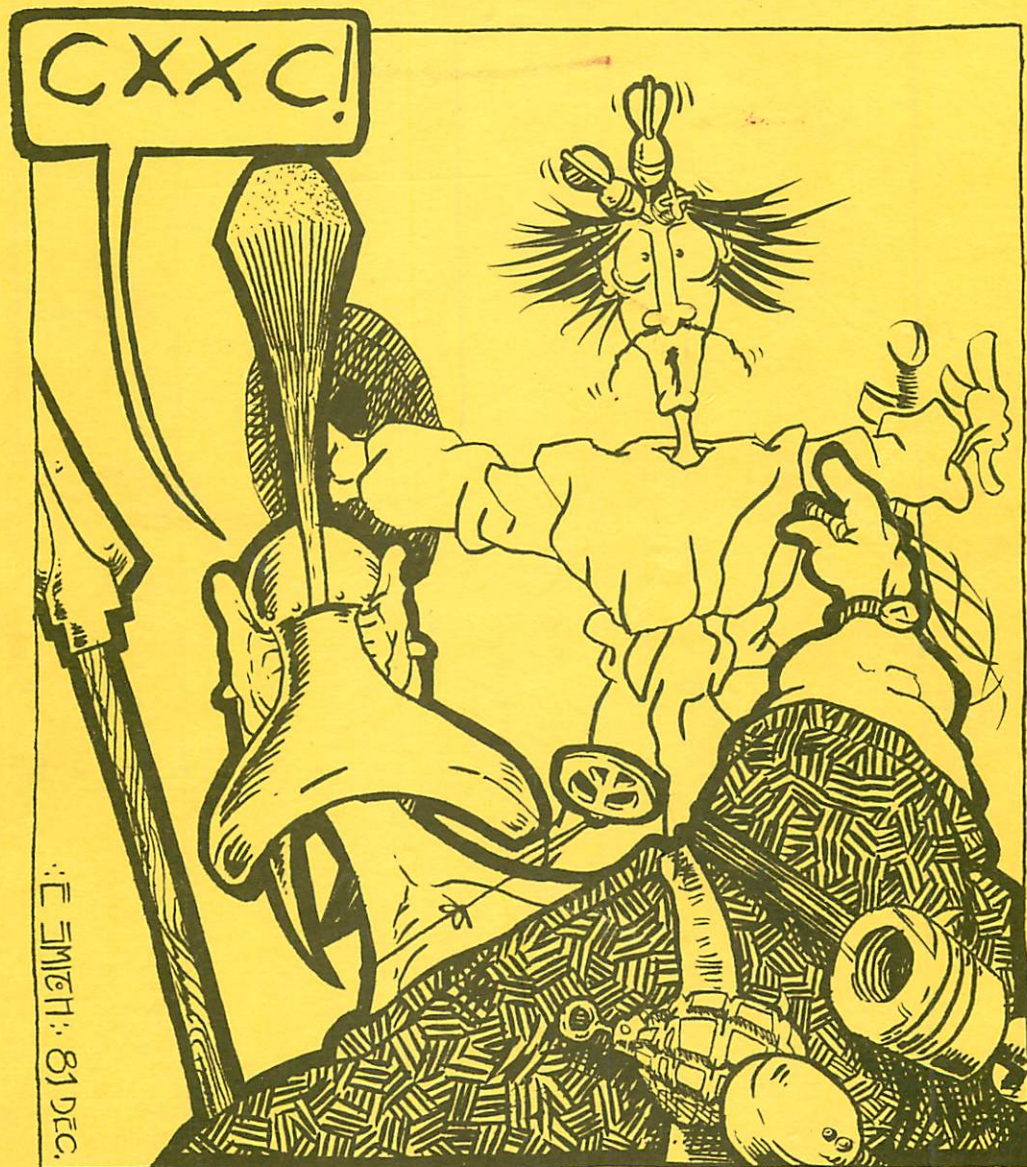


ARMY LISTS

BOOK TWO — 55 BC — 1000 AD



FOR USE WITH WARGAMES RULES 3000 BC TO 1485 AD

WARGAMES RESEARCH GROUP JANUARY 1982

ARMY LISTS FOR USE WITH WARGAMES RESEARCH GROUP RULES 3000 BC to 1485 AD

BOOK II

We continue with a second batch of armies originating between the time of Julius Caesar and 1000 AD. About a quarter of the armies in Book I also lasted into this era, and about half of those in this book last beyond it. Ancient wargamers tend to think of nations as existing in isolation and in terms of the commander under whom they achieved their peak. Producing these lists in the form that we have adopted has re-educated me in that respect, and shows more clearly which opponents were historically available. It has also led me to rename some of the armies after the innovator responsible for their form rather than after their most distinguished exponent.

Several of the armies are even more obscure than those of the earlier book, and less help has been available from other researchers. Discussion in *Slingshot* has tended to concentrate on a relative few. It will be apparent that I have depended heavily on Ian Heath's books for many of the later armies. If more than one interpretation can be placed on the facts, I have usually made provision for both. However, in the cases of some of the lesser known armies, I have sometimes picked the interpretation that most accentuates differences between them. Classification of spear types has been a problem with some of the later armies, but I should note that this would not have been eased by multiplying the number of classes, but the contrary.

Several of the lesser known armies deserve the attention of wargamers and figure manufacturers, and one of them has already been taken up and achieved commercial success. All deserve further research, and I await comments and suggestions with interest.

Finally, there is a tendency among wargamers to spend far more time and ingenuity on picking their army than on out-thinking their opponents, and to attribute semi-magical ability to some armies or troop types. Despite our front cover design, this really isn't so. Just try the experiment of using a balanced army and historical tactics. You may be surprised at your success. Gimmick troop types provide extra colour and amusement, but more often for the spectators than their owner. Gimmick tactics often work once, but a good player will always find the answer next time. If any player ever does use flaming pigs or stampeding cattle successfully, we would be delighted to hear from them!

Phil Barker

ABBREVIATIONS

Those used for troop types and reaction classes are already defined in the rules. P, A and S used in respect of standards mean Personal, Army or Sacred respectively. JLS=Javelin or light spear, D=Dart, B=Bow, S=Sling, LB=Long Bow, CB=Crossbow, SS=Staff Sling, HG=Hand Gun, L=Lance, P=Pike, LTS=Long Thrusting Spear, HTW=Heavy Throwing Weapon, 2HCW=Two-Handed Cutting Weapon, 2HCT=Two-Handed Cut-and-Thrust Weapon, 2SA=Two Side Arms, IPW=Improvised Peasant Weapon, Sh=Shield.

FORMATIONS

Wedge, African and Testudo formations can only be used by troops specified as able to do so by the lists.

FORTIFIED CAMPS

All armies are entitled to a fortified camp represented by defences in an arc of approximately 70 paces on their base table edge, but must pay the requisite points. Those armies entitled to a larger camp or one in a different position have it included in their list. They are likely to be armies that made an important use of such a camp in a historical battle.

SPECIAL PROTECTIVE DEVICES

Armies that used casualty inflicting obstacles, dummy elephants, flaming pigs or similar tricks in response to an unusual threat in a historical battle have them included in their list. They cannot employ them unless their opponents have the option of using the weapons they were intended to counter. No other armies can use them. Prepositioned obstacles are limited to the armies' own deployment area.

SIEGES

In siege games, players may have more artillery than included in these lists, any special siege equipment they require, and the defender will commence behind fortifications. Players must be able to demonstrate that their army historically had the skills to use such artillery and special equipment and the opportunity to acquire them.

ARMIES INCLUDED:

61. SCOTS-IRISH. 55 BC to 846 AD.
62. CHINESE BORDER NOMAD. 50 BC to 1206 AD.
63. BLEMYE OR NOBADES. 30 BC to 650 AD
64. EARLY IMPERIAL ROMAN. 25 BC to 193 AD.
65. MOORISH. 25 AD to 808 AD.
66. JEWISH REVOLT. 66 AD to 70 AD and 132 AD to 135 AD.
67. CALEDONIAN OR PICTISH. 75 AD to 846 AD.
68. DACIAN. 80 AD to 106 AD.
69. MIDDLE IMPERIAL ROMAN. 193 AD to 324 AD.
70. EARLY GOTHIC OR VANDAL. 200 AD to 493 AD.
71. ANNAMESE OR CHAMPA. 200 AD to 1294 AD.
72. THREE KINGDOMS, NORTHERN AND SOUTHERN DYNASTIC AND SUI CHINESE. 220 AD to 620 AD.
73. SASSANID PERSIAN. 220 AD to 637 AD.
74. EARLY FRANKISH, BURGUNDIAN, ALAMANNIC OR RUGIAN. 250 AD to 700 AD.
75. EARLY SAXON, FRISIAN, SUEVI, BAVARIAN OR THURINGIAN. 250 AD to 885 AD.
76. PALMYRAN. 260 AD to 272 AD.
77. LATE IMPERIAL ROMAN. 307 AD to 425 AD.
78. KOREAN. 313 AD to 1232 AD.
79. HUNNIC. 374 AD to 466 AD.
80. SPANISH VISIGOTHIC. 419 AD to 711 AD.
81. PATRICIAN ROMAN. 425 AD to 475 AD.
82. SUB-ROMAN BRITISH. 425 AD to 945 AD.
83. MEDIEVAL INDIAN. 430 AD to 1526 AD.
84. AFRICAN VANDAL. 442 AD to 535 AD.
85. GEPID OR LOMBARD. 451 AD to 1018 AD.
86. EARLY BYZANTINE. 475 AD to 578 AD.
87. EARLY BULGAR. 482 AD to 1018 AD.
88. ITALIAN OSTROGOTHIC. 493 AD to 553 AD.
89. SLAV. 500 AD to 1018 AD.
90. AVAR. 550 AD to 826 AD.

ARMIES INCLUDED (continued):

- 91. MAURIKIAN BYZANTINE. 578 AD to 650 AD.
- 92. WELSH. 580 AD to 1420 AD.
- 93. KHAZAR. 586 AD to 1083 AD.
- 94. GHUZZ. 600 AD to 1065 AD.
- 95. T'ANG AND FIVE DYNASTIES CHINESE. 615 AD to 980 AD.
- 96. ARAB CONQUEST. 620 AD to 660 AD.
- 97. TIBETAN. 620 AD to 860 AD.
- 98. BURMESE. 620 AD to 1287 AD.
- 99. THEMATIC BYZANTINE. 650 AD to 963 AD.
- 100. ARAB EMPIRE. 660 AD to 969 AD.
- 101. EAST SUDANESE OR ABYSSINIAN. 660 AD to 1520 AD.
- 102. LATER FRANKISH, BRETON OR NORMAN. 700 AD to 1072 AD.
- 103. ANDALUSIAN. 710 AD to 1110 AD.
- 104. FEUDAL SPANISH. 711 AD to 1350 AD.
- 105. MEXICAN. 770 AD to 1521 AD.
- 106. VIKING. 790 to 1070 AD.
- 107. MAGYAR. 800 AD to 997 AD.
- 108. VARANGIAN AND RUSS. 800 AD to 1054 AD.
- 109. PECHENEG. 800 AD to 1050 AD.
- 110. KHMER. 800 AD to 1350 AD.
- 111. PRE-FEUDAL SCOTTISH. 846 AD to 1124 AD.
- 112. NORSE IRISH. 846 AD to 1300 AD.
- 113. ANGLO-DANISH. 885 AD to 1075 AD.
- 114. KHITAN LIAO. 907 AD to 1125 AD.
- 115. GHAZNAVID. 960 AD to 1040 AD.
- 116. SUNG CHINESE. 960 AD to 1280 AD.
- 117. NIKEPHORIAN BYZANTINE. 963 AD to 1071 AD.
- 118. FATIMID EGYPTIAN. 969 AD to 1171 AD.
- 119. EARLY HUNGARIAN. 997 AD to 1245 AD.
- 120. WEST SUDANESE. 1000 AD to 1591 AD.

