

# **DBM ARMY LISTS**

**For use with the De Bellis Multitudinis Wargames Rules**

## **BOOK 3: 476 AD to 1071 AD**

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## **D.B.M. ARMY LISTS**

### **BOOK 3 -THE EARLY MEDIEVAL PERIOD, 476 AD TO 1071 AD**

These lists are intended for use with Our "De Bellis Multitudinis" wargames rules, more familiarly known as "DBM". While mainly intended for competition games, they also provide a general guide to armies' troop classification and proportions for use in conjunction with more detailed sources such as the W.R.G. army handbooks.

Each list is designed to produce 300 AP to 500 AP armies which closely simulate their real life prototype, while still allowing sufficient flexibility to cover historical variations during the period and legitimate differences of opinion or personal preference. Most of them include about 200 AP of compulsory troops and allow greater freedom of choice for the remainder, this choice diminishing as the size of the army increases. You will often find that there is less freedom of choice than in previous W.R.G. army lists. In particular, we have taken pains to ensure that minority troop types are not over-represented. There is an unfortunate if natural tendency on the part of the illustrators of some series of army books to concentrate on the more glamorous components of an army at the expense of the more common. The permitted number of elephants is still on the generous side.

All lists have been updated in the light of the latest historical and archaeological research. We have had help from many people and an inordinate amount from a few who are recognised authorities in their field. However, we alone are responsible for the final decisions, so too much blame should not be laid at those worthies' doors. Where there is disagreement about the more obscure troop types or only minor doubt, we have often chosen to specify only the interpretation we think most likely. This has been done not through hubris, but for the sake of simplicity, and to reduce the scope for tailoring of armies by over-competitive players. Where a decision has been finely balanced, we have elected for the interpretation producing the most realistic effect against the army's historical opponents. Regretfully, some new research necessitates changes in existing wargames armies. We can only plead that we are the slaves of history and not its masters.

The first part of each list comprises troops available throughout the historical time period covered. Some armies then have additional sub-lists of troops available to particular historical generals, or in different geographical regions, or during only part of the period. An army including troops only available to a particular general cannot include troops available only to a different general. An army including troops only available in a particular geographical area cannot include troops available only in a different geographical area. An army including troops available only in a particular historical period cannot include troops available only during an incompatible historical period.

An army must have a C-in-C and at least 1 other general. No army can have more than 4 generals. All armies must also have 2 baggage elements for each general whose command is not initially entirely waterborne.

#### **ALLIES**

In most cases foreign allied contingents are specified by reference to their own list. Each such allied contingent must include 1 general and 2 baggage elements. The general's type can be that of the allied contingent's list's C-in-C or sub-general. Unless otherwise stated in a particular list, the allied contingent can include only compulsory troop types, and must have at least a quarter of the specified minimum number of elements of each such type. It cannot include more than a third of the specified maximum number of each such type, or 1 element, whichever is greater. Allied troops have only those options specified in their own list for that date, and any minima or maxima for such upgrades are modified as above. The full allowance of troops listed in the form "0-1 per X" can be included in an allied contingent if the "X" are. An allied contingent need not contain otherwise compulsory TF. An allied contingent cannot include allies of its own. Unless otherwise specified, only 1 foreign allied contingent of each nationality can be included. In some cases the maximum total number of elements that can be included in the allied contingent, including the general and 2 baggage elements, is specified. If so, this is because allies of that origin never exceeded a quarter of the total force fielded by the allies in any historical campaign.

where foreign allies do not have an appropriate list of their own, their contingent is specified as an indented sub-list within a nation's main list. In this case the minimum and maximum number of elements of each troop type will be as specified in that sub-list. 2 baggage elements must also be included,

Where ally generals are specified unindented in a nation's main list, such generals are of the same or a closely related nationality. Unlike foreign irregular ally generals, they will never change sides except in a civil war, and may then do so whether regular or irregular. Each such general's command must, unless stated otherwise, include at least a quarter of the minimum number of each compulsory troop type. It can also include non-compulsory types. All elements count towards the total number of each type specified in the list.

#### **NAVAL**

Naval elements are included only if they played a significant part in a mainly land battle. Each replaces a land element of the list, of the type or types that follow it within brackets. For example, a Chinese junk element Irr Shp (O) @ 3AP [Bw], replaces one of the compulsory or optional Bowman elements of the army list, and also disembarks as that element. The AP quoted is for the junk only. The bowmen must be paid for separately. Naval elements with no landing troops specified cannot provide landing parties. Points spent on naval elements are wasted if they have no access on to the table. Their landing troops and baggage can still be deployed, however, being assumed to have disembarked and joined the army prior to the battle. Landing troops, whose number must be equal to the number of available vessels, such as marines, seaman, oarsmen or the equivalent, obviously cannot be used unless their vessels have been paid for.

## CLIMATE, AGGRESSION AND TERRAIN

The second line of each list specifies the army's home climate, its aggression factor, and codes for the types of terrain that can be chosen if it is the defender. Types shown in bold letters are compulsory. Even if not listed, a single patch of coastal sand dunes or marsh can always be used if successfully positioned in contact with a waterway, or a single patch of marsh if successfully positioned in contact with a river, or up to 3 open fields if in contact with a BUA and enclosed fields are not specified. A hill cannot have any kind of surface not permitted or the flat.

Terrain types are:

Waterway suitable for ships, such as the sea, lakes or great rivers.	WW
Ordinary rivers.	Rv
Hill with some or all slopes steep, difficult or rough.	H(S)
Hill or lesser rise with only gentle srtooth slopes.	H(G)
Woods.	Wd
Orchards or olive or palm groves.	O
Vines.	V
Small fields enclosed by hedges, walls or irrigation ditches.	E
Rough going, such as moderately boggy or rocky ground or brush.	RGo
Inland marsh other than on a river.	M
Non-coastal sand dunes.	D
Roads or frequently used tracks.	Rd
Built-up areas, such as villages.	BUA

The home terrain of an empire is assumed to be that of its heartland or capital, the centre of its power. The home terrain of a migration is that of the last region occupied before entering on the stage of world history. That of rebellious mercenaries is their previous area of operations.

## FORTIFICATIONS

Any army with BUA listed among its permitted terrain types can have sufficient PF or TF to enclose the on-table part of a BUA when the defender. No other PF are permitted. TF can only otherwise be used if specified by the army's list. Those specified as defending camps or baggage must have both ends touching their side's base table edge and contain baggage. Points spent on fortifications other than those specified by the army's list are wasted if the terrain includes no BUA, or the army becomes the invader.

## COMPETITION PERIODS

Where practicable, we favour the subdivision of competitions into historical time periods, to minimise the culture shock arising from the clash of wildly anachronistic armies. At first sight, the break-down of our army lists into the following four books might appear eminently suitable

**BOOK 1: THE CHARIOT PERIOD, 3000 BC - 500 BC.**

**BOOK 2: THE CLASSICAL PERIOD. 500 BC -476 AD.**

**BOOK 3: THE EARLY MEDIEVAL PERIOD, 476 AD - 1071 AD.**

**BOOK 4: THE HIGH MEDIEVAL PERIOD, 1071 AD - 1500 AD.**

Note, however, that some armies continue into later periods than that of the book in which they appear, so that division by books could unjustly prevent them from competing against actual historical opponents. Organisers should therefore subdivide competitions by the periods of the books, not by the books themselves. Obviously an army whose list crosses such a sub-period boundary can only use those troops permitted it during the sub-period in which it is competing. If such subdivision is not practicable, the initial pairings at least of a "Swiss Chess" competition should try to match armies of similar date and geographical region.

## TROOP TYPE ABBREVIATIONS

The following abbreviations are used for troop types in these lists:

El = Elephants. Kn = Knights. Cv = Cavalry, LH = Light Horse. Cm = Camelry. Exp = Expendables. Sp = Spears. Pk = Pikes. Bd = Blades. Wb = Warband. Ax = Auxilia. Bw = Bowmen. Ps = Psiloi. Art = Artillery. WWg = War Wagons. Hd = Hordes. Gal = Galleys. Shp = Ships. Bts = Boats. Hg = Baggage. TF = Temporary Fortifications. mtd = Mounted Infantry.

## ARMIES INCLUDED

1. Early Slav. 476AD- 1218 AD.
2. Early Lombard. 489 AD - 584 AD.
3. Italian Ostrogothic. 493 AD 561 AD.
4. Early Byzantine. 493 AD - 578 AD.
5. Middle Frankish. 496 AD - 639 AD.
6. Emishi. 500 AD - 1100 AD.
7. Pre-Samura Japanese. 500 AD - 900 AD.
8. Central Asian City-States. 500 AD - 1000 AD,
9. Burmese. 500 AD - 1526 AD.
10. Hindu Indian. 545 AD - 1510 AD.
11. Central Asia Turkish. 550 AD - 1330 AD.
12. Christian Nubian. 550 AD - 1500 AD.
13. Avar. 553 AD - 826 AD.
14. Early Bulgar. 559 AD - 1018 AD.
15. Tibetan. 560 AD - 1065 AD.
16. Khazar. 568 AD - 1083 AD.
17. Maurikian Byzantine. 575 AD - 650 AD.
18. Breton. 580 AD - 1072 AD.
19. Welsh, 580 AD - 1420 AD.
20. Sui and Early T'ang Chinese. 581 AD - 755 AD.
21. Italian Lombard. 584 AD - 1076 AD.
22. Maya. 600 AD - 1546 AD.
23. Khmer and Cham. 605 AD - 400 AD.
24. Middle Anglo-saxon. 617 AD - 1014 AD.
25. Arab Conquest. 622 AD - 660 AD.
26. Early Serbian or Croatian. 627AD to 1180 AD or 1089 AD.
27. Rshuni Armenian. 639 AD - 717 AD.
28. Carolingian Frankish. 639 AD - 888 AD.
29. Thematic Byzantine. 650 AD - 963 AD.
30. Magyar. 650 AD - 997 AD.
31. Umayyad Arab. 661 AD - 750 AD.
32. Volga Bulgar. 675 AD - 1237 AD.
33. Early Muslim North Africa and Sicily. 696 AD - 1160 AD.
34. Andalusian. 710 AD - 1172 AD.
35. Feudal Spanish. 718 AD - 1340 AD.
36. Nan-chao. 728 AD - 1253 AD.
37. Abbasid Arab. 747 AD - 945 AD.
38. Arab Indian. 751 AD - 1206 AD,
39. Late T'ang and Five Dynasties Chinese. 755 AD - 979 AD.
40. Norse Viking and Leidang. 790 AD - 1280 AD.
41. Dog Peoples and Pueblo Cultures, 800AD - 1500 AD.
42. Sha-t'o Turkish. 808 AD - 951 AD.
43. Khurasanian. 821 AD - 1003 AD.
44. Tribal Mongolian. 840 AD - 1218 AD.
45. Pre-Feudal Scots. 846 AD - 1124 AD.
46. Norse Irish. 846 AD - 1300 AD.
47. Pecheneg. 850 AD - 1122 AD.
48. Rus. 860 AD - 1054 AD.
49. Tulunid or Iqshidid Egyptian. 868 AD - 905 AD and 935 AD - 969 AD.
50. Bagratid Armenian. 885 AD - 1045 AD.
51. West Frankish or Norman. 888 AD - 1072 AD.
52. East Frankish. 888 AD - 1106 AD.
53. Dynastic Bedonin. 890 AD - 1150 AD.
54. Early Samurai. 900 AD - 1300 AD.
55. Khitan-Liao. 907 AD - 1125 AD.
56. Koryo Dynasty Korean. 918 AD - 1392 AD.
57. Buyid or other Dailami Dynasties. 927 AD - 1090 AD.
58. Toltec. 930 AD - 1168 AD.
59. Medieval Vietnamese. 939 AD - 1527 AD.
60. Dynastic Kurdish. 950 AD - 1085 AD.
61. Sung Chinese. 960 AD - 1279 AD.
62. Early Polish. 960 AD - 1335 AD.
63. Ghaznavid. 962 AD - 1186 AD.
64. Nikephorian Byzantine. 963 AD - 1042 AD.
65. Fatimid Egyptian. 969 AD - 1171 AD.
66. Hsi-Hsia. 982 AD - 1227 AD.
67. Early Hungarian. 997 AD - 1245 AD.
68. West Sudanese. 1000 AD - 1591 AD.
69. Tuareg. 1000 AD - 1880 AD.
70. Georgian. 1008 AD - 1683 AD.
71. Anglo-Danish. 1014 AD - 1075 AD.
72. Communal Italian. 1029 AD - 1320 AD.
73. Seljuq Turk. 1037 AD - 1276 AD.
74. Fanatic Berber. 1039 AD - 1529 AD.
75. Konstantinian Byzantine. 1042 AD - 1071 AD.
76. Papal Italian. 1049 AD - 1320 AD.
77. Scots Isles and Highlands, 1050 AD - 1493 AD.
78. Early Russian. 1054 AD - 1246 AD.
79. Cuman (Kipchak). 1054 AD - 1394 AD.

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<b>1. EARLY SLAV 476 AD - 1218 AD</b>	
Cold. Ag 1. Rv, H(S), H(G), Wd, RGo, M, Rd, BUA.	
Only wends: <b>WW</b> . Only Southern Slavs until 630 AD: <b>WW, M</b> .	
C-in-C - Irr Cv (O) @ 17AP or Irr Ax (O) @ I3AP	1
Sub-general - as above	1-2
Slav ally-general - Irr Cv (O) @ I2AP or Irr Ax (O) @ 8AP	1-2
Slav javelinmen - Irr Ax (O) @ 3AP	40-100
Slav archers - Irr Ps (O) @ 2AP	5-20
Slav scouts - Irr Ps (S) @ 3AP or Irr Ps (I) @ 1AP	0-12
Slav ill-armed - Irr Ax (I) @ 2AP	0-40
Monoxyla - Irr Bts (O) @ 2AP [Ax or Ps]	0-4
Wagon laager to defend baggage - TF @ IAP	0-12
<b>Only after 580 AD:</b>	
Noble cavalry - Irr Cv (O) @ 7AP	5-12
<b>Only if Western Slavs from 741 AD to 772 AD:</b>	
Bavarian allies - List: Old Saxon, Frisian, Bavarian, Thuringian or Early Anglo-Saxon (Bk 2)	
<b>Only if Wends before 804 AD:</b>	
Old Saxon allies - List: Old Saxon, Frisian, Bavarian, Thuringian or Anglo-Saxon (Bk 2)	
<b>Only If Wends from 804 AD to 1056 AD:</b>	
Vikings - Irr Bd (O) @ 5AP	1 per longship
Viking longships - Irr Bts (S) @ 3AP (Vikings)	0-4
<b>Only if Wends from 1057 AD to 1184 AD:</b>	
Upgrade archers to Irr Bw (O) @ 4AP	Any
Upgrade boats to Irr Bts (S) @ 3AP [Ax or Ps]	All
Danish, Old Saxon and Thuringian mercenaries - Irr Cv (O) @ 7AP	0-6
<b>Only if Wends after 1106 AD:</b>	
Upgrade Danish, Old Saxon and Thuringian mercenaries to - Reg Kn (I) @ 10AP	Any
<b>Only if Western Slavs after 830 AD:</b>	
Swabian knights - Irr Kn (I) @ 8AP or other Frankish knights - Irr Kn (F) @ 9AP	0-3
Horse archers - Irr LH (F) @ 4AP	0-3
Upgrade javelinmen to spearmen, Irr Sp (I) @ 3AP	All
Upgrade archers to Irr Bw (I) @ 3AP	Any
Pecheneg allies - List: Pecheneg (Bk 3)	0-15
Magyar allies - List: Magyar (Bk 3)	0-14

This list covers independent Slav tribes and states from their first move west until absorption into the Croat, Serb, Bulgar, Magyar, Polish, Rus and East Frankish states. "Southern slavs" includes the Slavs and Antes that fought the Byzantines and each other, and alternately fought and were dominated by steppe peoples such as the Avars, Magyars, Bulgars and Khazars, ending independent existence by 896 AD. "Western Slavs" are the Carantani of Austrian Carinthia until absorbed by the Franks and the Bohemians and Moravians until the acquisition of their lands by Poland in 1003. "Northern Slavs" include those tribes such as the Dregovichians, Drevlyans and Vyaticians that successfully defended their native forests against the Rus until 985, and the Wends that defended and raided along the Baltic coast at least until 1218. Maurikios describes the Southern Slavs as all living in river-side villages, bordered by forests, swamps and beds of reeds, and being primarily armed with javelins. Some also had decorative but clumsy oblong "door" shields, and some used bows with short poisoned arrows. In the open, they would make feint attacks but only charge home if the enemy flinched. They were deadly fighters in woods, but their foot were easily ridden down in the open by cavalry. Moravians used single-handed hatchets with short shafts. These have been found in the graves of all Moravian warriors, whether cavalry or foot-soldiers. Frankish knights are mentioned in the court of Svätopluk I and Svätopluk II. Some cavalry had a bow because archeological finds include graves containing spurs and bow but no lance. The Wends emphasised both cavalry and boats. The 2 horses to 42 men carried on each boat does not justify inclusion of horse transports. Saxon instructors were sent to improve wendish archery between 1170 and 1181 and some Wends then shot in bodies protected by shield bearers. Only one nationality of allies can be used. Swabian knights can always dismount as Irr Bd (O).

<b>2. EARLY LOMBARD 489 AD - 584 AD</b>	
Cold Ag 2. Rv, H(G), RGo, BUA.	
C-in-C Irr Kn (F) @ I9AP	1
Sub-general until 574 AD Irr Kn (F) @ I9AP, ally-general after 574 AD - Irr Kn (F) @ I4AP	1-2
Noble cavalry - Irr Kn (F) @ 9AP	8-24
Followers - Irr Kn (I) @ 8AP	12-32
Archers - Irr Bw (I) @ 3AP or Irr Ps (O) @ 2AP	10-24
Wagon-laager for camp - TF @ IAP	0-12
<b>Only before 568 AD:</b>	
Downgrade followers to Irr Wb (O) @ 3AP	6-12
<b>Only from 526 AD to 583 AD:</b>	
Suevi allies - List: Early Frankish, Alamannic, Suevi, Rugian or Turcilingi (Bk 2)	
<b>Only in 566 AD:</b>	
Avar allies List; Avar (Bk 3)	
Frankish allies - List: Middle Frankish (Bk 3)	
<b>Only from 568 AD to 574 AD:</b>	
Saxan allies - List: Old Saxon, Frisian, Bavarian, Thuringian or Early Anglo-Saxon (Bk 2)	
<b>Only from 568 AD to 583 AD:</b>	
Bulgar allies List: Early Bulgar (Bk 3)	

"Langobard" (Lombard) should mean "long beards", either referring to their facial hair or their axes, but not all Lombards depicted in art are bearded and axes are rarely found in graves! This list starts with the Lombard settlement in Pannonia and presumed adoption of cavalry warfare in 568 AD they invaded Italy. The list ends with the definitive settlement of Lombards on the land attributed to Authari from 584. 8th-century laws, perhaps codifying older practice, divided the Lombards into armoured cavalry, unarmoured cavalry, and shielded archers.

In the Pannonian period some of the middle group may still have fought only on foot, since swords are often absent from graves containing spear and shield boss or replaced by a sax, while archers were drawn from the lowest classes, including freed serfs with graves containing only arrows. 7th-century cavalry fought with lance grasped in two hands. Some are also depicted with round shields. The "Italian" drill exercise in the Strategikon may derive from Lombard practice, implying a front line of nobles followed by a 2nd line of followers to protect against flank attacks or close gaps. Allied contingents drawn from this list need not include otherwise compulsory infantry. The Suevi and part of the Heruls, seffled in N. Pannonia, were subdued by the Lombards in 526. Groups of Gepids, Suevii, Bulgars and Sarmatians also migrated with the Lombards to Italy. We include them among the Lombard types. 20,000 Saxons joined the migration to Italy in 568. but emigrated in 574 during Lombard civil wars. The Strategicon says that Lombard cavalry frequently dismount and charge impetuously without discipline whether mounted or on foot. Kn can therefore always dismount if their general does so, Kn (F) as Wb(S), Kn (I) as Wb(O). Central authority was weak after the murder of King Cleph in 574.

### 3. ITALIAN OSTROGOTHIC 493 AD - 561 AD

Warm. Ag 0. WW, Rv, H(S), H(G). O, V, B, RGo, M, Rd, BUA.	
C-in-C - Irr Kn (F) @ 19AP	1
Sub-gencial - as above	1-2
Gothic cavalry Irr Kn (F) @ 9AP	15-40
Gothic spearmen - Irr Sp (I) @ 3AP	0-16
Gothic archers - Irr Ps (O) @ 2AP [can support Sp] or Irr Bw (I) @ 3AP	15-30
Upgrade archers with mantlets to Irr Bw (O) @ 4AP	0-6
Bittuguric Huns - Irr LH (S) @ 7AP	0-1
Italian peasant levies - Irr Hd (O) @ 1AP	0-3
Ditch, bank and palisade for camp - TF @ 1AP	0-12
Dromons - Reg Gal (F) @ 2AP [Ps (O), Sp or Kn dismounted as Sp]	0-3
Burgundian allies - List: Burgundi (Bk 2) or Middle Frankish (Bk 3)	
<b>Only from 544 AD to 552 AD:</b>	
Byzantine deserters - Reg Cv (O) @ 8AP	0-3
Moorish deserters - Irr LH (O) @ 5AP	0-1
<b>Only after 548 AD:</b>	
Frankish allies - List: Middle Frankish (Bk 3)	

This list covers Ostrogothic armies from their move to Italy until the last revolts against Byzantine rule. Not all the army was now ethnically Ostrogothic. Bittuguric Hun remnants emigrated to Italy with the Ostrogoths, and the leader of the Gothic hold-outs in 555 AD was one of them. Since his last deed was to shoot an arrow at the Byzantine general during a parley, traditional Hunnic habits and weaponry obviously still prevailed! Those Rugians surviving their crushing defeat by Odovacar in 487 AD had also been absorbed and may have provided the shielded foot spearmen now occasionally mentioned or hinted at, as might also remnants of Odovacar's troops or Suevi and Alamanni. Such spearmen are mentioned only in a stationery defensive role, so cannot now be warband. Most of the infantry were still archers. At the siege of Rome, foot are described as using large wicker shields similar to those of the Persians, which sounds like mantlets justifying upgrading to Bw (O). Italian peasant levies were used on one occasion in Lucania, but being both unskilled and disaffected proved fragile. The cavalry would certainly now have mostly acquired armour, but are still sometimes described throwing spears or javelins. However, there are occasional references to the use of specifically long spears, notably by Gothic prisoners in Byzantine service against the Sassanid Persians. Totila's instructions at Taginae "to use only spears" suggests that spear and javelin might be carried together. This does not affect classification, which remains Kn (F). Gothic cavalry can always dismount as Irr Sp (O) if the C-in-C does so.

### 4. EARLY BYZANTINE 493 AD - 578 AD

Warm. Ag 3. WW, Rv, H(S), H(G), Wd. O, V, E, RGo, Rd, BUA.	
C-in-C - Reg Cv (S) @ 30AP	1
Sub-generak - Reg Cv (S) @ 30AP	1-2
Sub-general - Reg Bd (I) @ 25AP	0-1
Boukellarioi - Reg Cv (S) @ 10AP	0-8
Kavallarioi - all Reg LH (S) @ 7AP or all Reg Cv (O) @ 8AP	14-24
Skoutatoi - Reg Bd (I) @ 5AP	4-16
Psiloi - Reg Ps (O) @ 2AP [can support Bd] or Reg Bw (I) @ 4AP	2-12
Isaurians, Armenians, Lazoi, Abasgoi, Tzanoi, Antae or Slavs	
- Irr Ax (O) @ 3AP or Irr Ps (S) @ 3AP	0-8
Lykaonian "Isaurians" or Moorish levy - Irr Ax (I) @ 2AP	0-6
Moorish or Isaurian skirmishing javelinmen or slingers - Irr PS (S) @ 3AP or Irr Ps (O) @ 2AP	0-2
Gepid, Herul, Goth or Vandal symmachoi - Irr Kn (F) @ 9AP	0-8
Moorish symmachoi - Irr LH (O) @ 5AP	0-4
City racing factions - Irr Hd (F) @ 1AP	0-4
Reluctantly levied city or peasant militia - Irr Hd (O) @ 1AP	0-8
Ditch and bank or wagon laager to protect camp - TF @ 1AP, or ditch - TF @ 2AP	0-24
Artillery on PF of BUA only - Up to 1/3 Reg Art (S) @ 10AP, rest Reg Art (O) @ 8AP	0-3
Dromons - Reg Gal (F) @ 2AP [Bd, Bw or Ps]	0-4
Caraboi - Irr Shp (O) @ 3AP [Bd, Sw or Ps]	0-4
Caraboi - Irr Shp (I) @ 2AP [Cv, LH, Kn or Bg]	0-4
Hun allies - List: Hunnic (Bk 2)	0-12
Arab nomad allies - List: Later Pre-Islamic Arab (Bk 2)	
<b>Only after 550 AD:</b>	
Boukellaria archers supporting generals and boukellarioi Cv (S) - Reg Cv (O) @ 8AP	All
Upgrade kavallarioi to 1/2 Reg Cv (S) @ 10AP. 1/2 Reg Cv (O) @ 8AP	All
Scouts - Reg LH (S) @ 7AP	0-1 per general
Huns - Irr LH (S) @ 7AP	0-3
Herul allies - List: Early Ostrogothic, Herul, Sciri or Taifali (Bk 2)	0-16
Lombard allies - List: Early Lombard (Bk 3)	0-24

This list covers East Roman armies from the end of the Western Empire until the appointment of the future emperor Maurikios as Comes Excubitorum and/or Foederatorum gave him the opportunity to implement reforms. It includes the armies of Belisarios and Narses. Kavallarioi include both stratiotai and phodierato banda, which now differed only in recruitment, both having bow, sword and corselet. Whether they fought in Hunnic style as implied by descriptions of shooting from all angles, or in ranks as later, is uncertain, but the former produces more realistic results against historical enemies. Boukellararioi such as Belisarios's household are taken to be the minority mentioned by Prokopios as bearing lance and shield as well as bow, since on two occasions generals are later described being protected by bodyguards' shields. The translation of this passage in the Loeb edition is incorrect. A short, not "small", shield hangs, not "is attached", at the shoulders. Short implies that it is round, rather than long and oval like infantry shields. Agathias, however, describes all Byzantine cavalry fighting for Narses at Casilinum as having both bow and shield and lance, and some substituting a longer lance. This suggests that the boukellararioi practice was being extended. The "De Militari Scientia", written before 573, describes 3 commands in a single line, each in close formation, usually but not always 0 deep with the 1st and last rank double-armed with bow and lance, the rest with bow. A smaller group is echeloned back to each flank and each command has a small group of scouts chosen from front ranks. Possibly not all boukellarici were double armed, since their officers were called doryphoroi "spear-bearers". Frontal horse armour had not yet been copied from the Avars, although the Leones Clibanarii is attested as a garrison unit in Egypt and the author of "De Re Strategica" advocated it around 550. Skoutatoi are depicted with short spears, muscle cuirasses, paeruges and large shields with Late Roman style patterns and are ordered by the Strategikon to throw spears when attacking and use swords, but to retain spears when attacked by cavalry. They are thus treated here as degenerate legionaries. Their steadiness was distrusted, so they were sometimes supplemented by dismounted barbarian cavalry. Accordingly, Lombards, Heruls and Gepids in this list or as allies to this list can always fight dismounted as Sp (0) if the general of their command does so. Apart from this, Cv generals, as well as boukellararioi and kavallarici, can dismount as Reg IRw (0), but only to defend fortifications, to attack enemy fortifications or war wagons, to attack camels, or when demoralised Isaurians were armed with javelins. Isaurian recruits in 531 turned out to be mostly inferior flykaoniari nustics. Orders were still in Latin but the army's ordinary language was now Greek. Hunnic ethnicoi before 550 and Heruls after 550 are allies, as their reliability was doubtful. Arab allies cannot be used with Lombards or Gepids. The naval battle against the Goths at Sena Gallica in 551 included the discharge of arrows and fighting with spear and sword 'as if on land'.

#### 5. MIDDLE FRANKISH 496 AD - 689 AD

Cold. Ag 3. WW, Rv, H(S), H(G), Wd, O, V, RGo, Rd, BUA.	
C-in-C - Irr Kn (F) @ 19 AP or Irr Cv (O) @ 17AP	1
Sub-general - as above	0-2
Ally-general Irr Kn (F) @ 14AP or Irr Cv (O) @ 12AP	0-2
Frankish noble cavalry - Irr Kn (F) @ 9AP	
-[A]	3-6
-[N,Aq]	8-16
- [P]	0-4
Gallo-Roman noble cavalry - all Irr Cv (O) @ 7AP or all Irr Kn (F) @ 9AP	
- [P]	4-12
-[N,Aq]	0-8
Burgundian noble cavalry - all Irr Cv (O) @ 7AP or all Irr Kn (F) @ 9AP [B]	4-24
Alamannic noble cavalry - Irr Kn (I) @ 8AP [A]	1-4
Thuringian noble cavalry - Irr Cv (O) @ 7AP [A]	0-2
Frankish or Alamannic tribal infantry - Irr Wb (S) @ 5AP	
- [A]	32-96
- [Aq, N]	0-12
Thuringian tribal infantry - Irr Wb (O) @ 3AP [A]	0-32
Burgundian tribal infantry - Irr Wb (O) @ 3AP [B]	32-96
Gallo-Roman or City/Champagne levy infantry - Irr Sp (I) @ 3AP [P, Aq, N]	32-96
Frankish, Burgundian, Alamannic, Thuringian, Gallo-Roman or Basque javelinmen	
- Irr Ps(S) @ 3AP or Irr Ps (I) @ 1AP	0-4
Frankish, Burgundian, Alamannic, Thuringian or Gallo-Roman archers - Irr Ps (O) @ 2AP	0-8
Saxons Irr Wb (O) @ 3AP [N]	0-32
Bretons and Alans - In Cv (O) @ 7AP FN Aq]	0-4
Upgrade Alans on armoured horses to Irr Cv (S) @ 9AP	0-1
Sarmatians or Taifali Irr Kn (F) @ 9AP [Aq]	0-2
Breton or Basque light cavalry - Irr LH (O) @ 5AP [Aq]	0-4
"Barricades" - TF @ 2AP	0-12
War boats - Irr Bts (O) @ 2AP [Wb] [A, N]	0-3
<b>Only in 507 AD:</b>	
Burgundian allies - List: Burgundi (Bk 2)	
<b>Only after 560 AD:</b>	
City/Champagne levy cavalry Irr Cv (I) @ 5AP [N, Aq]	0-4
<b>Only after 588 AD:</b>	
Visigothic rebel allies - List: Later Visigothic (Bk 2) [N], [A], [P]	

This covers Merovingian armies from the absorption of Alamannic Gaul until the death of the last effective Merovingian, Dagobert I. Aquitanian [Aq], Burgundian [B] and Provençal [P] armies only become available with the incorporation of each region into the Merovingian state, in 511, 532 and 535 AD respectively. The heartland split into Austrasia [A] and Neustria [N] after 561, Austrasia being the direct heir of the former central authority. Until then, the C-in-C must be Austrasian. Most external wars were waged by Austrasian armies, notably the campaigns in Italy and against the Avars. However, campaigns against the Visigoths involved ?-eustrian, Aquitanian and/or Irovençal armies. Internal wars involved any combination of allies and enemies. [Internal allied contingents from a different region to the C-in-C must include at least a quarter of the minima for their region, and no more than a third of the maxima. They can include non-compulsory types. Their troops do not count towards minima and maxima for the C-in-C's region. The general of a command including Kn (F) must be Kn (F). Noble cavalry can always dismount as Wb (S)]

#### 6. EMISHI 500 AD - 1100 AD

Cold. Ag 0. WW, Rv, H(S), H(G), Wd, E, RGo, BUA.	
C-in-C - Irr LH (S) @ 17AP or Irr Cv (O) @ 17AP	1
Ally-general - Irr LH (S) @ 12AP or Irr Cv (O) @ 12AP	1-3



Horse archers - Irr LH (S) @ 7AP	24-96
Foot archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	*4-30
Skin boats - Irr Bts (I) @ 1AP [Ps]	0-4
<b>Only before 700 AD:</b>	
Downgrade generals to Irr Bw (O) @ 14AP if C-in-C, 9AP if ally-general	All
Replace horse and foot archers with Irr Ps (O) @ 2AP or Irr Bw (O) @ 4AP	All

This list is provided as the main enemy for the contemporary Japanese and has the same rather arbitrary start date. Emishi is possibly derived from the Ainu word for "man", and is the politest term used by the Japanese for people otherwise called "earth spiders". It can refer to the Ainu, the aboriginal inhabitants of the northern Japanese islands, but is often used as a generic term also including the peoples ethnically close to the Japanese, but of a more primitive cultural level. Carpaigris up to SI I nominally pacified all but the far north, roughly modern Mutsu province. Before 700, Emishi are referred to as archers, but not as horse archers. After that date, they are described as masterly horse archers; "Mounted archery is the custom of the barbarians. Ten of our commoners cannot stand up against one of them"; "They swarm like ants and gather like bees. When we attack they flee. When we relax they assault our fortifications." Ambush was common. The Emishi are credited with introducing curved swords and leather armour to the Japanese. Ainu are described as "blood-drinking" bunters rather than agriculturalists, wearing iron garments with swords concealed within them, taffoned and carrying arrows in the topknot of their hair. Their bows are self bows. Ally generals simulate tribal organisation. The minimum marked ~ applies only if any foot are used.

## 7. PRE-SAMURAI JAPANESE 500 AD - 900 AD

Cold. Ag 3 WW, Rv, H(S), Wd, O, E, Rgo, M, Rd, BUA.	
C-in-C escorted by Toneri retainers - Irr Cv (O) @ 17AP, or Yugei guard - Reg Bw(S) @ 27AP	1
Sub-general escorted by Uji - Irr Cv (O) @ 17AP	1-2
Guards, senior officials and Uji nobles with bow, sword and armour - Irr Cv (O) @ 7AP	8-12
Poorer Uji with bow, sword and shield - Irr Bw (I) @ 3AP	12-96
Spearmen - Irr Ax (X) @ 3AP	0-1 per 4 Bw
Emishi scouts - Irr Ps (O) @ 2AP	0-6
Transports - Up to 1/2 Irr Shp (I) @ 2AP [Cv], rest Irr Shp (O) @ 3AP [Bw, Ax, PS]	0-6
Palisades for camp - TF @ 1AP	0-12
Kaya allies List; Paekche and Kaya Korean (Bk 2)	
<b>Only before 645 AD:</b>	
Upgrade Cv general to Irr Cv (S) @ 19AP with horse armour	Any
<b>Only from 612 AD:</b>	
Artillery - Up to 1/4 stone-throwers, Reg Art (I) @ 4AP, rest Oyumi, Reg Art (O) @ 8AP	0-4
<b>Only from 626 AD 645 AD:</b>	
Downgrade C-in-C with Emishi guard to Irr Bw (S) @ 15AP	1
<b>Only from 645 AD to 792 AD:</b>	
Sakimori - Up to 3/4 Reg Bw (O) @ 5AP, rest Irr Reg Cv (I) @ 6AP	0-16
Replace Uji Bw with Heishi - Up to 1/12 Reg Cv (I) @ 6AP, rest Reg Bw (I) @ 4AP	All
Upgrade spearmen as guards or Heishi to Reg Ax (X) @ 4AP	All
<b>Only after 700 AD:</b>	
Upgrade Emishi scouts to Irr LH (S) @ 7AP	0-3
<b>Only after 723 AD:</b>	
Chinpei - Reg Bw (O) @ 5AP	0-12
<b>Only after 792 AD:</b>	
Kondei "strong fellows", similar and re-settled Emishi - Irr Cv (O) @ 7AP	6-12

This list covers Japanese armies from the introduction of horse archery until the rise of the Samurai. Armies of this period intervened in Korea and fought the wild Emishi. Yugei are represented with lang bow, long tachi swords and the stolid tanko armour. The new lamellar keiko armour was worn by cavalry. An Emishi guard was temporarily instituted by Soga Ycmishi, prime minister 626 - 645 AD. Tame and other Emishi were used both by the central authorities, probably mainly as scouts, and by rebels. The bulk of the army were initially Uji "clan" troops under their own leaders. In 645 a militia regiment or gundan was created in each province, together with 3 other formations of conscripts. These were the sakimori, possibly all cavalry, to protect the south-west against Korean or Chinese invasion, the chinpei in the north-east to fight Emishi, and the Imperial Guard cavalry. Most gundan and chinpei (collectively heishi) were foot with bow and swords, plus 1 pavis per 5 men. Chinpei cannot be used with *sakimori*. Units were officered by officials who were encouraged to follow "the way of bow and sword". Captured Sui artillery were handed over by the Koguryo in 618. Artillery, mostly large stand-mounted crossbows called *oyurni*, was used with great effect in the Jinshin war of 672. It fell into disuse due to lack of skilled maintenance.

## 8. CENTRAL ASIAN CITY-STATES 500 AD - 1000 AD

Dry. Ag 0. Rv, H(G), O, E., D. RGo, BUA. Sogdians only: H(S).	
C-in-C - as announced cavalry @ 19AP	1
Sub-general - as above	1-2
Chakar Armoured cavalry - all Irr Kn (F) @ 9AP or, unless Sogdians, all Irr Cv (S) @ 9 AP	14-40
Scout or local nomad horse archers - Irr LH (F) @ 4 AP	4-12
Archers - Irr Bw (I) @ 3AP or Irr Ps (O) @ 2 AP	10-24
Spearmen - Irr Hd (O) @ 1AP	0-12
Rope-pull stone-throwers - Reg Art (I) @ 4AP	0-1
Turkish allies - List: Central Asian Turkish (Bk 3)	
<b>Only Sogdians from 650 AD to 730 AD:</b>	
Exiled Persian nobles - Irr Cv (O) @ 7AP or Irr Cv (S) @ 9AP	0-8
<b>Only Sogdians in 704 AD:</b>	
Umayyad Arab rebels - List: Umayyad Arab (Bk 3)	
<b>Only Turfan at any date and oillier Tarim basin states after 630 AD:</b>	
Upgrade generals to Reg Cv (S) @ 30AP	All/0
Upgrade archers to Reg Bw (I) @ 4AP	Any
<b>Only Khotan after 950 AD:</b>	
Elephants - Irr El (O) @ 16AP	0-1

This list covers the Sogdian city states and the kingdom of Khwarizm, from their emergence after the fall of the Kushan empire until Arab conquest in the 8th century; and the city-states of the Tarim basin such as Kucha and Khotan until the fall of Khotan, the last independent city, to the Qarraltanids. Sogdian chakars are the tulcts' and nobles' retainers, with a strong heroic ethos. A Chinese pilgrim describes them as 'naturally fierce and brave, meeting death as a way to salvation'. They carried lance, bow and sometimes a round shield, but are usually depicted charging with lances, the bow mostly being shown used in heroic duels on foot. The cavalry of the Tarim cities were similarly equipped except for lacking shields, but their style of fighting is uncertain. Tuifan came under the rule of an independent Chinese dynasty in 498. The Tarim basin as a whole came under the rule of Tang China in the 630s. It is possible that they then had regular bodyguard cavalry and some regular infantry. A man-powered stone-thrower is shown in a Sogdian wall-painting from Pendzhikent. Persian troops, presumably refugees from the fallen Sassanid kingdom fighting for the Sogdians against the Arabs, are mentioned in Sogdian documents from the fort at Mt Mug. They may have been present as late as 730, since one Khusrau the son of Yazdigird is mentioned as an ally of the Turks in the area in 728-9. Musa ibn Abdallah's Umayyad Arab rebels fought in alliance with several Sogdian princes in 704 AD. Allied contingents drawn from this list need not include otherwise compulsory foot.

