• Extra to give mercenary heavy infantry long spears	7	7	3/0	0	4+	6	Drilled	+3 per unit
Mercenary medium infantry	6	6	3	0	5+	6	Drilled	26 per unit
• Extra to give mercenary medium infantry long spears	6	6	3	0	5+	6	Drilled	+3 per unit
Town militia medium infantry	6	5	2	0	5+	6	Militia	18 per unit
• Extra to give militia long spears	6	5	2/0	0	5+	6	Militia	+3 per unit
Medium infantry with crossbows	5	5	3	3	5+	6		24 per unit
• Reduction to field medium crossbowmen as small units	4	4	2	2	5+	4		-6 per unit

Plantagenet English Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Mercenary medium infantry with crossbows	5	5	3	3	5+	6	Drilled	27 per unit
• Reduction to field mercenary crossbowmen as small units	4	4	2	2	5+	4	Drilled	-6 per unit
Medium infantry with bows	5	5	3	3	5+	6		24 per unit
Light infantry with bows	4	4	3	3	0	6		20 per unit
• Extra to make light infantry bowmen marksmen	4	4	3	3	0	6	Marksmen	+1 per unit
• Reduction to field light infantry bowmen as small units	3	3	2	2	0	4	As above	-6 per unit
Peasants skirmishers with mixed-arms – fielded as small units	3	2	2	0	0	4	Levy	9 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers with slings, fielded as small units	2	2	2	2	0	4		12 per unit
English Knights/Sergeants heavy cavalry with lances	9	6	3/0	0	4+	6		33 per unit
• Extra to make Knights/Sergeants cataphract cavalry	9	6	3/0	0	4+	6	Stubborn	+4 per unit
Heavy cavalry with crossbows, fielded as small unit – up to 1 unit	6	3	2	2	4+	4		22 per unit
Welsh medium cavalry with spears and/or javelins	8	5	3	0	5+	6		27 per unit
• Extra to make Welsh cavalry heavy cavalry	9	6	3	0	4+	6		+3 per unit
Welsh light cavalry with spears and/or javelins, fielded as a small unit – up to 1 unit	5	3	2	0	6+	4	Feigned flight	19 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

LOMBARD LEAGUE

Mid 12th-13th centuries AD

This list represents the armies of the various cities which formed themselves into defensive leagues to oppose Frederick Barbarossa's territorial ambitions in northern Italy. The Earlier Veronese League joined the Lombard League to make an alliance that included Milan, Cremona, Padua, Venice, and Parma amongst others. The Lombard League was formed in 1176 and was only dissolved in 1250. The cities of northern Italy were fiercely independent, but they were obliged to align either with the Holy Roman Empire or with the Pope for protection. The best fighters were recruited from amongst the citizens of the cities themselves (the Commune) including knights as well as infantry. Although some troops were mercenaries these were generally hired from other cities of the League and would be of comparable quality. Foreign mercenaries did start to appear in the mid-thirteenth century and were to become a feature of Italian warfare in the following centuries. The Contado describes the rural territory of a city and its levy, the Contadini, would also include both knights and infantry. These were of inferior quality to the Commune troops, but Contadini infantry could be very numerous: the Florentine army at Montaperti comprised almost half Contadini for example. Knights of the period became progressively more heavily armoured, and I have allowed for this with an upgrade to cataphract plus the stubborn ability to account for additional armour. Communal knights would be more likely to be armoured in this way than their country cousins.

Some Communal infantry were recruited as pavise bearers (Pavesarii) and this is reflected in the upgrade for crossbowmen. A unit carrying pavises is limited to a maximum of one move at a time unless in a marching column – although the pavise can be abandoned at any time to avoid this penalty if necessary. The pavise is represented by allowing the -1 to hit by ranged fire from the front in the same way as for formations of heavy infantry.

A peculiar feature of Italian armies of the period is the wagon-borne standard – the carroccio. This was used for signalling and as a standard of the army. The carroccio was accompanied by priests and guards who would defend it to the death if necessary! For this reason I have increased the fighting values of the carroccio over those of ordinary wagons. Because it would be unthinkable for the carroccio to fall to the enemy they were often assigned entire bodies of troops to ensure their safety. Such bodies included the uncompromisingly named Company of Death. I have included a unit of these guard – these must act as a sub-unit of the carroccio – i.e. they have to remain within 6 inches of it – and where present these guards have to be included in the same division as the carroccio itself. It would be rather dull not to have a special rule for the carroccio – so we shall say that units within 12" of it count as Valiant – allowing them to re-roll a single failed break test during the game

The Battle of Legnano, The Battle of Cortenuova, The Company of Death, The Battle of Parma, Armies of Feudal Europe.