**61. SCOTS-IRISH.
55 BC to 846 AD.**

C-in-C with JLS in two or four-horse light chariot with "Irregular B" crew of unarmed driver, or on foot as LMI, JLS, Sh, @ 100 points.	1
Sub-General with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, or on foot as LMI, JLS, Sh, @ 50 points.	Up to 1
Irish Ally-General with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, or on foot as LMI, JLS, Sh, @ 75 points.	Up to 4
Saint, @ 85 points.	Up to 1
Champion's two-horse light chariot with "Irregular A" crew of unarmed driver and 1 with JLS, @ 17 points.	Up to 1
Two-horse light chariot with "Irregular B" crew of unarmed driver and 1 with JLS, @ 16 points.	*20 to 30
Extra to upgrade "Irregular B" chariot crew to "Irregular A" if in unit including champion, @ 1 point.	Up to 6
Hostage kings' sons "Irregular B" LMI, JLS, Sh, @ 4 points.	Up to 7
Upper class warriors "Irregular C" LMI, JLS, Sh, @ 3 points.	35 to 108
Extra to upgrade upper class warriors to "Irregular B", @ 1 point.	All or none
Lower class warriors "Irregular D" LMI, JLS, Sh, @ 2 points.	36 to 216
Skirmishers "Irregular D" LI, JLS, Sh, @ 2 points.	10 to 60
Slingers "Irregular D" LI, S, Sh, @ 2 points.	Up to 5
Roman-supplied mercenaries "Regular C" HI, HTW, Sh, @ 6 points.	Up to 12
Frankish mercenaries "Irregular C" MI, HTW, Sh, @ 3 points.	Up to 20
Dal Riatan mercenaries "Irregular B" LMI, JLS, Sh, @ 4 points.	Up to 40
70 paces of plashing for wood edges, @ 70 points.	Up to 6

Up to 1 regular command factor @ 10 points.
 Up to 12 irregular command factors @ 25 points.
 Up to 5 irregular command factors @ 10 points to provide chariot units with a detachment of LMI.

This list covers Irish armies from the time of Caesar's invasions of Britain until the Irish methods changed in response to Viking contacts. Although Caesar *could* conceivably have met the Irish, the first actual Roman contact with them was in 81 AD, when Agricola was requested to help an Irish ruler regain his throne. Such an intervention may have taken place under Hadrian and been too successful, raising one Irish faction to dominate the rest and inspiring the Irish to look across the seas to Roman territory for future plundering. Irish sea raiding was a major pest in the 4th century AD, and they also established settlements in Pembrokeshire and Galloway, the latter becoming the kingdom of Dal Riata. The Irish were usually called Scots at this time. The large number of Ally-Generals allowed reflects the divided state of Ireland at most times. The champion is intended to represent such as Cuchulain, and might accordingly be represented by a small dark haired warrior accompanied by a red haired driver in a chariot drawn by one grey and one black pony! I assume that he might be accompanied by a fianna of his own personal followers. Upper class LMI can either be used to provide detachments for chariot units, leaving the lower class on its own as a poor quality levy, or used to provide a front rank for a mixed LMI unit, combining impetuous and brittle behaviour. Minimums marked * apply only if any chariots except those of Generals are used. Upgraded upper class warriors or Frankish mercenaries cannot be used if any chariots except those of Generals are used. Dal Riatan mercenaries cannot be used if any chariots are used. Only one kind of mercenary can be used. Saints are not allowed if any mercenaries or any chariots except Generals' are used. Saint Columba was given the main credit by contemporaries for the Ui Neill victory over King Diarmait in 561 AD, decisively out-praying Saint Finnian on the other side.

This is an army for sudden attacks from within or behind woods, using the large number of Generals possible to bolster morale and inspire troops by taking part in the fighting. Bogs should be used with caution. If there are insufficient woods to plash, surplus plashing is lost.

62. CHINESE BORDER NOMAD. 50 BC to 1206 AD.

C-in-C mounted on horse equipped as HC or EHC, L, B, Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	Up to 1
Sub-General mounted on horse as HC or EHC, L, B, Sh, @ 50 points.	Up to 2
Nobles "Irregular B" HC, L, B, Sh, @ 10 points.	9 to 14
Lancers "Irregular C" MC, L, B, Sh, @ 7 points.	20 to 72
Extra to upgrade MC to HC, @ 1 point.	Any or all
Extra to upgrade HC to EHC, @ 2 points.	Up to 12
Skirmishers "Irregular C" LC, JLS, B, Sh, @ 7 points.	20 to 150
Skirmishers "Irregular C" LC, B, @ 4 points.	*30 to 50
Camel lancers "Irregular B" HCm, L, B, Sh, @ 14 points.	Up to 12
Camel-mounted infantry "Irregular C" LMI, JLS, B, Sh, @ 5 points.	Up to 40
Foot spearmen "Irregular D" LMI, JLS, Sh, @ 2 points.	Up to 50
Foot archers "Irregular D" LI, B, @ 1 point.	Up to 100
Extra to upgrade "Irregular D" to "Irregular C", @ 1 point.	All or none
Roman legionaries "Regular D" HI, HTW, Sh, @ 5 points.	Up to 12
Up to 20 irregular command factors @ 25 points.	

This list includes the remnants of the Hsiung Nu empire, T'u Chueh, Jurchen, Uighurs, Kirghiz, Kuchan, Qara-Khitans and other Hunnic or Turkic peoples. Only Hsiung Nu can use Romans, these being prisoners taken from Crassus by the Parthians in 54 BC, relocated as military settlers, then taken over as a going concern when a Hsiung Nu chief seized the Sogdian province they guarded. The minimum marked * applies only if Romans are used and represents local Sogdian cavalry. Only Jurchen, Kuchan and Qara-Khitans can use EHC. Only T'u Chueh can use camel lancers. Hsiung Nu cannot use "Irregular C" MC or HC. These armies make interesting opponents for Chinese. Camels must be the two-humped Bactrian variety. Hsiung Nu can fight in wedge.

63. BLEMYE OR NOBADES. 30 BC to 650 AD.

C-in-C mounted on horse equipped as heaviest cavalry present, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	Up to 1
Sub-General mounted on horse equipped as heaviest cavalry present, @ 50 points.	Up to 2
Cavalry "Irregular B" HC, JLS, Sh, @ 9 points.	29 to 77
Extra to give B to cavalry, @ 1 point.	All or none
Extra to upgrade cavalry with B to EHC, @ 2 points.	Up to half
Extra to upgrade cavalry to "Irregular A", @ 1 point.	All or none
Archers "Irregular C" LI, B, @ 2 points.	*30 to 250
Elephants with "Irregular C" crew of driver with JLS, @ 35 points.	Up to 3
Up to 18 irregular command factors @ 25 points.	

These related Sudanese tribes alternately raided Roman Egypt and accepted subsidies until converted to Christianity in the reign of Justinian, and were the main reason for the two legion garrison. They may earlier have troubled the ptolemaic garrison, but not apparently to any great extent. They vanished from history shortly after the Arab conquest. The provision for upgrading the cavalry to "Irregular A" is based on evidence for a short religious war in response to Justinian closing the temple of Isis at Philae. Page 41 of the July 1981 *Slingshot* has drawings of a carving possibly representing cavalry and Isis standards of this incident. Horse armour and cavalry bows came into use around that time, though there is no direct evidence for them on the carving. This army has affinities with both Ostrogoths and Byzantines, but is more exotic and colourful.

64. EARLY IMPERIAL ROMAN. 25 BC to 193 AD.

C-in-C mounted on horse as HC, JLS, Sh, @ 100 points.	1
Sub-General mounted on horse as HC, JLS, Sh, @ 50 points.	Up to 2
Sarmatian Ally-General mounted on horse as EHC, L, B, @ 75 points.	*1
Armenian Ally-General mounted on horse and equipped as Armenian cataphract, @ 75 points.	*1
Asiatic client state Ally-General mounted on horse as HC, JLS, Sh, or SHC, L, @ 75 points.	**1 to 3
Red vexillum PA standard accompanying C-in-C, @ 30 points.	Up to 1
Legionary eagle A standard, @ 20 points.	Up to 1
Equites singulares or praetorian cavalry "Regular A" HC, JLS, Sh, @ 12 points.	Up to 18
Praetorian infantry "Regular A" HI, HTW, Sh, @ 8 points.	Up to 24
Legionaries "Regular B" HI, half each unit HTW, other half HTW or JLS, Sh @ 7 points.	32 to 96
Legionary light infantry "Regular B" LHI, JLS, Sh, @ 7 points.	Up to 24
Legionary cavalry "Regular B" HC, JLS, Sh, @ 11 points.	Up to 6
Legionary light bolt-shooter with "Regular B" crew of 2, @ 22 points.	Up to 4
Extra to mount bolt-shooter on light mule cart, @ 10 points.	Up to 4
Legionary 10 mina stone-thrower with "Regular B" crew of 3, @ 33 points.	Up to 1
Extra to upgrade stone-thrower to 30 mina, @ 11 points, to 1 talent, @ 22 points, or to 3 talent, @ 43 points.	Up to 1
Reduction for downgrading all legionaries and their associated light infantry, cavalry and artillery figures to "Regular C" if long stationed in the east, @ -1 point.	Up to 94
Legionaries recently converted from marines "Regular C" HI, HTW, Sh, @ 6 points.	Up to 48
Equites alares "Regular B" HC, JLS, Sh, @ 11 points.	12 to 36
Equites contariorum "Regular B" HC, L, @ 9 points.	Up to 18
Equites catafractarii "Regular B" SHC, L, @ 15 points.	Up to 12
Equites cohortales "Regular C" HC, JLS, Sh, @ 10 points.	Up to 12
Dromedarius "Regular C" HCm, JLS, Sh, @ 15 points.	Up to 1
Auxiliary infantry "Regular C" LHI, JLS, Sh, @ 6 points.	24 to 64
Auxiliary infantry "Regular C" LHI, LTS, Sh, @ 6 points.	Up to 12
Extra to give up to quarter of each auxiliary infantry unit S in addition, @ 1 point.	¼ or none
Extra to upgrade auxiliary infantry to "Regular B", @ 1 point.	Up to 40
Auxiliary archers "Regular C" LHI, B, @ 5 points.	Up to 24