## 9. BURMESE 500 AD - 1526 AD

Tropical. Ag 2. WW, Rv, H(S), H(G), Wd, RGo, M, Rd, BUA.	
C-in-C - Irr El (S) @ 30AP or Irr Cv (O) @ 17AP	1
Sub-general - as above	1-2
Standing army cavalry - Irr Cv (I) @ 5AP	2-8
Standing army spearmen - Irr Ax (O) @ 3AP	8-40
Militia cavalry - Irr Cv (I) @ 5AP	0-6
Militia spearmen - Irr Ax (I) @ 2AP	8-36
Archers - Irr Bw (I) @ 3AP	8-28
Crossbowmen - Irr Bw (I) @ 3AP or Irr Bw (O) @ 4AP	0-12
Scouts and skirmishers - Irr Ps (O) @ 2AP	0-4
Warboats - Irr Bts (S) @ 3AP [Ax, Bw or Ps]	0-6
<b>Only after 1043 AD:</b>	
Elephants and escorts - Irr El (S) @ 20AP	5-10
<b>Only after 1173 AD:</b>	
Upgrade standing army cavalry to guard cavalry - Reg Cv (O) @ 8AP	0-2
Upgrade standing army spearmen to guard swordsmen - Reg Bd (F) @ 7AP	4-6
Upgrade crossbowmen to guard crossbowmen - Reg Bw (O) @ 5AP	0-6
<b>Only after 1287 AD:</b>	
Rope-pull stonethrowers - Reg Art (I) @ 4AP	0-1
Thai allies:	
Thai ally-general - on elephant, Irr El (O) @ 21AP	*1
Cavalry - Irr Cv (I) @ 5AP	*1-2
Spearmen - Irr Wb (F) @ 3AP	*2-6
Yuan Mongol allies - List: Yuan Chinese (Bk 4)	

This list covers Burmese armies from the foundation of the kingdom of Pyu (c. 500), until its destruction by the Nan-chao in 832, then from the founding of the kingdoms of Pagan and Pegu (849), through Pagan's flowering, overthrow by the Yuan Mongols and shift to a new capital at Av~ until the start of King Talbinslnweti of Toungoo's campaigns of reunification. Before the unification of Burma by King Anawrahta (1044 - 1077), Burmese armies were of infantry with only a few elephants. Anawrahta shifted the emphasis to massed elephants. Burmese elephants are described by Marco Polo as having 12 or 16 crew, Nicolo di Conti (1435) mentions 5 or 10 crew, and Caesar Frederick (1568) observed 4 crew in a howdah. The most probable explanation comes from an Indian source which describes Indian elephants as having 2 crew but explains this to mean that 4 men rode on the elephant's back and 2 escorts walked at each foot of the elephant. However, a later account from Cochin China describes a two-tier platform carrying 14 men, with 3 top and 3 bottom on each side and 2 behind. Elephant crew used bows and javelins were stored in hollowed bamboos slung on the elephant's sides. The king rode a white elephant with a gold chain ornamented with precious stones around its neck. Battles could be decided by personal combat: at the battle of Pyedawthagyun (1084), Kyansitta rode his elephant to attack the enemy commander; and prince Minrekyawswa attacked prince flinnyalara both on elephants, at the siege of Emuntaya (1415). There are also references to Anawrahta's generals leading raids riding on horses disguised as dragons, presumably in a similar way to those of the *Khtmer* maiden guard. Cavalry were shieldless, wore quilted armour and affixed black or white bulls' hair at the heads of their spears as a mark of nobility. They were mainly recruited from the Shan who occupied the only extensive grasslands in Burma. All Burmese, both men and women, tattooed their bodies. The guard were established by King Narapatisithu (1173 - 1210) and are described as wearing gilt helmets and a thickly quilted jacket of black cotton. Troops so adorned are depicted in art armed with sword and shield. Non-guard infantry seem to have been more numerous than efficient, and the crossbowmen were outshot by dismounted Mongols. Although the Burmese distinguished between standing army and militia, the former lacked a professional officer system. Crave finds, however, suggest that some crossbowmen at least were additionally armed with a spear or halberd, and this would justify (O) status. The standard tactic adopted by King Anawrahta was to attack in the centre with a large clump of elephants and possibly infantry. In the second line was the C-in-C with his bodyguards. Other generals led forces of cavalry supported by infantry to envelop and attack the enemy flanks. These, also, were the tactics adopted at the battle of Ngasaunggyan (1278) [not Vochan as Marco Polo incorrectly states]. Warboats were galley-sized but used paddles instead of oars and lacked rams. Minima marked \* apply only if any Thais are used. Thai and Yuan Chinese allies cannot be used together.

<b>10. HINDU INDIAN 545 AD - 1510 AD</b>	
Tropical. Ag 2. WW, Rv, H(S) H(G), Wd, E, RGo, M, Rd, BUA.	
C-in-C - on elephant Irr El (O) @ 26AP	1
Sub-general - as above	0-2
Ally-general - on elephant Irr El (O) @ 21AP	1-2
Elephants - Irr El (O) @ 16AP	4-7
Cavalry - Up to 1/3 with bards, Irr Cv (S) @ 9AP, rest Irr Cv (I) @ 5AP or Irr Cv (O) @ 7AP	6-18
Skirmishing light horse - up to half with bow Irr LH (F) @ 4AP, remainder with javelin. Irr LH (O) @ 5AP	0-4
Guard spearmen - Reg Sp (I) @ 4AP	0-8
Swordsmen - Irr Bd (F) @ 5AP	4-12
Javelinmen - Irr Ps (S) @ 3AP	0-20
Archers - Irr Bw (I) @ 3AP	12-30
Camp followers - Irr Hd (O) @ 1AP	2-10
Forest and hill tribe archers or Kashmiri slingers - Irr Ps (O) @ 2AP	0-6
River boats - Irr Bts (I) @ 1AP [Sp, Bd, Bw or Ps]	0-6
<b>Only before 600 AD:</b>	
Huna (Hephthalite) allies - List: Hunnic (Bk 2)	
<b>Only Harsha's Kanauj empire (606 AD - 647 AD):</b>	
Replace javelinmen with spearmen - Irr Sp (I) @ 3AP	0-16
<b>Only from 620 AD 860 AD:</b>	
Tibetan allies - List: Tibetan (Bk 3)	
<b>Only Rajputs from 747 AD to 1300 AD:</b>	
Replace C-in-C with Irr Kn (F) @ 19AP	0-1
Replace all sub-generals and any ally-generals with Rajput ally-generals	
Irr Kn (F) @ 14AP or on elephant Irr El (O) @ 21AP	0-3
Upgrade cavalry to Irr Kn (F) @ 9AP	All
Non-Rajput Hindu allies - List: Hindu Indian (Bk 3)	
<b>Only Rashtrakutas (753 AD to 975 AD):</b>	
Rajput allies - List: Hindu Indian (Bk 3)	
Muslim allies - List: Arab Indian (Bk 3)	
<b>Only Palas from 810 AD to 850 AD or Rashtrakutas:</b>	
Pandya allies - List: Tamil Indian (Bk 2)	
<b>Only Palas (750 AD - 1155 AD):</b>	
Ships - Irr Shp (O) @ 3AP [Sp, Bd, Bw or Ps]	0-3
<b>Only Hoysalas (1206 AD - 1342 AD):</b>	
Muslim allies - List: Later Muslim Indian (Bk 4)	
<b>Only Vijayanagar after 1336 AD:</b>	
Upgrade archers as royal army to Irr Bw (O) @ 4AP	0-1/3
Rocketeers - Reg Art (I) @ 4AP	0-8
<b>Only Vijayanagar after 1406 AD:</b>	
Muslim mercenary cavalry - Irr Cv (S) @ 9AP	0-4
<b>Only Vijayanagar after 1470 AD:</b>	
Bombards - Reg Art (S) @ 10AP	0-2

This list covers the Hindu states of northern and central India from the fall of the Gupta Empire until the introduction of hand firearms. The beginning of the period saw the rapid extirpation of Buddhism from most of India, although the Palas of Bengal remained Buddhist for several centuries. The Rajputs were a warrior caste, thought to be descended from Saka or Iluna invaders, who ruled a series of states in central and western India and bore the brunt of resistance to the Muslim invasions. Their states varied in size from small hill-top forts to large empires like those of the Pratiharas, who ruled much of northern India after the demise of Harsha's realm, and the Chahamanas, who fought protracted wars against the Ghaznavids and the Ghurids until their defeat at Taraori in 1192. They had nearly all been reduced to vassals of the Delhi Sultanate by the reign of Ala-ud-Din Khalji (1296 - 1316). The Rajputs were noted for their reliance on aristocratic cavalry and a heroic ethos which substituted a suicidal mass charge for surrender. Their armies were notorious for bickering among rival clan chiefs, so cannot include any sub-generals. The Rashtrakutas were a dynasty based in the Deccan which kept close relations with the Arabs of Sind to annoy Hindu neighbours. Ilunas were the Hephthalites or White Iluns, whose depredations had undermined the Guptas. Many settled in India and were absorbed by the native population. The Palas were a Bengali dynasty that dominated north India in the 9th century. A considerable sea power, they sent expeditions as far as Java. Elephants supported by archery remained the main army for most states, although some made a determined effort to acquire good horses from abroad. Only generals' elephants had howdahs and close escort infantry were not usually used, presumably lest they hinder the elephants' charge. Rashtrakutas can have Rajput allies but not vice versa. Tibetans cannot be used with Rashtrakutas or Rajputs.

## 11. CENTRAL ASIAN TURKISH 550 AD - 1330 AD

Eastern Gök or Kirghiz: Cold. Others: Dry. Ag 3	
Rv, H(S), H(G), RGo, D. Uighurs and Qarakhanids also E, BUA.	
C-in-C – Irr Cv(O) @ 17AP or Irr Cv (S) @ 19AP	1
Sub-general - as above or Irr LH (S) @ 17AP	1-2
Nobles - Irr Cv (O) @ 7AP or Irr Cv (S) @ 9AP	6-16
Horse archers - Irr LH (S) @ 7AP	16-48
Foot archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	0-12
Mount foot archers on Bactrian camels @ 1AP	Any
Levy spearmen - Irr Hd (O) @ 1AP	0-8
Other Turkish allies or subject-allies - List: Central Asian Turkish (Bk 3)	Up to 2 contingents
<b>Only Gök Turks in 576 AD:</b>	
Utigur Hun allies - List: Early Bulgar (Bk 3)	
<b>Only Gök from 565 - 581 AD, Western Gök from 582 to 630 AD, Eastern Gök from 712 to 713 AD, Türgesh from 704 to 707 and 721 to 738 AD, or Ferghanans from 739 to 741 AD:</b>	
Sogdian allies - List: Central Asian City-States (Bk 3)	
<b>Only Türgesh in 717 or from 729 to 730 AD or Kan-chou Uighurs from 1014 to 1028 AD:</b>	
Tibetan allies - List: Tibetan (Bk 3)	
<b>Only Türgesh in 717 AD and in 737 AD:</b>	
Umayyad Arab allies - List: Umayyad Arab (Bk 3)	
<b>Only Uighurs rroni 860 to 1330 AD:</b>	
Downgrade LH (S) to Irr LH (F) @ 4AP	All
Spearmen - Irr Sp (I) @ 3AP	12-36
Foot archers (replacing those above) - Irr Ps (O) @ 2AP [can support Sp] or Irr Bw (I) @ 3AP	12-24
<b>Only Qarakhanids from 999 to 1212 AD:</b>	
Change Cv (S) to ghulams - Reg Cv (S) @ 30AP if C-in-C otherwise @ 10AP	0-5
Kumaji - Irr Ax (O) @ 3AP	0-6
Khitani allies - List: Khitani-Liao (Bk 3) [Cannot include Chinese troops]	

This list covers Central Asian Turkish armies from the emergence of the "flinginal" Turks until the final demise of the Turfan Uighur state. Some contemporary depictions show lamellar-armoured cavalry with bow, sword, slung shield, and no lance or horse barding. Others show lances and/or horse harding. Chinese and Byzantine sources describe Turks armed with both lance and bow. Some Turkish ghulams are noted as charging with mace, then switching to sword for pursuit. We therefore allow grading of any proportion of the noble cavalry as Cv (O) (with bow but not lance or harding), or Cv (S) (with bow and lance and/or harding). The 66k Turks (T'u-chneh to the Chinese) rebelled against the Juan-juan in 551 and established a vast empire in touch with Byzantium, Sassanid Persia and China. About 582 they split into eastern and western khanates. The Western Turkish khanate broke up in a revolt of the Qarluqs in 630, but was re-established under the Targesh tribe, who fought against the Arabs in Transoxiana in the 8th century. The Eastern Turks submitted to the Chinese in 630. Their khanate was restored about 680 but was destroyed by a revolt of the Uighurs, Qarluqs and Basmlis in 744. The Uighurs then ruled Mongolia until overthrown by the Kirghiz in 540, then set up a new state in Turfan in the Tarim basin about 860 (plus a smaller state at Kan-chou in Kansu that fell to the Ilkhanids in 1028). The Turfan Uighurs became tributary to the Qara-Khitai in 1130 and to the Mongols in 1209, finally disappearing in 1330 after being disputed between the Yuan and their Central Asian Mongol rivals. The 10,000 Uighurs who served with the Mongol invasion of Khwarizm were mostly infantry. The Kirghiz controlled Mongolia from 840 until driven out by the Khitani in 920, then remained in their southern Siberian homeland until they submitted to the Mongols in 1207. The Toquz Oghuz, "nine tribes" (called Ghuz, by the Arabs) Ouzo by the Byzantines, and Torki by the Russians) migrated into the Central Asian steppe circa 780, chasing the Pechenegs westward. Under pressure from the Kimaks and Kipchaks, some Oghuz groups led by the Seljuq clan pushed into Iran after 1000 (becoming known as Turkomans) while others moved into the south Russian steppe. The Qarakhanids "Black Khans" were a dynasty of the Qarluq or associated Yaghma Turks who conquered Transoxiana from the Samanids in 999 AD, but later split into two states, one in Bukhara and Sannarkand, the other in Kasliqar. The Sannarkand line became vassals of the Seljuks in 1073, and both became vassals of the Qara-Khitai in 1130. The Sannarkand branch defected to Khwarizm in 1207 and were deposed in 1212. The Qarakhanids employed a core of ghulam slave troops; Kumaji from the mountains north of the upper Oxus were used against the Ghaznavids in the 1040s; and the Sannarkand branch about 1130 briefly employed 16,000 Khitani mercenaries, who soon defected to the rising Qara-Khitai state. Sogdian allies in 704 - 730 can include up to 4 elements of Persian exiles. Utigurs cannot be used with Sogdians.

## 12. CHRISTIAN NUBIAN 550 AD - 1500 AD

Dry. Ag 1. Rv, H(G), RGo, M, D, BUA.	
C-in-C - Irr Cm(S) @ 21AP or Irr Cv (O) @ 17AP or, with horse armour, Irr Cv (S) @ 19AP	1
sub-general - as above	1-2
Court cavalry - Irr Cv (O) @ 7AP or, with horse armour, Irr Cv (S) @ 9AP	1-5
Mounted warriors – 1/3 to 2/3 Irr Cm (S) @ 11AP, remainder Irr LH (O) @ 5AP	12-26
Camel scouts - Irr LH (I) @ 3AP	0-4
Swordsmen and spearmen - Irr Wb (F) @ 3AP	20-56
Archers - Irr Bw (O) @ 4AP or Irr Bw (I) @ 3AP or Irr Ps (O) @ 2AP	12-26
Javelinmen – Irr Ps (S) @ 3AP	0-6
Thrum boma to protect baggage - TF @ 1AP	0-12
Beja allies - List: Nobades, Blemmye or Beja (Bk 2)	
<b>Only after 1174 AD:</b>	
Bedouin Arab allies:	
Arab ally-general - Irr Cv (O) @ 12AP or Irr LH (O) @ 10AP	*1
Arab cavalry - Irr LH (O) @ 5AP	*8-24
Arab swordsmen and spearmen - Irr Bd (F) @ 5AP	0-12
Arab archers - Irr Ps (O) @ 2AP or Irr Bw (O) @ 4AP	0-6
Replace Arab foot with camelry – Irr Cm (O) @ 6AP	All/0
<b>Only from 1276 AD to 1365 AD:</b>	
Mamluk allies - List: Mamluk Egyptian (Bk 4)	

With the conversion of the Nobades to Monophysite Christianity circa 550, three Christian kingdoms arose in the Sudan: from north to south, Nobatia; Makouria based around modern Dongola, and Awa with its capital at Soba, near the junction of the White and Blue Nile. Nobatia was conquered by Makouria circa 650-700, and thereafter the combined kingdom was sometimes just called Nubia. The Nubians fought successive Muslim Egyptian regimes - their decisive defeat of an Arab army at the first battle of Dongola in 643 was the first serious reverse suffered by the conquering Arabs but also enjoyed long periods of peaceful trade with Egypt. The courts and nobilities of the Nubian states were highly civilised and rich from trade in gold, slaves and linen cloth, but the bulk of the population were poor peasants, many living in straw huts, though some villages had houses of brick. The armies were renowned for very effective foot archers, but the commonest infantry weapons of the area in later times were a shortish straight sword and buckler, a stabbing spear and a number of javelins. This is consistent with accounts and some depictions of infantry in Fatimid service. Mounted troops used both horses and camels throughout the period; this is one of the few armies using charging cavalry. Camel riders are described fighting against Arabs in 850, and others swathed in black felt cloaks and armed with spears fighting the Mantluks in 1276. The court nobility probably provided the cavalry in gold-embroidered robes seen in Nubian art, both mailed and unarmoured horsemen being depicted, while many of the camelry may have been provided by Beja or similar tribal allies. Bedouin Arabs began to move south from Egypt after 1174, when the Banu Kanz tribe were expelled by Saladin. They set up an autonomous principality in northern Nubia, allied by marriage to the kings of Makouria. Mamluk forces supported Nubian pretenders in 1276, several times in the period 1304-1323, and in 1365. The head of the Banu Kanz took the throne of Makouria in 1323; they lost it in 1365, and what then happened to Makouria is obscure, though a Nubian successor-state called Dotawo survived till at least 1484. Awa also suffered from Bedouin incursions, and fell either to the Bedouin or to the Funj migrating from the south circa 1500. Bedouin and Mamluk allies can be used together. Minima marked \* apply only if any Bedouin are used.

### 13. AVAR 553 AD - 826 AD

Cold Ag 3. Rv, H(G), RGo. Only after 675 AD – BUA.

C-in-C - Reg Cv (S) @ 30AP	1
Sub-general - as above	1-3
Avar nobles - Reg Cv (S) @ 10AP	12-30
Avar skirmishers - Reg LH (S) @ 7AP	0-12
<b>Only after 562 AD:</b>	
Gepids - Irr Kn (F) @ 9AP	0-4
<b>Only from 558 AD to 631 AD:</b>	
Bulgar nobles - Irr Cv (S) @ 9AP	0-3
Bulgar horse archers - Irr LH(S) @ 7AP	10-20
Slav javelinmen - Irr Ax (O) @ 3AP or Irr Ax (I) @ 2AP	12-24
Slav archers - Irr Ps (O) @ 2AP	0-6
Slav scouts - Irr Ps (S) @ 3AP or Irr Ps (I) @ 1AP	0-3
Slav monoxyla - Irr Bts (O) @ 2AP [Any slav foot]	0-4
<b>Only in 626 AD:</b>	
Stone-throwers - Reg Art (S) @ 10AP	0-4
Mantlets or palisades - TF @ 2AP	0-12
Sassanid allies - List: Sassanid Persian (Bk 2)	
<b>Only from 675 AD to 805 AD:</b>	
Bulgar allies - List: Early Bulgar (Bk 3)	

The Avars were probably the amalgamated remnants of the Juan-juan with those of the White Huns after both were driven west by the oak Turks. They conquered the Kutrigur and Utigur remnants of Attila's Huns, now mixed with the Sabir and Onogur and calling themselves Bulgars, the Gepids and many of the Southern Slavs, incorporating them into their army and sending them to lead the attack! After their failed attack on Constantinople in 626, the Avars lost face and were deserted by many of their subjects. The Bulgars revolted in 631, but some became allied again from 675 until eastern Avarria was attacked by Krum's Bulgarian empire in 805. Bulgar allies cannot include Slavs. The Avars are described by Maurikios as dishonest, cunning and very experienced in military matters, preferring to win not so much by force as by deceit and surprise. He says that unlike other nomads "they concern themselves with military organisation, and this makes them more powerful in pitched battles", which suggests regular status. Maurikios says that they wore armour and most were double-armed with both lance and bow, the horses of the most important also being fully armoured. There is no evidence for shields. They often used more than three commands and separated them widely. Their baggage consisted of tents and vast horse herds. They did not use wagon laagers. After they settled in Europe, they built large palisaded settlements or "rings".

### 14. EARLY BULGAR 559 AD - 1018 AD

Before 675 AD: Cold Ag 1. Rv, H(G), RGo.

After 675 AD: Cold. Ag 3. WW, Rv, H(S), H(G), Wd, RGo, M, Rd. BUA.

C-in-C - Irr Cv (S) @ 19AP	1
Sub-general - as above	1-2
Bulgar nobles - Irr Cv (S) @ 9AP	3-28
Bulgar horse archers - Irr LH (S) @ 7AP	18-28
<b>Only before 680 AD:</b>	
Wagon laager for camp - TF @ 1AP	0-12
Wagon laager defenders - Irr Hd (O) @ 1AP	0-10
Reed boats - Irr Bts (I) @ 1AP [dismounted horse archers as Bw (I)]	0-4
<b>Only after 675 AD:</b>	
Slav javelinmen - Irr Ax (O) @ 3AP or Irr Ax (I) @ 2AP	15-60
Slav archers - Irr Ps (O) @ 2AP	10-12
Slav scouts - Irr Ps (S) @ 3AP or Irr Ps (I) @ 1AP	0-5
Palisade or abatis - TF @ 2AP	0-15
<b>Only after 812 AD:</b>	
Change Slav javelinmen to spearmen - Irr Sp (I) @ 3AP	All
<b>Only in 896 AD:</b>	
Pecheneg allies - List: Pecheneg (Bk 3)	

The Bulgars originated as a combination of Utigur and Kutrigur Hunnic remnants with the Sabir and Onogur They were conquered by the Avars in 558, but cast off Avar rule in 631 in the aftermath of the failed Avar siege of Constantinople of 626, and formed a new united khanate "Great Bulgaria" around the sea of Azov. After defeat by the Khazars circa 675, some fled up the River Volga and formed a Volga Bulgar" state, covered separately. Most fled to the Danube basin, drove the Avars westward and founded an empire that rivaled the Byzantines until conquered by these in 1018 This relied heavily on Slav subject infantry. A Bulgar Empire army has the great charms of having red, blue and white vertically striped trousers for its better dressed cavalry, and that it can be led by King Krum.

#### 15. TIBETAN 560 AD - 1065 AD

Cold. Ag 3. Rv, H(S), H(G), Wd, RGo, M, Rd, BUA.	
C-in-C - Reg Kn (X) @ 33AP	1
Sub-general - as above	1-2
Tibetan cavalry - Reg Kn (X) @ 13AP	10-30
Exorcists with magic daggers - Irr Wb (F) @ 3AP	0-1
Tibetan garrison spearmen - Reg Sp (I) @ 4AP	0-6
Tibetan garrison archers - Reg Bw (O) @ 5AP	0-6
Himalayan mountain tribesmen, Irr Ax (x) @ 3AP or Irr Ps (O) @ 2AP	0-6
Rope-pull stone-throwers - Reg Art (S) @ 10AP	0-2
Palisade for camp - TF @ 1AP	0-12
Ch'iang. Sumpa Aza or similar nomad allies:	
Ch'iang. Sumpa or similar nomad ally-general - Irr Cv (S) @ 14AP	*1
Ch'iang nobles - Irr Cv (S) @ 9AP	0-8
Nomad tribesmen - Irr LH (F) @ 4AP	*12-18
<b>Only from 640 AD to 703 AD:</b>	
Nepalese allies:	
Nepalese ally-general - Irr Cv (O) @ 12AP	*1
Nepalese cavalry - Irr Cv (O) @ 7AP	*12-35
Nepalese swordsmen and archers - up to 1/2 Irr Bd (F) @ 5AP. rest Irr Ps (O) @ 2AP	0-12
<b>Only from 660 AD to 848 AD:</b>	
Uighur or Yarkand mercenaries - Reg LH (S) @ 7AP or Reg Cv (S) @ 10AP	0-4
Türgesh, Qarluq, Ferghanan or other Turkic allies - List: Central Asian Turkish (Bk 3)	
<b>Only from 670 AD to 692 AD, and from 790 AD to 851 AD:</b>	
Khotanese allies - List: Central Asian City-States (Bk 3)	
<b>Only in 707 AD:</b>	
Sogdian allies - List: Central Asian City-States (Bk 3)	
<b>Only from 754 AD to 793 AD:</b>	
Nan-chao allies - List: Nan-chao (Bk 3)	
<b>Only from 795 to 801 AD:</b>	
Abbasid heavy cavalry - Irr Cv (O) @ 7AP or Irr Cv (S) @ 9AP	*3-8
Abbasid infantry - up to 1/2 Irr Ps (O) @ 2AP [can support Abbasid Sp] or Irr Bw (O) @ 4AP, remainder Irr Sp (I) @ 3AP	0-6
<b>Only after 841 AD:</b>	
No sub-generals permitted.	
Tibetan ally-generals, Reg Kn (X) @ 23AP	1-3
Downgrade Tibetan cavalry to Irr Kn (X) @ 11AP	All/0

About 560 AD a local Tibetan chieftain, Gnam-ri slon mtshan, revolted against his Zan-Zun overlords and established the Yarlung dynasty. By about 630 his successor Sron btsan sgampo had unified the Tibetan clans and founded an empire which over the next two centuries fought expansionist wars. After 841 this broke up, but successor states survived and continued to maintain armies, often fighting each other. The last Yarlung ruler was Rgyal-sras of Tsong-kha, a principality on the border of the Hsi-Hsia state, who died in 1065 Arabs, Chinese and Bengalis were all at various times associated with the Tibetan empire, but are given Tibetan allies in their own lists rather than included here: Tibetan armies in India and west of the Pamirs seem to have been small, and their Ferghanan allies are best regarded as Turks rather than Arabs Combined Tibetan-Chinese armies were usually under Chinese command. The Abbasid troops represent those captured by the Tang in 801 thought to have been either taken prisoner by the Tibetans in an otherwise unknown western campaign and incorporated into the army, or failed rebels or dissidents who had voluntarily joined it They were under Tibetan command. Nepalese and Nan-chao allies cannot be used with each other, nor with any other allies apart from Ch'iang. Minima marked ' apply only if any troops of that origin other than up to 8 elements of nomad LIA are used. The exact nature of Nepalese troops is conjectural, but they are described as cavalry. They could be a large majority of a Tibetan-Nepalese force. Tibetan cavalry are described in the Tang Annals as armed with very long lance, both man and horse completely mailed except for the eyes, and invulnerable to swords and strong bows There is no suggestion anywhere that they charged at the gallop. The same Tang source describes them as fighting dismounted and arrayed in ranks. Kn (x) can therefore always dismount; though bow-armed they favoured close combat, so dismount as Sp (S) Tibetans were skilled makers of siege equipment

#### 16. KHAZAR 568 AD - 1083 AD

Cold. Ag 1. Rv, H(S), H(G), O,V, RGo, BUA.	
C-in-C - Irr Cv (S) @ 19AP or, if Khagan, Irr WWg (I) @ 12AP	1
Sub-general - Irr Cv (S) @ 19AP	1-2
Khagan's wagon, if Beg is C-in-C - Irr WWg (I) @ 2AP	*1
Khazar nobles - Irr Cv (S) @ 9AP	2-12
Khazar guard - Irr Sp (O) @ 4AP	**2-4
Khazar skirmishers - Irr LH (F) @ 4AP	
- before 738 AD, or after 965 AD:	**8-50
- from 738 to 965 AD:	**8-15
Khazar levy spearmen - Irr Hd (O) @ 1AP	
- before 738 AD, or after 965 AD:	**3-12
- from 738 to 965 AD:	**3-6
Camels to mount Khazar guard or levy spearmen @ 1AP	0-10

Khazar levy archers - Irr Ps (O) @ 2AP	**4-10
Kasogians or Burtas - Irr Cv (O) @ 7AP or Irr LH (S) @ 7AP	0-6
Bolt-shooters - Reg Art (O) @ 8AP	0-2
Stone-throwers - Reg Art (S) @ 10AP	0-1
Wagon laager to protect camp, TF @ 1AP, or palisade - TF @ 2AP	0-16
Ras - up to 1/3 Irr Kn (F) @ 9AP, rest Irr LH (S) @ 7AP	0-18
<b>Only before 896 AD:</b>	
Magyars - Up to 1/4 Irr Cv (S) @ 9AP, rest Irr LH (F) @ 4AP	0-12
<b>Only before 965 AD:</b>	
Volga Bulgars - Up to 1/3 Irr LH (F) @ 4AP, rest Irr Cv (O) @ 7AP	0-12
Slavs - Up to 1/4 Irr Ps (O) @ 2AP, rest Irr Ax (O) @ 3AP	0-24
<b>Only from 738 AD to 965 AD:</b>	
Royal Army - Up to 1/3 Reg Cv (S) @ 10AP	
remainder all Reg Cv (O) @ 8AP or all Reg LH (F) @ 4AP	16-30
Upgrade generals to Reg Cv (S) @ 30AP or Reg Cv (O) @ 28AP	Any
<b>Only from 780 AD to 965 AD:</b>	
Oghuz (Ghuzz, Torki) allies - List: Central Asian Turkish (Bk 3)	0-18

This list covers the antics of the IKhanr Khaganate. The Khamrs were unusually devious even for nomads, and adopted Judaism in tie 8th century as a political ploy to counterbalance their Christian and Moslem neighbours It has been suggested that they are the ancestors of the East European Sews providing the majority of modern Israelis. The Khaganate maintained a standing "Royal Army~' of full time paid cavalty According to al-Masudi. most were armed wth bow, but some with lance "like the Muslims" As al-Masudi wrote in the mid-luth century, the lancers were probably also anried with bow, like the 'morasanian-Turkish ghulants then typical of Muslim armies. Ibn Hawkal says that there were 12,000 cavalry in the Royal Army. 4,000 of them Muslims Masudi says that the Muslims were refugees from Khwarisnn, and served on the condition that they were not obliged Co fight against their co-religionists. This nucleus was supplemented for major campaigns with levies from the Ihaaars' numerous subject tribes The minimum marked \* applies only if the Beg is C-in-C, the Khagan then being present only as a non-combatant figurehead. Minimums marked" apply if any troops so marked are used. Ras (also known as Rus or Ros) were Alans, not the unrelated Kievan Rus. Allied contingents from this list need not include otherwise compulsory foot.

#### 17. MAURIKIAN BYZANTINE 575 AD - 650 AD

Warm. Ag 1 WW, Rv, H(S), H(G), Wd, O, V, E, RGo, Rd, BUA.	
C-in-C - Reg Cv (S) @ 30AP	1
Sub-generals - Reg Cv (S) @ 30AP	1-3
Boukellarioi lancers - Reg Cv (S) @ 10AP	0-2
Boukellarioi archers supporting generals or Boukellarioi lancers - Reg Cv (O) @ 6AP	Any
Phoideratoi/Vexillationes/Illyicani, up to 1/3 cursores - Reg LH (S) @ 7AP	
rest defensores - 1/2 lancers, Reg Cv (S) @ 10AP, 1/2 archers, Reg Cv (O) @ 6AP	18-24
Other kavallarioi of the stratiotai	
- 1/2 lancers, Reg Cv (S) @ 10AP, 1/2 archers, Reg Cv (O) @ 6AP	0-8
Optimates - all Irr Kn (F) @ 9AP or all Reg Kn (F) @ 11AP	2-4
Scouts - Reg LH (S) @ 7AP or Reg LH (F) @ 4AP	0-1
Outfiankers - Reg LH (S) @ 7AP	1-3
Flank guards - Reg LH (S) @ 7AP	1-2
Ambushers - Reg LH (S) @ 7AP	0-2
Linkers - Reg LH (S) @ 7AP	0-3
Skoutatoi - Reg Bd (I) @ 5AP	*4-12
Archers - Reg Ps (O) @ 2AP [can support skoutatoi]	*2-12
Upgrade Ps (O) in excess of half skoutatoi to Reg Bw (O) @ 5AP	Any
Javelinmen - Reg Ps (S) @ 3AP	0-3
Lazoi, Abasgoi, Tzanoi and other Persarmenians - Irr Ax (O) @ 3AP or Irr Ps(S) @ 3AP or Irr Ps (O) @ 2AP	0-5
Bolt-shooters on each end of ox-wagon - Reg Art (O) @ 8AP	0-2
Ditch, bank and caltrops to protect camp, including baggage and artillery - TF @ 1AP	0-16
Dromons - Reg Gal (O) @ 3AP, with Reg Ps (S) @ 3AP	0-1
Ghassanid Arab nomad allies List: Later Pre-Islannic Arab (Bk 2)	
Khazar allies - List: Khazar (Bk 3)	
Moorish allies - List: Later Moorish (Bk 2)	
<b>Only in 591 AD:</b>	
Khusrau II's Sassanid rebel allies - List: Sassanid Persian (Bk 2)	
<b>Only in 627 AD:</b>	
Byzantine-trained Khazar cavalry - Up to 1/3 Reg Cv (S) @ 10AP, remainder Reg LH (F) @ 4AP	2-12

This list covers the period from the appointment of the fliture emperor Maurikios as Comes Excubitorum and/nt Foederatorum in 575 until the completion of he thematic system under Constans. It therefore includes the wars of Ileraklcios. It is mainly based on the Strategikon The army now fought in two lines separated in depth The first line consisted of 3 commands, each of a deep block in close order flanked on both sides by units in open order, preferably archers. The centre comprised the Phoideratoi, now an elite regular corps recruited mainly from Goths but which could now include citizens and fought with Byzantine weapons, commanded by the second-in-command. Vexillationes and Illyricani were of old field army regiments of the stratiota and were placed to right and left The second or support line was of 4 close order hlocks with intervals for the fnsf tine to retreat through. temporarily occupied by 3 units of linkers in very shallow formation Boukellano fonned the C-in-C's bodyguard in the middle, next to the Optimates. who were noble Goths and similar Germans armed in their native style Since their formation is specified in the Strategikon, they Isnew at least some drill. Kavallarioi in close order formed 7 to 10 ranks deep, depending on regiment. Boukellarini possibly only 5. The 1st, 2nd and last ranks were primarily lancers with shield, though the early part of the Strategikon and the Dc Militari Scientia suggest that, initially, they might still have carried bows as well. Thte length of the lance was probably increased in imitation of the Avars The first rank were, if possible, to ride frontally antoured horses The 3rd to penultimate ranks were archers, though in the case of the Phoideratoi these might have to be supplemented by recruits still carrying their native weapons Close

order cavalry are thus Ibest represented by a lancer element on frontally armoured horses, followed by a contiguous archer element, with, in the case of Phoideratoi, possibly one Figure substituting spear and/or javelins for bow. Accordingly, Cv (0) archers must all be double-based behind Cv (S) lancers. Modern writers suggesting that cavalry were antoured "to the ankle" seem unaware that the same word in Greek is used for ankle, elbow and wrist. Both the latter seem more likely - Scouts, outflankers, flank guards, cursores, ambushers and linkers are best represented by 2 kavallarioi archers or 1 lancer and 1 archer *per* base. However, scouts are sometimes said to have left off their armour, hence the LH (F) option. When infantry were used, they could be concentrated in the centre or with blocks interspersed with the front line cavalry and on the flanks. They do not seem to have been trained as rigorously as the cavalry. Ilicy consisted of skoutatoi with high shields, short spears, swords and sometimes lead weighted darts, and psilni armed with bow and buckler. Although the nominal depth for the skoutatoi was 16 ranks, Book [2, Chapter 7 of the strategikon makes it plain that the normal combat depth was S ranks when resisting cavalry and 4 when attacking. They changed to 16 deep only to allow the passage through the intervals of friendly cavalry. In defence, the first 2 ranks fixed their spear butts in the ground while the remainder thrust and threw their spears overhead. In attack, all threw their spears, then fought with their swords. An S rank formation of skoutatoi was supported from behind by 2 ranks of psibi, a 4 rank formation by 1. Any surplus archers were deployed either between the infantry and the cavalry or outside the cavalry. It was accepted that at least the rear ranks of the skoutatoi would have to do without mail and that shortage of trained archers would require some psibi to be javelin armed. Javelinmen were actually preferred to archers when fighting in wooded country. Artillery was deployed as part of the baggage defences, the best concentrated at the ends. Minirna marked \* apply only if any foot are used. only one nation of allies can be used. 40,000 Byzantine-trained Miatar cavalry that joined Herakleios at Constantinople in 627 had mostly deserted before the battle of -ineveb later that year.

#### 18. BRETON 580 AD - 1072 AD

Cold. Ag 1. WW, Rv, H(S), H(G), Wd, O, E, RGo, Rd, BUA.	
C-in-C - Irr Cv (O) @ 17AP or, if on armoured horse, Irr Cv (S) @ 19AP	1
Sub-general - as above	1-2
Cavalry - Irr Cv (O) @ 7AP	18-52
Light cavalry - Irr LH (O) @ 5AP	8-26
Javelinmen - Irr Ps (S) @ 3AP	0-6
Peasants - Irr Hd (O) @ 1AP	0-12
<b>Only in 590 AD:</b>	
Disguise Saxons - Irr Wb (S) @ 5AP	0-6
<b>Only from 843 AD to 888 AD:</b>	
Viking allies - List: Norse Viking and Leidang (Bk 3)	
Frankish allies List: Carolingian Frankish (Bk 3)	

This list covers Armorican Breton armies from the end of the British connection until assimilation into the Norman military system. The initial date for the changeover to an effectively all-cavalry army is conjectural, but a tremor of the final wave of British emigration after the loss of the lowland west is credited in a saint's life with the popularisation of flat racing. All battles fought later than that mention native Bretons only as cavalry. Though Breton javelinmen appear later as mercenaries and are allowed here too. By this time too, the Alan foederati settled in Armorica had been Christianised and largely assimilated into the general population, where even today Alain is a popular name and there are villages with such names as "Les Alains", "Allainville" (3) and "Allains". There is no longer any direct mention of horse archery, the damp climate probably not favouring the composite bow. Alans are now described as heavy cavalry and Isidore describes some in the 7th century riding armoured horses. The standard mounted weapon was now the javelin, and continued to be so long after neighbouring Normans and French took to charging with the lance. The Saxon contingent from Baycux that came to aid the Bretons against the Franks in 590 AD was disguised with Breton clothes and haircuts and presumably hidden among the Breton peasants as a nasty surprise. We assume that this was a limited contingent of warriors, not a mass levy.