Cavalry 25%+	At least a quarter of the units in the army must be cavalry.
Infantry 50%+	At least half of the units in the army must be infantry other than skirmishers.
Spearmen 50%+ of infantry	At least half of the non-skirmishing infantry must be spearmen of one kind or other.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander. Carroccio Guard can only be included if the Carroccio is also present in the same division.
Skirmishers per division 25% of infantry	Divisions may contain up to a quarter as many skirmisher units as they contain non-skirmisher infantry.

Lombard League Troop Values								
Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Commune heavy infantry with spears	7	7	3	0	4+	6		26 per unit
• Extra to make Commune spearmen drilled – up to half	7	7	3	0	4+	6	Drilled	+3 per unit
Commune medium infantry with spears	6	6	3	0	5+	6		23 per unit
• Reduction to make Commune spearmen militia	6	6	3	0	5+	6	Militia	-3 per unit
Contado medium infantry with spears	6	6	3	0	5+	6	Levy	20 per unit
Carroccio Guard heavy infantry with spears – up to 1 unit	7	7	3	0	4+	6	Drilled, Elite, Stubborn, Sub-unit of Carroccio	35 per unit
Medium infantry with crossbows	5	5	3	3	5+	6		24 per unit
• Extra to make crossbowmen heavy infantry	6	6	3	3	4+	6		+3 per unit
• Extra to make crossbowmen drilled – up to half	As above						Drilled	+3 per unit
• Extra to give crossbowmen pavisé – up to 1 unit	As above						As above +Pavisé (see notes)	Free
Light infantry with bows	4	4	3	3	0	6		20 per unit
Skirmishers with bows, fielded as small units	2	2	2	2	0	4		12 per unit
Italian Knights of the Commune or Contado heavy cavalry with lances	9	6	3/0	0	4+	6		33 per unit
• Extra to make Knights cataphract cavalry	9	6	3/0	0	4+	6	Stubborn	+4 per unit
Heavy cavalry with crossbows, fielded as a small unit – up to 1 unit	6	3	2	2	4+	4		22 per unit
Carroccio Standard on wagon, baggage – up to 1 unit	3	3	0/1	0	4+	6	Stubborn, Carroccio (see notes)	25 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

CRUSADERS

Mid 12th-13th centuries AD

This list covers the crusading armies and Outremer states from the second crusade until the end of the 13th Century. This period covers the second, third and fourth Crusades – the classic era often associated with the foundation and rise of the Outremer states. The most famous of all the personalities of this period were Richard the Lionheart of England and the Saracen, Saladin, but these were but two large than life characters amongst many.

Knights of the thirteenth century in particular became progressively more heavily armoured, and I have allowed for this with an upgrade to cataphract plus the stubborn ability to account for additional armour. This allows us to represent mounted knights of the time of the fourth Crusade onwards. Note that in the case of the Holy Order Knights, this means they can be both *Steady* and *Cataphract* – and are therefore allowed to ignore the first two rolls of 6 against them when it comes to triggering missile break tests.

The Second Crusade, The Third Crusade, Saladin, The Battle of Hattin, The Battle of Arsuf.

Cavalry 25%+	At least a quarter of the units in the army must be cavalry.
Knights 50%+ of cavalry	At least half the cavalry units in the army must be knights of one kind or other.
Infantry 25%+	A least a quarter of the units in the army must be infantry other than skirmishers.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander.
Skirmishers per division 25% of infantry	Divisions may contain up to a quarter as many skirmisher units as they contain non-skirmisher infantry