30	Sarmatian ally cavalry "Irregular B" HC, L, B, @ 8 points.	9 to 14
31	Extra to upgrade Sarmatian HC to EHC, @ 2 points.	Any or all
32	Armenian ally cataphracts "Irregular D" EHC, L, @ 7 points.	*9 to 14
33	Extra to upgrade Armenian cataphracts to "Irregular B", @ 2 points.	*2 to 7
34	Extra to convert Armenian cataphracts to SHC, @ 4 points.	All or none
35	Extra to give unconverted Armenian EHC, Sh, @ 2 points.	All or none
36	Armenian horse archers "Irregular D" LC, B, @ 3 points.	*10 to 20
37	Armenian archers "Irregular D" LI, B, @ 1 point.	*10 to 20
38	Armenian javelinmen "Irregular D" LMI or LI, JLS, Sh, @ 2 points.	*15 to 40
39	Extra to upgrade any Armenians from "Irregular D" to "Irregular C", @ 1 point.	Up to 30
40	Asiatic client state bodyguard "Regular A" HC, JLS, Sh, @ 12 points.	Up to 5
41	Asiatic client cataphracts "Irregular B" SHC, L, @ 13 points.	Up to 10
42	Asiatic client horse archers "Irregular D" LC, B, @ 3 points.	**10 to 20
43	Asiatic client archers "Irregular D" LI, B, @ 1 point.	**20 to 30
44	Asiatic client javelinmen "Irregular D" LI, JLS, Sh, @ 2 points.	Up to 10
45	Asiatic client infantry armed in Macedonian style "Regular D" MI, P, Sh, @ 3 points.	Up to 24
46	Extra to upgrade client MI to HI, @ 2 points.	All or none
47	Numidian or Moorish cavalry "Irregular C" LC, JLS, Sh, @ 6 points.	Up to 10
48	Spanish slingers "Irregular C" LI, S, Sh, @ 3 points.	Up to 10
49	British, German or similar symachiarrii "Irregular C" LMI, JLS, Sh, @ 3 points.	Up to 20
50	Mixed gladiators counting as "Irregular C" HI, JLS, Sh, @ 5 points.	Up to 20
51	Extra to upgrade eastern legionaries or gladiators to EHI with special anti-Dacian armour or as cruppellarii respectively, @ 2 points.	Up to 10
52	Gallic volunteers "Irregular C" MC, JLS, Sh, @ 6 points.	Up to 20
53	Raw volunteer recruit infantry "Regular D" LMI, JLS, Sh, @ 3 points.	Up to 20
54	Stone-throwing peasants "Irregular D" LI, S, @ 1 point.	Up to 15
	70 paces of ditch or palisade, @ 35 points.	Up to 6
	Up to 20 regular command factors @ 10 points.	
	Up to 6 regular command factors @ 5 points to give legionary units a detachment of legionary light infantry or legionary cavalry, or to give auxiliary infantry units a detachment of equites cohortales to convert them into a cohors equitata.	
	Up to 8 irregular command factors @ 25 points.	

This list covers the Roman army from Augustus' reorganisation until the accession of Septimius Severus. The Red vexillum is used as a PA standard if more than one legion is represented. If only one legion is present, the eagle with its enlarged senior cohort can serve as an A standard only. Gallic volunteer cavalry, gladiators, raw volunteer infantry, stone-throwing peasants and converted marines all took part in the civil wars of 69 AD. They, together with Spanish slingers, symachiarrii and Sarmatians, cannot be used by an eastern army. Dromedarrii, Armenians and asiatic clients cannot be used by a western army. Whether an army is western or eastern depends on whether a majority of its legionaries are western or eastern. The dromedarius joins the infantry figures of a cohors equitata, changing it into a cohors dromedaria. Equites cohortales, legionary cavalry and legionary light infantry can be organised as separate units instead of detachments. Legionary light infantry and the arming of legionary rear ranks with javelins instead of pila are attested in Arrian's "Order of Battle Against the Alans" from the reign of Hadrian. A single milliary ala of equites contariorum was formed under Trajan and replaced by a single ala of catafractarii under Hadrian. The experiment does not seem to have been a success. Armenian allies are assumed to be torn between loyalty to their ruler and indifference to or dislike of Rome. Minimums marked * apply if any troops so marked are used. Eastern client states include Commagene, the only one likely to provide cataphracts or pikemen, Judea, Emesa and the Arabs of King Malchus, all of whom helped Rome put down the Jewish revolt of 66 AD to 70 AD. Minimums marked ** apply if any client troops other than up to 10 horse archers and 20 archers are used. A client ally-general cannot control more than 40 figures. I suggest using marine or auxiliary figures to depict ex-marines, but equipping them with legionary shields and pila. Eastern legionaries should possibly be depicted in mail instead of lorica segmentata. Players might like to consider organising their army on a 1 to 40 figure scale instead of the usual 1 to 20, in which case a quingenary cohors or ala will have 12 figures, a milliary ala 18, and a milliary cohors 20. This is a powerful army if used offensively with determination, but the cavalry may need to be supported by infantry if opposed by heavier types. Mounting artillery on the upcast of a ditch, behind a palisade or on a mule cart does not raise it sufficiently to shoot over troops in front. Legionaries can fight in testudo or wedge.

65. MOORISH. 25 AD to 808 AD.

C-in-C mounted on horse as HC or LC, JLS, Sh, @ 100 points.	1
Sub-General mounted on horse as HC or LC, JLS, Sh, or on foot as LI, JLS, Sh, @ 50 points.	Up to 2
Vandal Ally-General mounted on horse as EHC or HC, JLS, Sh, @ 75 points.	*1
Byzantine Ally-General mounted on horse as HC, L, B, Sh, @ 75 points.	*1
Cavalry "Irregular C" LC, JLS, Sh, @ 6 points.	30 to 130
Extra to upgrade cavalry to "Irregular B" bodyguard, @ 1 point.	Up to 19
Extra to upgrade "Irregular B" LC to HC, @ 2 points.	Up to 9
Javelinmen "Irregular C" LI, JLS, Sh, @ 3 points.	50 to 150
Extra to upgrade javelinmen to mounted infantry on camels, @ 1 point.	Up to 50
Archers "Irregular C" LI, B, @ 2 points.	Up to 30
Slingers "Irregular C" LI, S, @ 2 points.	Up to 20
Extra to give Sh to archers or slingers, @ 1 point.	Any or all
Women, children, elderly and slaves "Irregular D" LI, ½ JLS, ½ IPW, @ 1 point.	Up to 100
Vandal fugitives "Irregular D" HC, JLS, Sh, @ 7 points.	*9 to 19
Extra to upgrade Vandal fugitives to "Irregular B", @ 2 points.	Up to ½
Byzantine deserters "Regular C" HC, L, B, Sh, @ 12 points.	*11 to 15
Extra to give D to Byzantine deserters, @ 2 points.	Any or all
Up to 20 irregular command factors @ 25 points.	
Up to 4 irregular command factors @ 10 points to give LC units a detachment of LI.	
Up to 1 regular command factor @ 10 points.	

The Moors became a Roman client kingdom in 26 BC. Attempts to convert them into a province from 25 AD on were resisted, and a major campaign was fought to compel them from 40 to 42 AD. They revolted again from 372 to 374 AD, gained independence following the Vandal invasion of 429 AD, lost it again with the Byzantine reconquest of 534 AD, and revolted against it in 535 to 539 AD and 546 to 548 AD. Part of the country then stayed independent until absorbed by the Arab conquest. Minimums marked * apply if any figures of that nationality are used. Camels were introduced into the area during the Roman period. They were used in two battles against Vandals and Byzantines respectively. In each case, the camels were tethered as a barrier and their owners threw javelins from behind them. The tactic was effective in stopping cavalry charges, but the camels could be shot down by archery or butchered by troops advancing on foot. I know of no case of camelmen fighting mounted. LI fighting behind a camel obstacle can interpenetrate it and can shoot or fight from immediately behind it without penalty. Enemy can shoot directly at the camels or overhead at the men behind. Enemy chargers can kill camels, or can fight against men behind them as if these are behind a defended linear obstacle. Families and dependents can be used in the defenders' rear ranks to make it more difficult to achieve 1 casualty per figure. While this tactic may well baffle an enemy, it is unlikely to win battles by itself. That will require offensive action by ordinary infantry and cavalry against the enemy flanks or rear.

66. JEWISH REVOLT. 66 AD to 70 AD and 132 AD to 135 AD.

C-in-C on foot as LHI, JLS, Sh, @ 100 points.	1
Jewish Ally-General on foot as LHI or LMI, JLS, Sh, @ 75 points.	*1 to 2
Josephus' cavalry "Irregular D" MC, JLS, Sh, @ 5 points.	**5 to 6
Josephus' bodyguard "Regular B" LMI, JLS, Sh, @ 5 points.	**9 to 11
Josephus' regulars "Regular D" LMI, JLS, Sh, @ 3 points.	**24 to 60
Josephus' regulars "Regular D" LI, B, @ 2 points.	**12 to 30
Extra to upgrade Josephus' cavalry to HC or bodyguard to LHI with looted armour, @ 2 points.	Up to 12
Sicari "Irregular A" LMI, JLS, Sh, or 2SA, @ 5 points.	Up to 10
Zealot warriors "Irregular A" LMI, JLS, Sh, @ 5 points.	*23 to 71
Extra to upgrade Zealot warriors to LHI with looted armour, @ 2 points.	Up to 24
Zealot archers "Irregular A" LI, B, @ 4 points.	*10 to 36
Zealot slingers "Irregular A" LI, S, @ 4 points.	Up to 12
Extra to give Sh to Josephus' or Zealot archers or slingers, @ 1 point.	Up to 24

Other archers "Irregular C" LI, B, @ 2 points.	10 to 24
Other slingers "Irregular C" LI, S, @ 2 points.	Up to 30
Adequately-armed masses "Irregular C" LMI, JLS, Sh, @ 3 points.	48 to 200
Badly-armed masses "Irregular C" LMI, ½ JLS, ½ IPW, @ 2 points.	Up to 100
Extra to upgrade up to ½ each masses unit to "Irregular A", @ 2 points.	Up to 75
Light bolt-shooters with "Irregular C" crew of 2, @ 40 points.	Up to 3
Up to 4 regular command factors @ 10 points.	
Up to 18 irregular command factors @ 25 points.	