#### 19. WELSH 580 AD - 1420 AD

Cold. Ag 1. WW, Ry, H(S), H(G), Wd, M, RGo, Rd, BUA.	
C-in-C - Irr Cv (O) @ 17AP	1
Sub-general - as above	0-1
Ally-general - Irr Cv (O) @ 12AP	0-2
Welsh uchelwyr - Irr Cv (O) @ 7AP	2-9
Welsh spearmen - Irr Wb (F) @ 3AP	30-120
Welsh javelinmen - Irr Ps (S) @ 3AP	8-16
<b>Only before 1100 AD:</b>	
Dublin or other Viking allies - List: Norse Viking and Leidang (Bk 3)	
Saxon allies - List: Anglo-Danish (Bk 3)	0-16
<b>Only after 1100 AD:</b>	
Upgrade North Welsh spearmen to Irr Ax (X) @ 3AP	All
Welsh archers - Irr Bw (O) @ 4AP or Irr Ps (O) @ 2AP	26-80
Horses to mount archers @ 1 AP	0-6
<b>Only from 1075 AD to 1150 AD.</b>	
Irish mercenary allies - List: Norse Irish (Bk 3)	0-24
<b>Only after 1150 AD:</b>	
Upgrade C-in-C to Irr Kn (O) @ 20AP	0-1
Upgrade Welsh Cv to Irr Kn (F) @ 19AP if sub-general, 14AP if ally-general, otherwise 9AP	Any
Marcher allies - List: Feudal English (Bk 4)	0-12
<b>Only in 1405 AD:</b>	
French allies - List: Medieval French (Bk 4)	0-15

This list covers Welsh antics after the fall of the lowland Sub-Roman states. Welsh warfare was mostly offensive raids and defensive ambushes. Aggression is rated at I because most battles involving large armies were fought within the boundaries of modern Wales. A Welsh wargames army should maximise its use of difficult and rough terrain, and an opponent who does not find himself struggling with this should count himself fortunate. Details of early battles against the Saxons are scanty, but they include the battle of Hereford, the greatest Welsh success in lowland warfare. The Normans initially rode the Welsh down easily, but from around 1100 AD the Welsh were adapting in response. When the South Welsh started large scale use of the bow, which although powerful was not a true longbow, is obscure, but their word for bow is taken from Anglo-Saxon. The earliest reference to Welsh archery is in 1118. The fullest descriptions of Welsh warfare are by Giraldus Cambrensis, in 1188, who says that success in war was measured solely in loot. He says that it was their habit



"to steal anything they can lay their hands on and to live on *plunder*, theft and booty~" They preferred to fight in rough or marshy terrain and were very fierce in their initial attack, so that battles "were almost always won or lost at the first onslaught." He says. "From their first fierce and headlong onslaught, and the shower of javelins which they hurl, they seem most formidable opponents." However, "if the enemy resists manfully and they are repulsed, they are thrown into confusion. If there is further resistance they turn their backs without making any attempt at a counter-attack and seek refuge in flight." The typical weapons of the men of Gwynedd under Cn'fydd ap Cynan in 1075 are described as sword and target rather than long spear. Elsewhere they are described as terrified of knights. Giraldus describes Welsh spears as very long, but capable of being thrown a short distance with great force. William of Breton, describing Welsh mercenaries shortly after, records their weapons as including maces, javelins, venabula "hunting spears", gisannes and 2-handed axes, the last having probably been adopted under the influence of Osfinen from the Norse settlements in Ireland. The English chronicler Trivet says of the North Welsh spearmen at Macs Moydog in 295 that "seeing themselves surrounded they fixed the butts of their spears in the earth, with the heads pointing outwards to fend off the rush of the [English] horsemen." The most likely interpretation of the evidence is that an earlier warband style was replaced, in response to the danger posed by Norman knights, by reliance on archers in South Wales and on defensively deployed spearmen in North Wales. Uchelwyr are gentry in mail corselets on horseback. They and generals can always dismount, as Ia Wb (S) before 2075, as Irr Bd (O) with axes or gisannes after, South Welsh annies or commands after 1100 cannot have more than the minimum of spearmen or javelinmen, and need not have any. ~orth Welsh armies or commands after 1100 cannot have more than the minimum of archers, and need not have any. A combined army must have a North Welsh C-in-c and a South Welsh ally-general, and at least 5 more Ax elements than the total of Bw, Es and Wb elements. Although some late depictions show spearmen with shields, most show them unshielded, Classification as Ax (X) best represents their capabilities. Giraldus describes some archers as having shields, though these are not depicted in art- Dublin Viking allies can include Irish. Irish allies can include Ostmen. Only one non-Welsh allied contingent can be used.

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

Cold. Ag 3. WW, Rv, H(S), H(G), O, RGo. M, Rd, BUA.	
C-in-C - Reg Cv (S) @ 30AP	1
Sub-general - as above	1-2
Pu-ping infantry - Reg Sp (O) @ 5AP or Reg Bw (X) @ 7AP	*6-16
Pu-she archers - Reg Bw (O) @ 5AP or Reg Ps (O) @ 2AP	*6-12
Downgrade pu-ping to Reg Sp (I) @ 4AP and pu-she to Reg Bw (I) @ 4AP as disaffected or incompletely trained troops	Any
Crossbow specialists - Reg Bw (X) @ 7AP	0-4
Southern tribal auxiliaries - Irr Wb (F) @ 3AP	***4-6
Southern tribal archers or crossbowmen - Irr Bw (I) @ 3AP or Irr Ps (O) @ 2AP	***2-3
Mo-ho allies - Irr LH (S) @ 7AP	0-5
Wagon-laager or chevaux-de-frise - TF @ 2AP	0-20
Bolt-shooters - Reg Art (O) @, 8AP	0-2
Stone-throwers - Reg Art (I) @ 4AP or Reg Art (S) @ 10AP	0-2
Towered ships - Irr Shp (S) @ 4AP [Bw (O) or (I)]	0-3
Horse-transporters - Irr Shp (I) @ 2AP [Cv or LH]	0-3
T'u-chüeh, Qarluq, Ferghanan or other Turkish allies - List: Central Asian Turkish (Bk 3)	
<b>Only Sui, from 581 AD - 623 AD:</b>	
Upgrade generals to Reg Kn (X) @ 33AP or Reg Kn (F) @ 31AP	Any
Cataphracts - Reg Kn (X) @ 13AP or Reg Kn (F) @ 11AP	5-8
Heavy cavalry - Reg Cv (O) @ 8AP	5-8
Upgrade Cv to Reg Cv (S) @ 10AP	0-3
Horse archers - Reg LH (F) @ 4AP	2-6
Disaffected conscript infantry - Irr Hd (O) @ 1AP	**20-60
<b>Only T'ang, from 618 AD - 753 AD:</b>	
Cataphracts - Reg Kn (X) @ 13AP or Reg Kn (F) @ 11AP	0-3
Heavy cavalry - Reg Cv (S) @ 10AP	12-16
Downgrade heavy cavalry to Reg Cv (O) @ 8AP	0-6
Mounted crossbowmen - Reg Cv (O) @ 8AP	0-2
Horse archers - Reg LH (F) @ 4AP	4-8
Turkish and other nomad horse archers - Irr LH (S) @ 7AP	0-8
Horses or mules to mount regular infantry @ 1AP	Any
Khotanese or similar Central Asian allies - List: Central Asian City-States (Bk 3)	
Tribal Khitan or Hsi allies - List: Hsien-pi etc. (Bk 2)	
<b>Only T'ang from 660 AD - 668 AD:</b>	
Silla Korean allies - List: Silla Korean (Bk 2)	

The Sui dynasty was founded in northern China in 581 AD and had reunited the whole country by 589. Initial successes were followed by a disastrous war with Koguryo and several rebellions. A military family from the northern frontier succeeded in establishing the new T'ang dynasty, which united China by 623 and extended Chinese frontiers further than ever before. Sui and early T'ang armies were based on the fu-ping militia system, both infantry and cavalry being conscripted but thoroughly trained. The system could not cope with prolonged service on distant frontiers, however, and the militia were progressively replaced by professional troops until being abolished in 753. Minima marked \* apply only if any infantry are used - some T'ang armies in the steppes were composed entirely of cavalry, though such armies were usually mostly Turkish auxiliaries. Other T'ang armies in Central Asia had all their infantry mounted. Sui armies must use infantry. The Sui option for hordes represent the poor-quality million-man army used to invade Koguryo. The minimum marked \*\* applies if any Hd are used. If they are, no other infantry except the compulsory minima can be used. T'ang infantry were divided into pu-ping "marching infantry" and pu-she "foot archers". Classification is awkward because it was the ideal that all troops should carry bows - even, apparently, if also armed with spears - but it is not clear how far this ideal was achieved. Pu-ping may be classed as Sp, assuming few or none carried both weapons in battle, or as Bw (X) assuming most did in fact carry bows, perhaps sheltering behind the shields of others. Pu-she Bw (O) or (I) cannot be used as a second supporting rank behind Bw (X), nor pu-she Ps behind Sp. Minima marked \*\*\* apply if any southern barbarian troops are used. Some Sui cavalry carried lance, others sword and shield. This list assumes that the Turkish-style equipment represented by Cv (S) may have already been in use by some northern frontier troops, but was not yet standard. Under the T'ang, most heavy cavalry were armed in originally Turkish style with lamellar armour, lance and bow hence Cv (S); but occasional sources show lances only. Sui armies used wagon-laagers and chevaux-de-frise against Turkish cavalry, and T'ang forces also occasionally used defences.

Mo-ho are the Manchurian tribes called Malgal by the Koreans. Some fought for the Sui against Koguryo and against Chinese rebels, and for the T'ang against Turks, Tibetans and Silla. Silla Korean allies cannot be used with southern tribesmen, Turks, Mo-ho, or any other allies.

**21. ITALIAN LOMBARD 584 AD - 1076 AD**

Warm. Ag 1. WW, Rv, H(S), H(G), V. RGo, M, Rd, BUA.	
C-in-C - Irr Kn (F) @ 19AP	1
Sub-general - as above	1-2
Gastaldi, gasindii etc, - Irr Kn (F) @ 9AP	8-24
<b>Only before 775 AD (The ital0-Lombard kingdom and duchies):</b>	
Followers - Irr Kn (I) @ 8AP	10-27
Archers - Irr Bw (O) @ 4AP or Irr Ps (O) @ 2AP	6-20
<b>Only from 590 AD to 601 AD:</b>	
Avar allies - List: Avar (Bk 3)	
<b>Only in 603 AD:</b>	
Slav allies - List: Early Slav (Bk 3)	
<b>Only from 650 AD to 774 AD:</b>	
Italian town militias - Irr Sp (I) @ 3AP	0-12
<b>Only from 668 AD to 700 AD:</b>	
Bulgar settlers - up to 1/2 Irr Cv (S) @ 9AP, rest Irr LH (S) @ 7AP	0-3
<b>Only after 774 AD (Carolingian Italy and the Lombard duchies):</b>	
Italian town or rural militias - Irr Sp (I) @ 3AP	12-40
Upgrade militia to Reg Sp (I) @ 4AP	Any
Peasant levies - Irr Hd (O) @ 1AP	0-10
Archers - Irr Bw (I) @ 3AP or Irr Ps (O) @ 2AP	4-20
<b>Only from 835 AD to 870 AD:</b>	
Aghlabid allies - List: Early Muslim North Africa and Sicily (Bk 3)	
<b>Only after 950 AD:</b>	
Imperialist allies - List: East Frankish (Bk 3)	
<b>Only from 900 AD to 997 AD:</b>	
Magyar mercenaries - Irr LH (F) @ 4AP	0-2
<b>Only from 1018 AD:</b>	
Norman allies - List: West Frankish or Norman (Bk 3)	0-12

In 568 AD the Lombards invaded Italy, founding a kingdom in the north and two independent duchies at Benevento and Spoleto. The organisation laid down in Astolf's 8th-century laws probably came into force soon after the conquest, perhaps with the definitive settlement of Lombards on the land which is attributed to Authari from 584, from which date this list starts. In 774 the Lombard kingdom was conquered by the Franks. From then until 888 north Italy was ruled by Carolingian kings as the Kingdom of Italy, with a blend of Lombard and Frankish military institutions and personnel. After 888 the kingdom was an integral part of the German empire. The southern duchies remained independent, splitting into smaller fractions, until conquered by the Normans. The list ends with the Norman conquest of Salerno. 8th-century laws, perhaps codifying older practice, divided the Lombards into armoured cavalry, unarmoured cavalry, and shielded archers. Gastaldi are minor nobles, gasindii are retainers of the Lombard kings and dukes; after 774 they would be a mix of old Lombard and new Frankish nobility. 7th-century cavalry fought with a lance grasped in two hands and some are depicted with smallish round shields. Shields found in graves are 66-80 cm in diameter. Unarmoured cavalry are taken to have been followers forming a detached 2nd line as in the Early Lombard list. The archers were drawn from free Lombards, hence are Bw (O). After 774 the Lombard cavarty adopted Frankish styles and henceforth followers are assumed to be included as rear ranks in the Kn (F) elements. Lombard foot at Oliventi in 1041 were considered virtually useless, having no shields, and were left in reserve with a few cavalry "to maintain their courage". Allied contingents drawn from this list need not include otherwise compulsory infantry. Kn can now only dismount to attack or defend fortifications or attack war wagons, Kn (F) as Sp (O). Kn (I) as Ax (X).

**22. MAYA 600 AD - 1546 AD**

Tropical. Ag 0. WW, Wd, M, Rd, BUA.	
C-in-C - Irr Ax (S) @ 14AP	1
Sub-general - As above	1-2
Maya warriors - Irr Ax (O) @ 3AP	36-150
Peasant slingers - Irr Ps (O) @ 2AP	0-16
Road weasels - Irr Ps (I) @ 1AP	0-3
Rafts - Irr Shp (I) @ 2AP [Ax]	0-2
<b>Only after 988 AD:</b>	
Holkan mercenaries - Reg Ax (S) @ 5AP	0-16
<b>Only from 988 AD to 1461 AD:</b>	
Upgrade generals to Reg Bd (I) @ 25AP	All/0
Toltec or Itza nobles Irr Bd (I) @ 4AP	4-18
<b>Only from 988 AD to 1283 AD:</b>	
Ah Camul - Reg Bd (I) @ 5AP	0-5
<b>Only from 1283 AD to 1461 AD:</b>	
Toltec-Chichimec mercenaries - Reg Bw (I) @ 4AP	4-8
<b>Only after 1461:</b>	
Downgrade sub-generals to ally generals - Irr Ax (S) @ 9AP	All
Archers - Irr Ps (O) @ 2AP [Can support Ax] or Irr Bw (I) @ 3AP	18-24
Hornet nest throwers - Irr Ps P(X) @ 6AP	0-4

This list covers lowland Maya armies of the Late Classical (600 to 900) and Post Classical periods from which nearly all evidence of warfare derives. There was usually no single Maya state, only rival cities of which one occasionally became predominant. At the end of the Early Classical period, soil erosion from overpopulation and the consequent deforestation crippled the Maya, forcing the complete abandonment of many cities. When their civilisation revived, its centre of gravity had shifted from the hillier Peten area to the flat and near riverless forests of the Yucatan peninsula. Until 987, the Maya only had each other to fight, and wars were fought mainly by Ahau "kings"

and their courtiers, at first to obtain sacrificial victims for the usual heart-rending denouement, then later for the even greater fun of capturing, looting and generally grinding down neighbouring cities. They were then attacked and conquered by the Toltecs, who formed a new ruling class in most cities. These degenerated and were in turn replaced after 1224 by even less popular Toltec-oid immigrants called Itza, whom the Maya referred to as "tricksters and rascals", "lewd ones" and "those that cannot even speak our language properly". The greatest liza ruler was Cocom, who seized power at Mayapan in 1283 in a coup greatly aided by Toltec-Chichimec mercenaries, who then became the new tyrant's guard. He made Mayapan the effective capital of Yucatan, a position it retained until a successful revolt of native Maya in 1461 swapped Itza rule for feudal anarchy. The Maya successfully fought off an initial Spanish invasion from 1528-1535, but fell to another in 1542. After an unsuccessful rebellion in 1546, only pockets of their original culture survived. The typical Mayan warrior carried a short thrusting spear, a club and a light rectangular shield that could be rolled up like a window blind. Those depicted in art without shields are thought to have discarded them to bind prisoners. Leaders of Mayan descent added jaguar hide or quilted cotton armour and wooden or hide helmets. The Toltec nobility also wore cotton armour, but were armed with maquahuitl, atlatl and round shield. The Itza would probably have been armed in the same Mexican style. Both Toltec and Itza armies included Jaguar and Eagle orders, but these are not reported by the Spanish, so had probably disappeared. The atlatl dart-thrower is attested from the start of our period, but seems to have been of foreign origin and appears to have been limited to bodyguards and mercenaries. Ah Camul "guardians" were a Mexican mercenary guard employed by Toltec rulers. The professional Holkans or "braves" are assumed to have been armed in Maya style. The bow is thought to have been introduced by Cocom's mercenaries. We postulate that it was reserved to such people until the anarchy following the fall of the Itza, then spread rapidly. The Spanish encountered it all over the Yucatan, often supporting other troops from behind. The sling is mentioned in Spanish accounts, but not depicted in art, so we assume that if it was used earlier it was only by peasants. "Road weasels" were scouts mentioned both by the Spanish and previously. How early they were used and how they were armed is uncertain. We give them a motive to avoid combat. Hornet nest bearers are one of the more colourful Ps P(X) variants, projecting an early multiple homing sub-missile warhead. Although the Maya used unusually large sea-going canoes for long distance trading, these were never used for war, and the only depiction of a naval battle shows Toltecs in canoes fighting Maya on rafts.

### 23. KHMER AND CHAM 605 AD - 1400 AD

Tropical. Ag 2. WW, Rv, H(G), Wd, O, RGo, M, Rd, BUA.

C-in-C - on elephant, Irr El (O) @ 26AP	1
Sub-general - as above	1-2
Elephants - Irr El (O) @ 16AP	4-8
Cavalry - Reg Cv (I) @ 6AP	0-6
Upgrade Reg Cv (I) to Guards, Reg Cv (O) @ 8AP	0-2
Jacketed long shield spearmen - Reg Ax (S) @ 5AP	8-16
Jacketed small shield spearmen - Reg Ax (O) @ 4AP	2-8
Archers - up to 1/2 Reg Bw (O) @ 5AP, rest Reg Ps (O) @ 2AP [Ps can support Ax (S)]	4-12
Crossbowmen - Reg Ps (O) @ 2AP	0-4
Boats - Irr Bts (O) @ 2AP or Irr Bts (S) @ 3AP [Ax]	0-5
<b>Only Khmer:</b>	
Replace sub-general on elephant with sub-general in 2-horse chariot - Reg Cv (O) @ 27AP	0-1
Replace sub-general on elephant with sub-general on horse - Reg Cv (O) @ 28AP	0-1
Chariots - 2-horse chariot, Reg Cv (O) @ 7AP	0-2
Ph'kak-men - Reg Bd (F) @ 7AP	0-4
Javelinmen - Reg or Irr PS (I) @ 1AP	0-6
Maiden guard infantry - Reg Ax (O) @ 4AP	0-4
Unarmoured spearmen - Irr Ax (O) @ 3AP	8-24
Cham allies - List: Khmer and Cham (Bk 3)	
Burmese allies - List: Burmese, (Bk 3)	
Thai allies:	
Thai ally-general - on elephant, Irr El (O) @ 21AP	*1
Cavalry - Irr Cv (I) @ 5AP	*1-2
Infantry - Irr Wb (F) @ 3AP	*2-6
<b>Only Cham:</b>	
"Fierce fire oil" casters - Irr Ps (X) @ 6AP	0-1
Khmer allies - List: Khmer and Cham (Bk 3)	
Vietnamese allies - List: Medieval Vietnamese (Bk 3)	
<b>Only Khmer or Cham after 1170 AD:</b>	
Artillery - mounted on wheels, Reg Art (O) @ 8AP, or on elephants, Irr El (X) @ 22AP	0-3
<b>Only Cham after 1170 AD:</b>	
Crossbow cavalry - Reg Cv (O) @ 8AP	0-4
Horse archers - Reg LH (F) @ 4AP	0-2
<b>Only Cham after 1280 AD:</b>	
Trebuchet - Reg Art (S) @ 10AP	0-1

This list covers the Khmer and Cham from the invasion of Champa by a Sui Chinese expedition in 605 until the Khmer empire's destruction by the Thais. It is based on Khmer reliefs from Angkor, Bayon and Banteay Chmar, dated 1113 - 1218 AD, and on foreign emissaries' reports. The Cham used virtually identical troop-types, but seem to have relied more on heavy spearmen and initially less on cavalry and archers than the Khmer. Khmer elephants are depicted with a driver, armed with spear and shield, and a single archer or sometimes spearman. Those ridden by generals (identified by being shown enlarged) are accompanied by one or more parasol carriers on foot. Neither these nor elephants being shown in the background of infantry combats justify (S) status, Cham elephants are all crewed by a driver, a javelin-thrower, and a parasol bearer at the rear. Chariots, with only one fighting crewman, are shown only in scenes believed to depict Indian mythology, although of a distinctively Khmer type. A Chinese ambassador notes guards on horseback and in chariots in 1295. The ph'kak is an axe-like weapon resembling a hockey stick with an axe blade at right angles to its end. Maiden guard are depicted in one relief armed with ph'kak and mounted on horses apparently disguised as dragons. Doubt has been expressed whether these are over-interpretations of a damaged relief, but such equipment is only an exaggeration of the normal cavalry tack, which includes a possibly leather rump guard over a tail plaited to a point, a "dragon horn" (of stiffened horse hair?) on the forehead and sometimes face and chest protection, though not

enough for Cv (S) status. Spearmen carry either a long or small round shield. Khmer and Cham in (possibly armoured) jackets and with long shields are graded as (S), those with round shields as (O). Those without jackets are considered to be Irr Ax (O) regardless of shield type. The Bw (O) represent archers shown behind a wall of pavises, but most appear to be skirmishers. Bottles of self-igniting "fierce fire oil" were sent by the King of Champa as a tribute gift (and hint?) to a Chinese emperor in 958. The artillery. was Chinese-type "double crossbows" man-handled on wheels or mounted (or possibly only transported) on elephants. It was probably acquired from the Cham, who learned its use with that of crossbow cavalry from the Sung Chinese. Thai allies have been identified at Angkor. Their only difference from the Khmer except in dress is the long machete-like sword carried by the infantry. The Thais were as yet rather barbarous. Minima marked \* apply only if any Thais are used.

#### 24. MIDDLE ANGLO-SAXON 617 AD - 1014 AD

Cold. Ag 2. WW, Rv, H(S), H(G), Wd, RGo, M, Rd, BUA.	
C-in-C Irr Wb, (S) @ 15AP	1
Sub-general - as above	0-2
Ally-general - Irr Wb (S) @ 10AP	0-1
Hird - Irr Wb (S) @ . 5AP	8-16
Select fyrd - Irr Sp (I) @ 3AP	44-138
Archers - Irr Ps (O) @ 2AP	0-8
Scouts - In Ps (S) @ 3AP	0-5
Great fyrd-Irr Hd(O) @ 1AP	0-24
<b>Only Northumbrian until 685 AD:</b>	
Upgrade sub-general or hird to - Irr Cv (I) @ 15AP if general, 5AP if not	0-4
War boats - Irr Bts (O) @ 2AP [Wb]	0-4
<b>Only Mercian before 700 AD:</b>	
British Wreocensaete or Magonsaete vassals - Irr Cv (O) @ 7AP	0-6
Gwynedd Welsh allies - List: Welsh (Bk 3)	
<b>Only after 700 AD:</b>	
Downgrade Wb (S) to Irr Sp (O) @ 14AP if general, otherwise 4AP	All
<b>Only Mercian after 784 AD or East Anglian:</b>	
Ditch and bank defensive line - TF @ 2AP [Cannot be used if WW present]	0-24
<b>Only from 897 AD - 990 AD:</b>	
Longships - Irr Bts (S) @ 3AP [Sp]	0-1
<b>Only after 1011 AD:</b>	
Viking allies - List: Norse Viking and Leidang (Bk 3)	

This list covers the Anglo-Saxon Kingdoms from the accession of Edwin of Northumbria until the Danish conquest of 1014. A considerable increase in the size of Anglo-Saxon shields around the 8th century is assumed to reflect a change to shield-wall tactics. Allied generals represent contingents from other Anglo-Saxon kingdoms. Hird include Earls, Thegns, Gesiths and all hearth troops. The Aberlemno stone, believed to depict the battle of Nechtanesmere in 685, shows helmeted cavalry. attacking Pictish spearmen. The fleet instituted by Alfred the Great was neglected towards the end of the period. The early part of this era covers the struggle between Northumbria and Mercia, the later that of Alfred the Great's Viking wars and also those of Ethelred the Redeless (meaning dim or ill-advised, not unready).

#### 25. ARAB CONQUEST 622 AD -660 AD

Dry. Ag 4. H(S), H(G), O, RGo, D, BUA.	
C-in-C - Irr Wb (S) @ 15AP or Irr Cv (O) @ 17AP	1
Sub-general - Irr Wb (S) @ 15AP or Irr Cv (O) @ 17AP	0-2
Nomad ally-general - Irr LH (O) @ 10AP or Irr Cv (O) @ 12AP	0-1
Arab citizen cavalry - Irr Cv (O) @ 7AP	0-3
Nomad cavalry - Irr LH (O) @ 5AP	*4-12
Nomad or settled scouting camel-riders - Irr LH (I) @ 3AP	0-5
Nomad or settled foot warriors - Irr Wb (S) @ 5AP	34-48
Nomad or settled archers - Irr Bw (O) @ 4AP or Irr Ps (O) @ 2AP	0-16
Nomad or settled javelinmen - Irr Ps (S) @ 3AP or Irr Ax (O) @ 3AP	0-10
Nomad or settled slingers - Irr Ps (O) @ 2AP	0-4
Camels to mount nomad foot @ 1AP	0-24
<b>Only before 632 AD:</b>	
Represent C-in-C by tent - Irr Bw (X) @ 15AP	0-1
Settled ally-general - Irr Cv (O) @ 12AP	0-1
<b>Only after 630 AD:</b>	
Camels to mount settled foot @ 1AP	All/0
Elephant slayers - Irr Ax (X) @ 3AP	0-2
Disguised camelry - all Irr Cm (X) @ 9AP or all Irr Cm (O) @ 6AP	0-3
<b>Only after 638 AD:</b>	
Upgrade C-in-C and sub-generals to In Cv (O) @ 17AP	All
Upgrade foot warriors to Jund cavalry - Irr Cv (O) @ 7AP	0-34
Upgrade nomad cavalry to non-nomad Jund cavalry - Irr Cv (O) @ 7AP	0-6
<b>Only in Arabia and Iraq after 628 AD and in Iran after 641 AD:</b>	
Asawira - Irr Cv (S) @ 9AP	0-2
Dailami - Irr Ax (S) @ 4AP	0-4
<b>Only after 649 AD:</b>	
Ships - Irr Shp (O) @ 3AP [Wb]	0-3
Boats - Irr Bts (O) @ 2AP [Wb]	0-3

This covers the wars of the Prophet and his immediate successors, the khalifs Abu Bakr, Umar, Othman and Ali, from the "hijra" or flight of the Prophet to Medina until the establishment of the Umayyad Khalifate by Mu'awiya. All troops except Asawira and Dailami count as bedouin, whether nomad or not. Even rich city Arabs had their children fostered by nomads and the poor often worked as caravaners.

Infantry are described in contemporary accounts as swordsmen, often mailed, and usually as resisting stubbornly rather than charging wildly; but with individuals, often commanders, throwing themselves into the enemy seeking martyrdom. Irr Wb (S) seems to fit this best. There is no evidence at this time for bodies of infantry who could plausibly be classed as Sp. Archers were grouped on one occasion to protect an exposed flank against enemy cavalry, which worked until the archers left to loot after part of the enemy fled. Yemeni javelinmen and cavalry were favoured caravan guards and featured in several early battles. Citizen cavalry are the richer inhabitants of Arab trading cities or oases, on horses, in mail and armed with long spears used in a fencing style, seeking individual combat rather than delivering a cohesive charge. The minimum marked \* applies only if any nomads or camels are used. A nomad ally-general can only command nomads. All nomad infantry must be camel-mounted. Until the capture of herds at the battle of Hunain in 630, settled Muslims had insufficient camels to entirely mount a body of foot, men instead taking turns to ride and the body moving at foot pace. Afterwards, all foot were often mounted on camels. They are not treated as Cm (O) as they left camels to the rear instead of keeping them close for remounting. The standard formation until 638 was an infantry centre and two infantry wings, with any cavalry grouped into an extra command used for outflanking or as a reserve. After 638 a large quantity of captured horses and armour was available and initially about half of the new permanent "Jund" forces became cavalry. Jund were settled in large permanent military encampments in conquered territory intended to insulate the Arab fighting men from less warlike natives and prevent them being absorbed and diluted. However, multiple native wives producing children had somewhat the same effect as well as greatly increasing Jund numbers in the period following. Little use was yet made of non-Arab troops. Small numbers of Sassanid asavaran changed sides from 622 on, and some of the nobility retained their positions on the final fall of the Sassanid empire. Known by the Arabs as "Asawira", they were taken on with alacrity and paid the very highest rates. The large Dailami bodyguard of the former Sassanid governor of Iraq also came over as a body. The break-away Armenian state of Theodore Rshtuni was forced to agree in 653 to supply 15,000 allied horsemen, though only in Armenia. Since these would outnumber any likely Arab contingent, it seems better to treat a combined force as a Rshtuni Armenian army with Arab allies. Moreover, the Arabs replaced Rshtuni next year with a new prince who promptly allied with the Byzantines. The disguised camelry are variously described as disguised as elephants and as disguised in draperies and hidden among horses. Considering relative heights, the former is more plausible. Special anti-elephant parties on foot but armed with long cavalry lances were used against Sassanid elephants. Classed as Ax (X) these have the right near-suicidal capability. Ps (O) archers can support Ax (X). A large fleet was improvised after the conquest of Egypt with Egyptian sailors but Arab fighting men. This several times defeated Byzantine squadrons. Islam greatly increased Arab fighting effectiveness by improving their cohesion. Instead of, as formerly, disappearing as soon as things started going wrong, they now maintained combats fiercely until things started going right. To quote an Arab general in 635, "In the days of the Ignorance, 100 Persians could put to flight 1,000 Arabs, but now, God be praised, 100 Arabs can put to flight 1,000 Persians." If the Prophet commands, he must be represented by his black tent with small white liya and large black raya banners outside, and not by a figure. However, although based as if a baggage element, this fights as if Bw (X), since the Prophet is described as using a bow while sharing a shield. Other C-in-Cs, who except in civil war were secular appointees not the khalif, typically charged at the head of their army, often bearing the army banner, which was the symbol of their authority.

**26. EARLY SERBIAN OR CROATIAN 627 AD to 1180 AD or 1089 AD**

Cold. Ag 1. Rv, H(S), H(G), Wd, RGo, Rd, BUA. Croats only: WW.

C-in-C - Irr Kn (F) @ 19AP	1
Sub-general - as above	1-2
Noble cavalry - Irr Kn (F) @ 9AP	6-20
Javelinmen - Irr Ax (O) @ 3AP	28-50
Skirmishing archers - Irr Ps (O) @ 2AP	0-6
Scouts - Irr Ps (S) @ 3AP	0-5
Ill-armed - Irr Ax (I) @ 2AP	0-40
<b>Only if Serbian:</b>	
Archers - Irr Bw (I) @ 3AP	8-40
<b>Only if Croatian:</b>	
Downgrade Kn to Irr Cv (O) @ 17AP if general, otherwise 7AP	Any
Upgrade javelinmen with axes to Irr Ax (S) @ 4AP	All
Pirate/fishing boats - Irr Bts (O) @ 2AP [Ax(S)]	0-3
<b>Only after 798 AD:</b>	
Replace javelinmen with spearmen - Irr Sp (I) @ 3AP	2/3-All

The Serbs and Croats are thought by some authorities to have been Sarmatian in origin. They were commissioned by the Byzantine emperor Herakleios in 627 AD to drive the Avars out of western Illyricum and settle there on condition that they become Christians. They quickly merged with their new Slav subjects and adopted their language. Both became nominally independent of Byzantium in 820, but the Serbs were frightened back into the Byzantine orbit by Muslim raiders. The Serbs threw off imperial control from 1042, but were reconquered between 1085 and 1090. From then until 1180 they were increasingly rebellious Byzantine subjects. The Croats accepted the rule of Charlemagne at the end of the 8th century, rebelled against the Franks with Byzantine encouragement, achieved independence from both in 879, was conquered by Hungary in 1089 and became united with Hungary in 1102. Both nations made expert use of their difficult native terrain and were fond of ambushes. Although some cavalry carried bows, the reputation of the Serbs in particular was as fiercely charging lancers. Croatian foot were famous for their axes.

<b>27. RSHTUNI ARMENIAN 639 AD -717 AD</b>	
Cold. Ag 0. Rv, H(S), H(G), Wd, O, RGo, Rd, BUA.	
C-in-C - R	1
Sub-general - as above	1
Ally-general - Reg Cv (S) @ 20AP	0-1
Archers supporting generals as rear element on double-depth base - Reg Cv (O) @ 6AP	Any
Nakhararks - half lancers, Irr Cv (S) @ 9AP, half archers, Irr Cv (O) @ 6AP,	
on double-depth bases with lancers in front, archers behind	12-24
Volunteer cavalry - Irr LH (F) @ 4AP	6-12
Spearmen - Irr Ax (O) @ 3AP	*24-64
Archers - Irr Ps (O) @ 2AP [can support spearmen]	*8-24
Slingers - Irr Ps (o) @ 2AP	*2-8
<b>Only in 653 AD:</b>	
Arab allies - List: Arab Conquest (Bk 3)	
<b>Only in 652 AD and from 654 AD to 661 AD:</b>	
Byzantine allies - List: Thematic Byzantine (Bk 3)	
<b>Only after 661 AD:</b>	
Arab allies - List: Umayyad Arab (Bk 3)	

This list covers the independent Armenian state founded by Theodore Rshtuni from its inception after the Byzantine defeat at the Yarmuk until its final conquest by the Arabs. Throughout its life it was a no-man's land fought over by Byzantines and Arabs, and was usually nominally allied to the latter while playing off each neighbour against the other. The nucleus of its original army was Byzantine-trained cavalrymen, but the turbulent nature of their class prevents many of these now being considered regular. From the numbers promised to the Arabs on one occasion, they must have been supplemented by irregular cavalry raised from the villages as well as by the usual well-armed mountain peasants. In such exciting times, it is unlikely that any peasants were sufficiently un-warlike to be classed as Hd. The minima marked \* apply only if any foot are used.

<b>28. CAROLINGIAN FRANKISH 639 AD -888 AD</b>	
Cold. Ag 3. WW, Rv, H(S), H(G), Wd, O, V, RGo, Rd, BUA.	
C-in-C - Irr Kn (F) @ 19AP	1
Frankish ally-generals - Irr Kn (F) @ 14AP	1-2
Caballarii - Irr Kn (F) @ 9AP	16-40
Downgrade caballarii to Irr Kn (I) @ 8AP as Swabians or Bavarians	0-1/2
Downgrade caballarii to Irr Cv (O) @ 7AP as Thuringians	0-3
Spearmen - Irr Sp (I) @ 3AP	6-24
Archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	0-12
Peasants - Irr Hd (O) @ 1AP	0-12
Breton allies - List: Breton (Bk 3)	
<b>Only after 759 AD:</b>	
Crossbowmen and staff-slingers - Irr Ps (O) @ 2AP	0-4
<b>Only after 774 AD:</b>	
Lombard subject allies - List: Italian Lombard (Bk 3)	
<b>Only Charlemagne from 768 AD to 814 AD:</b>	
Upgrade C-in-C to Reg Kn (F) @ 31AP	1
Upgrade Frankish ally-generals to sub-generals, Reg Kn (F) @ 31AP	Any
Frankish horse archers - Irr Kn (F) @ 9AP	0-4
Upgrade caballarii or horse archers to Reg Kn (F) @ 11AP as Imperial Household	0-16
Andalusian mercenaries - Reg Cv (O) @ 8AP or Irr LH (O) @ 5AP	0-1
<b>Only from 772 AD to 804 AD:</b>	
Old Saxon allies - List: Old Saxon, Frisian, Bavarian, Thuringian or Early Anglo-Saxon (Bk 2)	
<b>Only after 789 AD:</b>	
Cokingi - Irr Bts (S) @ 3AP [Irr Sp (I)]	0-3
Western Slav subject allies - List: Early Slav (Bk 3)	
<b>Only after 798 AD:</b>	
Croatian allies - List: Early Serbian or Croatian (Bk 3)	
<b>Only if Aquitanian C-in-C from 830 AD to 838 AD or commanded by Aquitanian ally- or sub-general:</b>	
Basque or Gascon javelinmen - Irr Ps (S) @ 3AP	0-6
Basque or Gascon light cavalry - Irr LH (O) @ 5AP	0-6

This list covers Frankish armies from the death of the last effective Merovingian king, Dagobert I, until the final partition of Charlemagne's empire. After the death of Dagobert the Mayors of the Palace became the effective rulers. The period covers the victory of Mayor of the Palace Charles Martel over the Arabs at Tours and Poitiers in 732. His descendants, the Carolingians, took over the throne in 751. Under Charlemagne (768 - 814) the empire was expanded on all frontiers. His descendants could not keep such a wide area under control and spent much of their efforts fighting each other for supremacy. 888 saw the final division of the Frankish empire, the Western and Eastern portions thereafter being covered by separate lists. The option to upgrade Charlemagne's Household caballarii to regular is based on their being kept permanently embodied, in constant practice and under close command, and to a lesser extent on the detailed provisions of the capitularies. The few Frankish horse archers are based on the capitularies' insistence that each armoured horsemen should own a bow, possibly

to be used for hunting or to arm a retainer, and rare artistic depictions. They are armed the same as the other caballarii, but with the addition of a bow. Before 844, when Charles the Bald ordered that all free Franks who could afford a horse must ride it to the muster, any or all Kn and Thuringian Cv can always dismount. Horse archers dismount as Bw (O), Swabians and Bavarians as Bd (O), other Frankish Kn and Thuringian Cv as Sp (O). By 891, a chronicler was stating that Franks did not even know how to fight on foot! Swabians and Bavarians, who were said to be unskilled with the lance and poor horsemen, did still prefer to fight on foot, so can always dismount as Bd (O) throughout the period covered by this list. Other Kn and Cv can only dismount after 844 to attack or defend fortifications or attack war wagons. Only one foreign allied contingent can be used. Aquitaine was only briefly independent, in rebellion from 830 to 838. An Aquitanian C-in-C cannot have any non-Frankish allies. Frankish fleets were active in the north Sea and Baltic, on the Danube and in the Mediterranean and Adriatic.