Crusaders Troop Values								
Unit	Clash	Combat Sustained	Short Range	Long Range	Morale Save	Stamina	Special	Points Value
Holy Order Knights – heavy cavalry with lances	9	6	3/0	0	4+	6	Eager, Tough fighters, Steady	37 per unit
• Extra to make Holy Order Knights cataphract cavalry	9	6	3/0	0	4+	6	Eager, Tough fighters, Steady, Stubborn	+4 per unit
Hospitaller Knights – heavy cavalry with lances – up to 1 unit	9	6	3/0	0	4+	6	Frenzied charge, Wild fighters, Fanatic	40 per unit
• Extra to make Hospitaller Knights cataphract cavalry	9	6	3/0	0	4+	6	Frenzied charge, Wild fighters, Fanatic, Stubborn	+4 per unit
Crusader Knights heavy cavalry with lances	9	6	3/0	0	4+	6	Eager, Tough fighters	34 per unit
• Extra to make Crusader Knights cataphract cavalry	9	6	3/0	0	4+	6	Eager, Tough fighters, Stubborn	+4 per unit
Sergeants – heavy cavalry with spears	9	6	3	0	4+	6		30 per unit
Turcopole – light cavalry with bows and spears and/or javelins, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Heavy infantry with spears	7	7	3	0	4+	6	Stubborn	29 per unit
Heavy infantry with bows or crossbows as sub-unit of the above	6	6	3	3	4+	6	Sub-Unit of heavy infantry	27 per unit
• Reduction to make sub-units of bows/ crossbows small units	5	5	2	2	4+	4	Sub-Unit of heavy infantry	-6 per unit
Medium infantry Sergeants with spears	6	6	3	0	5+	6		23 per unit
• Extra to make Sergeants mixed ranks of spears and bows	6	6	3	2	5+	6		+2 per unit
Light infantry with bows or crossbows	4	4	3	3	6+	6		21 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

Wales was fought over by the Normans and Welsh throughout the 11th century and by the Anglo-Normans thereafter. The last independent Welsh territory was finally absorbed within the realm of Edward I at the end of the 13th century. Welsh armies were predominantly infantry, with the north mostly spearmen and the south mostly bowmen. This list can be used to choose armies of either by choosing the minimum proportion set for either spearmen or archers. Note that I have allowed for upgrading archers to represent the use of the longbow. The heavy infantry represent dismounted nobles who would otherwise fight as cavalry.

Gruffydd ap Cynan, The Battle of Llŵchwr, The Battle of Crug Mawr, The Mabinogion, Armies of Feudal Europe.

Infantry 50%+	At least half the units in the army must be infantry other than skirmishers.
Medium spears or bow 50%+ of infantry	At least half of the non-skirmisher infantry in the army must be either all medium spearmen or all medium bowmen – e.g. of 8 infantry units 4+ must be spearmen or 4+ must be bowmen.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander.
Skirmishers per division 50% of infantry	Divisions may contain up to half as many skirmisher units as they contain non-skirmisher infantry.

Later Welsh Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Welsh medium cavalry with spears and/or javelins	8	5	3	0	5+	6		27 per unit
• Extra to give cavalry lances instead of spears and/or javelins	8	5	3/0	0	5+	6		+3 per unit
Welsh heavy cavalry with spears and/or javelins	9	6	3	0	4+	6		30 per unit
• Extra to give cavalry lances instead of spears and/or javelins	9	6	3/0	0	4+	6		+3 per unit
• Extra to make heavy cavalry tough fighters – up to 1 unit	As above						Tough fighters	+1 per unit
Welsh light cavalry with spears and/or javelins, fielded as a small unit	5	3	2	0	6+	4	Feigned flight	19 per unit
• Extra to give light cavalry lances instead of spears and/or javelins	5	3	2/0	0	6+	4	Feigned flight	+2 per unit
Heavy infantry with swords – up to 1 unit	7	7	3	0	4+	6		26 per unit
• Extra to make heavy infantry tough fighters	7	7	3	0	4+	6	Tough fighters	+1 per unit
Medium infantry with bows	5	5	3	3	5+	6		24 per unit
• Extra to make medium infantry bowmen marksmen	5	5	3	3	5+	6	Marksmen	+1 per unit
Light infantry with bows	4	4	3	3	0	6		20 per unit
• Extra to make light infantry bowmen marksmen	4	4	3	3	0	6	Marksmen	+1 per unit
• Reduction to field light infantry bowmen as small units	3	3	2	2	0	4	As above	-6 per unit
Medium infantry spearmen	6	6	3	0	5+	6		23 per unit
Light infantry spearmen	5	5	3	0	6+	6		20 per unit
• Reduction to field light infantry as small units	3	3	2	0	6+	4		-7 per unit
Skirmishers with javelins, fielded as small units	3	2	2	0	0	4		11 per unit
Skirmishers with bows, fielded as small units	2	2	2	2	0	4		12 per unit
• Extra to make skirmishers with bows marksmen	2	2	2	2	0	4	Marksmen	+1 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