This list depends heavily on Josephus' account of the earlier rebellion. The various Jewish leaders were mostly at daggers drawn, and often fought each other's men simultaneously with the Romans. Even classing them as allies may be too kind. The somewhat surprising lack of a religious contingent is because the Zealots massacred the senior priesthood in an attempt to seize sole power. The Zealots are described as far superior in equipment and training to the masses. Small quantities of captured armour were available. While probably it was mostly seized on by leaders, there is one reference to a mixed formation with the most heavily armoured in front. The early part of the rising saw great masses of rebels ridden down by Roman cavalry flank charges. Josephus implies that there may have been proper weapons for only half his supporting irregulars. The masses combination of fanaticism and occasional brittleness can be simulated by a mixed unit with "Irregular A" front rank and less enthusiastic or well armed men filling up the rear ranks. Minimums marked * apply only if any Zealots are used. Minimums marked ** apply only if one of the Generals is Josephus. Troops so marked cannot be used in his absence. This army was historically good at holding fortifications but vulnerable to Romans in the open. It might be very effective in hilly terrain.

67. CALEDONIAN OR PICTISH. 75 AD to 846 AD.

C-in-C with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, or on foot as LMI, JLS or LTS, Sh, or mounted on horse as HC, JLS, Sh, @ 100 points.	1
Sub-General with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, or on foot as LMI, JLS or LTS, Sh, or mounted on horse as LC, JLS, Sh, @ 50 points.	Up to 2
Scots-Irish Ally-General with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, or on foot as LMI, JLS, Sh, @ 75 points.	Up to *1
Saxon Ally-General on foot as MI, JLS, Sh, @ 75 points.	*1
Viking Ally-General on foot as LHI, 2HCW, JLS if carried by other Vikings with 2HCW, Sh, @ 75 points.	*1
Caledonian or Pictish two-horse light chariot with "Irregular B" crew of unarmed driver and 1 with JLS, @ 16 points.	**9 to 15
Pictish cavalry "Irregular C" LC, JLS, Sh, @ 6 points.	*9 to 30
Extra to upgrade Pictish cavalry to "Irregular B" HC, @ 3 points.	Up to 9
Caledonian or Pictish warriors "Irregular C" LMI, JLS or LTS, Sh, @ 3 points.	100 to 250
Caledonian naked fanatics or Atecotti "Irregular A" LMI, JLS, Sh, @ 5 points.	Up to 20
Caledonian or Pictish skirmishers "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 50
Pictish crossbowmen or archers "Irregular C" LI, CB or B, @ 2 points.	*10 to 20
Pictish archers "Irregular C" LI, B, @ 2 points.	Up to 40
Scots-Irish two-horse light chariot with "Irregular B" crew of unarmed driver and 1 with JLS, @ 16 points.	Up to 4
Scots-Irish warriors "Irregular C" LMI, JLS, Sh, @ 3 points.	*29 to 60
Extra to upgrade Scots-Irish warriors to "Irregular B", @ 1 point.	Up to 10
Scots-Irish skirmishers "Irregular D" LI, JLS, Sh, @ 2 points.	Up to 20
Saxon noble warriors "Irregular B" MI, JLS, Sh, @ 4 points.	*14 to 49
Saxon peasants "Irregular C" MI, JLS, Sh, @ 3 points.	Up to 50
Saxon scouts "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 10
Saxon archers "Irregular C" LI, B, @ 2 points.	Up to 5
Vikings "Irregular B" LHI, 2HCW or JLS, Sh, @ 6 points.	*9 to 11
Vikings "Irregular C" LMI, ½ JLS, ½ JLS or B, @ 3 points.	Up to 36
Extra to upgrade Vikings LMI to LHI, @ 2 points.	Up to 12
Extra to upgrade "Irregular C" Vikings to "Irregular B", @ 1 point.	All or none
Extra to give JLS to any Vikings with B, @ 1 point.	Any or all
Vikings berserks "Irregular A" LMI, 2HCW, Sh, @ 5 points or 2SA, Sh, @ 6 points.	Up to 6
Up to 18 irregular command factors @ 25 points.	

This covers armies in Scotland from the first serious Roman conflicts with the Caledones till the union of the Picts and Scots under Kenneth MacAlpin. The Picts replaced the Caledones during the 3rd century AD, after the latter had been seriously weakened by the campaigns of Septimius Severus, and during the 4th century AD co-operated with Scots-Irish and Saxons against Roman Britain. The Atecotti, active at the same time, are something of a mystery. Little positive is known of them apart from a reputation for extreme savagery. Viking adventurers may have co-operated with the Picts during the 8th century AD, as they did with Irish factions. A Caledonian army cannot have any allies. An army including Vikings or Pictish HC cannot include Scots-Irish, Saxons, Atecotti or chariots. LTS cannot be used by Caledonian LMI and must be used by at least ¼ of Pictish LMI. Minimums marked * apply only if any troops of that nation are used. Minimums marked ** apply only if any Caledonians are used. The strongest points of this army are its ability to operate in difficult terrain, the ability of its infantry to endure if organised in sufficiently large units, and the puzzlement that its diverse but related threats may cause an opponent! A Pictish or Caledonian army with every figure clothed in a different chequered or tartan pattern and individual wood tattoos is a fine sight, and my Picts, without any allies, on one glorious occasion beat six times their own points value of quite competently generalised Vikings!

68. DACIAN. 80 AD to 106 AD.

C-in-C on foot as LMI or LHI, JLS or 2HCW, Sh, or mounted on horse as HC, JLS, Sh, @ 100 points.	1
P standard to accompany C-in-C, @ 5 points.	Up to 1
Sub-General on foot as LMI, JLS or 2HCW, Sh, or mounted on horse as LC, JLS, Sh, @ 50 points.	Up to 2
Sarmatian Ally-General mounted on horse as EHC, L, B, @ 75 points.	*1
Bastarnae Ally-General on foot as LMI, 2HCW, or mounted on horse as MC or LC, JLS, Sh, @ 75 points.	*1
Dacian cavalry "Irregular B" LC, JLS, Sh, @ 7 points.	5 to 11
Bastarnae cavalry "Irregular A" MC or LC, JLS, Sh, @ 8 points.	Up to 6
Sarmatian cavalry "Irregular B" EHC, L, B, @ 10 points.	*9 to 19
Sarmatian cavalry "Irregular B" HC, L, B, @ 8 points.	Up to 10
Dacian warriors "Irregular C" LMI, JLS, Sh, @ 3 points.	72 to 200
Dacian warriors "Irregular C" LMI, 2HCW, @ 2 points.	20 to 30
Extra to give Sh to Dacian warriors with 2HCW, @ 1 point.	Any or all
Extra to upgrade Dacian warriors to "Irregular B" as escort to general on foot, @ 1 point.	Up to 15
Bastarnae warriors "Irregular A" LMI, 2HCW, @ 4 points.	*19 to 49
Dacian archers "Irregular C" LI, B, @ 2 points.	20 to 60
Dacian skirmishers "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 30
Light bolt-shooters with "Irregular D" crew of 2, @ 38 points.	Up to 2
Up to 15 irregular command factors @ 25 points.	

This list covers the period from Decebalus organisation of the Dacian kingdom to its final conquest by Rome. Assisted by their difficult mountain and forest terrain, the Dacians proved a very difficult nut to crack, several of the campaigns waged by the Romans against them ending in stand-offs or Dacian victories. The 2HCW specified for Bastarnae and some Dacians is the falx, probably to be identified with their Thracian ancestor's romphaia. Bastarnae differ from their Dacian neighbours in wearing skull caps and baggy trousers. Appian called them "the bravest nation of all." Minimums marked * apply only if more than 15 figures of that nationality are used. The normal historical Dacian tactic of canalising an enemy attack with difficult terrain, absorbing its initial shock with massed infantry, then hitting it in flank with impetuous falx charges is hard to improve on. In theory, Sarmatian allies should compensate for the lack of Dacian cavalry, but in practise, infantry ambushes from nearby cover seem a more reliable method of countering enemy horsemen. It is not unknown to have a Sarmatian force standing by as apparently disinterested observers while their hapless allies either crumple or win by their own efforts.

69. MIDDLE IMPERIAL ROMAN. 193 AD to 324 AD.

C-in-C mounted on horse as HC, JLS, Sh, @ 100 points.	1
Sub-General mounted on horse as HC, JLS, Sh, @ 50 points.	Up to 3
Red vexillum PA standard accompanying C-in-C, @ 30 points.	Up to 1
Equites singulares or praetorian cavalry "Regular A" HC, JLS, Sh, @ 12 points.	Up to 18
Praetorian infantry "Regular A" HI, JLS, Sh, @ 8 points.	Up to 28
Severan legionaries "Regular C" HI, HTW, Sh, @ 6 points, or Post-Severan legionaries "Regular C" MI, HTW, JLS, Sh, @ 5 points.	42 to 84
Legionary lanciarii "Regular C" LI or LMI, JLS, Sh, @ 4 points.	8 to 28
Extra to upgrade legionaries and lanciarii of an elite legion to "Regular B", @ 1 point.	Up to 72
Extra to give D to upgraded MI legionaries, @ 1 point.	Up to 56
Legionary cavalry or equites promoti "Regular B" LC, JLS, Sh, @ 9 points.	6 to 12
Equites alares "Regular C" HC, JLS, Sh, @ 10 points.	8 to 48
Equites Mauri "Regular C" LC, JLS, Sh, @ 8 points.	Up to 12
Equites Dalmatae "Regular C" LC, JLS, Sh, @ 8 points.	Up to 24
Equites catafractarii "Regular C" SHC, L, @ 14 points.	Up to 8
Dromedarii "Regular C" LCm, JLS, Sh, @ 10 points.	Up to 6
Eastern border horse archers "Regular D" LC, B, @ 5 points.	Up to 24
Arab mercenaries "Irregular D". Up to ½ LCm, JLS or B, Sh, @ 4 points, rest LC, JLS, Sh, @ 6 points.	Up to 15
Auxiliary infantry "Regular C" LMI, JLS, Sh, @ 4 points.	28 to 56
Extra to upgrade auxiliary infantry to LHI, @ 2 points.	Up to ½
Auxiliary archers "Regular C" LMI or LI, B, @ 3 points.	Up to 28
Extra to give Sh to auxiliary archers, @ 1 point.	Up to 28
Palestinian clubmen "Irregular A" LMI, 2HCW, @ 4 points.	Up to 20
Visigothic or Ostrogothic noble cavalry "Irregular B" HC, JLS, Sh, @ 9 points.	Up to 10
Visigothic foot warriors "Irregular C" MI, JLS, Sh, @ 3 points.	Up to 50
Light bolt-shooter with "Regular C" crew of 2, @ 20 points.	Up to 2
Extra to mount bolt-shooter on light mule cart, @ 10 points.	Up to 2
10 mina stone-thrower with "Regular C" crew of 3, @ 30 points.	Up to 1
Extra to upgrade stone-thrower to 30 mina, @ 10 points.	Up to 1
Caltrops to cover frontage of 4 legionary figures, @ 4 points.	Up to 10
Up to 24 regular command factors @ 10 points.	
Up to 3 regular command factors @ 10 points to give legionary units a detachment of lanciarii.	
Up to 5 irregular command factors @ 25 points.	