**29. THEMATIC BYZANTINE 650 AD -963 AD**

Warm. Ag 0 until 744 AD, then 1. WW, Rv, H(S), H(G), Wd, O, V, E, RGo, <b>Rd</b> , BUA.	
C-in-C - Reg Cv (S) @ 30AP	1
Sub-generals - Reg Cv (S) @ 30AP	1-3
Thematic kavallarini - 1/2 lancers, Reg Cv (S) @ 10AP,	
1/2 archers, Reg LH (S) @ 7AP or Reg Cv (O) @ 6AP	8-24
Less efficient thematic kavallarioi - Reg Cv (I), 1/2 lancers @ 6AP, 1/2 archers @ 4AP	0-8
Scouts - Reg LH (S) @ 7AP	0-1
Outflankers - Reg LH (S) @ 7AP	1-2
Flank guards - Reg LH (S) @ 7AP	1-2
Ambushers - Reg LH (S) @ 7AP	0-2
Linkers - Reg LH (S) @ 7AP	0-3
Skoutatoi - Reg Pk (I) @ 3AP	2-12
Archers - Reg Ps (O) @ 2AP [can support skoutatoi] or Reg Bw (O) @ 5AP	5-10
Javelinmen - Reg Ps (S) @ 3AP	2-4
Slingers - Reg Ps (O) @ 2AP	0-4
Mules to mount regular infantry @ 1AP	Any
Trapezitai - Irr LH (S) @ 7AP	0-1
Armenian watchmen - Irr Ax (I) @ 2AP	0-2
Georgian nobles - Irr Kn (F) @ 9AP	0-2
Bulgar or Alan mercenaries - Irr LH (S) @ 7AP	0-2
Bolt-shooters on each end of ox-wagon - Reg Art (O) @ 8AP	0-2
Fire siphoners - Reg Ps (X) @ 6AP	0-1
Ditch, bank and caltrops to protect camp, including baggage and artillery, TF @ 1AP	0-16
Dromons or Pamphyla - Reg Gal (S) @ 4AP, with marines Reg Ax (S) @ 5AP	0-2
Ghalaia - Reg Bts (F) @ 2AP	0-1
Slav allies - List: Early Slav (Bk 3)	
Crimean Goth allies:	
Goth ally-general - Irr Kn (F) @ 14AP	*1
Goth cavalry - Irr Kn (F) @ 9AP	0-1
Goth archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	*2-4
Goth slingers - Irr Ps (O) @ 2AP	0-2
<b>Only in 681 AD:</b>	
Moorish allies - List: Later Moorish (Bk 2)	
<b>Only after 743 AD:</b>	
Tagmatic kavallarioi - up to 1/3 Reg LH (S) @ 7AP, rest Reg Cv (S) @ 10AP	0-12
<b>Only after 903 AD:</b>	
Kataphraktioi - double based Reg Kn (I) @ 10AP if front element, 8AP if rear element	0 or 2
Menavlatoi - Reg Bd (X) @ 8AP	0-1
Khelandia - Reg Gal (O) @ 3AP, with marines Reg Ax (S) @ 5AP	0-1
Ousiai - Reg Gal (F) @ 2AP, with marines Reg Ax (S) @ 5AP	0-1

This list covers Byzantine armies from the loss of the East to the Arabs until the 10th century shift to the offensive. This is the period covered by the "Taktika" of Leon VI. The army now relied on part-time territorial Themata. After one revolt too many by the powerful Opsikion theme, this was downgraded and its role taken over by centrally controlled professional Tagmata mostly dispersed in 300 man banda until concentrated for action into initially 3, finally 6, 4,000 man regiments expanded from old guard units. Thematic troops were mostly raised in banda of 50 cavalry and 150 foot but separated and concentrated into pure units when called out. The larger themata could each provide 3,000 cavalry, which was considered sufficient to cope with most Arab incursions. Although full scale invasions of enemy territory did take place, notably under Leon III and Konstantinos V, strategy was essentially defensive, using "dog and pounce" tactics against invaders and making much use of ambushes. A favourite trick was to flank march infantry to seize defiles in the enemy rear. Tagmatic kavallarioi fought five ranks deep, with the 1st, 2nd and 5th ranks being lancers, the 3rd and 4th archers. This is best represented by a single element with 2 lancer figures and 1 archer or 3 lancers. Thematic kavallarioi fought 10 ranks deep, with the first 4 and last 3 ranks being lancers, best represented when in close formation by a lancer element supported by an archer element. Accordingly, kavallarioi archers classed as Cv (O) or (I) must be double-based behind lancers. Lancers were no longer double-armed with bow, but could still have frontally armoured horses. If any thematic lancers do, all tagmatic lancers must. The previous 2 line deployment was partly maintained, the differences being that the C-in-C now had only a small escort, that the front line's archers mostly advanced in front of its lancers as cursors to skirmish, and that the 2nd line had further kavallarioi deployed behind its flanks. Skoutatoi were now armed with 14 ft pikes and normally formed 16 ranks deep, with front ranks in mail, greaves and vambraces but the majority in textile armour. They could alternatively form to only half that depth supported by archers behind. Akritoi were not a separate troop type. According to the "De Velitatione Bellica" this was a nickname for border thematics. Trapezitai were raiders and scouts used to get advance warning of enemy attacks. Armenian

watchmen were paid to guard passes, but were notoriously lax. Other Armenians, Khurrami and Slavs were formed into normal thematic units rather than continuing to fight in their native style. 30,000 unassimilated Slavs were employed by Justinian II against the Arabs, but deserted to the enemy. Artillery was deployed only with the baggage, concentrated at each end of the line. Dromons were now larger than before and equipped with fire siphons. Items specified as only available after 903 appear for the first time in the "Sylloge Taktikon", which bears that date and is also attributed to Leon VI. Since its prescriptions differ from those of his Taktika, we assume that the differences are recent innovations. The new types are described in the following Nikephorian Byzantine list, except that the kataphraktoi substitute ordinary kavallarioi lancers on frontally armoured horses charging at the gallop for the later list's heavily armoured mace men and lancers on fully armoured horses charging at the trot. All other kavallarioi now lose horse armour and the alternative half depth deployment of skoutatoi supported by archers becomes standard. The menavlatoi were deployed in advance of the skoutatoi as a forlorn hope to break up charges by heavy cavalry, a practice which was soon abandoned! Moors cannot be used with trapezitai, Armenians, Georgians, Bulgars, Alans, Slavs or Goths. Minima marked \* apply only if any Crimean Goths are used.

### 30. **MAGYAR 650 AD -997 AD**

Cold. Ag 3. Rv, H(G), RGo.	
C-in-C - Irr Cv (S) @ 19AP	1
Sub-general - as above	1-2
Magyar nobles - Irr Cv (S) @ 9AP	4-10
Magyar skirmishers - Irr LH (F) @ 4AP	21-90
<b>Only from 896 AD:</b>	
Kavar guards - Irr Cv (S) @ 9AP or Irr Cv (O) @ 7AP	4-8
Szekely - Irr LH (S) @ 7AP	2-12
Upgrade skirmishers to Magyar gentry - Irr Cv (O) @ 7AP	0-6
Slav gentry - Irr Cv (O) @ 7AP	0-2
Slav spearmen - Irr Sp (I) @ 3AP	*12-24
Slav javelinmen - Irr Ax (O) @ 3AP	0-8
Slav archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	0-8
<b>Only from 912 AD to 932 AD:</b>	
Bohemian (Western Slav) allies - List: Early Slav (Bk 3)	

The Magyars were a Finno-Ugrian race who moved west on to the steppes in the 5th century, becoming subject allies of the Khazars after 650. They became independent again early in the 8th century, but remained on friendly terms with their former overlords and continued to provide them with allied contingents until 896, when, as a result of incursions into their former territory by the Pechenegs and Danube Bulgars, the Magyars migrated to the plains of the middle Danube, where they settled down to rule a sedentary population of Slavs. They were joined in this migration by the Kavars - according to Konstantinos Porphyrogenitos comprising three rebel Khazar tribes of "the Khazars' own race". These subsequently provided the personal following of the Kende, the highest spiritual leader of the tribes, and the Gyula, the C-in-C of the combined armies. In 896 the Kende was Kurszán, but the real leader was the Gyula, Árpád. The Szekely, who served as the vanguard of the army and were later entrusted with the defence of the eastern border, may also have been Kavars, or may have been Avar remnants already in the area. The so-called Magyars themselves in fact comprised seven tribes, the Nyék, Megyeri, Kürtgyarmat, Tarján, Jenó, Kér and Keszi, although some historians regard only the first two as Hungarian, considering the others to have been of "Bulgaro-Turkish" origin. Increasing prosperity saw the Magyar nobles joined by a new class of gentry. Very large Magyar armies raided far into Western Europe between 899 and their defeat at the Lechfeld in 955. This list starts with the Magyars' first appearance as Khazar allies and ends with their metamorphosis into the Christian Kingdom of Hungary under Stephen I. The minimum marked \* applies only if any Slavs are used.

### 31. **UMAYYAD ARAB 661 AD -750 AD**

Warm. Ag 3. Rv, H(G), O, E, RGo, D, Rd, BUA. Except in Central Asia: WW.	
C-in-C - Reg Cv (S) @ 30AP or Reg Cv (O) @ 28AP	1
Sub-general - Reg Cv (O) @ 28AP	1-2
Jund cavalry - Reg Cv (O) @ 8AP	8-22
Asawira - Irr Cv (S) @ 9AP	
- In Iran, Iraq or Central Asia	2-8
- Elsewhere	0-2
Archers - Reg Bw (O) @ 5AP or Reg PS (O) @ 2AP [Ps can support Sp]	10-26
Spearmen - Reg Sp (I) @ 4AP	10-26
Dailami - up to 1/3 archers, Reg Ps (O) @ 2AP [can support Dailami Ax], remainder with zupin, Reg Ax (S) @ 5AP	
- In Iran, Iraq or Central Asia	0-9
- Elsewhere	0-3
Ghatis, desert Arabs or other tribal Arab auxiliaries - Irr LH (O) @ 5AP	0-6
Bolt-shooters - Reg Art (O) @ 8AP	0-2
Stone-throwers - Reg Art (S) @ 10AP	0-1
<b>Not in North Africa, Iran, Iraq or Central Asia:</b>	
Fursan - Reg Cv (S) @ 10AP	0-1
<b>Only in Syria:</b>	
Jarajima hilimen - up to half javelinmen, Irr Ax (O) @ 3AP, remainder Irr Ps (O) @ 2AP	0-8
<b>Only in Syria, Arabia or Egypt:</b>	
Desert Arab camel-riding scouts - Irr LH (I) @ 3AP	0-2
<b>Only in Iran, Iraq or Central Asia:</b>	
Sogdian, Khwarizmian or other Khurasani allies - List: Central Asian City States (Bk 3)	
<b>Not in Iran, Iraq or Central Asia:</b>	
Marines - Reg Ax (S) @ 5AP or Reg Bw (O) @ 5AP	1 per naval element
Qumbariya - Reg Gal (O) @ 3AP [marines]	0-4



Merchant ships - Irr Shp (S) @ 4AP [marines]	0-2
<b>Only in North Africa from 671 AD to 696 AD:</b>	
Berber allies - List: Later Moorish (Bk 2)	
<b>Only before 744 AD:</b>	
Khawarij - Irr Cv (O) @ 7AP	0-3
<b>Only in Central Asia after 674 AD:</b>	
Bukharans - Irr LH (F) @ 4AP	0-5
Turks - Irr LH (S) @ 7AP	0-1
<b>Only after 690 AD:</b>	
Downgrade Jund to Irr Cv (I) @ 5AP	1/2
<b>Only in Central Asia in 715 AD:</b>	
Tibetan allies - List: Tibetan (Bk 3)	
<b>Only after 743 AD:</b>	
Turks - Irr LH (S) @ 7AP	0-3

This list covers Arab armies from the accession of Mu'awiya following the death of Ali until the final success of the Abbasid revolt. Mu'awiya was the first of the secular khalifs. He had once been Mohammed's secretary and put the organisation of the new Arab empire on a sound footing. He founded the first hereditary dynasty of Muslim khalifs, the Umayyads, with their capital at Damascus. They used white flags, and some of their troops wore white. They expanded the Arab empire to include the eastern Iranian lands of modern Afghanistan and Uzbekistan, and Sind, North Africa and Spain, but failed to take Constantinople. Umayyad armies in North Africa after the initial conquest of 696 AD are covered by the separate "Early Muslim North Africa and Sicily" list. Fursan were the Khalif's guard, cannot be present unless the C-in-C is the Khalif, and must be in his command. Together with the Asawira, who were Persian nobility some of whom were relocated west, they may have formed the Mujaffafa armoured horse cavalry which were grouped together as a decisive reserve. The bulk of the army's cavalry, the Mujarrada or "naked", were mailed fencing lancers on unarmoured horses mainly deployed on the wings. These were provided by the Jund, Arabs of the original conquest who had been settled in the occupied territories in salaried permanent camps to keep them from contamination by less warlike conquered peoples. However, the taking of multiple wives and concubines had by this time diluted them culturally while greatly increasing their numbers. By 690 the quality of all but the elite Syrian Jund, the "Ahl al Sham", had fallen off sharply. Similar but better motivated cavalry were provided by Khawarij, fundamentalist volunteers in advanced camps, wearing red shirts and anxious to get rich by raiding, but as these grew in number, they became discontented with the lack of zeal displayed by the central authorities and from 744 onwards were in permanent revolt against them. Only the least enterprising Arabs had remained in the desert and these were now poorly armed and regarded as inferior and unreliable. Only desert Arabs and tribal auxiliaries now count as Bedouin. One reconstructed plan shows a solid infantry centre with two bodies, one large, one small, of cavalry on each flank, and four more, one large, two medium and one small, in reserve behind. The infantry archers are described as advancing into heavy archery, then kneeling to shoot, protecting themselves from enemy arrows by raising the shield strapped to their forearm over their head. This reads rather more like Bw (O) than Ps (O), and sustained archery would have been more valuable than skirmishing against most historical opponents. However, while most accounts describe archers being in advance of spearmen, some describe archers supporting spearmen from behind. We therefore allow the archers to be deployed either as Bw or Ps. Some infantry were certainly non-Arab "mawali" converts. Others may have been provided by the poorer members or dependents of the Jund, especially in Iraq. The introduction of spearmen as a troop-type may have been inspired by experience against the Sassanids. Other foot were provided by Dailami, Berbers and Jarajima hillmen, the last probably Maronite Christians. The old improvised fleets of merchant and fishing vessels had been replaced by purpose-built Byzantine-style dromons called qumbariya, crewed by Egyptian sailors and Arab fighting men. Marines were heavily protected in quilted, mail or lamellar armour and fought with long spears, javelins and bows. Qumbariya were considered slower than Byzantine dromons and were also "outgunned" by the Byzantine introduction of Greek Fire siphons in 673. The secret was successfully kept and Greek Fire was not to be used by the Arabs until the siege of Thessalonika in 904. At the second siege of Constantinople in 717, qumbariya were supported by merchant ships carrying castles and 100 fighting men. Accounts of the siege stress the effectiveness of the Byzantine artillery but do not mention its use by the Arabs, who were considered unskilled at siege work.

### 32. VOLGA BULGAR 675 AD -1237 AD

Cold. Ag 1. Rv, H(S), H(G), Wd, RGo, BUA.	
C-in-C - Irr Cv (O) @ 17AP	1
Sub-general - as above	0-1
Bulgar cavalry - Irr Cv (O) @ 7AP	10-24
Bulgar scouts - Irr LH (F) @ 4AP	3-8
Foot archers - Irr Bw (I) @ 3AP or Irr Ps (O) @ 2AP	0-8
Town levies - Irr Hd (O) @ 1AP	3-10
Earthworks with caltrops and palisades - TF @ 2AP	0-20
Suwar, Barsula or other nomads:	
Ally-general - Irr Cv (S) @ 14AP	1-2
Nobles - Irr Cv (O) @ 7AP	1-8
Upgrade nobles by addition of lance to Irr Cv (S) @ 9AP	0-4
Horse archers - Irr LH (S) @ 7AP	10-30
Finnish or Ugrian forest peoples:	
Sub-general - Irr Cv (O) @ 17AP	0-2
Convert Finnish sub-general to Mordvin ally general - Irr Cv (O) @ 12AP	0-1
Cavalry - Irr Cv (O) @ 7AP	*2-4
Archers - Irr Bw (I) @ 3AP or Irr Ps (O) @ 2AP	*4-12
Finnish warriors - Irr Ax (O) @ 3AP or Ugrian warriors - Irr Wb (F) @ 3AP	*4-12
<b>Only from 1183 AD to 1184 AD:</b>	
Yemek Cuman allies - List: Cuman (Kipchak) (Bk 3)	

When Khazar attacks broke up Great Bulgaria circa 675 AD, one group, the "Silver" Bulgars, moved east and set up a new state in the middle Volga and Kama valleys, in the transition zone between forest and steppe. Their capital Bulghar became a major centre of the fur

and slave trades, furs being obtained from the Finnish and Ugrian tribes of the northern forest and slaves from raids on the Rus. These Volga Bulgars became farmers and fishermen as well as semi-nomadic herdsmen. They were subordinate to the Khazars until the fall of the Khazar empire in 965. By this time the Bulgars had embraced Islam. They fought incessantly against the expanding Rus principalities until the Volga Bulgar capital and state were destroyed by the Mongols in 1237. The Volga Bulgars shaved their heads and wore boots, long topcoats and turbans like the Arabs, but by the 12th century their cavalry wore armour resembling Russian styles. Because of this, and because they were no longer steppe nomads, most of them are classed as Cv rather than LH. Indeed they seem to have been adept at forest ambushes and warfare from fortified positions. Ally-contingents drawn from this list need not contain the otherwise compulsory Hd or nomads. The Suwar, probably the same people as the Sabirs, and the Barsula, were Turkic steppe nomad groups closely associated with the ruling Bulgars. They often fought against the Bulgars, but allied with them against outsiders. The Finnish Cheremis and some of the Permians, and the Ugrian Wisu (Veps) and Yura (Ob-Ugrians, the modern Vogul and Ostiak) were associated with the Volga Bulgars. One of the Finnish-speaking Mordvin groups, the Erza, allied with the Bulgars while their Moksha relatives sided with the Rus. The various Finno-Ugrian peoples adopted cavalry warfare from their neighbours in the steppes, but the nature of their country and the obvious limitations on the supply of horses must have limited the extent to which they could adopt mobile steppe tactics. They had a reputation for infantry archery using "flat" wooden bows, but also used spears and throwing axes. Some of the Ugrian tribes had a reputation for extreme ferocity. Minima marked \* apply if any Finns or Ugrians are used; all warriors in a command must be classed the same, but those in different commands may be classed differently representing different tribes. Finnish and Ugrian generals can only command troops of their own nationality. Mordvin generals can only command Finns. Yemek Cuman troops, hired originally for a Bulgar civil war, were used against the Suzdalian Rus in 1183-4.

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

Warm. Ag 1. WW, Rv, H(S), Wd, RGo, BUA.	
C-in-C - Irr Cv (O) @ 17AP	1
Sub-general - as above	0-1
Ally-general - Irr Cv (O) @ 12AP or Irr LH (O) @ 10AP	0-2
Arab or Berber lancers - Irr Cv (O) @ 7AP	6-24
Berber light horse - Irr LH (O) @ 5AP	10-30
Berber javelinmen - Irr Ps (S) @ 3AP or Irr Ax (I) @ 2AP	24-50
Replace Berber javelinmen by Negro javelinmen - Irr Ax (O) @ 3AP	0-24
Berber archers and slingers - Irr Ps (O) @ 2AP	0-6
Arab archers - Irr Ps (O) @ 2AP or Irr Bw (O) @ 4AP	0-12
<b>Only after 711 AD:</b>	
Upgrade Berber or Negro javelinmen to spearmen, Irr Sp (I) @ 3AP	1/3-2/3
Negro archers [can support Negro Sp] - Reg Ps (O) @ 2AP if supporting Reg Sp, otherwise Irr Ps (O) @ 2AP	0-8
<b>Only from 740 AD to 742 AD and from 760 AD to 794 AD:</b>	
Upgrade Cv to Jund Reg Cv (O) @ 28AP if C-in-C or sub-general, otherwise 8AP	All
Arab spearmen - Reg Sp (I) @ 4AP	0-8
Upgrade Arab archers to Reg Bw (O) @ 5AP or Reg Ps (O) @ 2AP [Ps can support Arab Sp]	0-8
<b>Only from 795 AD to 818 AD:</b>	
Upgrade C-in-C to Irr Cv (S) @ 19AP	0-1
Abbasia - Irr Cv (S) @ 9AP	4-8
Khurasanian light horse - Irr LH (F) @ 4AP	0-2
<b>Only after 800 AD:</b>	
Galleys - Reg Gal (F) @ 2AP [Ps]	0-4
<b>Only Aghlabids, from 800 AD to 909 AD:</b>	
Upgrade negro javelinmen to Reg Ax (O) @ 4AP or spearmen to Reg Sp (O) @ 5AP, as slave bodyguard	0-4
<b>Only Aghlabids in Sicily in 827 AD:</b>	
Andalusian allies - List: Andalusian (Bk 3)	
<b>Only Aghlabids in Sicily in 1035 AD:</b>	
Byzantine allies - List: Nikephorian Byzantine (Bk 3)	
<b>Only Aghlabids in Sicily in 1035 AD and 1063 AD:</b>	
Zirid allies - List: Early Muslim North Africa and Sicily (Bk 3)	
<b>Only Zirids from 1015 AD to 1057 AD:</b>	
Upgrade negro javelinmen to Reg Ax (O) @ 4AP or spearmen to Reg Sp (I) @ 4AP	0-24
<b>Only Zirids after 1054 AD:</b>	
Downgrade lancers to Arab-Berber Irr Cv (I) @ 5AP	1/2-All
<b>Any after 1000 AD except in Sicily:</b>	
Tuareg allies - List: Tuareg (Bk 3)	0-12

This list covers the armies of Umayyads, Abbasids, Idrisids, Aghlabids, early Fatimids, Maghrawanids and Zirids in Morocco until 1064 AD, in Tunisia until 1160 and in Sicily from 827 to 1091. They were formed from a combination of coastal and city-dwelling Arabs with Berber converts from the hinterland and negro slave troops brought from across the Sahara. The army originally worked on the principle of "swift attack and rapid retreat". The traditional Berber skirmishing light horse and foot were now combined with Arab lancers and their Berber imitators, and with negro infantry more accustomed and better equipped to fight hand-to-hand. By 827 at the latest, many of the infantry could be close formation spearmen instead of skirmishing javelinmen. This may have been inspired by experience in Spain against the Visigoths, or by innovations further east under the Umayyads. The Idrisids of Morocco rejected the spiritual authority of the Abbasid Khalifs in 789, forming their own Shute Khalifate. This disintegrated under attack from the Fatimids of Tunisia circa 926. The Umayyads of Andalusia, alarmed at Fatimid expansionism, seized the ports of Melilla and Ceuta, and subsequently gained at least nominal control of much of the Moroccan interior until the Berber Maghrawanids declared their independence, only to be in turn conquered by the fanatical Murabits from 1056-64. In 761 40,000 Ahl Khurasan were sent by the Abbasid Khalif to quell a revolt in Tunisia, and were afterwards settled as a new Jund. Harun al Rashid sent Harthama ibn Ayain with a force of Abbasia to pacify Tunisia in 795, and after his return (leaving at least some of his troops) appointed Ibrahim ibn al Aghlab as hereditary governor in 800. The province drifted from Abbasid

control after the civil war of 811-18. The Aghlabids became a naval power, declared a jihad or Holy War against the Christians, invaded Sicily in 827, conquered most of it over the following years and also held the toe of Italy from 840 until 880. The export of all their most competent and ambitious fighting men kept it quiet at home, loot kept taxes down and the sponsorship of a long-running jihad conferred moral authority. Unfortunately the emigration of their fighting power left them an easy conquest for the Fatimids' Berber hordes in 909. The Aghlabid emirates of Sicily were progressively conquered by the Normans from 1060 - 1091. The Sanhaja Berber Zirids ruled Tunisia as clients of the Fatimids from 972, after the Fatimid conquest of Egypt. North Africa was more fertile than today until the agriculture of the Tunisian hinterland was ruined as a result of invasion from 1054 onwards by Arab fanatics of the Banu Hilal and Banu Sulaim tribes. This was at Fatimid Egyptian instigation after the Zirids had offended them by changing from Shia to Sunni. The Zirids lingered in the coastal cities until conquered by the Almohades from 1152-60. Cavalry of mixed Arab and Berber descent recruited by the Almohades from ex-Zirid coastal states after the fall of Tunisia were regarded as much inferior by inland Berbers, hence the downgrading of Zirid cavalry after the Banu Hilal/Banu Sulaim invasion. By way of confirmation, after the "Battle of the Eyes" in 1057, in which the Zirid army of 30,000 Negro slave-troops and 30,000 Sanhaja Berbers under Muizz ibn Badees were defeated by the Banu Hilal army of 3,000 cavalry and an unknown number of foot, a satirical poem was promulgated by the victors - "O Ibn Badees, no honour to thee; By my life, thy tribe are not men! Thirty thousand armed soldiers defeated by three; Call yourselves warriors then?" The Sahara cultures are not included here, but represented by the Tuareg list. Galleys were lighter than those of the eastern Mediterranean and had negro fighting crew. Byzantine and Zirid allies cannot be used together. Allied commands cannot include Abbasiya.

#### 34. ANDALUSIAN 710 AD -1172 AD

Warm. Ag 3 until 765 AD. Ag 1 after 765 AD. WW, Rv, H(S), H(G), O, V, RGo, Rd, BUA.

C-in-C - Irr Cv (O) @ 17AP	1
Sub-general - as above or Irr LH (O) @ 15AP	1-2
Andalusian, Berber or Negro cavalry - Irr LH (O) @ 5AP	**14-36
Andalusian or Negro horse archers - Irr LH (F) @ 4AP	0-2
Berber javelinmen - Irr Ps (S) @ 3AP or Irr Ax (I) @ 2AP	*40-90
Berber archers or slingers - Irr Ps (O) @ 2AP	0-16
Andalusian spearmen - Reg Sp (I) @ 4AP	**18-24
Andalusian or Negro archers or slingers - Irr Ps (O) @ 2AP or Reg Ps (O) @ 2AP	**12-24
<b>Only until 765 AD:</b>	
Arab cavalry - Irr Cv (O) @ 7AP	*6-12
<b>Only from 741 AD to 765 AD:</b>	
Upgrade Arab cavalry to Jund - Reg Cv (O) @ 8AP	1/2-3/4
<b>Only after 765 AD:</b>	
Upgrade Andalusian generals to Reg Cv (O) @ 28AP	Any
Upgrade Andalusian cavalry to Reg Cv (O) @ 8AP	6-12
Negro spearmen - Irr Ax (O) @ 3AP or Irr Sp (I) @ 3AP or Reg Sp (I) @ 4AP	0-8
Upgrade C-in-C to Reg Kn (F) @ 31AP if Christian guard used	***1
Christian guard cavalry - Reg Kn (F) @ 11AP	0-3
Christian guard crossbowmen - Reg Bw (I) @ 4AP	0-2
Upgrade C-in-C to Reg Sp (O) @ 25AP if Negro guard used	***1
Negro guard spearmen - Reg Sp (O) @ 5AP	0-5
Galleys - Reg Gal (F) @ 2AP [Sp or Ps]	0-3
Christian Spanish allies - List: Feudal Spanish (Bk 3)	0-18
<b>Only in 1086 AD:</b>	
Murabit allies - List: Fanatic Berber (Bk 3)	

This list covers Moslem armies in Spain from the original invasion by the Umayyad Khalifate, through the reduction of the Umayyads to a relic independent Spanish emirate by the Abbasid revolution, the self-promotion of the emirate to a new Spanish Umayyad Khalifate with temporary possession of Morocco as well, the loss of Morocco to the Maghrawanids and the fragmentation of Muslim Spain into competing Berber and Arab emirates, until the completion of the Murabit reconquest with the fall of Murcia, the last independent Andalusian state, in 1172. The original invasion force consisted of a small number of Arab cavalry and masses of Berber infantry. It was later reinforced by more Arabs, the last wave of Syrian Jund arriving in 741 AD. Andalusian is used to signify Moslems born in Spain. The regular organisation of the Jund was continued by the Umayyads and survived them. Regular cavalry were armoured until after the end of this list, reverting to the earlier skirmishing type only under the Marinids in the 13th century. However, they were supplemented by unpaid irregulars subsisting on loot called "mujahids" or "ahl al-ribat", who accompanied every army. Berber cavalry, Negroes and Christian troops were introduced later as mercenaries. Minima marked \* apply only if no Andalusians are used. Minima marked \*\* apply if any Andalusians are used. Minima marked \*\*\* apply if that guard unit is used. Arabs cannot be used together with Christians, Negroes, any regular troops, or more than 5 elements of Berber cavalry. Andalusian and Negro archers can give rear support to spearmen of their own nationality, provided that they are regular if the spearmen are. Christian and Negro guards cannot be used together. Allied contingents from this list need not include otherwise compulsory foot.

<b>35. FEUDAL SPANISH 718 AD - 1340 AD</b>	
Warm. Ag 2. WW, Rv, H(S), H(G), O, V, RGo, Rd, BUA.	
C-in-C - Irr Kn (F) @ 19AP or Irr Bd (O) @ 15AP	1
Sub-general- Irr Kn (F) @ 19AP	1-2
Hidalgos and infanzones, foreign crusaders and mercenary knights - Irr Kn (F) @ 9AP	9-22
Basque or mercenary Berber light horse - Irr LH (O) @ 5AP	0-6
Axemen - Irr Bd (O) @ 5AP	0-1
Spearmen - Irr Sp (I) @ 3AP	6-24
Archers - Irr Ps (O) @ 2AP [Can support spearmen]	4-12
Javelinmen - Irr Ps (I) @ 1AP	16-36
Slings - Irr Ps (O) @ 2AP	3-12
<b>Only after 950 AD:</b>	
Hidalgos and Infanzones from reconquered areas and caballeros villanos - Irr Cv (O) @ 7AP	4-8
<b>Only after 1000 AD:</b>	
Cart with Cross of Pelagius - Reg WWg (I) @ 3AP	0-1
Upgrade axemen to Reg Bd (O) @ 7AP as WWg guards	1 per WWg
Mounted crossbowmen - Irr LH (I) @ 3AP	0-4
Foot crossbowmen - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	0-8
<b>Only from 1031 AD to 1110 AD:</b>	
Andalusian allies - List: Andalusian (Bk 3)	0-16
<b>Only from 1147 AD to 1148 AD:</b>	
Dismounted crusaders-Irr Bd (O) @ 5AP	1 per Shp
Crusader cogs - Irr Shp (S) @ 4AP [Bd (S)]	0-4
<b>Only after 1150 AD:</b>	
Bidets or Almughavars - Irr Ps (S) @ 3AP or Irr Ax (O) @ 3AP or Irr Ax (S) @ 4AP	0-12
<b>Only after 1200 AD:</b>	
Upgrade generals to Irr Kn (S) @ 22AP	All
Upgrade Kn to Irr Kn (O) @ 10AP	Any
Upgrade Kn (O) as belonging to military orders or as French crusaders to Irr Kn (S) @ 12AP	0-1/2
Replace Ps (I) and/or Cv (O) with jinetes - Irr LH (O) @ 5AP	8-24
Upgrade crossbowmen with armour and/or pavises to Irr Bw (O) @ 4AP	Any
Upgrade spearmen as military order sergeants to Reg Sp (O) @ 5AP	0-6
Upgrade crossbowmen as military order sergeants to Reg Bw (O) @ 5AP	0-3
Mules or donkeys to mount any infantry @ 1AP	0-20
<b>Only Castilian armies after 1238 AD:</b>	
Granadine allies - List: Granadine (Bk 4)	
<b>Only after 1269 AD:</b>	
Marinid allies - List: Fanatic Berber (Bk 3)	

This list covers all Christian Spanish armies from the founding of the Asturian kingdom that started the reconquista, until the partial introduction of plate armour. The army was probably initially composed of town militia and Visigothic units stationed in the area who had maintained resistance in the mountains after central authority collapsed, later supplemented by refugees. Early armies included very large numbers of light infantry, who could be Basques, slaves from large estates or conscripted townspeople not part of the militia. The archers supporting spear blocks were the personal slaves of the free spearmen forming the front ranks. The axemen are depicted as armoured and carrying a falx-like weapon with a 2 to 3 foot blade on a 3 foot handle, and are described as cutting Arabs in half. They should either be a bodyguard element for a king fighting on foot, such as Pelagius at Oviedo, or guarding the army standard if he fights mounted. Kn not upgraded to (O) or (S) cannot be used after 1275 AD. The Spanish military orders were more numerous than those of other countries, but their knights were less controllable. The light horse can include both Moslems, mostly Berbers, and Christians. Arab sources say that Christian cavalry were heavier and slower than theirs. Even early depictions show them as mailed, riding with a straight leg and charging with the lance, but they were late in adopting full mail armour. Armoured cavalry from areas reconquered from the Moors had probably adopted the local skirmishing style, retaining it until the later 12th century. While there were probably at least some light horse from quite early on, they were not called jinetes until their number greatly expanded during the 13th century.

<b>36. NAN-CHAO 728 AD -1253 AD</b>	
Tropical. Ag 3. H(S), H(G), Rv, M, Wd, Rd, BUA.	
C-in-C - Reg Cv (O) @ 28AP	1
Sub-general - as above	1-2
Cavalry with spears or crossbows - Reg Cv (O) @ 8AP	7-20
Cavalry scouts - Reg LH (O) @ 5AP	0-4
Spearmen - Up to half Reg Pk (X) @ 4AP, remainder Reg Pk (I) @ 3AP	12-24
Archers - Reg Bw (O) @ 5AP or Reg Ps (O) @ 2AP	8-16
Crossbowmen - Reg Bw (O) @ 5AP	
- up to 793 AD	0-8
- after 793 AD	8-16
Elephants - Irr El (O) @ 16AP	0-1
Tribal cavalry - Irr Cv (O) @ 7AP	0-4
Tribal close-fighting infantry - Irr Wb (F) @ 3AP	3-10
Tribal archers and crossbowmen - Irr Ps (O) @ 2AP	3-8
<b>Only from 728 AD to 740 AD:</b>	
T'ang Chinese allies - List: Sui and Early T'ang Chinese (Bk 3)	
<b>Only from 754 AD to 793 AD:</b>	
Tibetan allies - List: Tibetan (Bk 3)	

**Only from 760 AD to 830 AD and 860 AD to 866 AD:**

Pyu Burmese allies - List: Burmese (Bk 3)

**Only from 860 AD to 866 AD:**

Vietnamese rebel allies - List: Early Vietnamese (Bk 1)

The Nan-chao kingdom was formed when one local ruler in Yunnan overcame his neighbours, with T'ang Chinese support. The new kingdom played the T'ang off against the Tibetans, allying with and deserting each in turn. (The second T'ang alliance with Nan-chao, in 794-829, is represented by a Nan-chao contingent in the later T'ang list.) Nan-chao subdued many local tribes in Yunnan and nearby, raising tribal troops who were called "fierce and unrelenting fighters" by one Chinese source. Other tribes were deported and resettled in Nan-chao territory; these also supplied troops, who are here assumed to be conscripted into regular units armed in Nan-chao style. The Pyu kingdom in northern Burma was made tributary in the 760s and destroyed in 832; Pyn troops are mentioned in a Nan-chao army in 862, perhaps having been deported and settled in Nan-chao territory. In the 830s, Nan-chao forces campaigned through Cambodia as far as the sea; in the 860s, they invaded the T'ang province of Annam, with the support of local Vietnamese. After that, Nan-chao went through a period of internal troubles, with several changes of dynasty. The kingdom was destroyed by the Mongols under Kubilai as part of their campaign against Sung China. Nan-chao had an effective army, tightly disciplined, with regular inspections and manoeuvres and with a Chinese-style system of examinations for officers. Most troops wore elephant, rhino or buffalo-hide armour, coloured red, with designs of flowers, insects and animals in yellow and black dyes. In the 790s, T'ang advisers improved their armour and helped them manufacture more crossbows for use against the Tibetans. Cavalry seem to have been a significant arm; Marco Polo mentions them as riding with long stirrups on horses with docked tails. He says the main weapons of the army were spear and shield, or crossbow. Some infantry are illustrated in a processional scene with 12 foot spear or glaive of equal length and no shield but preceded by a standard bearer with a very large shield or pavise slung from a baldric, hence the option for Pk (X). Elephants greeted one T'ang embassy, in a parade along with soldiers and cavalry, thus suggesting that they might have been war elephants, perhaps imported from Burma. Vietnamese rebel allies cannot include elephants, but can include T'ang trained militia. Pyu Burmese allies cannot be used with Tibetans.

**37. ABBASID ARAB 747 AD -945 AD**

Dry. Ag 1. WW, Rv, H(G), O, RGo, M, D, Rd, BUA.