TEUTONIC CRUSADERS

Late 12th-13th centuries AD

This list covers the armies that took part in the crusades against the remaining pagan peoples of northern Europe, including the Estonians, Prussians and Finns. Denmark and Sweden were prominent amongst the crusading armies, but the Teutonic and Livonian Orders of Knights were the main driving force. The crusades began in the mid-twelfth century with wars against the Wends, but this list really represents the Teutonic Order's involvement in the Livonian Crusade onwards. Not all the crusades were against pagans – the Christian Orthodox Balts of the Daugava River region were also considered fair game. The wars in Livonia lasted throughout much of the thirteenth century. The Teutonic Order also fought for the Hungarian King against the Cumans, until they were expelled in 1225, and Hungarian bow-armed cavalry have been included in the list to facilitate this. The real power of the Teutonic Order came with the crusades against Prussia beginning in 1230.

By the time of the foundation of the Teutonic Order in 1198 the armour of knights had become significantly heavier, as had protection for horses – encouraging cavalry units to move at a steady pace in tight formation, breaking into a gallop only during the charge itself. This is represented by giving them the option to be cataphract including the stubborn special rule (morale save re-roll) in this case to represent their enhanced protection.

The Teutonic Order, the Livonian Brothers of the Sword, the The Baltic Crusades, The Northern Crusades, The Wendish Crusade, the Livonian Crusades, The Estonian Crusade, the Battle of Lyndanisse, The Battle of Saule.

Cavalry 25%+	At least a quarter of the units in the army must be cavalry.
Knights 50%+ of cavalry	At least half the cavalry units in the army must be knights of one kind or other.
Infantry 25%+	A least a quarter of the units in the army must be infantry other than skirmishers.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander.
Skirmishers per division 25% of infantry	Divisions may contain up to a quarter as many skirmisher units as they contain non-skirmisher infantry

Teutonic Crusaders Troop Values									
Unit	Combat				Morale Save	Stamina	Special	Points Value	
	Clash	Sustained	Short Range	Long Range					
Teutonic knights heavy cavalry with lances	9	6	3/0	0	4+	6	Eager, Tough fighters,	34 per unit	
• Extra to make Teutonic Knights cataphract cavalry	9	6	3/0	0	4+	6	Eager, Tough fighters, Stubborn	+4 per unit	
Mercenary or other Knights heavy cavalry with lances	9	6	3/0	0	4+	6	Eager	33 per unit	
• Extra to make Knights cataphract cavalry	9	6	3/0	0	4+	6	Eager, Stubborn	+4 per unit	
Sergeants heavy cavalry with lances	9	6	3/0	0	4+	6		33 per unit	
Turcopole – light cavalry with spears and/or javelins, fielded as small units	5	3	2	0	6+	4	Feigned flight	19 per unit	
Hungarian light cavalry armed with spears and/or javelins and bows, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit	
• Extra to give Hungarian light cavalry lances and bows	5	3	2	2	6+	4	Feigned flight	+2 per unit	
Heavy cavalry with crossbows, fielded as a small unit – up to 1 unit	6	3	2	2	4+	4		22 per unit	
Teutonic brother or mercenary heavy infantry with spears	7	7	3	0	4+	6	Stubborn	29 per unit	
• Reduction to make heavy infantry German settlers	7	7	3	0	4+	6		-3 per unit	
Teutonic brother or mercenary heavy infantry with crossbows	6	6	3	3	4+	6		27 per unit	
• Reduction to heavy infantry crossbows as small units	5	5	2	2	4+	4		-6 per unit	
German settler medium infantry with crossbows	5	5	3	3	5+	6		24 per unit	
• Reduction to make settler crossbowmen small units	4	4	2	2	5+	4		-6 per unit	
Medium infantry subject converts with spears	6	6	3	0	5+	6		23 per unit	
Light infantry subject converts with bows	4	4	3	3	6+	6		21 per unit	
Skirmishers with bows	2	2	2	2	0	4		12 per unit	
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free	