This list covers armies from the accession of Septimius Severus until the disposal of the last of Constantine's rivals. It therefore overlaps the Later Imperial Roman list by 16 years. Legionaries cannot be HI or auxiliaries LHI after Caracalla (217 AD). D cannot be used before Diocletian (284 AD), and then only by the two elite legions Ioviani and Herculiani. Dalmatae cannot be used before Gallienus (253 AD), Aurelian (270 to 275 AD) cannot use catafractarii, border horse archers, Arabs, or more than 14 auxiliary archers, but only he can use clubmen. Clubmen or caltrops cannot be used unless the opposing army could have SHC. The first use of Goths was by Licinius against Constantine I in 324 AD. The main difference between this and earlier Roman armies is the equalising of unit status and the increase in cavalry, which was often combined under the command of a subordinate general and sent on wide outflanking sweeps. Legionaries and Visigothic foot warriors can fight in wedge. Legionaries can fight in testudo.

70. EARLY GOTHIC OR VANDAL. 200 AD to 493 AD.

C-in-C mounted on horse as HC or EHC, equipped as noble cavalry, or on foot as HI, JLS, Sh, @ 100 points.	1
Sub-General mounted on horse as HC or EHC, equipped as noble cavalry, or on foot as HI, JLS, Sh, @ 50 points.	Up to 2
Gothic Ally-General of different nation to above mounted on horse as HC, JLS, Sh, @ 75 points.	*1 to 2

Alan Ally-General mounted on horse as HC or EHC, L, B, or HC or LC, JLS, B, Sh, @ 75 points.	*1
Hun Ally-General mounted on horse as HC, L, B, Sh, @ 75 points.	*1
PA standard to accompany C-in-C, @ 15 points, and P standard for each Ally-General, @ 5 points.	
P standard for each Sub-General assisting C-in-C accompanied by PA standard, @ 5 points.	All or none
Visigothic or Vandal noble cavalry "Irregular B" HC, JLS, Sh, @ 9 points.	All or none *9 to 14
Ostrogothic noble cavalry "Irregular B" HC, JLS, Sh, @ 9 points.	*14 to 29
Ostrogothic gentry cavalry "Irregular B" MC, JLS, Sh, @ 7 points.	*30 to 120
Visigothic or Vandal foot warriors "Irregular C" MI, JLS, Sh, @ 3 points.	*49 to 300
Visigothic archers "Irregular C" LI, B, @ 2 points.	Up to 20
Ostrogothic archers "Irregular C" LI, B, @ 2 points.	Up to 100
Visigothic or Vandal skirmishers "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 30
Alan noble cavalry "Irregular B" HC, L, B, @ 8 points.	Up to 4
Extra to upgrade Alan noble cavalry to EHC, @ 2 points.	All or none
Alan light cavalry "Irregular B" all LC or all MC, JLS, B, Sh, @ 8 points.	**9 to 20
Hun noble cavalry "Irregular B" HC, L, B, Sh, @ 10 points.	Up to 5
Hun light cavalry "Irregular C" LC, JLS, B, Sh, @ 7 points.	**9 to 12
Elderly, infirm, women and children "Irregular D" LMI, ½ JLS, ½ IPW, @ 1 point.	Up to 30
70 paces of set-up wagon laager, @ 70 points.	Up to 5
Up to 20 irregular command factors @ 25 points.	

This list covers the period from the Gothic split into Ostrogoths and Visigoths until the Visigoths organised their Tolosa kingdom in 419, the Vandals their African in 442 and the Ostrogoths their Italian in 493 AD respectively. Vandals cannot have any allies. Visigoths, Ostrogothic cavalry and Alans fought together at Hadrianopolis in 378 AD. Minimums marked * apply only if any figures of that nationality are used. Minimums marked ** apply only if any figures of that nation except up to 10 LC are used. Visigothic and Vandal armies of this period have much the same strengths and weaknesses as other German armies. An Ostrogothic army offers a combination of large numbers of charging cavalry with excellent static missile power. An allied force offers the chance to duplicate Hadrianopolis with Visigothic infantry defending behind wagons and massed cavalry arriving behind the enemy flank, provided your opponent is not equally well-read! Foot warriors and Huns can fight in wedge.

71. ANNAMESE OR CHAMPA. 200 AD to 1294 AD.

C-in-C on foot as LMI or LHI, JLS, Sh, or with JLS astride elephant with "Irregular B" crew of unarmed driver, @ 100 points.	1
Sub-General on foot as LMI, JLS, Sh, @ 50 points.	Up to 2
Elephants with "Irregular C" crew astride of unarmed driver and 1 with JLS, @ 35 points.	Up to 8
Extra to upgrade elephant crew to "Irregular B" bodyguard, @ 1 point.	Up to 2
Cavalry "Irregular C" MC, JLS, Sh, @ 6 points.	Up to 12
Infantry "Irregular C" LMI, JLS, Sh, @ 3 points.	100 to 150
Extra to upgrade LMI to "Irregular A", @ 2 points.	Up to ¼
Extra to upgrade LMI to "Irregular B" bodyguard, @ 1 point.	Up to 33
Skirmishers "Irregular C" LI, ¼ JLS, ½ JLS or B, ¼ JLS or CB, @ 2 points.	40 to 96
10 paces of concealed pits or similar booby-traps, @ 10 points.	Up to 24
Up to 18 irregular command factors @ 25 points.	

This list covers the two main nations of Viet-Nam from their first contact with the Han Chinese until the Mongol conquest. It has been included mainly to provide extra historical opponents for Han and Tang Chinese, Khmer, Burmese, Indians and Mongols, but does have attractions. Annamese seem to have worn loincloth, short-sleeved singlet and light turban and shields like those of Sassanid levy spearmen. Champa are identical to the unarmoured Khmer. Annamese cannot have more than 4 elephant models in addition to any ridden by the C-in-C, and cannot have more than 24 "Irregular A" LMI. Champa cannot have CB. Both nations relied on heavily wooded terrain. The Annamese used skirmishing tactics, retreating to lure opponents over obstacles or into ambushes, while the Champa specialised in fierce mass attacks from cover.

72. THREE KINGDOMS, NORTHERN AND SOUTHERN DYNASTIC AND SUI CHINESE. 220 AD to 620 AD.

C-in-C with B in four-horse heavy chariot with "Regular A" crew of unarmed driver and 1 with 2HCT, JLS, @ 112 points, or mounted on horse as SHC or EHC, L, or as HC, L, Sh, @ 100 points.	1
PA standard in C-in-C's chariot or carried by soldier, @ 30 points.	1
Sub-General mounted on horse as SHC or EHC, L, or as HC, L, Sh, @ 50 points.	Up to 2
P standard to be carried by soldier accompanying Sub-General, @ 10 points.	For each
Cataphract "Regular B" SHC, L, @ 15 points.	Up to 24
Cavalry "Regular B" HC, L, @ 9 points.	12 to 30
Extra to provide HC with Sh, @ 2 points.	Up to 30
Extra to upgrade "Regular B" cavalry to "Regular A" bodyguard, @ 1 point.	Up to 15
Light cavalry "Regular C" LC, JLS, Sh, @ 8 points.	6 to 24
Light cavalry "Regular C" LC, B, @ 6 points.	6 to 24
Infantry "Regular D" HI, JLS, Sh, @ 5 points.	12 to 48
Infantry "Regular D" MI. Half each unit LTS, Sh, @ 3 points, other half CB, @ 2 points.	36 to 96
Archers "Regular D" LI, B, @ 2 points.	Up to 12
Tribal cavalry "Irregular C" LC, B, JLS, Sh, @ 7 points.	Up to 15
Tribal infantry "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 30
Light stone-thrower with "Regular C" crew of 3, @ 30 points.	Up to 3
Up to 18 regular command factors @ 10 points.	
Up to 5 irregular command factors @ 25 points.	

After 220 AD, the Han empire split into the three kingdoms of Wei, Shu and Wu. Wei conquered the others by 280 AD, becoming the Tsin empire, which lasted until 420 AD. This in turn split into northern and southern fractions, both of which had a number of political changes before the whole of China was unified again as the Sui empire in 590 AD, to be overthrown by the Tang by 620 AD. This list covers all the Chinese armies of the period. However, there might well be regional variations in the availability of troop types, the northerners being more likely to employ tribal troops and southerners to use chariots. Lancer cavalry were now the most important arm.

73. SASSANID PERSIAN. 220 AD to 637 AD.

C-in-C mounted on horse equipped as clibanarius or cataphract, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Extra to upgrade PA standard to PSA as Kaviani banner, @ 85 points.	Up to 1
Sub-General mounted on horse as Clibanarius or cataphract, @ 50 points.	Up to 3
P standard to accompany Sub-General, @ 5 points.	All
Chionite Ally-General mounted on horse as HC or LC, JLS, B, Sh, @ 75 points.	*1
Albanian Ally-General mounted on horse as HC or LC, JLS, B, Sh, @ 75 points.	Up to 1
Arab Ally-General mounted on horse as HC or LC, JLS, Sh, @ 75 points.	*1
Cataphracts "Irregular B" SHC, L, @ 13 points.	Up to 20
Clibanarii "Irregular B" EHC, L, B, @ 10 points.	24 to 48
Clibanarii "Irregular B" HC, L, B, @ 8 points.	Up to 30
Extra to upgrade Clibanarii from HC to EHC, @ 2 points.	Any or all
Extra to give Sh to Clibanarii if all EHC, @ 2 points.	All or none
Chionite cavalry "Irregular C" LC, JLS, B, Sh, @ 7 points.	*19 to 34
Albanian or subject cavalry "Irregular C" LC, JLS, B, Sh, @ 7 points.	Up to 22
Extra to upgrade Chionite or Albanian cavalry to "Irregular B" HC, @ 3 points.	Up to 4
Arab cavalry "Irregular D" LC, JLS, Sh, @ 6 points.	Up to 29
Extra to upgrade Arab LC to "Irregular B" HC, @ 4 points.	Up to 4
Extra to upgrade remaining Arab LC to "Irregular C", @ 1 point.	All or none
Royal archers "Irregular B" LI, B, @ 3 points.	Up to 20
Mercenary archers "Irregular C" LI, B, @ 2 points.	Up to 40
Mercenary slingers "Irregular C" LI, S, Sh, @ 3 points.	Up to 20

Daylami mercenaries, "Irregular C", LMI, JLS, Sh, @ 3 points	Up to 12
Levy spearmen "Irregular D" MI, LTS, Sh, @ 2 points.	**32 to 50
Elephants with "Irregular C" crew of unarmed driver and 2 with B, @ 40 points.	Up to 6
Extra to add 1 with B or JLS to elephant crew, @ 5 points.	Any or all
Light bolt-shooter with "Irregular D" crew of 2, @ 38 points.	Up to 1
Caltraps to cover front of levy, @ 4 points.	Up to 6
Up to 24 irregular command factors @ 25 points.	