C-in-C - Reg Cv (S) @ 30AP or Reg Cv (O) @ 28AP

Sub-general - as above

Ahl Khurasan - Irr Cv (O) @ 7AP

Archers - Irr Bw (O) @ 4AP or Irr Ps (O) @ 2AP [Ps can support Sp]

Spearmen - Irr Sp (I) @ 3AP

Mutatawwi'a volunteers - Irr Wb (F) @ 3AP

Mutatawwi'a volunteers or tribal Arab auxiliaries - Irr LH (O) @ 5AP

Dailami - up to 1/3 archers, Reg Ps (O) @ 2AP [can support Dailami Ax],

remainder with zupin, Reg Ax (S) @ 5AP

Naffatun - Irr Ps (X) @ 6AP

Entrenchments to protect camp - TF @ 1AP

Marines - all Reg Ax (S) @ 5AP or all Irr Wb (F) @ 3AP

Qumbariya - Reg Gal (O) @ 3AP [Marines]

**Only before 754 AD:**

Ahl Khurasan Mawali (freedmen/retainers) - Irr LH (F) @ 4AP

**Only after 750 AD:**

Ahl al Sham - Reg Cv (O) @ 8AP

City militias - Aiyar, Urat, Irr Hd (F) @ 1AP or Ahdath, Irr Hd (O) @ 1AP

**Only from 754 AD:**

Upgrade Ahl Khurasan to Reg Cv (O) @ 8AP

**Only from 764 AD to 861 AD:**

Abna - all Reg Sp (O) @ 5AP or all Reg Ax (S) @ 5AP

Replace qumbariya with river boats - Irr Bts (O) @ 2AP [Sp (O)]

**Only from 794 AD:**

Replace Ahl al Sham with Abbasiyah and/or other Khurasani horse archers - Irr Cv (S) @ 9AP

Khurasani light horse - Irr LH (F) @ 4AP

**Only from 814 AD:**

Turkish ghulam guards - Reg Cv (S) @ 10AP

Downgrade Ahl al Sham to Irr Cv (I) @ 5AP

**Only from 836 AD:**

Maghariba guards - Reg LH (O) @ 5AP

Replace Abbasiyah and Khurasani light horse with ghulams - Reg Cv (S) @ 10AP

Replace archers and/or spearmen with 'Abid - Reg Bw, half (X) @ 7AP, half (O) @ 3AP,

on double element bases each with 1 element (X) in front of one element (O)

- Before 900 AD:

- From 900 AD:

**Only from 890 AD:**

Hamdanid allies - List: Dynastic Bedouin (Bk 3)

1  
1-3  
\*12-20  
8-20  
8-20  
0-6  
0-12  
0-6  
0-3  
0-12  
1 per Gal  
0-3  
0-6  
0-4  
Any  
0-9  
All/0  
6-9  
0-3  
2-5  
All  
2-5  
6-12  
0-1/2  
1/2-All

This list covers Abbasid armies from the first revolt of Abu Muslim's Khurasani Arab troops against the Umayyads until the relegation of the Khalifate to a purely spiritual role by the Buyids. The capital of the Khalifate was at Baghdad. The Ahl al Sham were not available until the Umayyads had been defeated and Saffah ("Bloodshedder") had been installed as the first Abbasid Khalif. They were still mailed fencing lancers on unarmoured horses, as apparently were the Ahl Khurasan, ethnic Arab troops originally stationed in Khurasan, for whom no evidence of bows or horse armour can be found - except that the renowned Arab writer al-Jahiz (776-869) expressed the opinion that the Arabs he saw in Khurasan had "no skill worth mentioning in shooting from horseback" and that 1,000 of them would be shot down by 1,000 native Khurasani horse archers at the first exchange without significant loss. We conclude from this that the lance must have been their main weapon. At the battle of the Zab in 750, they dismounted and knelt in close formation with their lance butts dug into the ground. Ahl

Khurasan can accordingly always dismount as Sp (O). Arab lancers were still present at the battle of Darjmon in 835. The Abbasiyah "Guardians of the Abbasids", raised in 794 as a counter to the Abna and Ahl Khurasan, were also from Khurasan, but were probably all ethnic Iranian horse archers, the majority in mail and riding armoured horses. Some, however, may have been mailed Arab lancers. The "Turkish" ghulam bodyguard raised in 814 AD were also armoured horse archers riding armoured horses and, according to the "Taktika" of Leon VI, also having lance and shield. Although their language was Turkish, recruits were of many nations including Iranians, Armenians, Khazars, Slavs, Russians and Greeks. This guard was balanced in 836 by the Maghariba or "westerners", a second bodyguard unit recruited from desert Arabs from Egypt and Libya. These are said to have been lighter and more mobile than the ghulams, so are assumed to have their native equipment, as unarmoured skirmishing lancers, as were guards recruited later by the Tulunids from the same area. The two bodyguards together formed the "Jund al Hadra". Khurasani horse archers continued to be employed even after the large-scale introduction of ghulams, but on a much reduced scale since Khurasan was no longer directly controlled by the Abbasids. The Abna evolved out of the Ahl Khurasan some time between the building of Baghdad in 763 and the reign of Mehedi (775 -785). They fought as armoured foot with long spears or javelins and were especially skilled in street fighting and boat work. They were salaried but worked at civilian occupations. Abbasid infantry tactics remained much the same as under the Umayyads, but the troops were probably of lower quality. Mutatawwi'a were unpaid volunteers motivated by religious enthusiasm and desire for loot. Naffatun with incendiary weapons accompanied archer units. 'Abid were black African military slaves. Their front ranks knelt with short spear and large shield while rear ranks with bow and smaller shield shot over them. They were forbidden to charge until the enemy infantry were in full retreat. According to Leon VI, other archers screened the front of the cavalry. Galleys were based in Egypt and Syria, the former probably manned by Egyptians, the latter by Mutatawwi'a. The typical Abbasid deployment was in three lines, the first of volunteers, the second of infantry flanked by horse archers and the third of heavy cavalry. The minimum marked \* only applies before 794. The Abbasids used black flags and some of their troops wore black: "Putting black garments on the officers of the guard" was an Arab proverb equivalent to "taking coals to Newcastle".

**38. ARAB INDIAN 751 AD -1206 AD**

Dry. Ag 3 before 834 AD, then 1. WW (WW before 834 AD), Rv, Wd, E, RGo, D, Rd, BUA.	
C-in-C - as Arab cavalry, Irr Cv (O) @ 17AP	1
Sub-general - as above	1-2
Arab cavalry - Irr Cv (O) @ 7AP	10-20
Sindi cavalry - Irr Cv (I) @ 5AP	8-20
Arab infantry - Irr Sp (I) @ 3AP	*8-20
Arab archers - Irr Ps (O) @ 2AP [can support Arab spearmen] or Irr Bw (O) @ 4AP	*8-20
Hindu infantry - Up to 1/4 swordsmen, Irr Bd (F) @ 5AP, up to 1/4 javelinmen,	
Irr Ps (S) @ 3AP, rest archers, Irr Bw (I) @ 3AP	8-40
Camp followers - Irr Hd (O) @ 1AP	0-4
Elephants - Irr El (O) @ 16AP	0-1
<b>Only before 833 AD:</b>	
Ghazi - Irr Wb (F) @ 3AP	0-6
Dhows - Irr Shp (O) @ 3AP [Arab Sp or Ps]	0-3
Horse transports - Irr Shp (I) @ 2AP [Arab Cv]	0-3
<b>Only after 872 AD:</b>	
Upgrade Arab Cv to Khurasanian or ghulam Irr Cv (S) @ 19AP if general, otherwise @ 9AP	Any

Between 710 and 712 an Arab force penetrated the River Indus from the sea and conquered most of the regions of Sind and Kutch. In 725 an Arab army from Sind, acting on instructions from the Khalif, invaded Central India. It penetrated as far as the northern foothills of the Vindhya Range but was defeated by the Hindu Pratiharas. Sind and Kutch remained nominally subject to the Umayyad and Abbasid Khalifs but by the start date of our list had become Indianised, with local troops apparently providing much of the strength of the army. The Arabs invaded Central India again in 833 but were beaten even more decisively, losing Kutch and much of lower Sind. Thereafter Islam survived in India only in the form of two small and partially Hinduised states, Mansurah and Multan. Having lost their main means of communication by sea with the Khalifate they were now effectively independent, but came under the Khurasanian influence of the Saffarids (872 - 903) and later the Samanids. In 1010 Mahmud of Ghazni conquered Multan, declaring its Sheikh a heretic. Both states were finally suppressed by Qutb-ud-Din Aibek, the founder of the Delhi Sultanate. In the absence of detailed information on their military systems we assume that they retained a mixture of Arab and local troop-types. They may possibly have employed Khurasanian or Khurasanian-equipped cavalry under Saffarid or Samanid influence, and may conceivably later have employed cavalry equipped as Turkish ghulams. It is reasonable to assume that non-Indian troops became scarcer as time went on. After 833, no more than one third of the army's elements can be Arab, Khurasanian or ghulam. Minima marked \* apply only before 833. War elephants are conjectural.

<b>39. LATE T'ANG AND FIVE DYNASTIES CHINESE 755 AD -979 AD</b>	
Southern Han: Tropical. Southern T'ang and other southern states: Warm. Otherwise Cold.	
Ag 1. WW, Rv, H(S), H(G), O, RGo, M, Rd, BUA. Only southern states: WW, E.	
C-in-C - Reg Cv (O) @ 28AP or Reg Cv (S) @ 30AP	1
Chinese ally-general - Reg Cv (O) @ 18AP, Reg Cv (S) @ 20AP or Reg Bd (F) @ 17AP	1-2
Heavy cavalry - Reg Cv (I) @ 6AP	4-8
Upgrade heavy cavalry to Reg Cv (O) @ 8AP	0-4
Horse archers - Reg LH (F) @ 4AP	0-6
Swordsmen - Reg Bd (I) @ 5AP	10-14
Spearmen - Reg Sp (I) @ 4AP	14-20
Archers - Reg Bw (I) @ 4AP or Reg Ps (O) @ 2AP	10-20
Upgrade swordsmen to Reg Bd (F) @ 7AP, spearmen to Reg Sp (O) @ 5AP	
and/or archers to Reg Bw (O) @ 5AP as elite troops or veterans	0-34
Crossbow specialists - Reg Bw (O) @ 5AP	0-6
Horses or mules to mount regular infantry @ IAP	0-12
Local militia swordsmen or spearmen - Irr Bd (I) @ 4AP or Irr Sp (I) @ 3AP	0-16
Local militia archers or crossbowmen - Irr Bw (I) @ 3AP or Irr PS (O) @ 2AP	0-8
Peasant rebels or untrained militia - Irr Hd (O) @ IAP	0-20
<b>Only Late T'ang before 907 AD:</b>	
Tribal Khitan or Hsi allies - List: Hsien-pi etc. (Bk 2)	
<b>Only Late T'ang, Southern Han, Southern T'ang and other southern states' armies:</b>	
Southern tribal auxiliaries - Irr Wb (F) @ 3AP	*4-8
Southern tribal archers or crossbowmen - Irr Bw (I) @ 3AP or Irr Ps (O) @ 2AP	*2-4
Towered ships - Irr Shp (S) @ 4AP [Bw (O) or (I)]	0-2
Horse-transporters - Irr Shp (I) @ 2AP [Cv or LH]	0-2
Paddle-wheelers - Reg Gal (F) @ 2AP [Bw (O) or (I)]	0-1
<b>Only Late T'ang, Later Liang, Later Chou or Northern Han armies:</b>	
Turkish horse archers - Irr LH (S) @ 7AP	0-6
<b>Only in 757 AD:</b>	
Arab cavalry - Irr Cv (O) @ 7AP	0-2
Arab spearmen - Irr Sp (I) @ 3AP	0-2
Arab archers - Irr Ps (O) @ 2AP [can support Arab Sp] or Irr Bw (O) @ 4AP	0-2
<b>Only from 757 AD - 790 AD and in 860 AD:</b>	
Uighur allies - List: Central Asian Turkish (Bk 3)	
<b>Only in 763 AD and in 860 AD:</b>	
Tibetan allies - List: Tibetan (Bk 3)	
<b>Only from 794 AD - 829 AD:</b>	
Nan-cbao allies - List: Nan-chao (Bk 3)	
<b>Only from 869 AD - 900 AD:</b>	
Sha-t'o allies - List: Sha-t'o Turkish (Bk 3)	
<b>Only after 919 AD:</b>	
Naphtha flame-throwers or fire-lances - Reg Ps (X) @ 6AP	0-2
<b>Only Southern Han (907 AD - 971 AD):</b>	
Elephants - Irr El (S) @ 20AP	1-3
<b>Only Southern T'ang (937 AD - 975 AD):</b>	
Guard two-handed swordsmen - Reg Bd (O) @ 7AP	0-2
<b>Only Northern Han (951 AD - 979 AD):</b>	
Liao allies - List: Khitan-Liao (Bk 3)	

After defeats on several fronts in the 750s, the T'ang were rocked by the great rebellion of An Lu-shan in 755 AD, and never fully recovered. Many military governors became effectively independent. Again weakened by Huang Ch'ao's revolt in 875, the T'ang dissolved into military anarchy and in 907 were replaced by the first of the "Five Dynasties" that successively ruled North China. This list covers late T'ang armies (not to be confused with the "Later T'ang", the Sha-t'o ruled second of the Five Dynasties, nor with the "Southern T'ang", one of the "Ten Kingdoms"), the first and last of the Five Dynasties (the "Later Liang" and the "Later Chou"), and the Ten Kingdoms of the south and the outlying regions. The other three of the Five Dynasties were ruled by the Sha-t'o Turks (List 42). After An Lu-shan's rebellion, every general or governor could aspire to independence. Rebellions were common, and often failed due to treachery among the rebel leadership, so assistant generals are classed as allies, not subordinates. Cavalry declined as the T'ang lost the horse-breeding areas of the northern frontier, and became increasingly dependent on tribal allied cavalry - first Uighurs, then Sha-t'o Turks. More battles were in any case fought inside China itself, in country less suited to cavalry. The classification of cavalry as Cv (I) or (O) reflects a decline in efficiency as much as in armament, though the skill needed to use both lance and bow is likely to have been in short supply. Otherwise, weapons and equipment changed little, except that long swords were common infantry weapons from the 750s on, sometimes for elite forces. The Southern T'ang Bd (O) are based on a royal tomb relief of a guardsman with a sword big enough for two-handed use and long scale armour that would hinder fast movement. The fire-lance, introduced in the 10th century, was the first gunpowder weapon, a firework on a pole used at close quarters. Militia raised in 876 were "swordsmen, archers and drummers". Arab troops are recorded at the recapture of Ch'ang-an in 757 AD (sent by the Abbasids and serving along with Uighurs and "southern barbarians"). Tibetans (with Uighurs and other tribal troops best represented as Turks) supported a Chinese rebel in 763, and Tibetan and Uighur mercenaries were used against another rebel in 860. The Sha-t'o were an important bulwark of the dynasty from their use to put down a frontier rebellion in 869, and were particularly important against Huang Ch'ao after 883. The Southern Han had a permanent elephant-corps, each animal allegedly crewed by ten or more men. Southern tribes cannot be used with Sha-t'o. The minima marked \* apply only if any southern tribal auxiliaries are used.

<b>40. NORSE VIKING AND LEIDANG 790 AD -1280 AD</b>	
Cold. Viking - Ag 4. Leidang - Ag 1. WW, Rv, H(G), Wd, RGo, M, BUA. Non-Danish Leidang: H(S), Wd.	
C-in-C - Irr Bd (O) @ 15AP or Irr Bd (F) @ 15AP	1
Sub-general - as above	1-2
Huscarls - Irr Bd (O) @ 5AP	8-20
Berserks - Irr Wb (F) @ 3AP	0-2
Scouts - Irr Ps (S) @ 3AP	0-3
Mounted Scouts - Irr Cv (I) @ 5AP	0-2
Longships - Irr Bts (S) @ 3AP [Up to 1/8 Wb, up to 1/4 Bw or Ps, rest Bd]	0-8
Palisade to protect camp - TF @ 1AP	0-16
<b>Only Viking before 850 AD:</b>	
Undisciplined raiders - Irr Bd (F) @ 5AP	26-80
<b>Only Viking after 850 AD:</b>	
Hird - Irr Bd (I) @ 4AP	32-72
Archers - Irr Bw (O) @ 4AP or Irr Ps (O) @ 2AP	0-6
Horses to mount all foot @ 1AP	All/0
Replace Hird with freelance raiders - Irr Bd (F) @ 5AP	0-8
<b>Only Viking in 866 AD:</b>	
Breton allies - List: Breton (Bk 3)	
<b>Only Dublin Vikings from 850 AD to 1094 AD:</b>	
Irish - Irr Ax (O) @ 3AP	0-10
Irish allies - List: Norse Irish (Bk 3)	
<b>Only Norwegian Viking (Haraldr Hardraada) in 1066 AD:</b>	
English rebel sub-general - Irr Bd (O) @ 15AP	1
English rebels - Irr Bd (O) @ 5AP	1-3
English Fleming mercenaries - Irr Sp (O) @ 4AP	0-6
<b>Only Danish Viking (Sweyn Estrithsson) in 1069 AD:</b>	
English rebel allies - List: Anglo-Danish (Bk 2)	
Scots allies - List: Pre-Feudal Scots (Bk 2)	
<b>Only Leidang:</b>	
Bondi - Irr Bd (I) @ 4AP, or, if Swedish in Finland, Finns - Irr Ax (O) @ 3AP	30-100
Bondi archers - Irr Ps (O) @ 2AP or Irr Bw (O) @ 4AP	5-26
Thralls and similar levy dregs - Irr Hd (O) @ 1AP	0-8
Freelance Viking raiders - Irr Bd (F) @ 5AP	0-4
<b>Only Leidang after 1070 AD:</b>	
Upgrade generals to Irr Kn (F) @ 19AP	Any
Upgrade mounted scouts to Irr Kn (F) @ 9AP	All
<b>Only Leidang after 1133 AD:</b>	
Laenstropperne - Irr Kn (F) @ 9AP	0-8
German clerical allies - List: Medieval German (Bk 4)	
<b>Only Danish Leidang after 1218 AD:</b>	
Upgrade huscars to Irr Kn (F) @ 9AP	0-8
German colonists - Up to half crossbowmen Irr Ps (O) @ 2AP, remainder Irr Sp (I) @ 3AP	0-12
Wendish allies - List: Early Slav (Bk 3)	
Dithmarschen free canton allies - List: Medieval German (Bk 4)	

This covers Norse armies from the first Viking raids on Britain until the full establishment of the feudal system at home. Classification of most as Blades is because of universal ownership of swords or axes, the stress placed on individual weapon handling, and the lack (apart from berserks) of any evidence of uncontrolled charges. The existence of berserks, although disputed, is quite certain. They were favoured as intimidatory royal tax collectors! We assume that a small number of genuine berserks was swelled by imitators who had to behave the same way or lose face - as demonstrated by modern studies of Glasgow street gangs. Archers have bow as well as other weapons. If Ps, they can support Bd. Leidang armies are Norwegian Leidang, Danish Leding or Swedish Ledung home levies. Bondi were respectable small farmers tied to their land only in that they could not be shifted from it by more important people except by considerable force. We assume that they have less mail and skill than huscarls, but more mail and experience, if less youthful vigour, than the younger men of the Hird, who are likely to be their surplus sons. There is no reason to suppose that they depended any more on their spears than did huscarls or hirdsmen. Finns in Swedish armies were woods-wise and not keen on open battle. Each ship of a Leidang levy had to have a bow per thwart, usually for 2 oarsmen. Since there would be at least 1 and sometimes 2 extra fighting men per thwart, up to 1/3 of bondi could be archers. By the end of the period, some had crossbows. Viking armies are those on overseas raiding expeditions, or of Yorvik, Dublin, Orkney, Man and Novgorod, but not of the Hebrides. We distinguish between earlier undisciplined raiders and the larger more disciplined raiding armies under kings or jarls after 850 AD. However, as late as the 11th century organised armies could be aided by uninvited freelances. They cannot be used if the whole army is mounted. The huscarls are taken to be the most skilled and uniformly armoured men, nobles and their professional followers. An English sub-general must command all English and Flemings present, but can also command Vikings or other troops. A Leidang army cannot include Vikings except freelance raiders in boats, nor a Viking army include Leidang. Viking allied contingents can include longships. Cv & Kn can always dismount as Bd (O).

<b>41. DOG PEOPLES AND PUEBLO CULTURES 800 AD - 1500 AD</b>	
Dry. Ag 3. H(S), RGo, BUA.	
C-in-C - Irr Ps (O) @ 12AP or Irr Bw (I) @ 13AP	1
Sub-general - As C-in-C or Irr Wb (F) @ 13AP	1-2
Warrior societies - Irr Wb (F) @ 3AP	0-6
Tribesmen with bow - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	58-178
<b>Only ii Proto-Toltec or Proto-Aztec:</b>	



Change general to Irr Wb (F) @ 13AP	All
Change tribesmen from bow to atlatl - Irr Ps (S) @ 3AP or Irr Ax (I) @ 2AP	All
Slingers - Irr Ps (O) @ 2AP	0-12

The Aztec term for all the waves of barbarian migration into Mexico was the Chichimec or "Dog Peoples". These claimed to originate from a distant northern homeland called Aztlan, which has never been convincingly identified. They are generally supposed to have been desert dwelling hunter gatherers, but it is difficult to explain how such a life style could generate sufficient population surplus to overwhelm the civilised states of Mexico. Since they had linguistic affinities with some of the Pueblo Indians, it makes better sense to assume that they were settled peoples who acquired desert skills after being forced to migrate by a disaster; such as the prolonged drought from 1276 to 1299 which caused the abandonment of hundreds of Pueblo villages and the destruction of others in inter-Pueblo warfare. Pueblo peoples were divided into clans with animal totems and included warrior societies providing possible prototypes for Eagle and Jaguar knights. This list covers both the migrants and those that remained Pueblo dwellers. It starts with the earliest suggested date for the first incursions into Mexico. The first, Proto-Toltec, and the last, Proto-Aztec, waves developed into states that relied on the atlatl dart-thrower and did not favour the bow, while the intermediate waves gave rise to states that specialised in archery. The atlatl has the longer history in the area, having been used to hunt mastodon.

#### 42. SHA-T'O TURKISH 808 AD -951 AD

Cold. Ag 3.

Before 879 AD: D, RGo, H(S), H(G), Rv.

From 879 AD: WW, Rv, H(S), H(G), O, RGo, M, Rd, BUA.

C-in-C - Irr Cv (O) @ 17AP or, if equipped with lance as well as bow, Irr Cv (S) @ 19AP

Sub-general - as above

Sha-t'o armoured cavalry - Irr Cv (O) @ 7AP or Irr Cv (S) @ 9AP

Sha-t'o unarmoured horse archers - Irr LH (S) @ 7AP

Sha-t'o tribal infantry - Irr Bw (I) @ 3AP or Irr Ps (O) @ 2AP

Miscellaneous tribal cavalry - Irr LH (F) @ 4AP or Irr LH (S) @ 7AP

Miscellaneous tribal cavalry - Irr Cv (O) @ 7AP

##### Only from 884 AD to 923 AD:

Chinese cavalry - Reg Cv (I) @ 6AP

Chinese swordsmen - Reg Bd (I) @ 5AP or Reg Bd (F) @ 7AP

Chinese spearmen - Reg Sp (I) @ 4AP or Reg Sp (O) @ 5AP

Chinese archers and crossbowmen - Reg Bw (I) @ 4AP or Reg Bw (O) @ 5AP

or Reg Ps (O) @ 2AP

Chinese militia swordsmen or spearmen - Irr Bd (I) @ 4AP or Irr Sp (I) @ 3AP

Chinese militia archers and crossbowmen - Irr Bw (I) @ 3AP or Irr Ps (O) @ 2AP

##### Only after 880 AD:

Tatar allies - List: Tribal Mongolian (Bk 3)

##### Only after 907 AD:

Upgrade Sha-t'o generals to Reg Cv (S) @ 30AP, Sha-t'o Cv to Reg @ 10AP if (S), 8AP if (O), and Sha-t'o LH to Reg LH (S) @ 7AP

##### Only after 923 AD:

Chinese cavalry - Reg Cv (I) @ 6AP

Chinese swordsmen - Reg Bd (I) @ 5AP or Reg Bd (F) @ 7AP

Chinese spearmen - Reg Sp (I) @ 4AP or Reg Sp (O) @ 5AP

Chinese archers and crossbowmen - Reg Bw (I) @ 4AP or Reg Bw (O) @ 5AP

or Reg Ps (O) @ 2AP

Chinese militia swordsmen or spearmen - Irr Bd (I) @ 4AP or Irr Sp (I) @ 3AP

Chinese militia archers and crossbowmen - Irr Bw (I) @ 3AP or Irr Ps (O) @ 2AP

Untrained Chinese militia - Irr Hd (O) @ 1AP

##### Only from 936 AD to 942 AD:

Liao allies - List: Khitan-Liao (Bk 3)

The Sha-t'o "sand-dune dwellers" were a small Turkish group of three tribes who settled in the Ordos on the Chinese border in 808. 3,000 cavalry supported the T'ang against rebels in 869. Their leader Li K'o-yung rebelled in 878 but was called in to help against Huang Ch'ao's rebellion in 883. At this point their army is estimated at 10,000 men but as not more than 7,000 cavalry, and Sha-t'o armies always seem to have been short of horses. We assume that some Sha-t'o Turks always served on foot, but to reflect the army of 869, allied contingents drawn from this list need not include any infantry. After the defeat of Huang Ch'ao, Li K'o-yung was recognized as governor of Ping-chou in Shansi, controlling that province's Chinese army and militia. Other tribal contingents also served, notably 10,000 Tatars in 881, while other Tatars were settled in Sha-t'o territory in 935. Smaller contingents included other Turks, Khitan, T'u-yu-hun, and proto-Mongol Shih-wei. After 908, Li Ts'un-hsu disciplined the Turkish tribesmen and issued regulations to control his combined tribal-Chinese armies in battle and on the march. We take this to mark the organization of the Turkish troops to regular standards. In 869 the Sha-t'o leader had been adopted into the T'ang imperial family. After the deposition of the last T'ang emperor they claimed to represent legitimate Imperial authority and in 923 overthrew Liang, the first of the Five Dynasties, to found the "Later T'ang". Ex-Liang troops were incorporated into the Later T'ang army, increasing the proportion of Chinese troops, and a militia system raised one man from every ten Chinese families (later, every seven). Imperial Guard units such as the four Ts'ung-ma Chih cavalry regiments may have been predominantly Sha-t'o. In 936 a Sha-t'o rebel general allied with the Khitan-Liao to establish his own "Later Chin" dynasty. His son turned against them, and the Khitan overthrew Chin in 946 but could not control North China. A Sha-t'o governor set up the short-lived "Later Han" dynasty, which fell in 951 to a revolt by the Chinese commander of its central army. Minima marked \* are reduced to 5 elements after 923 AD.

<b>43. KHURASANJAN 821 AD - 1003 AD</b>	
Dry. Ag 1. Rv, H(S), H(G), BUA, Rd, O, E, RGo, D.	
C-in-C - Reg Cv (S) @ 30AP	1
Sub-general - as above	1-2
Replace sub-general by Khurasanian ally-general - Irr Cv (S) @ 14AP	Any
Turkish ghulams - Reg Cv (S) @ 10AP	
- Tahirids or Saffarids	2-5
- Samanids	5-10
Khurasani noble cavalry - Irr Cv (S) @ 9AP	5-12
Khurasani skirmishers - Irr LH (F) @ 4AP	0-6
Khurasani armoured spearmen - Reg Sp (I) @ 4AP	6-16
Khurasani infantry archers - Reg Bw (O) @ 5AP or Reg Ps (O) @ 2AP [Ps can support Sp]	4-10
Aiyar ("rascals") or mutatawwi'a ("volunteers") - up to half Irr Wb (F) @ 3AP, remainder Irr LH (O) @ 5AP or Irr LH (F) @ 4AP	
- Tahirids	0-8
- Saffarids	10-20
Mercenary or converted Turks - Irr LH (S) @ 7AP	0-5
Dailami infantry - up to 1/3 archers Reg Ps (O) @ 2AP [can support Dailami Ax], remainder with zupin, Reg Ax (S) @ 5AP	3-9
Bactrian camels or mules to mount Dailami @ 1AP	Any
Bedouin Arabs - Irr LH (O) @ 5AP	0-5
Kumajis or other hillmen - Irr Ax (O) @ 3AP	0-4
Hashariyan levies - Irr Hd (O) @ 1AP	0-6
<b>Only Tahirids from 850 AD to 873 AD:</b>	
Abbasid allies - List: Abbasid Arab (Bk 3)	
<b>Only Saffarids:</b>	
Khawarij - Irr Cv (O) @ 7AP	0-4
Indian infantry - up to 1/4 swordsmen, Irr Bd (F) @ 5AP, up to 1/4 javelinmen, Irr Ps (S) @ 3AP, remainder archers, Irr Bw (I) @ 3AP	0-8
<b>Only Saffarids from 861 AD to 900 AD or Samanids from 901 AD to 961 AD:</b>	
Arab-Indian allies - List: Arab Indian (Bk 3)	
<b>Only Samanids:</b>	
Elephants - Irr El (O) @ 16AP	0-2
Ziyarid allies - List: Buyid or other Dailarni dynasties (Bk 3)	
Ferghanan or Tashkent Turkish allies - List: Central Asian Turkish (Bk 3)	
<b>Only Samanids from 901 AD to 980 AD:</b>	
Saffarid vassal-allies - List: Khurasanian (Bk 3)	
<b>Only Samanids from 994 AD to 999 AD:</b>	
Ghaznavid allies - List: Ghaznavid (Bk 3)	

The Arabs used "Khurasan" both to mean the province of Khurasan proper - the eastern province of modern Iran - and also more broadly to include Khwarazm, Transoxiana, Seistan and modern Afghanistan. The Khurasanian leader Tahir "the ambidexterous" led the Abbasid army of Khurasan to victory in the civil war of 810-813 AD and was rewarded by the new Caliph al-Ma'mun with the governorship of Khurasan in 821. He and his descendants were semi-independent but loyal subjects of the Abbasids. As Tahirid power weakened, Abbasid armies helped the Tahirids put down revolts. Ya'qub ibn Layth Saffar ("the copper-smith"), the leader of a band of aiyar irregulars in Seistan, seized power in Seistan in 861 and had destroyed the Tahirids by 873, taking over Khurasan proper. Saffarid power was frequently challenged by the Abbasids and by local rebels. The Samanids took Khurasan proper from them in 900, but the Saffarids held Seistan as Samanid and then Buyid vassals until the Ghaznavid conquest of 1003. The Samanids, descended from the Sassanid general Bahram Chobin, were governors of Transoxiana under the Abbasids and Tahirids, becoming independent after the Tahirids fell. They expanded to control much of eastern Iran, Afghanistan and Central Asia and were responsible for the flowering of Persian culture in the East. Their central core of directly-ruled territory was surrounded by a ring of vassals, including the Turkish kings of Ferghana and Tashkent and several dynasties of the Hindu Kush. In 999 Samanid territory was divided between their Ghaznavid former vassals and the Qarakhanid Turks. The army's core was a palace force of Turkish ghulams, forming a counter-balance to the Khurasanian nobles' troops. What may be Khurasani professional infantry of the Samanid or Ghaznavid period are described in the Shahnama; they include armoured spearmen, archers with armour and shields forming up either in front of or behind them, and armoured javelinmen who are probably Dailami.

<b>44. TRIBAL MONGOLIAN 840 AD - 1218 AD</b>	
Cold. Ag 2. Rv, H(S), H(G), RGo.	
C-in-C - Irr Cv (S) @ 19AP or Reg Cv (S) @ 30AP	1
Sub-general - Irr Cv (S) @ 19AP or Irr LH (S) @ 17AP	0-1
Ally-general - Irr Cv (S) @ 14AP	0-2
Khan's guard cavalry - Reg Cv (S) @ 10AP	0-4
Tribal nobles and Nökör retainers - Irr Cv (O) @ 7AP, or, if armed with lance in addition to bow, Irr Cv (S) @ 9AP	0-12
Tribesmen - Irr LH (S) @ 7AP	24-55
Wagon-laager or palisade to protect baggage - TF @ 1AP	0-12
<b>Only Kuchluk Naiman from 1211 AD - 1218 AD:</b>	
Qara-Khitai remnant allies - List: Qara-Kilitan (Bk 4)	

This list covers Mongolian tribal peoples such as the Tatars, Onggud, Merkit, Kereyit, Naiman, and the Mongols themselves before Genghis Khan established his new military organization. It starts with the collapse of Uighur power in Mongolia and ends with the defeat of Kuchluk's Naimans in 1218. The Ong Khan To'oril of the Kereyits and Tarqutai of the Tayichi'ud had "turghaut" guard forces, who may

quality as regulars. Allied contingents from this list can include up to two elements of regular khan's guard cavalry if the general is regular.

#### 45. PRE-FEUDAL SCOTS 846 AD - 1124 AD

Cold. Ag 1. WW, Rv, H(S), H(G), Wd, RGo, M, Rd, BUA.	
C-in-C - Irr Cv (O) @ 17AP or Irr Wb (S) @ 15AP	1
Sub-general - as above	0-2
Cavalry - Irr LH (O) @ 5AP	5-12
Upgrade cavalry to Irr Cv (O) @ 7AP	0-8
Thegns - Irr Wb (S) @ 5AP	5-8
Spearmen - Irr Ax (X) @ 3AP	30-80
Archers - Irr Ps (O) @ 2AP	5-12
Javelinmen - Irr Ps (S) @ 3AP	6-12
Galwegian ally general - Irr Bd (F) @ 10AP	*1
Galwegian warband - Irr Wb (F) @ 3AP	*8-32
Extra to mount infantry @ 1AP	0-30
Longships - Irr Bts (S) @ 3AP [Wb or Ax]	0-2
Man, Dublin or Orkney Viking allies - List: Norse Viking and Leidang (Bk 3)	
<b>Only before 945 AD:</b>	
Strathclyde British allies - List: Sub-Roman British (Bk 2)	0-15
<b>Only after 1052:</b>	
Upgrade C-in-C or sub-general to Irr Kn (F) @ 19AP	Any
Norman knights - Irr Kn (F) @ 9AP	0-3
Islesmen allies - List: Scots Isles and Highlands (Bk 3)	

This list cover Scots armies from the unification by Kenneth McAlpine until the accession of David I, who finally managed to introduce the feudal system in at least southern Scotland. At the start of this period, Scotland, then called Alba, did not include the Orkneys, Hebrides and Caithness, which were all under Viking rule, or Strathclyde, which was still independent. The wealthier classes that we call thegns seem to have been equipped in Viking style but to have relied on rush tactics. The poorer foot fought with long spears in Pictish fashion, but not yet in schiltrons. Unlike the others of Scots-Irish descent who seem to have adopted Norse and Pictish methods, the Galwegians fought as yet as a fiercely charging if brittle light-footed warband. Galwegians can only command, or be commanded by, Galwegians. There was as yet little differentiation between Lowland Scotland and those parts of the Highlands under Scottish control. Minima marked \* apply only if any troops of that origin are used.

#### 46. NORSE IRISII 846 AD - 1300 AD

Cold. Ag 1. WW, Rv, H(S), H(G), Wd, RGo, M, BUA.	
C-in-C - Irr Ax (S) @ 14AP	1
Irish sub-general - as above	0-1
Irish ally-general - Irr Ax (S) @ 9AP	0-2
Irish nobility - Irr Ax (S) @ 4AP	8-16
Extra to mount generals or Irish nobility @ 1AP	0-6
Irish bonnachts - Irr Ax (O) @ 3AP	32-80
Irish kerns - up to 1/2 Irr PS (S) @ 3AP, up to 1/2 Irr Ps (I) @ 1AP, remainder Irr Ax (I) @ 2AP	20-72
Irish slingers or archers - Irr Ps (O) @ 2AP	0-6
Irish rising out - Irr Hd (F) @ 1AP	0-10
Plashed wood edge - TF @ 2AP	0-12
Gall Gaedhil (Islesmen) mercenaries - Irr Bd (O) @ 5AP	1 per Gall Gaedhil Bts
Osimen allies:	
Ostman ally-general - Irr Bd (O) @ 10AP*1	
Ostmen - Irr Bd (O) @ 5AP	*7-15
Ostmen longships - Irr Bts (S) @ 3AP [Bd]	0-6
Viking allies - List: Norse Viking and Leidang (Bk 3)	
<b>Only from 856 AD to 1014 AD:</b>	
Sons of Death - Irr Wb (F) @ 3AP	0-3
<b>Only in 1014 AD:</b>	
Upgrade C-in-C to Reg Sp (I) @ 24AP	0-1
Kings' Sons - Irr Wb (S) @ 5AP	0-1
<b>Only before 1156 AD:</b>	
Gall Gaedhil longships - Irr Bts (S) @ 3AP [Bd]	0-4
<b>Only from 1156 AD to 1260 AD:</b>	
Gall Gaedhil birlinns - Irr Bts (O) @ 2AP [Bd]	0-6
<b>Only from 1169 AD to 1205 AD:</b>	
Norman allies:	
Norman ally-general - Irr Kn (O) @ 15AP	**1
Norman knights - Irr Kn (O) @ 10AP	**1-2
Welsh archers - Irr Bw (O) @ 4AP	**3-6
Welsh spearmen - Irr Ax (X) @ 3AP	0-2
<b>Only after 1260 AD:</b>	
Galloglach - Irr Bd (O) @ 5AP	0-6

This list covers Irish armies from their first becoming exposed to Viking influence until their adoption of Galloglach and cavalry. Armour was restricted to chieftains. The light javelin remained the main weapon, but the best troops now supplemented it with a heavy-headed axe that could defeat Viking armour. This usually had a short haft for one-handed use, but a two-handed version is occasionally illustrated. Poorer warriors substituted a short sword or long dagger. Ostmen were townsmen from Viking colonies on the Irish coast, such as Dublin. Gall Gaedhil were mercenaries from the Hebrides. (See List 77. Scots Isles and Highlands.). The "Sons of Death" were originally raised by

Maelsechnaill in 856 from renegades and outlaws, but were later recruited from Irish boys and raised by Norsemen. They were exceptionally fierce fighters but hated and despised for their cruelty by the rest of the Irish. They were used by Brian Boru to raid England and were wiped out at Clontarf in 1014. Brian was protected at Clontarf by a mercenary bodyguard who formed a "pen of shields and spears" around him. The "Kings' Sons" were fanatically loyal hostages, who at Clontarf ranged across the battlefield attacking everyone in their path and breaking Brodir's Vikings. The minima marked \* apply only if any Ostmen are used, those marked \*\* if any Normans or Welsh are used. All Welsh must be under the command of a Norman ally-general.

#### 47. PECHENEG 850 AD - 1122 AD

Cold. Ag 2. Rv, H(G), RGo.	
C-in-C - Irr Cv (S) @ 19AP	1
Sub-General - as above	1-2
Nobles - Irr Cv (S) @ 9AP	0-6
Horse archers - Irr LH (F) @ 4AP	38-90
Infantry - Irr Rd (O) @ 1AP or Irr Bw (I) @ 3AP	8-16
Set-up wagon laager protecting camp - TF @ 1AP	0-16
Replace all Infantry and set-up wagon laager by war wagons - Irr WWg (O) @ 8AP	*8-12

This list covers Pecheneg or Patzinak armies from their move west circa 850 AD until their destruction by the Byzantines at Berrhoia in 1122. Any nation that can inspire the proverb "as stupid as a Pecheneg", yet which can reply to a Byzantine emperor's attempt to set them on the Turks with the polite message that "since the Turks are both numerous and fierce we do not wish to do so, and furthermore, we hope he will be so tactful as never to mention the matter again", has something to be said for it. This was typical of a pragmatism that was usually interpreted as an unseemly fixation with self-preservation, but Pechenegs were still commonly found as mercenaries in Byzantine armies, if only because they were freely available. When working on their own account, they would concentrate on encirclement and picking off isolated bodies. The Pechenegs made more use of the wagon laager than any other army before the Hussites and it was said that without it they always lost, probably because the infantry that formed their centre were unfit to stand in the open. A few cavalry were sufficiently armoured to tackle Byzantine cavalry head on, and one Pecheneg wounded Alexios Komnenos in the buttock with a lance held in both hands. Their bull's head war trumpets offer a touch of colour. The main wagon type was a large 4-wheeler with high wooden sides pierced for archery, which may justify classification as a war wagon. War wagons or foot must all be in the same command as all the baggage. The minimum marked \* applies only if infantry and set-up wagon laager are replaced by war wagons. Allied contingents drawn from this list need not contain otherwise compulsory foot or war wagons.