The Mongol Empire is reckoned the largest single contiguous state ever to exist – stretching all the way from China to eastern Europe and including much of the middle east. The Mongols conquered and subsumed other nomadic peoples such as the Seljuk Turks whose methods of warfare were all similar. The Mongols, however, brought a level of organisation and determination to warfare that was hitherto unknown amongst the steppe cultures of central Asia. Mongol cavalry can be represented in mixed ranks, with heavily armoured riders with lances in the front rank and archers in the rear – but all riders with bows and lances is also possible. The Mongols used captured Chinese artillerymen and fielded engines in their campaigns of conquest. The Khitan are neighbours of the Mongols and their state of Kara-Khitan was amongst the first conquests. The Georgians and Armenians were some of the first western style troops encountered by the Mongols and the first whose territories quickly submitted to Mongol rule. The Mongols fought on foot only during sieges, but on occasion would force civilians and captives ahead of their own formations to absorb missile-fire. I have included these as ‘warbands’ but with much reduced stats.

Genghis Khan, Subutai, The Mongol Invasion of Central Asia, The Mongol Invasion of Europe, The Mongol Invasion of Rus, The Mongol Invasion of Khwarezmia, The Mongol-Jin War, the Battle of Mohi.

Mongol heavy cavalry 10%+	At least one in ten of the units in the army must be Mongol heavy cavalry.
Mongol horse archers 50%+	At least half of the units in the army must be Mongol horse archers.
Forced captive infantry up to 10%	No more than one in ten units in the army can be forced captives and these must all be organised into a single division consisting solely of forced captives.
Khitan or Armenian/Georgian up to 25%	No more than a quarter of the army can be Khitan or Georgians/Armenians and the army cannot contain both.
Divisions 4+ units	Divisions must contain at least 4 units, excluding skirmishers, and must be led by a commander.

Mongol Troop Values

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Mongol heavy cavalry armed with lances and bows	9	6	3	2	4+	6		35 per unit
• Extra to make heavy cavalry tough fighters	9	6	3	2	4+	6	Tough fighters	+1 per unit
• Extra to make heavy cavalry stubborn	9	6	3	2	4+	6	As above +Stubborn	+3 per unit
• Extra to make heavy cavalry marksmen	9	6	3	2	4+	6	As above +Marksmen	+1 per unit
Mongol horse archers, fielded as small units	4	2	2	2	6+	4	Parthian shot	19 per unit
• Extra to make Mongol horse archers marksmen	4	2	2	2	6+	4	Parthian shot, Marksmen	+1 per unit
Cuman, Kipchak, or other Turkic light cavalry armed with spears/ javelins and bows, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Khitan cataphract cavalry with spears and bows	9	6	3	2	4+	6		33 per unit
Khitan heavy cavalry with spears and bows	9	6	3	2	4+	6		32 per unit
Khitan light cavalry with spears and/or javelins and bows, fielded as small units	5	3	2	2	6+	4	Feigned flight	21 per unit
Khitan horse archers, fielded as small units	4	2	2	2	6+	4	Parthian shot	19 per unit
Georgian or Armenian heavy cavalry with lances	9	6	3/0	0	4+	6		33 per unit
Georgian or Armenian light cavalry with spear and/or javelins, fielded as small units	5	3	2	0	6+	4		17 per unit
Forced captives massed as warbands	4	2	0	0	0	6	Wavering, Levy	5 per unit
Medium artillery counterweight catapults	1	1	0	3	0	3		20 per unit
Commanders	One commander must be provided per division. All commanders including general have leadership 8.							Free

APPENDIX

POINTS VALUES

The points values given throughout this book are based on a simple formula: adding up all the stats to get a base value. For example, here is the stat-line for Feudal Heavy Infantry.

Unit	Combat				Morale Save	Stamina	Special	Points Value
	Clash	Sustained	Short Range	Long Range				
Feudal heavy infantry	7	7	3	0	4+	6		26 per unit

The value is $7+7+3+0+(3)+6 = 26$ points. The value of the Morale Save (3) is the number of successful roll combinations on a single dice, so a save of 6 = 1 (1 in 6 chance), a save of 5+ = 2 (2 in 6 chance), a save of 4+ = 3 (3 in 6 chance).

Although the real worth of the different game stats are not necessarily exactly equal, this simple formula works well enough because all the stats of the different types are closely linked. Thus units with good Morale also have high fighting values, whilst small units with low Stamina also have lowered fighting values. Stamina is also fixed fairly rigidly within the lists, so although it is arguably worth the most per increment, its value is the same for all standard sized units.