This list covers the Sassanid dynasty of Persia from just before their revolt against the Arcasids until their extinction by the Arabs. The Kaviani standard must be present when the King-of-Kings commands and cannot be if he is absent. Clibanarii probably acquired shields during the later 4th or 5th centuries AD. They are not mentioned in accounts of the battles against Julian in 363 AD, and are not shown on sculptures of Shapur's time and earlier. A shield is shown on a sculpture of the 7th century AD Khusru II. Minimums marked * apply if more than 10 cavalry of that nationality are used or if any are upgraded. The minimum marked ** applies only if any infantry are used. The sacred aspects of the Kaviani banner are ignored by Chionites, Albanians, subject cavalry, Arabs, mercenaries and the Indian drivers of elephants, and thus the elephants. Late Sassanids are one of the more popular wargames armies, but I much prefer the earlier army with shieldless clibanarii. One of the most effective tactics is that used at Suma in 363 AD, with the enemy first disordered by a sacrificial elephant charge, then charged by cataphracts supported by close-range clibanarii archery in which shields are irrelevant. Levy were present at the great majority of Sassanid battles and are generally useful on the table, especially as an aid to rallying for cavalry. Although no longer compulsory, I thoroughly recommend the points investment. Caltraps cannot be used unless the opposing army could have camels.

74. EARLY FRANKISH, BURGUNDIAN, ALAMANNIC OR RUGIAN. 250 AD to 700 AD.

C-in-C mounted on horse as HC, JLS, Sh, or on foot as HI, HTW or JLS, Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	Up to 1
Sub-General mounted on horse as HC, JLS, Sh, or on foot as HI, HTW or JLS, Sh, @ 50 points.	Up to 2
Noble cavalry "Irregular B" MC, JLS, Sh, @ 7 points.	Up to 14
Extra to upgrade noble cavalry to HC, @ 2 points.	Any or all
Foot warriors "Irregular C" MI, HTW or JLS, Sh, @ 3 points.	120 to 250
Extra to upgrade foot warriors to "Irregular B", @ 1 point.	Up to 50
Archers "Irregular C" LI, B, @ 2 points.	Up to 20
Skirmishers "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 20
Romano-Gauls "Regular D" MI, all JLS or all LTS, Sh, or LMI, JLS, Sh, @ 3 points.	*24 to 50
Romano-Gauls "Regular D" LI, B, Sh, @ 3 points.	Up to 12
Romano-Gauls "Regular D" LI, CB, Sh, @ 3 points.	Up to 6
Up to 4 regular command factors @ 10 points.	
Up to 18 irregular command factors @ 25 points.	

All these German tribes repeatedly attacked the western Romans and finally took over most of Roman Gaul. The Franks proved most successful in the long term, absorbing most of the Alamannic territory in 496 AD and the Burgundians in 534 AD. The Alamanni and Rugians relied on heavy throwing spears called bebrae, which we class as HTW. The Burgundi may have used lighter javelins like those of their former Gothic neighbours. The Franks initially used a throwing axe called a francisea and a heavy spear called an angon, both classed as HTW, but at the end of this period these had probably been replaced by a conventional short spear classed as JLS. Only the Franks used Romano-Gauls. These were the successors of the former Roman garrison units of the provence. Minimums marked * apply only if any Romano-Gauls are used. The maximum number of "Irregular B" figures permitted is 50. Dismounted cavalry fight as HI or MI armed with JLS. This is a simple minded army relying almost entirely on great masses of formidable cheap infantry. It is not especially suitable for difficult terrain, but is more dangerous in the open than other barbarian armies which are. Foot warriors can fight in wedge.

75. EARLY SAXON, FRISIAN, SUEVI, BAVARIAN OR THURINGIAN. 250 AD to 885 AD.

C-in-C on foot or mounted on horse as HI, JLS, Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	Up to 1
Sub-General on foot or mounted on horse as MI or HI, JLS, Sh, @ 50 points.	Up to 2
Welsh Ally-General mounted on horse as HC or LC, JLS, Sh, or on foot as LHI or LMI, JLS, Sh, @ 75 points.	*1
Noble warriors "Irregular B" MI, JLS, Sh, @ 4 points.	42 to 90
Extra to upgrade noble warriors to HI, @ 2 points.	Any or all
Extra to upgrade HI to mounted infantry by providing horses, @ 2 points.	Any or all
Peasant spearmen "Irregular C" MI, JLS, Sh, @ 3 points.	90 to 270
Archers "Irregular C" LI, B, @ 2 points.	Up to 15
Scouts "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 10
Levy scrapings "Irregular D" MI, ½ JLS, ½ IPW, @ 1 point.	Up to 90
Welsh cavalry "Irregular B" LC or HC, JLS, Sh, @ 7 points, or 9 points.	Up to 5
Welsh spearmen "Irregular C" LMI, LTS, Sh, @ 3 points.	*19 to 60
Welsh javelinmen "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 30
Welsh archers "Irregular C" LI, LB, @ 2 points.	Up to 10
Extra to upgrade "Irregular D" MI to "Irregular C", @ 1 point.	All or none
Up to 10 irregular command factors @ 25 points.	

This list covers Old Saxons, Frisians, Bavarians and Thuringians until their absorption by the Franks in 804, 690, 788 and 531 AD respectively, and the Anglo-Saxons from Hengist's arrival until Alfred established the Danelaw. Noble warriors include the Anglo-Saxon thanes, gesiths and hird and their continental equivalents. Peasant spearmen represent the general fyrd or levy. Metal armour was restricted to kings until well after 600 AD, but was normal for noble warriors in England by around 800 AD. Penda of Mercia allied with the Welsh against Northumbria in 642 AD. Minimums marked * apply only if any Welsh are used. If Welsh are used, the maximum number of Saxon HI permitted is 15 including general figures. Only Anglo-Saxons can use Welsh. Armies without Welsh are strong in resisting power, but otherwise would seem to have little to recommend them except that historically they won most of their battles! A Mercian army with Welsh offers an interesting combination of lowland and mountain infantry.

76. PALMYRAN. 260 AD to 272 AD.

C-in-C mounted on horse as SHC, L, or as EHC, HC, HCm or LCm, JLS, Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 30 points.	Up to 1
Sub-General mounted on horse as SHC, L, @ 50 points.	Up to 2
Roman Sub-General mounted on horse as HC, JLS, Sh, @ 50 points.	*1
Cataphracts "Regular B" SHC, L, @ 15 points.	19 to 48
Regular light cavalry "Regular C" LC, JLS, B, Sh, @ 10 points.	Up to 12
Volunteer light cavalry "Irregular B" LC, B, @ 5 points.	Up to 20
Regular archers "Regular C" LMI or LI, B, @ 3 points.	20 to 48
Extra to give Sh to regular archers, @ 1 point.	Any or all
Irregular archers "Irregular C" LI, B, @ 2 points.	Up to 30
Caravan guards "Irregular C" HCm, JLS, B, Sh, @ 13 points.	Up to 10
Light bolt-shooter with "Regular C" crew of 2, @ 20 points.	Up to 2
Roman cavalry "Regular C" HC, JLS, Sh, @ 10 points.	*5 to 12
Roman Moorish cavalry "Regular C", LC, JLS, Sh, @ 8 points.	Up to 6
Roman legionaries "Regular C" MI, HTW, JLS, Sh, @ 5 points.	*24 to 56
Roman auxiliaries "Regular C" LMI, JLS, Sh, @ 4 points.	*24 to 56
Border horse archers "Regular D" LC, B, @ 5 points.	Up to 12
Arabs "Irregular D". Up to ½ LCm, JLS or B, Sh, @ 4 points, rest LC, JLS, Sh, @ 6 points.	Up to 30
Up to 18 regular command factors @ 10 points.	
Up to 10 irregular command factors @ 25 points.	

This list covers the whole period of Palmyran independence. Minimums marked * apply if any of the troops referred to as Roman are used. Wargamers refighting the battles between Zenobia and Aurelian should not use such troops, and their Roman opponents should not use SHC or any troops with bows. Romans should not use Arabs unless they have already won at least one previous battle. An unaccompanied Palmyran army fights best in open or gently rolling terrain. Its most effective tactic is a thundering cataphract charge shot in by massed archers. Beware of using so many ancillary troops as to deprive yourself of sufficient cataphracts or distract you from employing them properly. Romans are most useful in closer terrain. The reason they are classed as subordinate instead of allies is that Odenathus was formally appointed commander of Roman forces in the east by Gallienus. Roman legionaries can fight in wedge.

77. LATE IMPERIAL ROMAN. 307 AD to 425 AD.

C-in-C mounted on horse as HC or EHC, JLS, Sh, @ 100 points.	1
Labarum A standard, @ 20 points.	Up to 1
Extra to upgrade labarum from A to SA standard, @ 120 points.	Up to 1
Extra to count labarum as C-in-C's P standard, @ 10 points.	Up to 1
Purple draco as C-in-C's P standard, @ 10 points.	Up to 1
Sub-General mounted on horse as HC, JLS, Sh, @ 50 points.	Up to 2
Armenian Ally-General mounted on horse and equipped as Armenian cataphract, @ 75 points.	*1
Visigothic or Ostrogothic Ally-General mounted on horse and equipped as noble cavalry, @ 75 points.	*1
Frankish Ally-General mounted on horse as HC, JLS, Sh, or on foot as HI, HTW, Sh, @ 75 points.	*1
Catafractarii "Regular C" SHC, L, @ 14 points.	Up to 16
Clibanarii "Regular C" EHC, L, B, Sh, @ 14 points.	Up to 24
Equites "Regular C" HC, JLS, Sh, @ 10 points.	5 to 48
Equites "Regular C" HC, L, @ 8 points.	Up to 6
Equites Illyricani "Regular C" LC, JLS, Sh, @ 8 points.	5 to 24
Equites sagittarii "Regular C" LC, B, Sh, @ 8 points.	Up to 12
Extra to upgrade "Regular C" EHC, HC or LC to "Regular A", @ 2 points.	Up to 12
Extra to upgrade "Regular C" EHC, HC or LC to "Regular B", @ 1 point.	Up to 24
Equites sagittarii indigenae "Regular D" LC, B, @ 5 points.	Up to 18
Dromedarii "Regular D" LCm, JLS, Sh, @ 9 points.	Up to 6
Legionarii "Regular C" MI, JLS, Sh, @ 4 points.	Up to 72
Extra to give HTW to legionarii, @ 1 point.	All or none
Extra to give D to legionarii, @ 1 point.	Up to 72
Archers integral with legionarii "Regular C" MI, B, Sh, @ 4 points.	Up to 36
Legionary skirmishers "Regular C" LI: B, Sh, @ 4 points.	Up to 6
CB, Sh, @ 4 points.	Up to 6
S, Sh, @ 4 points.	Up to 6
SS, Sh, @ 4 points.	Up to 6
JLS, D, Sh, @ 5 points.	Up to 12
Legionary lanciarum "Regular C" LI or LMI, JLS, Sh, @ 4 points.	Up to 24
Extra to upgrade legionarii from "Regular C" to "Regular A" as domestici pedites, @ 2 points.	Up to 10
Extra to upgrade legionarii and legionary archers, skirmishers and lanciarum from "Regular C" to "Regular B", @ 1 point.	Up to 90
Auxilia "Regular D" LMI, JLS, Sh, @ 3 points.	8 to 96
Extra to give D to auxilia, @ 1 point.	All or none
Archers integral with auxilia "Regular D" LMI, B, Sh, @ 3 points.	Up to 48
Archers in all-archer units "Regular D" LMI, B, Sh, @ 3 points.	Up to 30
Extra to upgrade "Regular D" LMI to "Regular B", @ 2 points.	Up to 156
Extra to upgrade "Regular B" MI with D but not HTW or "Regular A" MI to HI, or "Regular B" LMI with D to LHI, @ 2 points.	Up to 24
Funditores "Regular D" LI, S or SS, Sh, @ 3 points.	Up to 12
Light bolt-shooter with "Regular C" crew of 2, @ 20 points.	Up to 8
Extra to mount bolt-shooter on light mule cart, @ 10 points.	Up to 4
10 mina stone-thrower with "Regular C" crew of 3, @ 30 points.	Up to 2
Extra to upgrade 10 mina stone-thrower to 30 mina, @ 10 points.	Up to 2