#### 48. RUS 860 AD - 1054 AD

Cold. Ag 3. Rv, Wd, M, BUA.	
C-in-C - Irr Bd (O) @ 15AP or Irr Cv (I) @ 15AP	1
Sub-General - Irr Bd (O) @ 15AP or Irr Sp (O) @ 14AP	1-2
Rus ally-general - Irr Bd (O) @ 10AP or Irr Cv (I) @ 10AP	0-2
Druzhina - Irr Bd (O) @ 5AP or Irr Cv (I) @ 5AP	0-3
Spearmen - Irr Sp (O) @ 4AP	44-92
Archers - Irr Ps (O) @ 2AP [Can support Sp]	0-46
Horses to mount any Rus @ 1AP	0-25
Monoxyla - Irr Bts (O) @ 2AP [Bd, Sp or Ps]	0-8
<b>Only before 1036 AD:</b>	
Varangian (Viking) allies - List: Norse Viking and Leidang (Bk 3)	
<b>Only after 960 AD:</b>	
Alan, Danube Bulgar or Turk mercenaries - Irr LH (S) @ 7AP	0-6
Magyar mercenaries - Irr LH (F) @ 4AP	0-2
<b>Only from 968 AD to 971 AD:</b>	
Danube Bulgar allies - List: Early Bulgar (Bk 3)	0-18
<b>Only from 971 AD:</b>	
Pecheneg allies - List: Pecheneg (Bk 3)	
<b>Only Sviatopolk and Boleslaw's army in 1018 AD:</b>	
Polish allies - List: Early Polish (Bk 3)	

The Rus or Rhos were the product of an amalgamation of Vikings and Slavs that came about as a result of Rurik of Jutland giving up a successful career raiding the coasts of Germany, France and England to move first to Ladoga and then Novgorod. In 855 two of his chieftains, Askold and Dir, obtained permission to travel to Constantinople. Sailing down the Dnieper, they saw the small town of Kiev and remained there, gathering many Varangians and establishing their rule over the surrounding area, which they ruled as the first Rus state until Rurik's successor "Oleg the Wizard" killed them in 882 and took it over. This list starts with Askold and Dir's raid on Constantinople in 860 and ends with the break-up of the Kievan state into competing principalities. The Rus were just as aggressive as the Vikings, attacking Byzantines, Khazars, Danube and Volga Bulgars, Azerbaijanis, Pechenegs, Poles, Croats, Estonians and Cumans amongst others. They subdued the Danube Bulgars in 968 and had the use of their army as allies until 971. Their brief rule was sufficiently popular that they could still count on volunteer mercenaries long afterwards. Until 1043, the Druzhina or bodyguard were mainly recruited from Varangians - that is, Scandinavian Vikings. They occasionally attempted to fight mounted, but very incompetently. Cv (I) can always dismount as Irr Bd (O). Larger numbers of Varangian mercenaries were occasionally employed under their own leaders, and are classed here as allies. Rus foot warriors were primarily armed with the long spear originally used by Scandinavian warriors only on shipboard, and used axes only as a secondary weapon or in cramped quarters. Their ferocity is commented on, but so are their close formation, steadiness and levelled spears. They are described as clothed in white and their chieftains as being unusually clean for barbarians. The traditional Scandinavian round shield was largely replaced by a long rectangular type. Archers, if present, shot overhead. Troops were provided by the towns, the peasantry taking no part in war. Cataracts and portages prevent the rivers being classed as waterways, since they would stop invaders bringing galleys or ships. The Rus made such extensive use of boats as to only narrowly escape these being compulsory, the standard description of a campaign being "on horses and in boats". Only one non-Rus ally can be used, except that Pechenegs must be used if Poles are.

**49. TULUNID OR IQSHIDID EGYPTIAN 868 AD -905 AD and 935 AD -969 AD**

Dry. Ag 1. WW, E, RGo, M, D, Rd, BUA.	
C-in-C - Reg Cv (S) @ 30AP	1
Sub-general - as above	1-2
Turkish or Greek ghulams - Reg Cv (S) @ 10AP	8-18
Armenian cavalry - all Irr Kn (F) @ 9AP or all Reg Cv (S) @ 10AP	0-4
Sudanese 'abid guard swordsmen - Reg Bd (F) @ 7AP	0-2
Other Sudanese 'abid - half Reg Bw (X) @ 7AP, half Reg Bw (O) @ 3AP, on double depth bases, each with one element of Bw (O) behind one of Bw (X)	10-28
Berber javelinmen - Irr Ps (S) @ 3AP or Irr Ax (I) @ 2AP	0-10
Berber archers and slingers - Irr Ps (O) @ 2AP	0-4
Berber cavalry - Irr LH (O) @ 5AP	0-4
Bedouin tribal horsemen - Irr LH (O) @ 5AP	0-6
Bedouin camel-riding scouts - Irr LH (I) @ 3AP	0-1
Egyptian levies or Syrian ahdath militia - Irr Hd (O) @ 1AP	0-4
Marines - Reg Bw (O) @ 5AP	1 per Gal
Qumbariya - Reg Gal (O) @ 3AP [marines]	0-4
<b>Only Tulunids from 885 AD to 905 AD:</b>	
Bedouin guards - Reg LH (O) @ 5AP	0-6

Abmad ibn Tulun was a Turkish soldier sent by the Abbasids to restore order in revolt-ridden Egypt in 868 AD. He became semi-independent and also occupied much of Syria. The Egyptian jund had already disappeared, and Ahmad raised a new army of Sudanese and Greek military slaves and Greek and Turkish professional soldiers. He was said to have 45,000 Sudanese 'abid (as few as 12,000 in other sources) and 24,000 "Turks" (perhaps including all his white regular troops, Turk, Greek or Armenian) in an army totalling 100,000. Separate quarters were provided in the new military cantonments for each ethnic group, implying that they also fought separately. Greek ghulams could therefore be represented by bases with a mixture of lancer and archer figures, especially as the Emperor Leon VI comments around this time on Arab copying of Byzantine practice. Armenian cavalry can similarly be represented in native style. It is at least as likely, however, that all were equipped in normal Turkish ghulam style. Ahmad's son Khumarawayh added a guard force of Hawfi Bedouin. The cost of running this huge army bankrupted the Tulunid state, which fell to renewed direct Abbasid rule in 905. The Iranian Muhammad ibn Tughj, known by the Ferghanan title "ikshid", became governor in 935 to defend Egypt against attacks from Fatimid North Africa, and built up an army of Turks and Sudanese similar to that of the Tulunids. He too occupied southern Syria, letting the Hamdanids keep the north. The state lasted until the successful Fatimid conquest of 969. 1,000 Tulunid Sudanese guards are described on parade in black uniforms with helmets, swords and shields; since the gold chasing on the sword-blades was visible, the swords must have been held unsheathed, so were presumably their main weapon. Other 'abid were probably archers behind a kneeling front rank with short spear or javelins and large shields. Marines were negro archers.

**50. BAGRATID ARMENIAN 885 AD - 1045 AD**

Cold. Ag 1. Rv, H(S), H(G), Wd, O, RGo, Rd, BUA.	
C-in-C - Irr Kn (F) @ 19AP	1
Sub-general - as above	0-1
Ally-general - Irr Kn (F) @ 14AP	0-2
Nakhararks - Irr Kn (F) @ 9AP	4-9
Azats - Irr Cv (O) @ 7AP	6-12
Skirmishing azats - Irr LH (F) @ 4AP or Irr LH (O) @ 5AP	6-12
Foot warriors - Irr Sp (I) @ 3AP	12-44
Archers - Irr Ps (O) @ 2AP [can support Sp] or Irr Bw (O) @ 4AP	6-22
Skirmishers - Irr Ps (S) @ 3AP	2-6
Peasants - Irr Hd (F) @ 1AP	0-24
Turks or Alans - Irr LH (S) @ 7AP	0-2
Georgian vassals - Irr Kn (F) @ 9AP	0-2
Muslim vassals - Irr Cv (O) @ 7AP	0-2
Palisaded camp to protect baggage - TF @ 1AP	0-12
Georgian allies - List: Georgian (Bk 3)	
Byzantine allies - List: Thematic Byzantine (Bk 3) or Nikephorian Byzantine (Bk 3)	
<b>Only before 969 AD:</b>	
Rus mercenaries - up to 1/3 archers, Irr Ps (O) @ 2AP [can support Rus spearmen], remainder spearmen, Irr Sp (O) @ 4AP	0-3

This list covers the armies of Armenia from its re-emergence as an independent nation following the crowning of Ashot I Bagratuni "The Great" by the Abbasid Caliph and the Byzantine Emperor, in 885 and 887 respectively, until the absorption of the last independent Armenian state, Ani, by the Byzantines in 1045. Throughout this period the Armenians generally tried to steer a neutral course between the Byzantines and the Arabs, though when forced to choose they usually, but not always, joined their fellow Christian Byzantines. The higher Armenian nobility did not always recognise the legitimacy of the "King of Kings", and frequently considered themselves at least as entitled to the throne as the current occupant. In 908 the Artsrunid dynasty seceded to form a separate kingdom in the province of Vaspurakan; in 961, another kingdom, Vanand, with its capital at Kars. In 970 the process of secession repeated itself in the district of Siuniq in eastern Armenia. The Kingdom of Vaspurakan also underwent feudal division into the 3 fiefdoms of Vaspurakan, Anzervatsik and Rshtunik. Accordingly, only one sub-general is allowed, other Armenian generals being classed as ally-generals. The Armenian nobles or nakhararks fought as heavily armed cavalry. Descriptions of them in action by Matthew of Edessa, the earlier Armenian historian Sebeos and Byzantine and Muslim historians show them to be impetuous, quick to charge and usually devastatingly effective in their onset, though capable of being trapped by their own enthusiasm. They are therefore classified as Kn (F). The nobles' mounted retainers or Azats fought with lance, javelin or bow. The foot warriors and archers represent the armed and trained peasant followers of the nobility, who are now described by the Byzantines as fighting in "close packed ranks", while the peasant hordes represent the levy called up in time of crisis. Armenian archers in Fatimid service were highly regarded.

<b>51. WEST FRANMESH OR NORMAN 888 AD -1072 AD</b>	
Cold. Ag 2. (3 if Norman). WW, Rv, H(S), H(G), Wd, O, V, M, RGo, Rd, BUA.	
C-in-C - Irr Kn (F) @ 19AP	1
Sub-general - as above	0-2
Ally-general - Irr Kn (F) @ 14AP	0-2
Milites - Irr Kn (F) @ 9AP	18-44
Scouts - Irr LH (O) @ 5AP	0-3
Spearman - Irr Sp (I) @ 3AP	0-12
Upgrade mercenary or Flemish communal spearman to Irr Sp (O) @ 4AP	Any
Archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	0-12
Crossbowmen - Irr Ps (O) @ 2AP	0-6
Peasants - Irr Hd (O) @ 1AP	0-12
<b>Only before 923 AD:</b>	
Viking allies - List: Norse Viking and Leidang (Bk 3)	
<b>Only after 950 AD:</b>	
Upgrade crossbowmen to Irr Bw (O) @ 4AP	Any
<b>Only Aquitanian armies:</b>	
Gascon javelinmen - Irr Ps (S) @ 3AP	0-4
Gascon light cavalry - Irr LH (O) @ 5AP	0-4
<b>Only Normans in Italy and Sicily from 1041 AD:</b>	
Lombard allies - List: Italian Lombard (Bk 3)	
Ships - Irr Shp (O) @ 3AP [Dismounted milites - Irr Sp (O)]	0-3
<b>Only Normans in Sicily in 1061 AD:</b>	
Sicilian Greeks - Irr Ax (O) @ 3AP or Irr Ps (S) @ 3AP	0-24
Aghlabid Sicilian allies - List: Early Muslim North Africa and Sicily (Bk 3)	0-16
<b>Only Duke William's Norman army in 1066 AD:</b>	
Prefabricated wooden castle wall - TF @ 2AP	0 or 4
Gate in one of the above @ +2AP	1 per 4
Breton allies - List: Breton (Bk 3)	

This list covers the armies of the West Frankish kingdom as it evolved into the Kingdom of France. It includes Norman armies from their adoption of the Frankish feudal system circa 923 until the conquest of England and the organisation of the Sicilian Norman state. Milites was the contemporary name for the armoured horsemen formerly called "caballarii" and who were in future to be termed "knights". Similar but unarmoured horsemen are depicted scouting in the Bayeux tapestry and later 11th century manuscripts. The close fighting infantry that were an important part of Duke William's army in 1066 are unfortunately not illustrated in the Bayeux Tapestry and may have been surplus milites whose horses could not be transported. Since the invasion fleet did not remain to co-operate with his army in the face of the superior English fleet, William is not allowed supporting ships. The Norman invaders of Sicily, however, frequently had supporting naval contingents which fought several sea battles. There is no evidence for the Flemish use of exceptionally long spears until shortly after this period. Aquitanian armies cannot have Viking allies. Although Norman mercenaries were fighting in Italy as early as 1016, their first battle on their own account was Olivento in 1041 under Arduin, the Lombard lord of Melfi, against the Byzantines. At Monte Scirocco, later the same year, they responded to Byzantines trying to lure them into woods with a feigned flight by yelling "Do not run away now. When we have conquered, then you can flee!". The command was inherited the following year by William "Iron Arm" de Hauteville. The Normans of Italy and Sicily cannot upgrade spearman. Norman Kn can always dismount, as Irr Sp (O). A Breton ally general can command Norman or mercenary foot.

<b>52. EAST FRANKISH 888 AD - 1106 AD:</b>	
Cold. Ag 3. WW, Rv, H(S), H(G), Wd, O, V, RGo, Rd, BUA.	
C-in-C - Irr Kn (F) @ 19AP	1
Sub-general - as above	0-2
Ally-general - Irr Kn (F) @ 14AP	0-2
Milites - Irr Kn (F) @ 9AP	
- before 933 AD:	9-24
- after 933 AD:	18-44
Downgrade milites to Irr Kn (I) @ 8AP as Swabians or Bavarians	1/4-3/4
Spearman - Irr Sp (I) @ 3AP	
- before 933 AD:	*24-76
- after 933 AD:	0-32
Upgrade mercenary spearman to Irr Sp (O) @ 4AP	0-12
Archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	0-12
Peasants - Irr Hd (O) @ 1AP	0-12
Old Saxon, Thuringian or Bohemian cavalry - Irr Cv (O) @ 7AP	2-8
Italian allies - List: Communal Italian (Bk 3), Papal (Bk 3) or Italian Lombard (Bk 3)	
Northern Slav allies - List: Early Slav (Bk 3)	0-18
<b>Only from 928 AD to 1003 AD:</b>	
Western Slav allies - List: Early Slav (Bk 3)	
<b>Only after 935 AD:</b>	
Burgundian allies - List: West Frankish or Norman (Bk 3)	
<b>Only after 1044 AD:</b>	
Polish allies - List: Early Polish (Bk 3)	0-18

This list covers the armies of the East Frankish kingdom from its final separation from the western kingdom until the death of the emperor Heinrich IV. It begins to be referred to as "Teutonicus" or German from the late 11th century. The crown was elective rather than hereditary,

which led to all kinds of strife between rival claimants. Frontiers in the west, in Italy and in the east were quite fluid and there were frequent internal wars between rival coalitions of nobles. The East Frankish kingdom also inherited the title of Roman Empire. With the imperial crown came God's blessing, prestige, and the (shaky) allegiance of states outside Germany. However the emperor had to go to Rome to be crowned by a usually reluctant Pope in front of an even more reluctant Roman citizenry. Some never succeeded and had to be content to be called king, while few emperors could really make the title stick well. The list covers both imperial/royal armies and armies raised by independent-minded lords for their own purposes. Reforms from 924 to 932 after Magyar incursions saw a large increase in armoured cavalry, organised into "legions", and some armies from 928 included no infantry at all. Burgundians can be used with any one Italian ally. No other combinations of allies are permitted. Milites are the troops previously called caballarii. "While some, such as the Frankonians and Lotharingians, charged as hard as any western knights, others such as the Swabians who had been later taking to fighting on horseback were less active when mounted, relying on long sword rather than lance and frequently fighting dismounted. Generals and Kn (I) can always dismount as Irr Bd (O). The minimum marked \* applies only before 924 AD.

### 53. DYNASTIC BEDOUIN 890 AD - 1150 AD

Hamdanids of Aleppo or Mirdassids, Warm; others, Dry. Ag 1. Rv, H(G), RGo, D, BUA, Rd, O, E.	
C-in-C - Irr Cv (O) @ 17AP	1
Sub-general - Irr Cv (O) @ 17AP or Irr LH (O) @ 15AP	0-2
Bedouin ally-general - Irr Cv (O) @ 12AP or Irr LH (O) @ 10AP	0-2
Bedouin cavalry - up to 1/6 Irr Cv (O) @ 7AP, remainder Irr LH (O) @ 5AP	
- Hamdanids	20-36
- Others	30-72
Bedouin swordsmen - Irr Bd (I) @ 4AP	0-8
Bedouin archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP or Irr Bw (O) @ 4AP	0-24
Bedouin slingers - Irr Ps (O) @ 2AP	0-4
Horses, mules or camels to mount Bedouin foot @ 1AP	Any
Bedouin camel-mounted scouts - Irr LH (I) @ 3AP	0-5
Ahdath town militias - Irr Hd (O) @ 1AP	*4-10
Ahdath cavalry - Irr Cv (O) @ 7AP or Irr Cv (I) @ 5AP	0-3
<b>Only Hamdanids of Mosul and Uqaylids:</b>	
Boats - Irr Bts (O) @ 2AP [Bd, Ax, Ps]	0-4
<b>Only Hamdanids of Aleppo from 945 AD to 957 AD, Hamdanids of Mosul from 890 AD to 991 AD and Uqaylids from 996 AD to 1001 AD:</b>	
Upgrade C-in-C or sub-general with ghulam guard to Reg Cv (S) @ 30AP	0-3
Turkish or Circassian ghulams - Reg Cv (O) @ 8AP or Reg Cv (S) @ 10AP	**3-7
<b>Only Hamdanids of Aleppo from 945 AD to 1008 AD, Hamdanids of Mosul from 890 AD to 991 AD and Uqaylids from 996 AD to 1001 AD:</b>	
Hadhbani or Jalali Kurdish cavalry - Irr Cv (O) @ 7AP	0-6
Dailami infantry - up to 1/3 archers and crossbowmen, Reg Ps (O) @ 2AP	
[can support Dailami Ax], remainder with zupin, Reg Ax (S) @ 5AP	***6-18
Camels or mules to mount Dailami @ 1AP	All/0
<b>Only Hamdanids of Aleppo from 945 AD to 965 AD:</b>	
'Abid - Reg Bw, half (X) @ 7AP, half (O) @ 3AP, on double element bases	0-8
Tarsus-based ghazi - up to half IrrWb (F) @ 3AP, remainder Irr LH (O) @ 5AP	0-12
<b>Only Hamdanids of Aleppo from 964 AD to 965 AD:</b>	
Khurasani volunteers - Irr LH (F) @ 4AP or Irr Cv (S) @ 9AP	0-15
<b>Only Uqaylids:</b>	
Annazid or Marwanid Kurdish allies - List: Dynastic Kurdish (Bk 3)	
<b>Only Mirdassids:</b>	
Syrian peasants - Irr Hd (O) @ 1AP	0-6

After the collapse of Abbasid power, several Bedouin Arab dynasties gained local control in Syria and northern Iraq. The Hamdanids, a clan of the Banu Taghlib tribe, were competing for control of Mosul by 890 and ruled it until 991, initially as semi-independent governors for the Abbasid Caliphs and then tributary to the Buyids. A branch ruled Aleppo from 945 to 1008, paying tribute after 969 to the Byzantines. Originally dependent on their Bedouin tribesmen and local Kurds, the Hamdanids taxed their territory heavily to finance a regular army of ghulams and Dailami infantry. The Aleppo branch had difficulty paying their ghulams, who revolted in 957. The Hamdanids seem to have been the first dynasty to recruit Circassians as well as Turks for their ghulams. Tarsus was still a base for ghazi raids against Byzantine territory; volunteer forces based there co-operated with the Aleppo Hamdanids until the Byzantines took Tarsus in 965, and 5,000 volunteers from Khurasan arrived to defend the frontier in 964. Other Bedouin dynasties relied on their tribal cavalry, no doubt supplemented by tribal infantry at least in larger armies. Some cavalry were mailed lancers, Banu Habib cavalry wearing gilded lamellar armour over mail while Hamdanid poetry emphasises lance and mail, but others were lighter and more mobile than their Kurdish or other opponents. The Uqaylids, who had supplied auxiliary troops to the Hamdanids of Mosul, replaced them in Mosul from 996 to 1096 after a Buyid interregnum; from 996 till his death in 1001 their leader al-Muqallad tried to retain the Hamdanid army of ghulams and Dailami, but the failure of his tribesmen to support him meant that the Uqaylids henceforth relied solely on Bedouin troops and occasional support from the Marwanid Kurds or the Mosul militia. The Mazyadid clan of the Banu Asad ruled much of southern Iraq, based on the city of Hilla which they founded, from about 997 to 1150. An alliance of Mazyadids and Uqaylids fought the Buyids in 1002, and in 1044 the two allied again, with Annazid Kurdish support, to defeat Turkoman invaders. In Aleppo the Hamdanids were succeeded by the Mirdassid clan of the Banu Kilab (1008 - 1079), who played off the Byzantines against the Fatimids; the city militia supported them enthusiastically, and even local peasants fought against the Fatimid attack in 1049. Minima marked \* apply if any ahdath are used, \*\* if any ghulams, \*\*\* if any Dailami. Bedouin ally generals represent leaders of temporarily allied tribes and can only command Bedouin troops. Hamdanid allied contingents in other armies can include ghulams and Dailami. Hamdanid baggage must be mobile, being camels and other pack animals. The Byzantine Emperor Nikephoros Phokas describes Hamdanid armies as a "vast host of cavalry and infantry", and expects the cavalry to swarm around his flanks relying on the superior speed of their horses. Byzantine cavalry should not pursue them, since they cannot catch them and will be enveloped

and cut off. They should instead be driven off by archery. The Emperor Leon VI says in the "Strategikon" that only their cavalry was formidable, and describes the infantry as a rabble of plunderers and as a sort of psiloi with bow who formed in front of the cavalry. The only good foot were the 'Abid and these were unarmoured and no match for Byzantine foot.

**54. EARLY SAMURAI 900 AD - 1300 AD**

Cold. Ag 1. WW, Rv, H(S), Wd, 0, E, RGO, M, Rd, BUA.	
C-in-C - Irr Cv (O) @ 17AP or Irr Bw (S) @ 15AP	1
Sub-general - as C-in-C	1-2
Samurai with bow and tachi - Irr Cv (O) @ 7AP	10-28
Bushi - if in oyoroi armour with bow and tachi, Irr Bw (S) @ 5AP, if in lighter armour with naginata, Irr Bd (F) @ 5AP	0-30
Followers with naginata - Irr Ax (I) @ 2AP	0-12
Upgrade bow-armed followers with pavises to Irr Bw (O) @ 4AP	Any
Warrior monk ally-general - Irr Cv (O) @ 12AP or Irr Bd (F) @ 10AP	*1
Warrior monk portable shrine and escort - Irr WWg (I) @ 2AP	0-1
Warrior monks, mostly with naginata - Irr Bd (F) @ 5AP	*8-16
Mounted warrior monks - Irr Cv (O) @ 7AP	0-2
Warrior monks with incendiary weapons - Irr Ps (X) @ 6AP	0-1
Stampeding cattle - Irr Exp (O) @ 7AP	0-1
Palisade - TF @ 2AP	0-15
Armed boys or ladies with naginata guarding baggage - Irr Bd (I) @ 4AP	0-2
Oyumi - Reg Art (O) @ 8AP	0-1
Boats, Irr Bts (O) @ 2AP [Bw (S)]	0-2
Ships, Irr Shp (O) @ 3AP [Bw (S) or (I)]	0-2
<b>Only before 1100 AD:</b>	
Emishi allies - List: Emishi (Bk 3)	0-10

This list covers Japanese armies from the rise of the samurai until after the Mongol invasions. Aggression is rated as low because civil war prevented any overseas initiative beyond piracy. Although "samurai" and "bushi" later became synonymous, at this time bushi included all 9 classes of warriors, including those we call followers, and samurai the top 6 classes only, those qualified to ride horses and lead more than a few retainers. Bushi on foot in the heavy oyoroi armour with long tachi sword and bow are classed as Bw (S). Poorer and less cultured provincial bushi in lighter armour using naginata instead of bow, such as the Minamoto in the Gempei war, are classed as Bd (F). Samurai can always dismount as Bw (S). These classifications may not appear at first sight to be consistent with the modern popular mythology of the samurai, but produce very realistic effects against their only historical opponents, who were other Japanese armies of the same period and Mongols. Each samurai cavalryman was always accompanied by two or more foot followers. Accordingly, a command including mounted samurai must have at least 2 Ax (I), Bw (I) or Bw (O) follower elements for each Cv (O). Minima marked \* apply only if any warrior monks are used. Monks can only command, or be commanded by, monks. Samurai used boats to board Mongol ships and archery from ships influenced at least one civil war battle. Boats and ships cannot be used together. Oyumi were large stand-mounted crossbows, now in decline. They can be used only in fortified BUA.

**55. KHITAN-LIAO 907 AD - 1125 AD**

Cold. Ag 2. WW, Rv, H(G), H(S), RGo, BUA.	
C-in-C - Reg Kn (F) @ 31AP	1
Sub-general - Reg Kn (F) @ 31AP or Reg Cv (O) @ 28AP or Reg LH (F) @ 24AP	1-2
Khitan ordo soldiers - Reg Kn (F) @ 11AP	5-10
Khitan ordo foragers - Reg Cv (O) @ 8AP	5-10
Khitan ordo orderlies - Reg LH (F) @ 4AP	*5-10
Khitan tribal cavalry - Irr LH (F) @ 4AP	5-12
Khitan tribal nobles - Irr Cv (S) @ 9AP	0-4
Upgrade Kilitan tribal Cv to Reg Cv (S) @ 10AP and Khitan tribal LH to Reg LH (F) @ 4AP	All/0
Jurchid tribal cavalry - Irr Cv (S) @ 9AP or Irr Cv (O) @ 7AP	0-5
Tribal foot archers - Irr Ps (O) @ 2AP	0-4
Unarmed civilians driven ahead of the army - Irr Hd (I) @ 0.5AP	0-10
Chinese militia levy - Irr Rd (O) @ 1AP	0-30
Chinese swordsmen - Reg Bd (I) @ 5AP or Reg Bd (F) @ 7AP	**6-10
Chinese crossbowmen - Reg Bw (I) @ 4AP or Reg Bw (O) @ 5AP	**6-10
Chinese cavalry - Reg Cv (I) @ 6AP	**2-3
Chinese bolt-shooters - Reg Art (O) @ 8AP	0-2
Chinese stone-throwers - Reg Art (I) @ 4AP or Reg Art (S) @ 10AP	0-2
Palisade for camp - TF @ 1AP	0-12
Ships - Irr Shp (S) @ 4AP or Irr Shp (O) @ 3AP [Bd or Bw]	0-2
Horse-transporters - Irr Shp (I) @ 2AP [Cv or LH]	0-4
Steppe allies - List: Tribal Mongolian (Bk 3)	
<b>Only from 951 AD - 979 AD:</b>	
Northern Han allies - List: Late Tang and Five Dynasties Chinese (Bk 3)	
<b>Only after 1120 AD:</b>	
Hsi-Hsia allies - List: Hsi-Hsia (Bk 3)	

The Khitan, nomads speaking a Mongolian language, had lived in southern Manchuria from 400 AD. In 907 Yeh-lu A-pao-chi started to transform their tribal organization into a centralized monarchy. The new Liao state expanded to control Mongolia and the Jurchid tribes of the northern Manchurian forests, and in 936 supported a Sha-t'o rebel in the creation of the Later Chin state, in exchange for a foothold in Chinese territory, including modern Beijing. They defeated several Sung Chinese attempts to regain this territory, but fell to a revolt of their Jurchid vassals in 1114-1125. Liao military strength was based on the elite ordo armies, mostly Khitan cavalry but including Chinese troops. The ordos were always the first troops to be mobilised. They were supplemented by troops from the Khitan, Hsi and other tribes, which



were both political and military organizations, and a Chinese militia. (Some other elite bodyguard units existed, but are classified the same as the ordo troops.) Armies normally deployed with unarmoured cavalry in the first line, part-armoured cavalry in the second, and cavalry on armoured horses in the third. They formed regiments of 500-700 men, each attacking in turn. The "regular soldiers" of the ordo had each to provide four bows, long spear, short spear and halberd, and to ride an armoured horse. Contemporary art shows only lance, 1 bow, sword and mace. Clearly they provided the third line. They can dismount to attack or defend fortifications or attack war wagons either with halberd as Bd (O) or with bow as Bw (O). Regulations specify that they should also each provide a forager and an orderly. Other passages in the Liao Shih reveal that the foragers were mounted and "wore armour and carried weapons" - so presumably these provided the part-armoured cavalry of the second battle-line, probably carrying some of their master's surplus weapons. If the orderlies were the unarmoured riders attending Khitan armoured cavalry in Chinese art, they may have provided the first line. Alternatively, the first line light horse might have been Khitan "tribal" troops, not ordo personnel. The minimum marked \* applies if any orderlies are used. Equal numbers of elements of ordo Kn (F), ordo Cv (O) and (if used) ordo LH (F) must be used, including the C-in-C's and sub-generals' elements. A general Chinese levy could be called on, but was rarely used. The 10,000 Chinese militia mentioned in one passage as following the army for pioneer work may be such a general levy, and if the last Liao armies were really anything like the reported 700,000 men, they must have included a large militia component. They are distinct from the "old and the young" who were "herded together" by the Khitan foragers to lead the advance against a besieged city, soaking up enemy missiles in the style used later by the Mongols. By contrast Chinese swordsmen, crossbowmen and artillery were trained and periodically reviewed, and some served even in the ordo armies. Minima marked \*\* apply only if any (non-allied) Chinese troops are used. The Kilitan were offered "fierce-burning oil" in tribute from Wu in south China, but declined to use it.

#### 56. KORYO DYNASTY KOREAN 918 AD - 1392 AD

Cold. Ag 1. WW, Rv, H(S), H(G), Wd, O, E, RGo, M, Rd, BUA.

C-in-C - Reg Cv (O) @ 28AP	1
Sub-general - as above	1-2
Kwanggun cavalry - Reg Cv (O) @ 8AP	4-10
Militia cavalry - Reg Cv (I) @ 6AP	*2-10
Light horse archers - Reg LH (F) @ 4AP	3-6
Kwanggun archers - Reg Bw (O) @ 5AP	6-8
Kwanggun spearmen - Reg Sp (O) @ 5AP	6-8
Militia archers - Reg Bw (I) @ 4AP	*4-20
Militia spearmen - Reg Sp (I) @ 4AP	*4-20
War wagons - Reg WWg (O) @ 10AP	0-4
Heavy stone-throwers - Reg Art (S) @ 10AP	0-2
Light stone-throwers - Reg Art (I) @ 4AP	0-2
Ditch and bank, palisades - TF @ 2AP	0-4
Transport junks - Irr Shp (I) @ 2AP [Bg]	0-4
<b>Only from 926 AD to 1107 AD:</b>	
Jurchen auxiliary cavalry - Irr Cv (S) @ 9AP or Irr Cv (O) @ 7AP	0-6
Jurchen or Malgal auxiliary foot archers - Irr Ps (O) @ 2AP or Irr Bw (O) @ 4AP	0-6
<b>Only after 1170 AD:</b>	
Downgrade sub-generals to ally-generals - Reg Cv (O) @ 18AP	All
<b>Only from 1217 AD to 1218 AD:</b>	
Jurchen-Chin allies - List: Jurchen-Chin (Bk 4)	
<b>Only from 1231 AD to 1273 AD:</b>	
Guerillas with long spears or halberds - Irr Ax (X) @ 3AP	0-6
Guerilla archers - Irr Ps (O) @ 2AP	0-6
<b>Only after 1260 AD:</b>	
Mongol allies - List: Yuan Chinese (Bk 4)	
<b>Only after 1375 AD:</b>	
Handgunners - Reg Ps (S) @ 3AP	0-2
Rocketry - Reg Art (I) @ 4AP	0-2

The Silla dynasty was replaced in 918 by the Koryo, which expanded its rule north to the Yalu river. The Khitan invaded Koryo in 993, penetrating deep into Korea until fought to a standstill. Further invasions in 1010 and 1018 ended similarly. The Manchurian tribes formerly known as Malgal were now called Jurchen after their leading clan, and their cavalry had become heavier. From the fall of the Manchurian state of P'o-hai to the Khitan in 926 until the war with the Jurchen in 1108 Koryo used them as auxiliaries. After the establishment of the Jurchen-Chin dynasty in 1115, Koryo switched allegiance from the Khitan-Liao to the Chin. After a military coup in 1170, generals were very independent, often ignored orders and frequently revolted. Khitan forces retreating from the Mongols invaded Korea in 1217, but were destroyed by a combined Mongol-Jurchen-Koryo army in 1218. The Mongols returned in 1231, Korean resistance lasting until 1273. A repeated pattern was that the Mongols would make some unacceptable demand, then invade and destroy the Korean army, often helped by turncoat Koreans. Army remnants and most of the people would abandon the lowlands and take to the hills and outlying islands. Guerilla warfare followed, often against royal Koryo orders. Unsited to this, the Mongol army would leave, except for officials and small garrisons. Korean and Mongol forces might now fight against rebels and pirates under Korean command. Koreans were used by the Mongols as allies, notably in the Japanese expeditions. The dynasty ended in 1392, after general Yi Song-gye, ordered to support the Mongols against the Ming Chinese, revolted and founded the Yi dynasty. The army consisted of a standing force (kwanggun) and a militia, which included cavalry recruited from rich merchants, petty officials and suchlike. Heavy cavalry would be either lance- or bow-armed. "Battle chariots with swords on their axles" are said to have been used in 1010 against the Khitan and are mentioned as late as 1095. If they existed, they were probably war wagons like Sung Chinese examples. Great use was made of temporary and permanent fortifications, sometimes to block whole valleys or landing beaches. Gunpowder production started c. 1375 AD. Minima marked \* apply if any militia are used. Junks can carry allied troops of the correct type instead of Koreans. Mongols and guerillas cannot be used together.

<b>57. BUVID OR OTHER DAILAMI DYNASTIES 927 AD -1090 AD</b>	
Dry. Ag 3. H(G), RGo, Rv, Wd, O, E, D, BUA. Only Buyids of Baghdad: WW. All others: <b>H(S)</b> .	
C-in-C - with Dailami infantry guard, Reg Ax (S) @ 25AP or Irr Ax (S) @ 14AP, or with ghulam guard, Reg Cv (S) @ 30AP	1
Sub-general - as above	1-2
Dailami infantry - Reg Ax (S) @ 5AP	20-45
Dailami archers - Reg Ps (O) @ 2AP [can support Dailami Ax], or Reg Bw (O) @ 5AP	1/3-1/2 Ax
Downgrade Dailami to irregulars as Dailami tribal levies	
- infantry to Irr Ax (S) @ 4AP	Any
- archers and crossbowmen to Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	Any
Camels or mules to mount Dailami foot @ 1AP	Any
Turkish palace ghumams - Reg Cv (S) @ 10AP	*3-8
Turkish junior ghumams - Reg Cv (O) @ 8AP or, if armed with lance as well as bow, Reg Cv (S) @ 10AP	*3-8
Kurdish cavalry - Irr Cv (O) @ 7AP	-4
Bedouin cavalry - Irr LH (O) @ 5AP	0-6
Elephants - Irr El (O) @ 16AP	0-1
Kurdish allies - List: Dynastic Kurdish (Bk 3)	
<b>Only Musalirids from 941 AD to 957 AD:</b>	
Bagratid Armenian allies - List: Bagratid Armenian (Bk 3)	
<b>Only Buyids of Baghdad (946 AD - 1059 AD):</b>	
Replace Dailami Ax with extra ghumams	
- Up to 1/2 Reg Cv (O) @ 8AP, rest Reg Cv (S) @ 10AP	0-16
Indian Zott mercenaries - Irr Bd (F) @ 5AP	0-6
City religious factions - Irr Hd (F) @ 1AP	0-10
Boats - Irr Bts (O) @ 2AP [Ax, Ps, Bw]	0-4
Bedouin allies - List: Dynastic Bedouin (Bk 3)	
<b>Only Buyids of Baghdad from 974 AD to 975 AD:</b>	
Mosul Hamdanid allies - List: Dynastic Bedouin (Bk 3)	
<b>Only Buyids from 980 AD to 1003 AD:</b>	
Saffarid vassal allies - List: Khurasanian (Bk 3)	

The Dailami were fierce Iranian mountaineers from south of the Caspian Sea, noted mercenaries since Sassanid days who began to set up their own dynasties with the decline of Abbasid power. The Ziyarids were the first important Dailami dynasty, Mardawij ibn Ziyar taking power in Rayy and Isfahan in 927 AD. His successors survived in Tabaristan and Gorgan south-east of the Caspian until 1090. The Musafirids ruled Azerbaijan from 941 to 984, and were the victims of the great Rus raid of 945. Bagratid Armenia paid them tribute. The Buyids were the most successful Dailami dynasty. Ah ibn Buya served the Samanids and Ziyarids before becoming independent ruler of Fars in 933 and taking Baghdad in 946. The Buyid empire was a family federation with junior branches installed in western Iran. The family stuck together firmly enough that Buyid generals do not merit being classed as allies. Oddly, the Buyids never controlled Dailam itself, which remained under traditional Dailami chiefs. Dailami infantry fought with "zupin" javelins described as two-bladed or two-pointed, probably meaning that they had a spearhead at each end of the shaft, and with large leather shields. Since such weapons were obviously intended for a distinctive style of hand-to-hand combat, rather than only for throwing, and many men also used axes or wore mail, we regard them as deserving Ax (S) status. They were supplemented by Turkish ghulam cavalry, who were employed almost from the start. The Buyid rulers of the eastern kingdom of Rayy, however, did not use Turks, perhaps because Turkish troops were the mainstay of their Samanid enemies, and some rebels against the Buyids also had all-Dailami armies. Minima marked \* apply if any ghumams, including generals' elements, are used. Allied contingents drawn from this list can include ghumams unless otherwise specified. If extra ghumams replace any Dailami, then no Dailami can be used. Bedouin auxiliaries were also used, notably in 974-975 when the Asad and Shayban tribes of Iraq, plus the Hamdanids of Mosul, helped the Buyids defeat rebel Turkish troops; and in 1002 when the Buyids of Baghdad used both Bedouin and Kurdish auxiliaries against a coalition of Mazyadid and Uqaylid Bedouin. Arab cavalry were used even by the Ziyarids in Gorgan, probably recruited from the Bedouin tribes of Khurasan. The Buyids of Fars, Rayy and Baghdad all used various Kurdish allies at different times. Sunni religious mobs supported ghumams in civil wars and Shi'ites Dailamis. Accordingly, Hd cannot be used if both Dailami and ghumams are used. Tribal levies must be commanded by irregular generals.