TROOP TYPES

The stat lines take no account of movement rates, or of the rules applying to the different types of units. The following modifiers are therefore applied throughout the lists.

Type of unit	Points added to cost		
	Standard	Small	Large
Cavalry and chariots	+3	+2	+4
Cataphract cavalry	+1 (ie. +4 in total)	+1	+1
Scythed chariot	10 pts total	N/A	N/A
Light artillery	+6	+4	+8
Medium artillery	+12	+8	+16
Heavy artillery	+15	+10	+20
Elephant	+6	N/A	N/A
Cart-mounted infantry or artillery	+3	+2	+4

Note that very few large units are included in the lists and where given they are optional. Nonetheless, I have included the theoretical modifiers in the chart above for anyone wanting to make use of them.

The extra point for cataphracts may not seem much, but the loss of mobility compared to heavy cavalry is a big reduction in their effectiveness and is felt to balance out. The values for artillery reflect their extra range and the relative unimportance of the rest of their stat line.

I realise that there are some inherent abilities of different troop types that are not taken into account in the points values – they are freebies. For example, the ability of heavy infantry to close ranks, and the ‘to hit’ modifier that applies when shooting at them. Similarly, the ability of light infantry to fight in loose order, and for loose order troops to evade, is not costed separately. These things are judged to be either part-and-parcel of a unit’s role or else too minor to be worth consideration.

WEAPONS

The following modifiers are applied to units carrying weapons that have their own ‘useful’ rules. Note that weapons are indicated under the unit column, they are not included under the special rules column. No specific rules or points modifiers apply to other weapons.

Weapons carried	Points added to cost		
	Standard	Small	Large
Kontos	3	2	4
Lance	3	2	4
Long spear	3	2	4
Pike	3	2	4
Pilum/equivalent	3	2	4
Double-handed weapon	1	1	1
Crossbow	Free	Free	Free
Sling	Free	Free	Free

Where troops are armed with a mix of spears or javelins I usually use the phrase 'spears and/or javelins' and this is intended to cover all kinds of spears of various lengths, whether thrown or thrust, where no special rules apply and armament is represented wholly by the stats. No cost is applied to units carrying these weapons or to those armed with swords or similar arms that are represented entirely by means of the stat line.

The term 'long spear' is specifically used to describe troops with long spears fighting in a particular, regular, dense style. It is associated with a useful rule and a split short range stat. Bear in mind that troops fighting in a looser style, or lacking

proper training or formation, could conceivably carry spears that are long, but which don't qualify for the 'long spear' rule and which are therefore just described as 'spear' or 'spear and/or javelin in the lists'.

Note that the reason double-handed weapons have a lower points cost than other hand-to-hand combat weapons is that much of their value is reflected in the (neutral overall) stat adjustment. Pike always have the additional points added for 'phalanx' (see below). Long spears sometimes have the 'phalanx' rule, but not always. Crossbows and slings have benefits and also disadvantages compared to bows, and are therefore cost neutral.

SPECIAL RULES

The special rules column indicates which useful rules, if any, have been applied to that entry, apart from useful rules for weapons, which are included in the unit type description.

Rule	Summary of Rule	Points added to cost		
		Standard	Small	Large
Brave	Shaken units rally on D6 roll of 4+ at end of command phase if more than 12" from enemy	3	2	4
Drilled	Free move on failed order. Units may move through other drilled units without risk of disorder	3	2	4
Eager	Free move on charge order given within maximum charge distance	Free	Free	Free
Elite	Recover from disorder on D6 roll of 4+ at start of turn	3	2	4
Fanatic	Morale Save +1 until shaken	1	1	1
Feigned flight	The unit is allowed to move out of a combat engagement	3	2	4
Frenzied charge	Must charge if within range, with three moves allowed on any successful order/initiative	3	2	4
Freshly raised	Check unit in first round of combat as per the Hail Caesar rulebook	-1	-1	-1
Levy	Must roll 4+ on a D6 to recover disorder at end of turn	-3	-2	-4
Marauders	Ignore distance penalty for command	3	2	4
Marksmen	Re-roll one missed ranged attack	1	1	1
Militia	No move on roll equal to commander's leadership when given orders	-3	-2	-4
Parthian shot	Can evade and make closing shots as a reaction to an enemy charge	3	2	4
Phalanx	Lost combats up to two count as draws until the unit is shaken	3	2	4
Pig's head formation	Fighting unit can be supported by two friends to the rear	Free	Free	Free