Two-horse scythed cataphract heavy chariot (but see page 8 of Rules) with 2 "Irregular C" armed drivers, @ 24 points.	Up to 2
Armenian cataphracts "Irregular C". All SHC, L, @ 12 points, or EHC, L, Sh, @ 10 points.	*8 to 18
Extra to upgrade Armenian cataphracts to "Irregular B", @ 1 point.	*2 to 5
Armenian horse archers "Irregular D" LC, B, @ 3 points.	*10 to 20
Armenian archers "Irregular D" LI, B, @ 1 point.	*10 to 20
Armenian javelinmen "Irregular C" JLS, Sh, @ 3 points.	*10 to 40
Visigothic noble cavalry "Irregular B" HC, JLS, Sh, @ 9 points.	*9 to 14
Visigothic foot warriors "Irregular C" MI, JLS, Sh, @ 3 points.	*50 to 100
Visigothic archers "Irregular C" LI, B, @ 2 points.	Up to 10
Visigothic skirmishers "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 10
Ostrogothic noble cavalry "Irregular B" HC, JLS, Sh, @ 9 points.	*9 to 14
Ostrogothic gentry cavalry "Irregular B" MC, JLS, Sh, @ 7 points.	*15 to 30
Ostrogothic archers "Irregular C" LI, B, @ 2 points.	Up to 50
Alan mercenaries "Irregular B" all LC or all MC, JLS, B, Sh, @ 8 points.	Up to 10
Hunnic mercenaries "Irregular C" LC, JLS, B, Sh, @ 7 points.	Up to 20
Frankish noble cavalry "Irregular B" HC, JLS, Sh, @ 9 points.	Up to 5
Frankish or Alamannic foot warriors "Irregular C" MI, HTW, Sh, @ 3 points.	*40 to 60
Extra to upgrade Frankish MI to "Irregular B", @ 1 point.	Up to 10
Frankish archers "Irregular C" LI, B, @ 2 points.	Up to 5
Frankish skirmishers "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 5
Arabs "Irregular D". Up to ½ LCm, JLS or B, Sh, @ 4 points, rest LC, JLS, Sh, @ 6 points.	Up to 20
Caltrops to cover front of 4 legionary figures, @ 4 points.	Up to 6
Up to 20 regular command factors @ 10 points.	
Up to 4 regular command factors @ 5 points to provide legions with a detachment of lanciarri or skirmishers.	
Up to 8 irregular command factors @ 25 points.	

This list covers the army from the reforms of Constantine I until the accession to power of Aetius. Guard units of the domestici and scholae must be "Regular A", palatini "Regular B", comitatenses, all other legionary troops and most other regular cavalry "Regular C", and non-legionary infantry designated as limitani, ripenses or pseudocomitatenses, "Regular D". A regular unit cannot contain troops of more than one reaction class. Generals cannot be EHC before Theodosius (379 to 395 AD). The labarum cannot be an SA standard outside the reign of Constantine I (307 to 337 AD), and cannot be used by Julian (355 to 363 AD), or by any general below the rank of magister militum or emperor. Catafractarii cannot be used before Constantius II, the earlier units having been destroyed fighting for Licinius against Constantine I, or clibanarii before Valentinian I (364 to 375 AD). There is no mention of Roman EHC earlier than 395 AD, by which time several units had been formed. The most likely reason for its introduction to supplement existing EHC is experience fighting against its Sassanid counterpart during Julian's campaigns. Jovian did not have time, leaving Valentinian I as the next candidate. The only illustration of HC armed with L has no apparent shield. Equites Illyricani comprise Promoti, Scutarii, Dalmatae and Mauri. HTW cannot be used after Valentinian I. D are optional for legionarii and forbidden to other troops before Valentinian I, then compulsory for legionarii and optional for auxilia. Legionarii of the Ioviani, Herculiani and Matiarri must always have D. Integral archers should be ⅓ or ¼ of the total figures of their body. If one legio or auxilium has integral archers, then all legiones must. The provision for uparmouring infantry is based on a dubious copy of a 15th century drawing of the destroyed column of Theodosius or Arcadius. This shows many men in muscled corslet with pteruges, but a proportion in scalloped jerkins similar to representations of earlier auxiliary mail. These could be accurate representations, or could be an attempt to reconstruct damaged parts of the carving in a style familiar to the Italian artist. If mail was supplanting the muscle corslet, it is surprising that surviving stones from the column show several men in the muscle corslet, one of whom has a guardsman's shield emblem. One would have expected guards to be the first re-equipped. Infantry cannot be up-armoured before Theodosius I, so HI cannot be armed with HTW. Caltrops cannot be used unless the opposing army could have chariots or elephants. The scythed chariots were invented during the reign of Valentinian I. They suffered from a poor power/weight ratio problem not completely solved by successive redesigns, and were probably never used in action. Dromedarii, equites sagittarii indigenae, HI, Armenians, Arabs or Ostrogoths cannot be used by western armies, or Franks, Visigoths after 395 AD or Ostrogoths before that date by an eastern army. Minimums marked * apply only if any figures of that nation are used. This is a very powerful army. Contrary to popular opinion, its strength does not lie in the capabilities of multiple-weaponed legionarii, but in its good balance of light and heavy cavalry and close and loose formation foot. The many known colourful shield patterns of its units provide an added visual attraction. Roman infantry, Visigothic foot warriors and Hunnic cavalry can fight in wedge.

78. KOREAN. 313 AD to 1232 AD.

C-in-C mounted on horse as SHC, or with B, 2HCT, JLS, in two-horse light chariot with "Regular A" unarmed driver, @ 100 points.	1
Extra to count chariot parasol as PA standard, @ 30 points.	Up to 1
Sub-General mounted on horse as SHC or EHC, L, @ 50 points.	Up to 2
P standard for C-in-C mounted on horse or Sub-General if irregular, @ 5 points.	All or none
Cataphracts "Irregular C" SHC, L, @ 12 points.	Up to 15
Extra to upgrade SHC to "Regular C", @ 2 points.	All or none
Extra to upgrade "Irregular C" SHC to "Irregular B", @ 1 point.	Up to ½
Extra to upgrade "Regular C" SHC to "Regular A", @ 2 points.	Up to ½
Horse archers "Irregular C" LC, B, @ 4 points.	15 to 48
Extra to upgrade LC to "Regular C", @ 2 points.	All or none
Extra to upgrade "Irregular C" LC to "Irregular B" or "Regular C" LC to "Regular B", @ 1 point.	Up to ½
Guardsmen "Regular B" MI, ½ LTS, Sh, @ 5 points, ½ 2HCW, @ 4 points.	Up to 16
Extra to upgrade LTS-armed guardsmen to HI, @ 2 points.	All or none
Infantry "Regular D" MI, ½ or ½ B @ 2 points, rest LTS, Sh, @ 3 points.	48 to 128
Extra to upgrade infantry to "Regular C", @ 1 point.	Up to ½
Crossbowmen "Regular D" LI, CB, @ 2 points.	12 to 32
Archers "Regular D" LI, B, @ 2 points.	24 to 60
Extra to upgrade LI to "Regular C", @ 1 point.	Up to ½
Up to 20 regular command factors @ 10 points.	
Up to 12 irregular command factors @ 25 points.	

This list covers the period from the successful revolt against Chinese rule in 313 AD until subjugation by the Mongols. The Koreans remained heavily influenced by China, and I have assumed that the army would be mostly regular. However, I have some doubts about the cavalry. The Chinese thought the Koreans were handicapped by a shortage of good close-fighting cavalry, which implies that the cataphracts were few, not ideally efficient, or both. The option to have Sub-Generals as EHC reflects representations in art of apparent cataphracts whose upper arm armour has been removed. The optional P standard for irregular generals is based on the possibility that the large streamers depicted attached to horse or rider had a heraldic significance. The optional chariot is based on a fresco of a general apparently in a Han-style light chariot escorted by cataphracts and horse archers. The mixed guards infantry unit is based on another fresco showing a bullock cart being escorted by such troops as well as cavalry. The main historical tactic appears to have been defensive, the centre being held by spearmen backed and flanked by missile troops, with the cavalry in reserve behind ready to counterattack.

79. HUNNIC. 374 AD to 466 AD.

C-in-C mounted on horse as HC, L, B, Sh, @ 100 points.	1
Horsetails PA standard to accompany C-in-C, @ 15 points.	Up to 1
Sub-General mounted on horse as HC, L, B, Sh, or LC, JLS, B, Sh, @ 100 points.	Up to 2
Gepid Ally-General mounted on horse as HC, L, Sh, @ 75 points.	*1
Ostrogothic Ally-General mounted on horse as EHC or HC, JLS, Sh, @ 75 points.	*1
P standard to accompany Sub-General or Ally-General, @ 5 points.	All or none
Hun nobles "Irregular B" HC, L, B, Sh, @ 10 points.	Up to 14
Huns "Irregular C" LC, JLS, B, Sh, @ 7 points.	50 to 150
Gepids "Irregular D" HC, L, Sh, @ 7 points.	*4 to 14
Gepids "Irregular D" MC, L or JLS, Sh, @ 5 points.	Up to 15
Alans "Irregular B" all LC or all MC, JLS, B, Sh, @ 8 points.	Up to 10
Sarmatians "Irregular D" HC, B, @ 5 points.	Up to 10
Franks "Irregular D" MI, HTW, Sh, @ 2 points.	Up to 10
Ostrogothic nobles "Irregular D" HC, JLS, Sh, @ 7 points.	*4 to 9
Ostrogothic gentry "Irregular D" MC, JLS, Sh, @ 5 points.	*5 to 20
Extra to upgrade Gepid or Ostrogothic HC to "Irregular B", @ 2 points.	Up to 18

Thuringians "Irregular D" MI, JLS, Sh, @ 2 points.	*15 to 50
Rugians and Heruls "Irregular D" MI, HTW, Sh, @ 2 points.	*15 to 40
Burgundians "Irregular D" MI, JLS, Sh, @ 2 points.	*15 to 30
Thuringian, Burgundian and Rugian archers "Irregular D" LI, B, @ 1 point.	Up to 15
Extra to upgrade Thuringians to "Irregular C", @ 1 point.	Any or all
Gepid archers "Irregular D" LI, B, @ 1 point.	Up to 20
Ostrogothic archers "Irregular D" LI, B, @ 1 point.	Up to 40
Elderly, infirm, women and children "Irregular D" LI, ½ B, ½ JLS or IPW, @ 1 point.	Up to 30
70 paces of set-up wagon laager, @ 70 points.	Up to 6

This list covers Hunnic armies from their first contact with the Alans until the final break-up of the Hunnic empire. Minimums marked * apply only if any non-Huns except Alans are used. At Campus Mauriacus in 451 AD, a Gepid general commanded a mixed force of allies on the right wing, and an Ostrogoth another such force on the left. Do not be too hasty in upgrading the allies. First check their capabilities in the rules, remembering that the more important troops can be personally led by Generals. The Gepids were the most highly regarded allies, but were also the instigators of the final revolt. A Hunnic army will usually outscout its opponents, and should try to envelop their flanks. However, the use of very large LC units to charge a lightly held part of the enemy front is occasionally effective. Frankish, Burgundian, Rugian and Herul MI and all Huns can fight in wedge.