<b>58. TOLTEC 930 AD - 1168 AD</b>	
Dry. Ag 2. WW, Rv, H(S), Wd, M, Rd, BUA.	
C-in-C - Reg Bd (I) @ 25AP	1
Sub-general - Reg Bd (I) @ 25AP	1-3
Military orders - Reg Bd (i) @ 5AP	0-6
Warriors - Irr Bd (I) @ 4AP	38-118
Peasant slingers - Irr Ps (O) @ 2AP	0-12
Canoes - Irr Bts (I) @ 1AP [Bd]	0-4

The Toltecs started as one of the early waves of "dog people" barbarian immigrants into Mexico from the north. Their warlord Mixcoatl or "Cloud Serpent" established a capital at Culhuacan in 930 AD. His son Quetzalcoatl or "Plumed Serpent" moved to Tula in 968 and made it into the capital of a large civilised empire. He was forced out with his followers by his rival Tezcatlipoca and according to legend sailed east across the Atlantic to Tlappan or "Redland". However, the leader of the Toltec immigrants that imposed their rule on the Maya in 987 AD was called Kukulcan, which also means "plumed serpent", so this is a more likely destination. Although the legendary Quetzalcoatl is associated with worship by flowers in hippy style rather than human sacrifice, this is contradicted by the art of both the emigrants and those that remained. Tula was destroyed after further internal dissension in either 1156 or 1168, and the empire fell after bitter fighting to a new wave of "dog people". Toltec art is obsessed with depictions of ugly-looking warriors with pillbox hats, wooden swords edged with obsidian called maquahuilitl, atlatl dart-throwers and small shields. Warriors also included the military knights of the Eagle, Jaguar and Coyote orders that were later to be associated with the Aztec empire. Although there seems no evidence of Toltec rather than Toltec-Maya armies using mercenaries or auxiliaries, the ubiquitous peasant slinger of the region cannot be ruled out. One feature that may be appreciated by the more alcoholic wargamer is that many Toltec warrior figurines have hollow legs.

**59. MEDIEVAL VIETNAMESE 939 AD - 1527 AD**

Tropical. Ag 2. WW or H(S), Rv, H(G), Wd, E, RGo, M, Rd, BUA.	
C-in-C - on elephant, Irr El (O) @ 26AP or on horse, Reg Cv (O) @ 28AP	1
Sub-general - as above	0-1
Regional noble sub-general - Irr El (O) @ 26AP or Irr Cv (O) @ 17AP	1-2
Elephants - Irr El (O) @ 16AP	0-4
Upgrade elephants to Irr El (S) @ 30AP if general, otherwise 20AP	All/0
Court cavalry - Reg Cv (I) @ 6AP	0-2
Court halberdiers or swordsmen - Reg Bd (O) @ 7AP	4-8
Court archers and crossbowmen - Reg Bw (O) @ 5AP or Reg Ps (O) @ 2AP	4-8
Ten Circuit spearmen - Reg Ax (I) @ 3AP	10-24
Ten Circuit archers and crossbowmen - Reg Ps (O) @ 2AP or Reg Bw (I) @ 4AP	20-48
Regional cavalry - Irr Cv (I) @ 5AP	0-2
Regional spearmen - Irr Ax (O) @ 3AP	6-16
Regional archers and crossbowmen - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	6-16
Tribal allies:	
Tribal ally-general - Irr Wb (F) @ 8AP	*1
Tribesmen - Irr Wb (F) @ 3AP	*6-16
Tribal archers - Irr Ps (O) @ 2AP	*4-8
Boats - Irr Bts (O) @ 2AP [Ax, Bw or Ps (O)]	0-4
<b>Only before 960 AD:</b>	
Change Court Bd (O) to Reg Bd (F) @ 7AP or Reg Sp (O) @ 5AP	Any
<b>Only from 1280 AD - 1286 AD:</b>	
Cham allies - List: Khmer and Cham (Bk 3)	
<b>Only after 1350 AD:</b>	
Guns - Reg Art (S) @ 10AP	0-3
<b>Only after 1428 AD:</b>	
Upgrade regional troops to Regular, @ 28AP if Cv (O) sub-general, @ 6AP if Cv (I), @ 4AP if Ax (O), @ 2AP if Ps (O) and @ 4AP if Bw (I)	All

Ngo Qyen defeated a Chinese invasion in 938 AD and was proclaimed king of Dai Co Viet in 939. Thereafter, Vietnam, still called Annam ("pacified south") by the Chinese, remained independent except for a brief Ming Chinese occupation (1407-1427). Major dynasties were the Later Ly (1009-1225), Tran (1225-1413), and Later Le (from 1428, losing real power in 1527). The army was based on a territorial peasant militia, the "Ten Circuit Army", decimally organised and wearing distinctive leather-covered square hats; plus a Chinese-influenced standing army of court troops called "Sons of Heaven", "Permanent troops", or "Troops under arms" under various dynasties. To draw a modern parallel, the Ten Circuit army can be thought of as Viet Cong and court troops as NVA, fit to fight a conventional battle. There were also regional nobles' troops, at first not under central control but incorporated into the regular army in the 15th century. Minima marked \* apply if any troops of that origin are used. Regional generals may command regional or Ten Circuit troops, but not court troops. Tactics stressed archery, ambushes, operating against enemy supply lines and the use of elephants. Elephants from Cochinchina, usually considered part of Vietnam, are recorded as having a two-tier platform for an unusually large number of fighting crew, hence the provision for upgrading to (S). This applies equally to generals' elements since, although they would have had a more normal crew and should be depicted that way, the remainder of the elephants represented by the element would not. The armament of Court close-fighting foot is uncertain. When founded they could have copied Ten Kingdoms Chinese troops with two-handed sword [Bd (O)], sword and shield [Bd (F)] or spear and shield [Sp (O)]. Later, assimilation to Sung or Ming halberdiers [Bd (O)] is perhaps likely. Vietnamese artillery imported into China with instructors in 1410 was considered superior to Chinese.

**60. DYNASTIC KURDISH 950 AD - 1085 AD**

Dry. Ag 1. H(S), H(G), Wd, Rv, RGo, BUA, Rd, O, E.	
C-in-C - Irr Cv (O) @ 17AP	1
Sub-general - as above	1-2
Kurdish ally-general - Irr Cv (O) @ 12AP	0-1
Kurdish cavalry - Irr Cv (O) @ 7AP	24-62
Kurdish scouts - Irr LH (O) @ 5AP	0-6
Kurdish infantry - Irr Hd (F) @ 1AP	0-10
<b>Only Annazids:</b>	
Shaybani Bedouin Arabs - Irr LH (O) @ 5AP	0-16
<b>Only Hasanuyids:</b>	
Buyid allies - List: Buyid or other Dailami dynasties (Bk 3)	
<b>Only Daysam in Azerbaijan:</b>	
Dailami allies - List: Buyid or other Dailami dynasties (Bk 3)	
<b>Only Marwanids:</b>	
Upgrade C-in-C to Reg Cv (S) @ 30AP with ghulam bodyguard	0-1
Georgian ghumams - Reg Cv (S) @ 10AP	0-5
Town militias - Irr Hd (O) @ 1AP	0-8

After the collapse of Abbasid power, several Kurdish dynasties gained local power. Some controlled their native mountain regions, such as the Hasanuyid chiefs of the Barzikani Kurds of Kirmanshah or the Annazid chiefs of the Shadhinjani Kurds of Hulwan. In Azerbaijan, a Kurdish chief called Daysam disputed control with the Musafirids, but was defeated when his Dailami troops defected to their Musafirid compatriots; his Dailami contingent may not include Turkish ghumams. Kurdish power in Azerbaijan was restored by the Rawaddids (circa 950-1071). The Marwanids ruled what is now Iraqi Kurdistan, supplementing their tribal forces with Georgian ghumams and sometimes co-operating with local town militias. The Kurdish dynasties were extinguished by the Seljuqs, the Marwanids being the last to fall in 1085. The Kurds were herdsmen migrating regularly between summer and winter pastures, and their main force was their tribal cavalry armed with lance, sword and shield and said to have been less mobile than Bedouin Arab light horse. Kurdish infantry are not mentioned in the sources, so this list assumes that any foot used were of little military value.

<b>61. SUNG CHINESE 960 AD - 1279 AD</b>	
960 AD - 1126 AD: Cold. Ag 3. WW, Rv, H(S), H(G), O, RGo, M, Rd, BUA.	
1127 AD - 1279 AD: Tropical. Ag 0. WW, Rv, H(S), H(G), O, E, RGo, M, Rd, BUA.	
C-in-C - Reg Cv (S) @ 30AP	1
Sub-general - as above	0-1
Chinese ally-general - Reg Cv (S) @ 20AP	1-3
Guard cavalry - Reg Cv (S) @ 10AP	0-2
Chinese cavalry - Reg Cv (I) @ 6AP	
- From 1070 AD - 1086 AD:	4-8
- Other dates:	2-6
Fire-lance cavalry - Reg Kn (F) @ 11AP	0-2
Chin-chun guard infantry - Reg Bd (O) @ 7AP	0-4
Sheng-ch'uan and similar picked troops - Irr Bd (F) @ 5AP	0-6
Spearmen and halberdiers - Irr Bd (I) @ 4AP	16-24
Archers and crossbowmen - Irr Bw (O) @ 4AP	16-30
Fire-lance foot - Irr Ps (X) @ 6AP	
-Up to 1127 AD:	0-3
-After 1127AD:	0-8
Skirmishers with bow or crossbow [can support Bd (I)] - Irr PS (O) @ 2AP	0-8
Militia- Irr Hd (O) @ 1AP	0-16
Small man-powered stone-throwers - Reg Art (I) @ 4AP	0-4
Bolt-shooting giant crossbows - Reg Art (O) @ 8AP	0-2
Heavy stone-throwers or bomb-throwing engines - Reg Art (S) @ 10AP	
-Up to 1127 AD:	0-2
- After 1127 AD:	2-4
Stampeding oxen with fireworks or burning brands - Irr Exp (O) @ 7AP	0-2
Ditch & bank or palisade- TF @ 2AP	0-20
Boats - Irr Bts (O) @ 2AP [Bd, Bw or Ps]	0-4
Horse transports - Irr Shp (I) @ 2AP [Cv, Kn]	0-2
War junks - Irr Shp (O) @ 3AP [Bd, Bw or Ps]	0-3
Tower ships - Irr Shp (S) @ 4AP [Bd, Bw or Ps]	0-3
Flying Tiger paddle-wheelers - Reg Gal (F) @ 2AP [Bd, Bw or Ps]	0-2
Ships equipped with flame-throwers - Reg Gal (S) @ 4AP [Bd, Bw or Ps]	0-2
<b>Only before 979 AD:</b>	
Upgrade Cv (I) to Reg Cv (O) @ 8AP, Bd (I) to Reg Bd (O) [still supportable by PS (0)] @ 7AP and Bw to Reg Bw (O) @ 5AP, as Chao K'uang-Yin's veterans	All/0
Hsi allies - List: Hsien-pi etc. (Bk 2)	
<b>Only after 1054 AD:</b>	
War wagons - Reg WWg (O) @ 10AP	0-6
<b>Only from 1070 AD - 1086 AD:</b>	
Upgrade militia to - up to half Irr Bd (I) @ 4AP, remainder Irr Bw (I) @ 3AP	Any
<b>Only after 1250 AD:</b>	
Hand-held rockets- Reg Art (I) @ 4AP	0-2
T'ung-shih chun cavalry - Reg LH (S) @ 7AP	0-10
She allies:	
She ally-general- Irr Cv (0) @ 12AP	*1
She cavalry- Irr Cv (O) @ 7AP	*2-4
She warriors- Irr Wb (F) @ 3AP	*4-8
She archers or crossbowmen - Irr Bw (I) @ 3AP or Irr Ps (O) @ 2AP	*4-12

The Sung dynasty between 960 and 979 conquered the rival Chinese dynasties, although they failed to drive the Khitan and Hsi-Hsia from the north and north-west. Chao K'uang-yin, the founder of the dynasty, deliberately downgraded the army to prevent such coups as had brought him to power, and Sung forces came to be enlisted from ex-bandits, criminals and vagabonds. Discipline was weak, despite the theoretical existence of a formal system of training and drill. The loyalty of generals was suspect and many deserted to rebels or foreign enemies, hence the ally classification. Despite these drawbacks the army was strong in numbers, well-equipped with new technology, including incendiary gunpowder weapons, and had some good units. It is just possible that hand-held war rockets were in use before 1279, essentially rocket-propelled arrows. Multiple rocket launchers are not attested until 1340 under the Yuan. Stampeding herds of fire-maddened oxen were used, but not yet explosive carrying "thunder-bomb" oxen. Great reliance was placed on the crossbow, which according to a manual of 1044 was not to be mixed with other weapons, but could stop cavalry charges on its own. Sung spearmen and halberdiers were equipped with a variety of bladed and pointed weapons of disparate length and often lacked shields. In view of this and their historical vulnerability to cavalry, we class the mix as Bd rather than Sp. The Hsi were nomads allied to the Khitan and eventually absorbed by them. After the initial conquests, the Sung no longer had access to the steppe from which horse-archers were recruited. Between 1068 and 1086 reforms attempted to create a "pao-chia" militia like that of the early T'ang, and to encourage horse breeding, but the effects were short-lived. Sung armies were very short of horses due to the loss of breeding areas in the north. In 1125 - 1127 the Jurchen, having overthrown the Khitan, invaded China and took K'aifeng, forcing the Sung to retreat to Lin-an (Hangchow) south of the Yangtze. The Jurchen were destroyed in 1235 by the Mongols, who then fought the Sung until their final victory in 1279. T'ung-shih chun are Mongols fighting for the Sung. According to the Yuan Shih they "were always placed in the front line and were willing to give their all". The She were a notoriously unreliable southern tribe brought in against the Mongols. Minima marked \* apply only if She are used.

<b>62. EARLY POLISH 960 AD - 1335 AD</b>	
Cold. Ag 2. WW, Rv, H(S), H(G), Wd, RGo, M, Rd, BUA.	
C-in-C - Irr Cv (O) @ 17AP	1
Sub-general - as above	0-1
Ally-general - Irr Cv (O) @ 12AP	1-2
Noble cavalry - Irr Cv (O) @ 7AP	8-20
Spearmen - Irr Sp (I) @ 3AP	16-40

Archers - Irr Bw (O) @ 4AP or Irr Ps (O) @ 2AP	20-48
Slingers - Irr Ps (O) @ 2AP	8-12
<b>Only in 960 AD:</b>	
Viking allies - List: Norse Viking and Leidang (Bk 3)	
<b>Only from 1024 AD to 1025 AD:</b>	
Rus allies - List: Rus (Bk 3)	
<b>Only before 1184 AD:</b>	
Northern or Western Slav allies - List: Early Slav (Bk 3)	
<b>Only from 1147 AD to 1230 AD:</b>	
German allies - List: Medieval German (Bk 4)	0-10
Hungarian allies - List: Early Hungarian (Bk 3)	0-12
<b>Only after 1200 AD:</b>	
Upgrade Generals and Noble cavalry to Irr Kn (F), @ 19AP if C-in-C or sub-general, 14AP if ally-general, otherwise 9AP	All
Axemen - Irr Bd (I) @ 4AP	0-4
<b>Only from 1224 AD to 1242 AD:</b>	
Teutonic order allies - List: Teutonic Order (Bk 4)	
<b>Only after 1242 AD:</b>	
Upgrade generals to Irr Kh (S), @ 22AP if C-in-C or sub-general, 17AP if ally-general	All
Upgrade noble cavalry to Irr Kn (O) @ 10AP	All
Lithuanian cavalry - Irr LH (O) @ 5AP	0-5
Hungarian or Cuman cavalry - Irr LH (F) @ 4AP	0-4
<b>Only from 1242 AD to 1300 AD:</b>	
Russian cavalry - Irr Cv (O) @ 7AP	0-3

This list covers Polish armies from the coronation of Mieszko I until Casimir the Great's reforms. Infantry armed with axes are assumed to be a minority of individuals among the spearmen and archers. The usual deployment for a pitched battle had cavalry in the centre in two lines, spearmen on each side of them, and archers and slingers prolonging both flanks and slightly advanced so as to envelope an attack on the centre. Feigned flights were used to tempt enemy into the trap. Axemen/halberdiers are mentioned by the Teutonic knights as "murderous rustics" who were particularly effective against their knights. Lithuanian cavalry can always dismount as Bw (O).

### 63. GHAZNAVID 962 AD - 1186 AD

Dry. Ag 3. Rv, H(S), O, RGo, M, D, Rd, BUA.	
C-in-C - Reg Cv (S) @ 30AP	1
Sub-general - Reg Cv (S) @ 30AP	1-2
Palace ghulams - Reg Cv (S) @ 10AP	2-4
Other ghulams - Reg Cv (O) @ 8AP or, with lance as well as bow, Reg Cv (S) @ 120AP	12-16
Elephants - Irr El (O) @ 16AP	
- Before 1001 AD:	0-1
- After 1001 AD:	0-5
Ghaznavid armoured infantry - all Reg Bw (O) @ 5AP	
or 2/3 Reg Sp (I) @ 4AP, 1/3 Reg Ps (O) @ 2AP [Ps can support Sp]	0-9
Dailami infantry - up to 1/3 archers or crossbowmen, Reg Ps (O) @ 2AP	
[can support Dailami Ax], remainder Reg Ax (S) @ 5AP	0-6
Extra to upgrade regular infantry to mounted infantry on camels, horses or mules @ 1AP	All/0
Turkish, Tajik or similar nomadic auxiliaries or ghazis - Irr LH (S) @ 7AP	3-12
Arab or Kurdish auxiliaries - Irr Cv (O) @ 7AP	0-4
Arab or Kurdish ghazis - Irr LH (O) @ 5AP	0-6
Ghazis on foot - Irr Wb (F) @ 3AP	0-3
Afghan infantry - up to 1/2 archers, In Ps (O) @ 2AP or Irr Bw (O) @ 4AP,	
remainder spearmen - Irr Ax (X) @ 3AP	0-6
Naffatun - Irr Ps (X) @ 6AP	0-2
Stone-throwers - Reg Art (S) @ 10AP	0-1
Ditch and rampart to protect camp - TF @ 1AP, or army - TF @ 2AP	0-16
<b>Only after 1001 AD:</b>	
Mount generals on elephants as Irr El (O) @ 26AP	Any
Hindu Indian infantry - Up to 1/4 swordsmen, Irr Bd (F) @ 5AP, up to 1/4 javelinmen,	
Irr Ps (S) @ 3AP, rest archers, Irr Bw (I) @ 3AP	0-8
Spike boats - Irr Bts (S) @ 3AP [Bw (I)]	0-4
<b>Only in 1025 AD:</b>	
Qarakhanid allies - List: Central Asian Turkish (Bk 3)	
<b>Only after 1050 AD:</b>	
Indian allies - List: Hindu Indian (Bk 3)	

This list covers Ghaznavid armies from their first revolt against the Samanids, through the conquest of Northern India by the Sultan Mahmud from 1001 - 1024 AD and the loss of all but their Indian territories to the Seljuqs by 1055, until final destruction by Mohammed of Ghur in 1186. Ghaznavid ghulams were recruited mainly from Turkish and Indian slaves, with some Khurasanis. They encamped separately in national contingents, so presumably fought in units of a single nationality. They are described on one occasion as armed with maces, so, like contemporary Persians, may not all have had lance as well as bow. The Palace ghulams formed up in a single body, normally in the centre. They must accordingly all be in the C-in-C's command. Nomad auxiliary cavalry included Oghuz, Qarluqs, Qay, Yaghmas, Tatars, Kirghiz and Khalaj. Arab cavalry were favoured for skirmishing and raiding parties and served as the advance guard when Khwarizm was invaded in 1017. They were often brigaded with Kurds. Mahmud's armies fought in the name of Islam, and attracted large numbers of ghazis, serving for plunder and religion, and including many Turks and Tajiks. Regular armoured infantry were recruited from the Ghaznavid core territories as well as from Dailamis and Indians. Whether they were primarily archers additionally provided with hand-to-hand weapons or the usual Khurasani type spearmen supported by archers is uncertain, so both interpretations are provided for. The second interpretation is perhaps more likely. Dailami and Indian infantry were highly regarded. Whether they fought in native fashion or were

trained along Muslim lines is uncertain. Certainly unconverted Hindu Indians were included in Mahmud's forces, being responsible for the slaughter of many Muslims and Christians at Zarang in 1003. Other inelegant infantry, such as Afghans, were recruited locally for specific campaigns. Elephants were first used by Sebuktigin before 997. Mahmud used them in much larger numbers, making a habit of exacting tribute in elephants whenever he conquered a suitable provider. The largest number recorded was 1,670 battle-ready animals reviewed at Kabul in 1031. Generals sometimes fought from elephants. The Ghaznavids do not appear to have used horse-armor, but their elephants had all-round armor, only their unprotected under-belly being vulnerable. They were not usually spread out, but massed for a decisive charge. Army organization seems to have been into left, centre and right. Spiked boats with 20 archers each were used by Mahmud against the Jats. Allied contingents drawn from this list after 1001 can include elephants.

**64. NIKEPHORIAN BYZANTINE 963 AD - 1042 AD**

Warm. Ag 4. WW, Rv, H(S), H(G), Wd, O, V, E, RGo, Rd, BUA.	
C-in-C - Reg Cv (S) @ 30AP	1
Sub-general - as above	1-3
Prokoursatores - Reg LH (S) @ 7AP	2-3
Kataphraktoi - Double-based Reg Kn (I) @ 10AP for front rank, 8AP for rear rank	0 or 2 or 4
Tagmatic or picked thematic kavallarioi - Reg Cv (S) @ 10AP	6-16
Outflankers and flank guards - Reg LR (S) @ 7AP or Reg LH (F) @ 4AP	0-2
Skoutatoi and archers - 1/2 Reg Bw (X) @ 7AP, 1/2 Reg Bw (O) @ 3AP on double depth bases, with front element skoutatoi counting as Bw (X), rear element archers counting as Bw (O)	12-36
Akontistai - Reg Ps (S) @ 3AP or Rus mercenary javelinmen - Irr Ps (S) @ 3AP	2 per 6 Bw
Skirmishing archers and slingers - Reg Ps (O) @ 2AP	2 per 6 Bw
Detached menavlatoi - Reg Bd (X) @ 8AP	0-1 per 6 Bw
Bolt-shooters on each end of heavy wagon - Reg Art (O) @ 8AP	0-2
Fire siphoners - Reg Ps (X) @ 6AP	0-1
Ditch, bank and caltrops to protect camp, including baggage and artillery - TF @ 1AP	0-16
Pamphyla - Reg Gal (S) @ 4AP, with marines Reg Ax (S) @ 5AP	0-2
Khelandia - Reg Gal (O) @ 3AP, with marines Reg Ax (S) @ 5AP	0-1
Rus allies - List: Rus (Bk 3)	0-14 plus 0-4 boats
<b>Only from 974 AD to 976 AD:</b>	
Hamdanid Arab allies - List: Dynastic Bedouin (Bk 3)	0-12
Bagratid Armenian allies - List: Bagratid Armenian (Bk 3)	
<b>Only after 976 AD:</b>	
Georgian allies - List: Georgian (Bk 3)	
<b>Only after 988 AD:</b>	
Varangian mercenaries - Irr Bd (O) @ 5AP	0-8
<b>Only in Italy after 1018 AD:</b>	
Normans and Lombards - Irr Kn (F) @ 9AP	0-2

This list covers Byzantine armies from the accession of Nikephoros Phokas until the military economies of Konstantinos IX. This period begins with a reformed and more professional army which enabled the three soldier emperors Nikephoros, Ioannes I Tzimiskes and Vasileios II Bulgaroktonos to reconquer large areas from the Arabs and Bulgars, but was then gradually neglected in the security gained by its own success. Kataphraktoi were heavily armoured men with normal sized shields on felt or leather armoured horses and primarily armed with heavy iron maces "to break the enemy's spears". They fought in a deep wedge with only the flanking men of the later ranks carrying lances and a few archers in the centre. This wedge was closely supported on each side by units of kavallarioi. Kataphraktoi must accordingly be on a double-element base, as a wedge with the 2 front row figures armed with mace, 2 archer figures in the middle of the rear row and 2 lancer figures on its flanks. There was usually only one such wedge, deployed in the centre and aimed at the enemy C-in-C, but there was once one on each wing. Kavallarioi rode unarmoured horses with 2 ranks of lancers followed by 2 of archers and 1 of lancers, all with shields. This formation, shallower than those used earlier, is best represented by a mixture of 2 lancer figures and 1 archer figure on a single base. Prokoursatores were usually a small advance command under its own general of 4/5 lancers, 1/5 archers, operating dispersed except for the general's reserve. They advanced in front of the kataphraktoi, then retired behind them. Hyperkerastai "outflankers", and the flank guards on the opposite wing, were mainly archers. Skoutatoi wore textile armor and felt caps and fought with long shields and pikes in a mixed formation of 2 ranks of skoutatoi, followed by 3 of archers, followed by 2 more of skoutatoi. Since their tactical role was continuous protected archery and vast numbers of arrows (150 per man) were supplied, this is best simulated by 1 element of skoutatoi classed as Bw (X) double based with 1 of archers classed as Bw (O). Akontistai "javelinmen" and menavlatoi had similar armor but smaller shields. Akontistai supported by slingers or archers filled gaps between skoutatoi blocks. The menavlton was 6' long with an 18" head and as thick as a man could grasp, especially effective against kataphraktoi after the kontaratoi's pikes had been smashed, and whose users must be "brave and indomitable in strength". Menavlatoi can be detached, in which case their capabilities are best represented by classification as Bd (X), or ignored as included among the skoutatoi. Artillery was deployed with the baggage, the best concentrated at each end. Most were bolt-shooters, some projecting incendiaries. A few rope-pull stone throwers are assumed to be included. The Varangians of 988 were troublesome Vikings hired by the Rus in 980 and transferred to get rid of them. Normans or Lombards cannot be used with kataphraktoi or with Georgians, Armenians or Hamdanids.

**65. FATIMID EGYPTIAN 969 AD - 1171 AD**

Dry. Ag 1. WW, E, RGo, M, D, Rd, BUA.	
C-in-C - Reg Cv (O) @ 28AP	1
Sub-general - as above	1-2
Arab, Armenian, Syrian or ghulam lancers - Reg Cv (O) @ 8AP	4-10
Bedouin or Berber irregular horse - Irr LR (O) @ 5AP	1-8
Berberjavelinmen - Irr Ps (S) @ 3AP	*10-16
Berber archers or slingers - Irr Ps (O) @ 2AP	0-6
'Abid guard javelinmen - Reg Ax (O) @ 4AP	0-2
'Abid archers - Reg Bw, half (X) @ 7AP, half (O) @ 3AP, on double depth bases	

each with one element (X) in front of one element (O)	8-16
Other 'abid archers - Reg Ps (O) @ 2AP or Reg Bw (O) @ 5AP	0-6
Lutat macemen - Reg Bd (X) @ 8AP	**1-4
Saririya pikemen - Reg Pk (I) @ 3AP	0-4
"Zanj" swordsmen - Reg Bd (I) @ 5AP or Irr Wb (F) @ 3AP	0-10
Syrian ahdath militia or armed Egyptian labourers - Irr Hd (O) @ 1AP	0-4
Jawarjaraya or mutatawwi'a volunteers - Irr Hd (S) @ 2AP	0-3
Ditch to protect camp - TF @ 1AP	0-12
Marine crossbowmen - Reg Bw (O) @ 5AP	1 per Gal
Qumbariya - Reg Gal (O) @ 3AP [Marine Bw]	0-4
<b>Only before 1077 AD:</b>	
Berber lancers - Irr Cv (O) @ 7AP	4-15
<b>Only from 978 AD to 1077 AD:</b>	
Replace Reg Cv (O) with Turkish mamluks - Reg Cv (S) @ 10AP	2-8
Dailami - up to 1/3 archers, Reg Ps (O) @ 2AP [can support Dailami Ax], remainder with zupin, Reg Ax (S) @ 5AP	3-6
Extra to mount Dailami on camels or mules @ 1AP	All/0
Naffatun - Reg Ps (X) @ 6AP	0-1
<b>Only after 1077 AD:</b>	
Armenian mercenary archers - Irr Bw (O) @ 4AP	12-15
Bolt-shooters - Reg Art (O) @ 8AP	0-1
Stone-throwers - Reg Art (S) @ 10AP	0-1
Turkomans - Irr LH (S) @ 7AP	0-2
Damascus allies - List: Syrian (Bk 4)	
<b>Only in 1167 AD:</b>	
Frankish allies - List: Later Crusader (Bk 4)	

This list covers Fatimid armies from their conquest of Egypt until their replacement by the Ayyubid dynasty founded by Saladin. The army consisted of three broad ethnic groups: the mashariqa (easterners), the maghariba (westerners) and the 'abid al-shira (Sudanese slaves). These were quartered separately and intended to counter-balance each other so that no group could obtain political control. The resulting ethnic rivalry was often violent. Before 1077, Berbers were dominant and were largely drawn from the Kitama tribe, whose cavalry had adopted Arab lances and mail. During the civil war of 1062-1073, these allied themselves with the 'abid against the mamluks and Dailami, but lost and were subsequently disbanded. Turkish mamluks were introduced after the battle of Tawahin in 978, when the second Fatimid Khalif, al-Aziz, impressed by their martial qualities despite the defeat of the army of which they were a part, pardoned their commander, Alptekin, and enrolled them in his army. Their numbers steadily increased and 6,000 are mentioned under al-Mustansir, but they were disbanded after the failed Seljuq invasion of Egypt in 1077. Dailami were first used at Tawahin; they too were disbanded in 1077. The Muslim-Armenian general Badr al-Jamali reformed the army after 1077, emphasising Christian Armenian mercenary soldiers (al-arman al-askariya). This so infuriated the Muslim element of the army that they revolted in 1134, but the Armenian dominance continued unabated until their defeat by Saladin in 1171. They included some cavalry but were noted for their foot archery. The 'abid remained the backbone of the Fatimid infantry throughout. Most seem to have been archers with a front rank of kneeling men with short spear or javelins and large shield. These were supposed to hold their ground and shoot and were forbidden to advance until the enemy were utterly broken. All Fatimid archers regardless of origin seem to have had the usual Arab shields. Some 'abid were instead armed with the lutat, a heavy mace-hammer on a 3 foot haft effective against Crusader knights. This has previously been assumed to be a secondary weapon for archers or spearmen, but contemporary sources imply that it was the primary weapon of specialist troops. "Zanj" is Persian for the Sudan. It is uncertain whether these swordsmen were regular 'abid or "wild" Sudanese with their native short straight sword, buckler and javelins. The saririya regiment were armed with a 12 foot spear. Contemporary depictions of Fatimid foot show men with short spears or javelins and large kite or oval shields, others with straight sword and smallish round shield, and one man with a long spear grasped two-handed and no shield. Jawarjaraya and mutatawwi'a were unpaid volunteers motivated by religion and loot, the latter including sikhina sword-and-dagger men. Ahdath were the militia of the Syrian cities. Marines are referred to as crossbowmen. Crusader accounts described Fatimid armies as large and inept, but recent studies using Arabic sources suggest small but skillful armies. In favour of the latter view, al-Muizz established an officer training academy, the Hudjra, which was doubled in size by al-Afdal after early encounters with the Crusaders. Whether the Crusaders were Fatimid allies at Babayn in 1167 or vice versa depends on whether most trust is placed in Arabic or Crusader sources. We opt for the former on the grounds that the Fatimids continued fighting after the Crusaders fled. The minimum marked \* applies only before 1077. The minimum marked \*\* applies only from 1077.

#### 66. HSI-HSIA 982 AD - 1227 AD

Dry. Ag 2. Rv, H(S), H(G), D, BUA, RGo, Rd.	
C-in-C - Reg Kn (X) @ 33AP	1
Sub-general - as above	1-2
Tangut guard cavalry - Reg Kn (X) @ 13AP	1-6
Tangut cavalry - Reg Kn (F) @ 11AP	8-19
Nomad cavalry - Irr LH (F) @ 4AP	0-12
Spearmen and halberdiers - Irr Bd (I) @ 4AP	6-18
Archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	6-18
Levy infantry - Irr Hd (O) @ 1AP	0-8
Infantry with hand-hurled bombs or fire-lances - Irr Ps (X) @ 6AP	0-4
Stone-throwers - Reg Art (S) @ 10AP	0-2
Ditch and bank for camp - TF @ 1AP, or to cover front of infantry - TF @ 2AP	0-12
Uighur allies - List: Central Asian Turkish (Bk 3)	
<b>Only before 1065 AD:</b>	
Tibetan allies - List: Tibetan (Bk 3)	
<b>Only in 1227 AD:</b>	
Jurchen-Chin allies - List: Jurchen-Chin (Bk 4)	

Following the collapse of Tibetan power in the Ordos region of what is now north-west China, a number of Tangut warlords set up independent states. After years of squabbling they were induced to unite by a bungled Sung attempt to conquer them between 982 and 1004 AD, although the formal founding of the Tangut Hsi-Hsia dynasty is usually dated to 1038, when Yuan-hao awarded himself the title of Emperor. This presumption provoked another Sung attack, and intermittent wars with Sung China continued until 1119. The Hsi-Hsia were usually victorious and frequently ravaged Chinese territory. Defeated by Genghis (Chinggis) Khan in 1207, they became nominal subjects of the Mongols, but refused to supply troops when called for - a rash decision which led to their destruction in 1227. Little is known about the military system of the Hsi-Hsia state, but although the Tangut aristocracy fought as cavalry the economy was based on trade and agriculture rather than nomadism, and their subjects included many Chinese. We have therefore assumed that infantry were similar to contemporary Sung Chinese types, and that the cavalry emphasized close combat in the style of their Tibetan predecessors. 10th century paintings from Tunhuang show fire-lances and hand-hurled grenades, suggesting that Chinese pyrotechnics reached this area at an early date.

#### 67. EARLY HUNGARIAN 997 AD - 1245 AD

Cold. Ag 2. Rv, H(G), RGo, Rd, BUA.	
C-in-C - Irr Kn (F) @ 19AP	1
Sub-general - as above or Irr Cv (S) @ 19AP	1-2
Hungarian nobles - Irr Kn (F) @ 9AP	2-4
Hungarian gentry - Irr Cv (O) @ 7AP	0-6
Hungarian skirmishers - Irr LH (F) @ 4AP	16-44
"Saxon" knights - Irr Kn (F) @ 9AP	0-4
Szekely borderers - Irr LH (S) @ 7AP	2-12
Hungarian Slav infantry - Irr Sp (I) @ 3AP	*8-16
Hungarian Slav archers - Irr Ps (O) @ 2AP	0-6
Serbs or Vlachs - Irr Ax (O) @ 3AP or Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	0-4
<b>Only from 1050 AD to 1150 AD:</b>	
Bisseni - Irr LH (F) @ 4AP	4-12
<b>Only after 1102 AD:</b>	
Croat cavalry - Irr Kn (F) @ 9AP or Irr Cv (O) @ 7AP	0-3
Croat foot - up to 1/3 javelinmen, Irr Ax (S) @ 4AP, remainder spearmen, Irr Sp (I) @ 3AP	*12-16
Croat archers - Irr Ps (O) @ 2AP	*2-6
<b>Only from 1105 AD to 1116AD:</b>	
Polish allies - List: Early Polish (Bk 3)	
<b>Only after 1150 AD:</b>	
Upgrade Kn (F) generals to Irr Kn (O) @ 19AP	All
Carroccio - Irr WWg (I) @ 2AP	0-1
Change Cv (O) and half Hungarian noble Kn (F) to gentry Irr Cv (S) @ 9AP	All
Upgrade "Saxon" and remaining Hungarian noble Kn (F) to Irr Kn (O) @ 10AP	All
Hospitallers - Reg Kn (S) @ 15AP	0-2
Wagon laager for camp - TF @ 1AP	0-12
<b>Only after 1238 AD:</b>	
Cuman allies - List: Cuman (Kipchak) (Bk 3)	

This list covers Hungarian armies from the foundation of the kingdom until the Mongol conquest, and follows on from the Magyar list. "Saxon" was used as a generic term for all western mercenary knights. The Hungarian upper nobility immediately imitated their equipment, but the gentry started to do so only in the 12th century, even then continuing to carry bows and being prepared to skirmish if tactically necessary. Their rating then as Cv (S) represents a mixture of men armed to different standards and this should be reflected by a mixture of figures within each element. The same applies to the elements of generals commanding skirmishers. The majority of Hungarians remained horse archers who are described as "riding at the enemy yelling like demons and shooting showers of arrows", but wheeling off in unison without charging home. Bisseni were mainly Pechenegs but could include other nomads. The Croat kingdom was united with Hungary in 1102. Croat infantry were especially respected for their axes. All Croats must comprise a single command under a Hungarian general. The minima marked \* apply only if any infantry are used. The Hungarians proved the Mongols' toughest European opponents, inflicting a number of reverses on them.

#### 68. WEST SUDANESE 1000 AD - 1591 AD

Dry. Ag 0. Rv, H(6), either Wd or D, RGo, BUA.	
C-in-C - Reg Kn (F) @ 31AP or Irr Bd (F) @ 15AP	1
Sub-general - Irr Cv (O) @ 17AP or Irr Bd (F) @ 15AP	1-2
Yan kwarbai - Irr Cv (O) @ 7AP or Irr LH (O) @ 5AP	1-18
Zagi - Irr Ps (I) @ 1AP	0-20
Yam baka - Irr Bw (I) @ 3AP	50-86
Yam mashi - Irr Ax (O) @ 3AP	0-12
Yam assigiri - Irr Sp (I) @ 3AP	0-12
Yam fate-fate - Irr Bd (F) @ 5AP	0-6
Plashed wood-edge or scrub - TF @ 2AP	0-4
Palisade or thorn boma to protect baggage - TF @ 1AP	0-12
Cattle herd for stampeding - Irr Exp (O) @ 7AP	0-5
Tuareg allies - List: Tuareg (Bk 3)	
<b>Only Mali:</b>	
Canoes - Irr Bts (I) @ 1AP [Bw]	0-8
<b>Only Kanem or Bornu:</b>	
Replace yarn baka with yarn mashi - Irr Ax (O) @ 3AP	3/4-All
<b>Only after 1390 AD:</b>	
Yam lifida - Reg Kn (F) @ 11AP	0-2
Yam lifida baka - Irr Bw (O) @ 4AP	0-4



**Only after 1420 AD:**

Yam bindinga - Reg Art (X) @ 5AP

0-1

The Western Sudan is the lightly wooded rolling grassland south of the Sahara desert. Nations represented include Ghana, Mali, Songhai, Bornu, Kanem and the Hausa states. Although we close the period with the Moroccan destruction of Songhai in 1591, armies as late as 1850 differed only in the type and number of firearms used. Yan lifida, including the barde bodyguard, were charging cavalry in mail and quilts with the horses also often protected by quilts. They were kept in the centre rear as a reserve. Their long straight swords were in later years imported in large numbers from the Knights of Malta and transported across the Sahara by camel caravan. The thick quilted textile armour is said to have been introduced by Sarki Kanajeji (1390 - 1410) of the Hausa state of Kano. Yan kwarbai were lesser armoured javelin cavalry. Zagi followed yan kwarbai. Accordingly, Ps (I) can support Cv (O). Yam baka used weak bows with unflighted poisoned arrows. Yam lifida baka added quilts, shield and short spear. Yam mashi had javelins and shield. Yam fate-fate had a long straight sword and shield. Yam assigiri used long metal spears to stop cavalry. Yan lifida cavalry and yam bindinga hand gunners were disciplined slave troops. Generals must be mounted if more than 1 mounted element is used. Stampedes of up to 1,000 cattle had very mixed results.