Rule	Summary of Rule	Points added to cost		
		Standard	Small	Large
Steady	Ignore the first '6' rolled for break tests from ranged attacks each turn	3	2	4
Stubborn	Re-roll one failed morale save if save is 6	1	1	1
	Re-roll one failed morale save if save is 5+	2	2	2
	Re-roll one failed morale save if save is 4+	3	3	3
	Re-roll one failed morale save if save is 3+	4	4	4
Sub-unit	Unit and sub-unit must remain within one move	Free	Free	Free
Testudo formation	Free move	Free	Free	Free
	+2 morale saves from ranged attacks			
	Counts 'front' all round to missiles			
	Make no ranged attacks			
	Adopt battle line if engaged			
Tough fighters	Re-roll one missed hand-to-hand combat attack	1	1	1
Valiant	Break test re-roll once per battle	3	2	4
Wavering	Take a break test each time you take a casualty	Half total	Half total	Half total
Wedge formation	Free move	Free (but not suitable for matched games)		
	Counts 'front' all round to missiles			
	Counts 'front' all round for own ranged attacks			
	+1 morale save against all attacks			
	Cannot support or be supported except by enclosed friends			
	Can make own attacks all round			
	Enemy giving ground to front are burst through			
	Wedge can make three moves through enemy it has burst through			
Wild fighters	Re-roll up to three missed hand-to-hand combat attacks in their first round of combat	3	3	3

On the whole the bonus for most special rules is fixed at 3 points in the case of a standard-sized unit as you can see from the chart above. Admittedly, this is not a precise reflection of value in all cases, but it is good enough to serve our purposes and to differentiate between the common and enhanced units.

Where a special rule is equivalent to an extra increment of a stat, the value is considered to be the same as if this were a stat increase – ie, 1 point per increment. The same applies to re-rolls, for example tough fighters and stubborn. Wild fighters is costed at the full 3 points even though it is only used once; this is on the basis that it is up to the player to make use of the ability when it counts!

Some abilities are free. Eager, for example, is considered as much of a liability as an advantage and is therefore offered at no cost. Formation based abilities are also free, including sub-units. This is because it is rather difficult to fix a value on abilities that are likely to see little use on an open field, or which offer no significant advantage, as in the case of the sub-unit and pig's head. The wedge formation is considered suitable only for scenarios and is best avoided in matched games; no units have been given this ability in the lists.

The adjustment for wavering units is to halve the unit's total points value. This is felt to be a fair reflection of the considerable risk of fielding them.



Ghulams charge the centre of the Crusader line

COMMON USEFUL RULES

When it came to creating broadly based lists we decided against using some of the rules, these being judged suitable only in very specific circumstances – for example the wedge formation as noted above. A few are only used occasionally to reflect unusual troop types. Others find common employment because they reflect general advantages or universal characteristics. This section explains why certain rules are commonly applied, and will hopefully prove useful to anyone contemplating creating their own lists or tinkering with those provided.

Drilled. We kept this one for regular drilled troops such as Romans, Hellenistic armies and Byzantines. Although it might be arguably extended to many more armies, our choice was to retain it as a distinguishing feature of these and comparable regular armies.

Eager. Eager is usually applied to barbarian troops known for being keen to get to close-quarters. The troops are difficult to restrain in the face of the enemy.

Elite. The elite rule is always applied as Elite 4+ in the lists. This means the unit will recover from disorder on the roll of a 4, 5 or 6 made at the start of the turn. We apply this rule to very highly trained and motivated regular troops and often to regular guards or the equivalent. It is not usually applied to barbarian armies or armies generally lacking in training or experience. Often it is applied only to a single unit in the army.

Feigned flight. This rule is usually applied to small units of light cavalry equipped primarily for skirmishing. It is not normally applied to standard sized units.

Levy. The levy rule is preferred to represent poorly trained, inexperienced, or unenthusiastic troops. The alternative militia rule tends to slow the game down and presents an obstacle to the player moving his army; this works better in larger games and scenarios where these things can be compensated for.