**69. TUAREG 1000 AD - 1880 AD**

Dry. Ag I. H(S), RGo, D, O.

C-in-C - Irr Cm (S) @ 21AP

1

Sub-generals - as above

0-1

Ally-generals - Irr Cm (S) @ 16AP

0-2

Ihaggaren and Imrad camel warriors - Irr Cm (S) @ 11AP

14-40

Camel scouts - Irr LH (I) @ 3AP

0-4

Imrad or mixed or mountain tribe foot - Irr Wb (F) @ 3AP

0-40

Replace foot with Ikkan skirmishers - Irr PS (I) @ 1AP or Irr Ax (I) @ 2AP

0-20

This list covers the veiled and indigo clad nomads of the Sahara desert from the loss of control by the Abbasid caliphate until the introduction of rifles. Weaponry depended on social class. The Ihaggaren aristocrats armed with short all-iron "allarh" lance, long straight sword and long white shield raided. Imrad vassals with allarh and/or javelins herded goats or camels and traded, and Ikkan negro serfs with javelins and dagger cultivated and smithed. Apart from casual raiding, mostly to the south for slaves, Tuareg mainly fought each other, but armies of up to 12,000 Tuareg camelmen sometimes interfered in the Western Sudan. 19th century Tuareg defending the last fastnesses of the Hoggar mountains against the French often had a majority of foot provided by poorer Tuareg. Missiles other than javelins were thought unmanly. The bulk of our information is from 19th century descriptions, as the late end date implies. However, none of the sparse earlier evidence contradicts it.

**70. GEORGIAN 1008 AD -1683 AD**

Warm. Ag 2. Rv, H(S), H(G), Wd, O, V, RGo, Rd, BUA.

C-in-C - Irr Kn (F) @ 19AP

1

Georgian sub-general - as above

1-2

Georgian aznauri - Irr Kn (F) @ 9AP

10-12

Georgian retainers - Irr LH (F) @ 4AP

0-12

Georgian spearmen - Irr Sp (I) @ 3AP

6-12

Georgian foot archers - up to half Irr Ps (O) @ 2AP, remainder Irr Bw (O) @ 4AP

6-12

Javelinmen - Irr Ps (S) @ 3AP

0-6

Ossetians (Alans) - up to 1/3 Irr Kn (F) @ 9AP, remainder Irr LH (S) @ 7AP

0-6

Rus - up to 1/3 supporting archers, Irr Ps (O) @ 2AP, rest spearmen - Irr Sp (O) @ 4AP

0-6

**Only after 1089 AD:**

Cuman sub-general - Irr Cv (O) @ 17AP or Irr Cv (S) @ 19AP

1

Cuman nobles or guards - Irr Cv (O) @ 7AP

0-9

Cumans - Irr LH (F) @ 4AP

12-30

**Only after 1121 AD:**

Regrade aznauri and generals as Irr Cv (S) @ 19AP if general, otherwise 9AP

All

Turkomans - Irr LH (S) @ 7AP

0-4

**Only from 1121 AD to 1144 AD:**

Crusader knights - Irr Kn (F) @ 9AP

0-4

**Only from 1121 AD to 1204 AD:**

Shirvan allies - List: Dynastic Bedouin (Bk 3)

0-14

**Only after 1245 AD:**

Downgrade sub-generals to ally-generals, Irr Cv (S) @ 14AP

All

This list covers the Georgians from their break away from Armenian rule until subjection by the Ottomans. Close neighbours to the dour Armenians, the Georgians were remarkably extrovert and cheerful, a difference which has been attributed to the superior local wines. Their standards were windsock lions tethered by the upper lip, the mouth held open with wire. The Georgians' uncompromising attitude to Islam is shown by their inscribing the title "Sword of the Messiah" on their coins in Arabic to make sure the message got across, by marching on pilgrimage to Jerusalem with banners displayed without paying tribute and daring Arab rulers to stop them, and by naming a border fort "Kiss My Backside" to commemorate the reply to a Turkish summons! Aznauri were the nobles. Initially devoted to charging with the lance and using bows mainly for hunting, they are later depicted emphasising bow rather than lance. We assume the change took place in the early 12th century under Seljuq and Cuman influence. Georgian foot were armed with spear or bow. All had a round shield and most wore lamellar armour. Georgian military strength in the 12th century depended heavily on large numbers of Cumans settled in depopulated parts of the country. Other nomads, such as Serirs, Lesghs, Suans and Jikils, can substitute for up to 4 elements of Cuman LH. All Cumans must be under the command of a Cuman sub-general, except that an allied contingent taken from this list need not include a Cuman general nor otherwise compulsory foot. After 1245, the country broke up into competing kingdoms, with only brief nominal reunions.

<b>71. ANGLO-DANISH 1014 AD -1075 AD</b>	
Cold. Ag I. WW, Rv, H(S), H(G), Wd, RGo, M, Rd, BUA.	
C-in-C - as huscarles, Irr Bd (O) @ 15AP or Irr Cv (I) @ 15AP or Irr Bd (F) @ 15AP	1
Sub-general - as above	1-2
Huscarles - Irr Bd (O) @ 5AP	10-16
Select fyrd - Irr Sp (O) @ 4AP	30-48
Great fyrd - Irr Sp (I) @ 3AP	0-72
Great fyrd dregs - Irr Hd (O) @ 1AP	0-10
Archers - Irr Ps (O) @ 2AP [can support fyrd SpI]	0-5
Slingers - Irr Ps (O) @ 2AP	0-5
Javelinmen - Irr Ps (S) @ 3AP	0-5
Warships - Irr Bts (S) @ 3AP [Bd]	0-5
Viking allies - List: Norse Viking and Leidang (Bk 3)	
Welsh allies - List: Welsh (Bk 3)	
<b>Only from 1042 AD to 1065 AD:</b>	
Upgrade C-in-C or sub-general to Norman - Irr Kn (F) @ 19AP	0-1
Normans - Irr Kn (F) @ 9AP	0-3
Upgrade huscarles and select fyrd to Irr Cv (I) @ 5AP	Any
Lighten huscarles to Irr Bd (F) @ 5AP	All/0
Scots exile allies - List: Pre-Feudal Scots (Bk 3)	

This list covers native armies in England from the Danish conquest of 1014 until the completion of the Norman conquest. Huscarles were armed in Danish fashion with long mail hauberks and axes, except when Harold Godwinson lightened their equipment for a mobile campaign against the Welsh in difficult winter terrain in 1063. Normans were employed by Edward the Confessor, and one, Earl Ralph the Timid, commanded at the disastrous battle of Worcester in 1055 when the select fyrd attempted to fight mounted. Although huscarles and select fyrd normally rode to battle, they drove away their horses on arriving at the battlefield, so are not mounted infantry. Malcolm Canmore's Scots exiles helped Earl Siward's Anglo-Danish army attack MacBeth in 1054, but had intrigued for English intervention since Edward's accession. Lightened huscarles, Scots, Welsh or Normans cannot be used together.

<b>72. COMMUNAL ITALIAN 1029 AD - 1320 AD</b>	
Warm. Ag 2. WW, Rv, H(S), H(G), O, V, E, RGo, M, Rd, BUA.	
C-in-C - Reg Kn (F) @ 31AP	1
Carroccio standard - Reg WWg (I) @ 3AP	1
Sub-generals - Reg Kn (F) @ 31 AP	1-3
Contadini knights - Irr Kn (F) @ 9AP	3-5
Communal spearmen - Reg Sp (I) @ 4AP	16-42
Communal crossbowmen - Reg Bw (I) @ 4AP or Reg Ps (O) @ 2AP	4-8
Communal archers - Reg Ps (O) @ 2AP, or axemen - Reg Bd (I) @ 5AP	0-8
Contadini infantry - Irr Hd (O) @ 1AP	6-16
Mercenary crossbowmen - Reg Bw (O) @ 5AP	0-6
Imperialist allies - East Frankish (Bk 3) or Medieval German (Bk 4)	
<b>Only Genoese, Venetians or Pisans:</b>	
Naval crossbowmen - Reg Bw (O) @ 5AP	Up to 1 per Gal
Naval bellatores - Reg Ax (S) @ 5AP	Up to 1 per 2 Gal
Galleys - Reg Gal (F) @ 2AP [Bw or Ax]	0-6
<b>Only after 1100 AD:</b>	
Communal knights - Reg Kn (F) @ 11AP	3-10
<b>Only after 1150 AD:</b>	
Upgrade generals to Reg Kn (O) @ 32AP	All
Upgrade knights to Kn (O) @ 10AP if Irr, 12AP if Reg	All
Plaustrilla man-pushed scythed wagons - Reg WWg (X) @ 7AP	0-6
<b>Only after 1200 AD:</b>	
Berrovieri mercenary light horse with sword, shield and some crossbows - Reg LH (I) @ 3AP	0-4
Replace communal spearmen with javelinmen, Reg Ax (O) @ 4AP	0-1/2
Upgrade communal spearmen as popolo to Reg Sp (O) @ 5AP	0-6
Upgrade communal crossbowmen - up to half to Reg Bw (X) @ 7AP, remainder to Reg Bw (O) @ 3AP if rear element of double base behind Bw (X), otherwise 5AP	Any
Mercenary knights - up to 1/3 French Irr Kn (S) @ 12AP, up to 1/2 German double-based	
Reg Kn (I) @ 10AP for front rank, 8AP for rear rank, remainder Reg Kn (O) @ 12AP	0-12

This list covers the Italian city states from the end of automatic Imperial domination of the north until the rise of the condottieri. Communal troops drilled part-time, so are classed as regular, but not very well. Communal (X) bowmen must be double-based with front rank pavisiers [Bw (X)], rear rank crossbowmen [Bw (O)]. Organisation was often by city quarter, each with its own banner and leader and having a similar troop mix. The C-in-C could be with one of them or control only a personal guard or famiglia. The carroccio, a wagon bearing a large standard with its own guard, was the focus of civic patriotism and fiercely defended. The contadini knights of the countryside were distrusted. Some nobles moved into towns in the early 12th century. The popolo was an elite body of militia formed in most cities in the early 13th century to restrain the ambitions of the city's magnates and nobility, usually commanded by an impartial mercenary captain. Kn (O) can always dismount as Sp (S) before 1200 AD.

<b>73. SELJUQ TURK 1037 AD - 1276 AD</b>	
Dry. Ag 3. Rv, H(S), H(G), O, RGo, Rd, BUA.	
Seljuq C-in-C - Irr Cv (O) @ 17AP or, with horse armour, Irr Cv (S) @ 19AP	1
Seljuq sub-general - as above	0-2
Turkoman ally general - Irr LH (S) @ 12AP	1-2
Seljuq nobles and retainers - Irr Cv (O) @ 7AP	3-6
Seljuq tribesmen - Irr LH (S) @ 7AP	0-12
Turkomans - Irr LH (S) @ 7AP	20-40
Seljuq, Turkoman or Kurdish foot - up to half archers or crossbowmen, Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP, remainder javelinmen, Irr Ps (S) @ 3AP or Irr Ax (O) @ 3AP	0-16
<b>Only after 1070 AD:</b>	
Upgrade Seljuq generals to Reg Cv (O) @ 28AP or Reg Cv (S) @ 30AP	All
Replace Seljuq Cv and LH with Askaris, Reg Cv (O) @ 8AP	All
<b>Only before 1092 AD or Hamadan before 1128 AD:</b>	
Kurdish cavalry - Irr Cv (O) @ 7AP	0-3
Agulani - Double based Irr Kn (I) @ 8AP for front rank, 7AP for rear rank	0-4
<b>Only before 1092 AD or Merv before 1128 AD:</b>	
Qarakhanid allies - List: Central Asian Turkish (Bk 3)	
<b>Only Hamadan from 1092 AD to 1128 AD:</b>	
Downgrade Seljuq sub-generals to ally-generals, Reg Cv (O) @ 18AP or Reg Cv (S) @ 20AP	All
Syrian cavalry - Irr Cv (O) @ 7AP	0-6
Bedouin Arabs - Irr LH (O) @ 5AP	0-4
Ahdath militia - Irr Hd (O) @ 1AP	0-4
<b>Only before 1092 AD, Hamadan before 1128 AD or Merv before 1157 AD:</b>	
Dailami infantry - Irr Ax (S) @ 4AP	0-6
Camels or mules to mount Dailami @ 1AP	All/0
<b>Only Merv from 1117 AD to 1141 AD:</b>	
Ghaznavid subject allies - List: Ghaznavid (Bk 3)	
<b>Only Merv from 1117 AD to 1157 AD:</b>	
Ghurid allies - List: Ghurid (Bk 4)	
<b>Only Rum from 1220 AD to 1243 AD:</b>	
"Franks" - Irr Kn (F) @ 9AP or Irr Kn (O) @ 10AP or Irr Cv (O) @ 7AP	0-3
Armenians - Irr Kn (F) @ 9AP	0-2
Georgians - Irr Cv (S) @ 9AP	0-1
Nicaean or Trapezuntian Byzantines - Reg Cv (O) @ 8AP	0-2
Upgrade Seljuq foot to spearmen - Irr Sp (I) @ 3AP	0-6
Crossbowmen - Reg Bw (O) @ 5AP	0-2
Naffatun - Irr Ps (X) @ 6AP	0-2
<b>Only Rum in 1237 AD:</b>	
Khwarizmian allies - List: Khwarizmian (Bk 4)	
<b>Only Rum from 1256 AD to 1276 AD:</b>	
Ilkhanid allies - List: Ilkhanid (Bk 4)	

This list covers the Seljuq Turks from their revolt against the Ghaznavids until the final collapse of the Sultanate of Rum. The Seljuq empire established by Alp Arslan and his son Malik Shah stretched from Anatolia east to Afghanistan, north to the Caucasus and Aral Sea and south to Syria, the Red Sea and the Persian Gulf before breaking up into the Sultanates of Hamadan, Merv and Rum after the latter's death in 1092. Merv fell to its revolting Ghuzz mercenaries in 1157, Hamadan to the Khwarizmians in 1194. The last surviving Sultanate was that of Rum in Anatolia, which had a brief spectacular revival from 1220 to 1243 under Kai Kobad and Kai Khosrou, before being defeated by the Mongols and becoming an impoverished satellite state. After 1256 it relied heavily on its overlords for defence and lost its independence entirely in 1276. Askaris were the personal troops of the Sultan and his principal subordinates. They are variously stated to have been formed by Alp Arslan and his son; we have assumed by the former towards the end of his reign. The fierce but unreliable Turkomans were the mainstay of the Seljuq army. Turkoman generals cannot control other troops. The 3,000 Agulani (probably Aghouanians, descended from the Albanians of the Caucasus) who fought at Dorylaeum in 1077 are described as riding metal-armoured horses and "fighting only with swords". This implies that they did not have lances. They may have been the Muslim equivalent of Byzantine klibanophoroi expected by Nikephoros. They cannot be used with Qarakhanids. Other Seljuq cavalry are described by the Crusaders as charging furiously with javelins, but again not with lances. "Franks" were not necessarily all western knights, and in particular often included many Greeks. Wall paintings from Karanlik Kilise dated 1200 - 1250 show infantry with long spears, mail coifs and large circular shields. Ps (O) archers or crossbowmen can support Sp (I). The Khwarizmians were refugees from Mongol attack and deserted when the Mongols approached.

<b>74. FANATIC HERBER 1039 AD - 1529 AD</b>	
Warm. Ag 4. WW, Rv, H(S), R(G), O, RGo, Rd, BUA. Only if Murabits, D.	
C-in-C - Irr Cv (O) @ 17AP or Irr LH (O) @ 15AP	1
Berber sub-general - as above	1-2
Berber cavalry - Irr LH (O) @ 5AP	
- before 1145 AD:	8-16
- after 1145 AD:	19-40
Berber or Negro spearmen - Irr Sp (I) @ 3AP	12-24
Berber or Negro archers - Reg Ps (O) @ 2AP if supporting Reg Sp,	
otherwise Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP [Ps can support Berber or Negro Sp]	
- Before 1185 AD:	12-24
- After 1185 AD:	0-12
Berber javelinmen - Irr Ps (S) @ 3AP or Irr Ax (I) @ 2AP	0-16
Berber or Negro slingers - Irr Ps (O) @ 2AP	0-6
<b>Only before 1269 AD:</b>	
Upgrade C-in-C to Reg Sp (O) @ 25AP	0-1
Black guard - Reg Sp (O) @ 5AP	0-6
<b>Only after 1085 AD:</b>	
Turk or "Ghuzz" mercenaries - Irr LH (S) @ 7AP	0-4
<b>Only after 1086 AD:</b>	
Christian Spanish sub-general - Irr Kn (F) @ 19AP	0-1
Christian Spanish cavalry - Irr Kn (F) @ 9AP	0-5
Christian or Berber crossbowmen - Irr Bw (I) @ 3AP	0-4
Andalusian irregular cavalry - Irr LH (O) @ 5AP	0-3
<b>Only from 1086 AD to 1269 AD:</b>	
Andalusian allies - List: Andalusian (Bk 3)	
<b>Only Murabits (1039 AD - 1145 AD):</b>	
Upgrade C-in-C or Berber generals to Reg Cv (O) @ 28AP	All/0
Upgrade Berber cavalry to Reg LH (O) @ 5AP	0-2/3
Lamtuna Berber spearmen - Reg Sp (O) @ 5AP	12-24
Lamtuna Berber archers - Reg Ps (O) @ 2AP [Can support Lamtuna spearmen]	12-24
Upgrade other non-guard spearmen to Reg Sp (I) @ 4AP	All/0
Tuareg camelry - Irr Cm (S) @ 11AP	0-6
<b>Only after 1145 AD:</b>	
Upgrade Christian Kn to Irr Kn (O) @ 20AP if general, 10AP if not	Any
Tuareg camelry - Irr Cm (S) @ 11AP	0-3
Resettled desert Arabs - Irr LH (O) @ 5AP or Irr Cm (O) @ 6AP or Irr LH (I) @ 3AP	0-4
Galleys - Reg Gal (F) @ 2AP [Ps]	0-3
<b>Only Almohades (1145 AD - 1269 AD):</b>	
Arab-Berber cavalry - Irr Cv (I) @ 5AP	6-12
Chained palisade to protect C-in-C, black guard and his tent baggage element - TF @ 1AP	0-8
<b>Only after 1269 AD (Marinids, Zayanids, Hafajids):</b>	
Upgrade Christian crossbowmen to Irr Bw (O) @ 4AP	Any
Christian guardsmen - Irr Sp (O) @ 4AP	0-4
Catalan Almughavars - Irr Ax (S) @ 4AP	0-4

This list starts with the fanatical Murabit "Confederate" sect founded in Morocco in 1039 AD. By forced conversions it ruled the whole of Morocco by 1084. In 1086 the Murabits entered Spain and had absorbed the last of the Andalusian Arab states by 1110. A new sect, the Almohades "Unitarians", rose up in 1121 and by 1145 controlled not only the former Murabit territories but the remainder of the North African coast up to the borders of Egypt. Before 1145 they are restricted to Berber troops from the main list. The Marinids were a Moroccan tribe hostile to the Almohades, and appeared in Spain only as allied contingents to the Andalusians under exiled troublemakers. They finally replaced the Almohades in Morocco, creating the Marinid Sultanate, but not in Spain, where the revived Andalusians of Granada had already disposed of them, nor in Tunis, where the Hafsids had gained control. The Marinids themselves succumbed to the Hafsids following the loss of Ceuta to the Portuguese in 1415. The list ends with the introduction of firearms. The most usual tactic was to receive the initial enemy attack with spearmen supported by archers, then counter-attack with cavalry brought Out from behind. Camelry were rarely used outside Africa, where they often formed the centre of the army, with infantry divided on each flank and cavalry beyond. Camels cannot be used with Christians nor, except by Murabits, with Andalusians. A Christian sub-general can only command Christians and Andalusian LH. Lamtuna were the original and most fanatical Murabits, and are assumed to be the most strictly disciplined. Murabit cavalry are described both as "untutored savages" and as manoeuvring to drum signals, hence their optional regular status. Cavalry of mixed Arab and Berber descent recruited by the Almohades from ex-Zirid coastal states were regarded as much inferior by inland Berbers and responsible for a great deterioration in the army. Kn (F) cannot be used after 1275. Tuareg camelry and resettled Arabs both count as bedouin. "Ghuzz" mercenaries were probably mainly Turkomans, and later came also to include many Kurds.

<b>75. KONSTANTINIAN BYZANTINE 1042 AD -1071 AD</b>	
Warm. Ag 1. WW, Rv, H(S), H(G), Wd, O, V, E, RGo, Rd, BUA.	
C-in-C - Reg Cv (S) @ 30AP	1
Sub-general - Byzantine, Reg Cv (S) @ 30AP, or Norman, Irr Kn (F) @ 19AP	1-2
Byzantine ally-general - Reg Cv (S) @ 20AP	0-1
Varangian guard - Reg Sp (S) @ 7AP	1-4
Imperial tagmatic kavallarioi - Reg Cv (S) @ 10AP	4-6
Provincial tagmatic and retrained thematic kavallarioi - Reg Cv (O) @ 8AP	6-12

Hyperkerastai - Reg LH (F) @ 4AP	0-2
Prokoursatores and/or trapezitac - Reg LH (S) @ 7AP	0-3
Kataphraktoi - Double based Reg Kn (I) @ 10AP for front rank, 8AP for rear rank	0 or 2
Kontaratoi and archers - 1/2 Reg Bw (X) @ 7AP, 1/2 Reg Bw (O) @ 3AP on double depth bases, with front element kontaratoi counting as Bw (X), rear element archers counting as Bw (O)	* 12-24
Akontistai - Reg Ps (S) @ 3AP	2 per 6 Bw
Skirmishing archers and slingers - Reg Ps (O) @ 2AP	2 per 6 Bw
Detached menavlatoi - Reg Bd (X) @ 8AP	0-1 per 6 Bw
Normans - Irr Kn (F) @ 9AP	2-4
Turks or Alans - Irr LH (S) @ 7AP	0-6
Pechenegs or Cumans - Irr LH (F) @ 4AP	**4-8
Bolt-shooters on each end of ox-wagon - Reg Art (O) @ 8AP	0-2
Stone-throwers - Reg Art (S) @ 10AP	0-2
Ditch, bank and caltrops for camp - TF @ 1AP	0-12
Pamphyla - Reg Gal (S) @ 4AP, with marines Reg Sp (O) @ 5AP	0-1
Khelandia - Reg Gal (O) @ 3AP, with marines Reg Sp (O) @ 5AP	0-2
Ousisi - Reg Gal (F) @ 2AP, with marines Reg Sp (O) @ 5AP	0-1
Replace marines with Varangian Sp (S) already listed	Any
Horses for Varangians not on galleys @ 1AP	All/0
Georgian allies - List: Georgian (Bk 3)	

This list covers Byzantine armies from the military economies of Konstantinos IX until the end of the disastrous battle of Manzikert. The peaceful conditions of the 1040s led to a rationalisation of the huge army inherited from the 10th century with the assumption that a small professional army stationed well back from the frontier would provide adequate security. This was bitterly resented by the provincial aristocracy. The themata had deteriorated from disuse, but were hurriedly retrained by Romanus IV for the Manzikert campaign of 1071. Native troops were increasingly supplemented by mercenaries on short term contracts. Archery was in rapid decline and provincial kavallarioi were now almost entirely lancers. They should therefore be represented as lancer figures. Imperial tagmatic kavallarioi should continue to be on single bases with a mixture of 1 archer and 2 lancer figures. The lack of native horse archers was partially compensated for by the enlistment of nomadic light horse, of which the Pechenegs (called Patzinaks by the Byzantines) would become the most important. Prokoursatores were recruited from border trapezitae. Kontaratoi was the new name for skoutatoi, who continue to be organised as in the Nikephorian list. The "Archontes", commanded by Adronikos Dukas in the reserve line at Manzikert, were not private contingents provided by landowners as often said, but a new Imperial tagmatic unit. Adronikos's doubtful loyalty and failure to support the front line inspires the option for a Byzantine ally-general; such an ally need not command otherwise compulsory troops. The new regular Varangian guard fought as armoured spearmen. The long axes conventionally associated with them are not attested until after 1075, by which time they were largely recruited from English exiles. Marines were also now armed with long spears instead of javelins. Minima marked \* or \*\* apply only if any troops so marked are used. A siege train was used in the Manzikert campaign, but at the time of the battle was detached to Khliat, together with the Normans, light horse and most of the infantry, the whole detachment being commanded by the Norman mercenary Rousell de Balliol. Only one Norman general can be used and if so all Normans must be in his command. He can also command other troops.

#### 76. PAPAL ITALIAN 1049 AD - 1320 AD

Warm. Ag 3. WW, Rv, H(S), H(G), O, V, E, RGo, M, Rd, BUA.	
C-in-C - Reg Kn (F) @ 31AP or Reg Sp (S) @ 27AP	1
Papal guard infantry - Reg Sp (S) @ 7AP	0-1
Papal feudal knights - Irr Kn (F) @ 9AP	0-8
Roman militia - Irr Hd (O) @ 1AP	0-3
Mercenary archers - Reg Ps (O) @ 2AP	0-8
Mercenary spearmen - Reg Sp (O) @ 5AP	0-6
Mercenary crossbowmen - Reg Bw (O) @ 5AP	0-4
Galleys - Gal (O) @ 3AP [Bw]	0-2
Perugian, Romagnol, Anconan, Tuscan or Spoletan allies	
- List: Communal Italian (Bk 3)	2-3 allied contingents
<b>Only before 1072 AD:</b>	
Swabian German mercenaries - Irr Kn (I) @ 8AP	0-8
Infuriated peasants - Irr Hd (F) @ 1AP	0-4
Norman allies - List: West Frankish or Norman (Bk 3)	
Imperialist allies - List: East Frankish (Bk 3)	
Byzantine allies - List: Konstantinian Byzantine (Bk 3)	
Lombard allies - List: Italian Lombard (Bk 3)	
<b>Only after 1072 AD:</b>	
Norman allies - List: Sicilian (Bk 4)	
<b>Only after 1150 AD:</b>	
Upgrade C-in-C to Reg Kn (O) @ 32AP	1
Upgrade feudal knights to Irr Kn (O) @ 10AP	All
<b>Only after 1198 AD:</b>	
Italian mercenary knights - Reg Kn (O) @ 12AP	0-2
<b>Only after 1250 AD:</b>	
French mercenary knights - Irr Kn (S) @ 12AP	0-4
German mercenary cavalry - Double based Reg Kn (I) @ 10AP for front rank, 8AP for rear rank	0-8

This list covers the period from the accession of Leo IX until the rise of the condottieri. The Pope, if present, is assumed to be surrounded by his guard cavalry or infantry. Some warlike popes did arm themselves as knights, but none are noted as actually fighting. The C-in-C could instead be a lay papal gonfalonier, fighting as a knight. Contingents from Perugia, the Romagna, the Ancona marches, Tuscany and Spoleto

and its neighbours are classed as allied because of the casual attitude of those cities to their military obligations. Each such contingent represents a number of smaller contingents combined under the leader of the largest. They need not include Carroccio nor Contadini troops, but must include all other compulsory communal troops. Peasants only joined the army in large numbers if made desperate and infuriated by rapacious foragers such as Normans or Arabs. Normans cannot be used with Byzantines, Swabians, Imperialists or infuriated peasants. Swabian Irr Kn (I) can always dismount as Irr Bd (O). An allied contingent from this list can include any troops designated as Papal or mercenary or galleys, but no others.

#### 77. SCOTS ISLES AND HIGHLANDS 1050 AD - 1493 AD

Cold. Ag 3. WW, Rv, H(S), H(G), RGo, M, BUA.	
C-in-C - Irr Rd (O) @ 15AP	1
Sub-general - as above	0-1
Best of the Islesmen - Irr Bd (O) @ 5AP	32-56
"Worser sort" of Islesmen - Irr Bd (I) @ 4AP	0-28
Highland ally-general - Irr Bd (O) @ 10AP or Irr Bd (F) @ 10AP	*1-2
Highland warriors - Irr Bw (O) @ 4AP	*4-12
Highland scouts - Irr Ps (O) @ 2AP	*1-4
Highland rabble - Irr Hd (F) @ 1AP	0-12
Ponies to mount generals, Highland warriors or Galwegians @ 1AP	0-8
Irish mercenaries - Irr Ax (O) @ 3AP	0-12
<b>Only before 1156 AD:</b>	
Longships - Irr Bts (S) @ 3AP [Bd]	0-4
<b>Only after 1156 AD:</b>	
Birlinns - Irr Bts (O) @ 2AP [Bd]	0-6
<b>Only before 1161 AD:</b>	
Galwegian ally-general - Irr Bd (F) @ 10AP	**1
Galwegian warriors - Irr Wd (F) @ 3AP	**8-16
<b>Only before 1266 AD:</b>	
Orkney Viking allies - List: Norse Viking and Leidang (Bk 3)	
Dublin or Man Viking allies - List: Norse Viking and Leidang (Bk 3)	

This list covers the armies of the Lords of the Isles from the death of Macbeth's viceroy Kalv Arnasson until the execution of the final Lord. Highland or Galwegian generals can only control troops of their own ilk. The Islesmen were the warriors known in Ireland as Gall Gaedhill or "foreign Celts". Before this period they are found only as small mercenary bands in other people's armies. They were the product of Viking colonisation of the Hebrides, largely Viking in behaviour but Celtic in speech. A description of 1171 AD of a mixed mercenary force of Orkney Vikings and Islesmen does not differentiate their dress, describing both as having round shields painted red and iron armour. This does not match evidence from gravestones, which typically show acorn helmet and mail hood, quilted aketon, kite shield and long sword carried with either a short spear or long axe. Legs should be bare. The "worser sort" of Islesmen were on occasion sent home from the muster. How these should be classed is a guess, but the "Viking" chessmen from Lewis may offer a clue, showing men similarly armed but with simple helmet and usually no body armour. The Viking longship was replaced in the Hebrides by smaller birlinns or naibheags from 1156 AD. An account of 1152 describes Highlanders with bow, sword, small axe and mail shirt. At Methuen in 1306 there were 1,000 Highlanders with axes, at Gasklune in 1390 a vast number of caterans armed only with sword and target, at Iberlochy in 1431 Highland archers shot so thickly into the enemy flank that it broke, and in 1457 men were "all armed in the Highland fashion with haubergeons, bows and axes". Accounts of 1573, 1578, 1583, 1597 and 1612 continue to describe Highlanders as primarily mailed archers. These accounts imply two classes of troops of which the better is a mailed Bowman, the worse armed only with dirk or axe. Highland archers serving as part of a Scots national army in pitched battles against the English were outshot and swept away by English longbowmen. Highland leaders are depicted on tombstones very similarly to Islesmen, in the 15th century often with partial plate armour. We assume that heavy armour might be discarded when travelling on foot over difficult terrain. Their lesser followers' extreme vulnerability to archery, their unenterprising behaviour at Northallerton in 1138 and their greater enthusiasm when in ambush in difficult terrain or looting practically require classification as Hd(F), recalling the later distinction between "True Highlanders" and "Highland Rabble". Not so the Galwegians, whose behaviour in the same battle firmly establishes their credentials as Wb(F). Only Galwegians can command, or be commanded by, Galwegians. In 1161 they came under the direct rule of the King of Scots and henceforth fought with the usual Scottish long spears. Ponies should be short-legged rough garrons. Irish mercenaries can only be used if no Vikings are present, or if Dublin Vikings are present. Minima marked \* apply only if any Highlanders are used, \*\* if any Galwegians are used. Birlinns are like small Viking longships, but using a rudder attached to the stern, instead of an off-set steering oar.

#### 78. EARLY RUSSIAN 1054 AD - 1246 AD

Cold. Ag 0. Rv, Wd, M, BUA.	
C-in-C - Irr Cv (O) @ 17AP	1
Sub-general - as above or Irr Sp (O) @ 14AP	1-2
Druzhina cavalry - Irr Cv (O) @ 7AP	18-37
Polk cavalry - Irr LH (O) @ 5AP	0-3
Polk spearmen - Irr Sp (O) @ 4AP	8-16
Smerdy spearmen - Irr Sp (I) @ 3AP	0-8
Polk or Smerdy archers [can support Polk or Smerdy Sp] - Irr PS (O) @ 2AP	3-12
Smerdy ill-armed - Irr Hd (O) @ 1AP	0-8
Woodsmen - Irr Ax (O) @ 3AP	0-6
Svoi pogyane - Irr LH (F) @ 4AP	0-24
German knights and sergeants - Irr Kn (F) @ 9AP	0-4
Poles - Irr Cv (O) @ 7AP	0-4
Hungarians - Irr LH (F) @ 4AP	0-4
Set-up wagon-laager for camp - TF @ 1AP	0-16
Monoxyla - Irr Bts (O) @ 2AP [Sp or Ps]	0-8
Mordvin allies:	

Ally-general - Irr Cv (O) @ 12AP	*1
Cavalry - Irr Cv (O) @ 7AP	*2-4
Archers - Irr Bw (I) @ 3AP or Irr Ps (O) @ 2AP	*4-12
Warriors - Irr Ax (O) @ 3AP	*4-12
<b>Only after 1072 AD:</b>	
Polovtsi allies - List: Cuman (Kipchak) (Bk 3)	
Hungarian allies - List: Early Hungarian (Bk 3)	
<b>Only after 1150 AD:</b>	
Upgrade German Kn to Reg Kn (I) @ 10AP	All
Lithuanians - Irr LH (O) @ 5AP	0-4
Polish allies - List: Early Polish (Bk 3)	

This list covers the period from the break-up of the Kievan Rus state into competing principalities until the Mongol conquest. Druzhina are the prince's personal troops, Polk are town militia and Smerdy are peasants from the surrounding districts. Polk were mainly infantry, but included a very few cavalry recruited from impoverished boyars and wealthy peasants used mainly for scouting. Inhabitants of forest villages were well respected by the Mongols. The spearmen also include some individuals armed with two-handed axes. Svoi pogyane "our own pagans" are former nomads, mostly of Pecheneg descent and now settled within the borders, sometimes now alternatively called "Kazaks". Polovtsi are Cumans. Poles and Hungarians can be used together, but not with Germans, Lithuanians or Mordvins nor these with each other. Minima marked \* apply only if Mordvins are used. Lithuanians can always dismount as Bw (O).

<b>79. CUMAN (KIPCHAK) 1054 AD - 1394 AD</b>	
Cold. Ag 3. Rv, H(G), RGo.	
C-in-C - Irr Cv (O) @ 17AP or Irr Cv (S) @ 19AP	1
Sub-general - as above	1-2
Cuman nobles - Irr Cv (O) @ 7AP	0-12
Cumans or Pechenegs - Irr LH (F) @ 4AP	40-100
Uzes - Irr LH (S) @ 7AP	0-4
Cuman foot - Irr Hd (O) @ 1AP	0-12
Set-up wagon laager protecting camp - TF @ 1AP	0-16
Alan allies - List: Alan (Bk 2)	
<b>Only after 1180 AD:</b>	
Bolt-shooters on wagons - Reg Art (O) @ 8AP	0-2
Mangonels - Reg Art (S) @ 10AP	0-1
Greek fire hurlers - Irr Ps (X) @ 6AP	0-1
<b>Only from 1122 AD to 1269 AD:</b>	
Vlach javelinmen - Irr Ax (O) @ 3AP or Irr Ps (S) @ 3AP	0-6
Vlach archers - Irr Ps (O) @ 2AP	0-6

This list covers the Cumans or Kipchaks from their first appearance on the borders of Kievan Russia. They are sometimes stated to have been the majority remnants of the Ghuzz after the Seljuqs split off, but Arab and Persian geographers were sure that they were an off-shoot of the Kimaks to the north-east and distinguished them quite clearly from the Ghuzz. They soon replaced the Pechenegs north of the Black Sea, defeating the South Russian princes in 1068. By 1090 they were established on the Danube. In 1091, 40,000 Cumans combined with a Byzantine army under Alexios I Komnenos to defeat a larger army of Pechenegs at Levunium. Rather than risk Byzantine treachery, the Cumans sneaked off during the following night. After the Mongol invasions the Cumans were mainly absorbed by Hungary and Russia, the last independent remnants being finished off by Timur. They are possibly most famous under the alternative name of Polovtsy as the stars of Borodin's "Prince Igor". Though primarily horse archers, they are also later noted for accuracy with javelins, which may refer to the increasingly Russian-influenced nobles. Personalities included Konchak, the opponent of Prince Igor, and a character known as Bonyak the Scabby (alias Bonyak the Godless, Bonyak the Plunderer and Bonyak that godless, mangy thief and bandit) who "broke his lance on the gate of Kiev". Konchak was more practical and introduced both artillery and incendiary weapons, which may have contributed to the successful sack of Kiev in 1202. Uzes is yet another name for the peoples elsewhere called Ghuzz or Turkoman.

## MISCELLANEOUS

### FURTHER INFORMATION

Further information on the organisation, equipment, tactics and appearance of the majority of the armies in these army list books can be found in the WRG series of army books. Particularly relevant to Book 3 are:

Armies and Enemies of Imperial Rome 150 BC to 600 AD, by Phil Barker.

Armies of the Dark Ages 600 - 1066, by Ian Heath.

Armies of Feudal Europe 1066 - 1300, by Ian Heath.

Armies of the Crusades 1096 - 1291, by Ian Heath.

Other especially useful publications include:

Justinian's Wars, by Roy Boss. Montvent Publications.

Those Osprey books by David Nicolle on Islamic subjects.

The Penguin Atlas of Medieval History, by Colin McEvedy, for geographical relationships and a brief history of the rise and fall of nations and dynasties.

### CONTACT ADDRESSES

For details of other WRG wargames rules, army lists and reference books, send a stamped addressed envelope or International Reply Coupons to:

WARGAMES RESEARCH GROUP, The Keep, Le Marchant Barracks, London Rd, Devizes, Wilts SN10 2ER. Tel: 01380 724558.

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