Marksmen. The marksmen ability is often given to specialist units of infantry skirmishers such as Cretan archers, Balearic slingers, and so on.

Parthian shot. This rule is usually applied to skilled horse archers, including all nomad types as well as Parthians.

Stubborn. The stubborn rule is sometimes given to highly motivated troops to reflect their willingness to die fighting. It is also sometimes used to represent troops that are especially heavily armoured for their type, e.g. front rank Byzantine *kontaratoi*.

Tough fighters. This ability is often given to barbarian guard or the personal retainers of a chieftain – it is the barbarian equivalent to the elite rule. It can also be given to other troops, whether regular or barbarian, to represent veterans or just ‘tough fighters’.

Wild fighters. Wild fighters is always applied with three re-rolls in the lists and a cost of +3 points. This is the standard ability for early barbarian warbands such as Gauls, Britons, and Germans.

NOTE ON CAVALRY TYPES FOR THE EARLY MEDIEVAL ERA

The Late Antiquity lists start to see the introduction of effective heavy cavalry, which were limited to only a few lists in the early Classical era. By and large the cavalry of the Dark Ages and Early Medieval period can be represented within the Hail Caesar rules as heavy cavalry or as more heavily armoured cataphracts.

From the later twelfth century, and especially during the thirteenth century, western European Knights began to be more heavily armoured and they began to ride horses that were more likely to be armoured too. Cloth barding would often conceal mail horse armour or might be heavily padded. On the whole I have treated these innovations as equivalent to cataphracts, often adding the ‘stubborn’ special rule to allow for the better protection of these heavily armoured Knights. However, the development of ‘plate’ armour properly belongs to the following years, and I decided to draw a line at the end of the Fourth Crusade (for western armies) and the Mongol invasions (for the rest).



King Harold



Early Crusader men-at-arms



Sassanid cavalry are the elite of the Persian army – a mixed force of horse including kontos-armed cataphracts and light cavalry



3rd Century Roman troops were often as heavily equipped as their 2nd Century prototypes



Dark Age armies were formed a core of massed spearmen

• HAIL CAESAR • TM

ARMY LISTS: LATE ANTIQUITY TO EARLY MEDIEVAL

This supplement for the Hail Caesar game contains 60 army lists covering the forces of Late Antiquity, the Dark Ages and Early Medieval periods, from the 'crisis' of the turbulent mid-third century to the Mongol invasions of the thirteenth. Each list provides a guide to army composition, suggested game values for troops, and points values for the different units. The following armies are included:

- | | | | | |
|-------------------------|---------------------|----------------------|--------------------------------------|--------------------------|
| • Palmyran | • White Huns | • Merovingian Franks | • Pecheneg | • Early Hungarian |
| • Middle Imperial Roman | • Gepids | • Avars • Picts | • Anglo Saxon | • Ayyubid Egyptians |
| • Sassanid Persian | • Spanish Visigoths | • Khazars | • Rus | • Sung China |
| • Goths | • Ostrogothic Italy | • Arab Conquest | • Vikings | • Italo-Norman |
| • Early Saxon | • Early Byzantine | • Bulgars | • Almoravid Moors | • Feudal Scots |
| • Franks | • Lombards | • Tang China | • Fatamid Egypt | • Early Russian |
| • Huns | • Scots-Irish | • Thematic Byzantine | • Tagmatic Byzantine | • Khwarazmian Persian |
| • Late Imperial Roman | • Arthurian-British | • Arab Empire | • Al-Andalus | • Comnenian Byzantine |
| • African Vandals | • Welsh | • Carolingian Franks | • Christian Spain | • Burid and Zengid Syria |
| | | | • Ghaznavid | • Japanese |
| | | | • Liao China & Kara-Khitan Khaganate | • Plantagenet English |
| | | | • Norman | • Lombard League |
| | | | • Seljuk Turks | • Crusaders |
| | | | • Feudal French | • Later Welsh |
| | | | • Feudal Germans | • Teutonic Crusaders |
| | | | • Feudal Polish | • Mongol |

This supplement also includes copious notes on the methods of composition to assist players who wish to create their own armies, together with a breakdown of the system used to work out points values.

A copy of the Hail Caesar rulebook is required to use this supplement.

Also available in the same series - Army Lists: Biblical and Classical, covering the earliest armies of the Near East through to the height of the Roman Empire