80. SPANISH VISIGOTHIC. 419 AD to 711 AD.

C-in-C mounted on horse as HC or EHC, JLS, L if used by HC, Sh, @ 100 points.	1
Sub-General mounted on horse as HC, JLS, L if used by HC, Sh, @ 50 points.	Up to 2
PA standard to accompany C-in-C carried by fideles, @ 15 points, and P standard to accompany each Sub-General carried by bucellarii, @ 5 points.	All or none
Byzantine Ally-General mounted on horse as HC, L, B, Sh, @ 75 points.	*1
P standard to accompany Byzantine Ally-General, @ 10 points.	Up to 1
C-in-C's bodyguard of fideles "Irregular B" HC, JLS, Sh, @ 9 points.	4 to 9
Bucellarii "Irregular B" HC, JLS, Sh, @ 9 points.	8 to 18
Extra to give L to HC in addition to their JLS, @ 1 point.	All or none
Gardingi "Irregular C" LC, JLS, Sh, @ 6 points.	20 to 60
Spearman "Irregular C" MI, all JLS or all LTS, Sh, @ 3 points.	30 to 120
Archers "Irregular C" MI if in mixed unit with spearmen, otherwise LI, B, @ 2 points.	15 to 30
Slingers "Irregular C" LI, S, @ 2 points.	Up to 10
Romans "Regular D" LMI. Up to ½ each unit B, Sh, rest JLS, Sh, @ 3 points.	Up to 60
Extra to give Romans D in addition to JLS.	All or none
Extra to upgrade Roman LMI to "Regular C" MI, @ 1 point.	Up to 24
Extra to upgrade Roman LMI to "Regular B" LMI, @ 2 points.	Up to 24
Byzantine cavalry "Regular C" HC, L, B, Sh, @ 12 points.	Up to 11
Extra to give D to Byzantine cavalry @ 2 points.	Any or all
Extra to upgrade Byzantine cavalry to "Regular A", @ 2 points.	Up to 5
Byzantine archers "Regular D" LMI or LI, B, Sh, @ 3 points.	Up to 12
Up to 5 regular command factors @ 10 points.	
Up to 12 irregular command factors @ 25 points.	

This list covers the Visigoths from the organisation of their Tolosa kingdom until their conquest by the Arabs. The initial settlement gave them control of the former Roman garrison including both units of Ascarii, Tubantes, both Invicti, Fortenses and Septimani Seniores, plus many poor quality local units. These degenerated rapidly, and from 466 AD the Roman inhabitants served in Gothic style units. The Byzantines were allied with one faction in a civil war from 550 to 554 AD. They sent a very small force under a very incompetent commander, but this tipped the scale. The Byzantines were rewarded with a Spanish province. This was finally recovered in 621 AD, but Byzantine influence remained strong, possibly accounting for the introduction of L and LTS. Romans cannot be used with LTS spearmen, MI archers, L cavalry or Byzantines. The minimum marked * applies only if any Byzantines are used. The earlier version of this army offers an interesting combination of regular infantry and barbarian cavalry, the later an unusually well balanced combination of charging cavalry, skirmishing cavalry, steady infantry and missile power for an irregular army. Spearmen with JLS and Romans can fight in wedge.

81. PATRICIAN ROMAN. 425 AD to 475 AD.

Roman C-in-C mounted on horse as HC or EHC, JLS, Sh, or L, B, Sh, @ 100 points.	1
Labarum A standard, @ 20 points.	Up to 1
Extra to count labarum as C-in-C's P standard, @ 10 points.	Up to 1
Roman Sub-General mounted on horse as HC or EHC, JLS, Sh, or L, B, Sh, @ 50 points.	Up to 1
Visigothic or Ostrogothic Ally-General mounted on horse as HC or EHC, JLS, Sh, @ 75 points.	*1
Alan Ally-General mounted on horse as HC or EHC, L, B, or LC, JLS, B, Sh, @ 75 points.	*1
Hun Ally-General mounted on horse as HC, L, B, Sh, @ 75 points.	*1
Armorican Ally-General mounted on horse as HC, JLS, Sh, @ 75 points.	*1
Isaurian Ally-General mounted on horse as HC or EHC, JLS, Sh, or on foot as LHI, JLS, Sh, @ 75 points.	*1
Clibanarii "Regular C" EHC, L, B, Sh, @ 14 points.	Up to 12
Equites "Regular C" HC, JLS, Sh, @ 10 points.	6 to 24
Extra to re-arm equites as HC, L, B, Sh, @ 2 points.	Any or all
Equites Illyricani "Regular D" LC, JLS, Sh, @ 7 points.	Up to 18
Equites sagittarii "Regular D" LC, B, Sh, @ 7 points.	Up to 12
Extra to upgrade "Regular D" LC to "Regular C", @ 1 point.	Up to 18
Extra to upgrade "Regular C" EHC, HC or LC to "Regular A", @ 2 points.	Up to 10
Legionarii "Regular D" MI, JLS, D, Sh, @ 4 points.	Up to 36
Archers integral with legionarii "Regular D" MI, B, Sh, @ 3 points.	Up to 16
Legionary skirmishers "Regular D" LI: JLS, D, Sh, @ 4 points.	Up to 12
B, Sh, @ 3 points.	Up to 6
CB, Sh, @ 3 points.	Up to 6
S, Sh, @ 3 points.	Up to 6
SS, Sh, @ 3 points.	Up to 6
Extra to upgrade legionarii, integral archers and skirmishers to "Regular C", @ 1 point.	Up to 60
Auxilia "Regular D" LMI, JLS, Sh, @ 3 points.	24 to 48
Extra to give D to auxilia, @ 1 point.	Up to 48
Archers integral with auxilia "Regular D" LMI, B, Sh, @ 3 points.	Up to 24
Archers in all-archer units "Regular D" LMI, B, Sh, @ 3 points.	Up to 24
Extra to upgrade "Regular D" LMI to "Regular B", @ 2 points.	Up to 60
Extra to upgrade "Regular C" MI to HI or "Regular B" LMI to LHI, @ 2 points.	Up to 16
Light bolt-shooter with "Regular D" crew of 2, @ 18 points.	Up to 2
Visigothic bucellarii "Irregular B" HC, JLS, Sh, @ 9 points.	*9 to 14
Visigothic gardingi "Irregular C" LC, JLS, Sh, @ 6 points.	Up to 30
Visigothic spearmen "Irregular C" MI, JLS, Sh, @ 3 points.	*30 to 50
Visigothic archers "Irregular C" LI, B, @ 2 points.	Up to 10
Visigothic slingers "Irregular C" LI, S, @ 2 points.	Up to 10
Ostrogothic noble cavalry "Irregular B" HC, JLS, Sh, @ 9 points.	*9 to 14
Ostrogothic gentry cavalry "Irregular B" MC, JLS, Sh, @ 7 points.	*15 to 30
Ostrogothic archers "Irregular C" LI, B, @ 2 points.	Up to 50
Alan noble cavalry "Irregular B" HC, L, B, @ 8 points.	Up to 9
Extra to upgrade Alan HC to EHC, @ 2 points.	All or none
Alan light cavalry "Irregular B", all LC or all MC, JLS, B, Sh, @ 8 points.	*10 to 20
Alan axemen "Irregular C" MI or LMI, 2HCW, @ 2 points.	Up to 20
Alan archers "Irregular C" LI, B, @ 2 points.	Up to 10
Hun nobles "Irregular B" HC, L, B, Sh, @ 10 points.	Up to 9
Huns "Irregular C" LC, JLS, B, Sh, @ 7 points.	*40 to 60
Isaurian javelinmen "Irregular C" LMI or LI, JLS, Sh, @ 3 points.	*30 to 50
Isaurian archers "Irregular C" LI, B, @ 2 points.	Up to 15
Armoricans "Irregular B" HC, JLS, Sh, @ 9 points.	Up to 14
Burgundians or Saxons "Irregular C" MI, JLS, Sh, @ 3 points.	Up to 50
Franks, Rugians, Heruli, Turcilingi or Scirae "Irregular C" MI, HTW, Sh, @ 3 points.	Up to 100
Extra to upgrade Burgundians, Saxons, Franks, Rugians, Heruli, Turcilingi or Scirae to "Irregular B", @ 1 point.	Up to ¼

Arabs "Irregular D". Up to ½ LCm, JLS or B, Sh, @ 4 points, rest LC, JLS, Sh, @ 6 points. Up to 20
 Caltraps to cover front of 4 legionarii figures, @ 4 points. Up to 4
 Up to 24 regular command factors @ 10 points.
 Up to 2 regular command factors @ 5 points to give legions a detachment of skirmishers.
 Up to 16 irregular command factors @ 25 points.

This list covers armies from the accession to power of Aetius until the final disappearance of the regular Roman army in the west and the accession of Zeno in the east. During this time, power was mostly in the hands of senior generals with the title of patrician, the emperors being largely mere figureheads. The west's regulars slowly dwindled after the Vandals seized the African recruiting grounds in 429 AD, and it became policy to preserve them by letting barbarian allies or mercenaries take the risks. This led to a commensurate drop in status, the auxilia palatina keeping theirs longest. Local garrisons often survived for a time in areas otherwise protected only by barbarian foederatae. A similar decline in the east proceeded more slowly, and was halted by the emperors Zeno and Anastasius. Guard units of the domestici, scholae or excubitoi should be "Regular A", garrisons and border troops including legionaries "Regular D", and field army troops either "Regular D" or upgraded. A regular unit cannot contain troops of more than one reaction class. The change in HC armament from JLS to L, B may have been inspired by Aetius or may have followed the large scale enlistment of individual Huns into eastern units after the break-up of the Hunnic empire from 451 AD onward. Integral archers should be ⅓ or ¼ of the total figures of their body. If one auxilium has integral archers, then all legiones must. The least likely auxilia to have integral archers are those recently recruited, having tribal titles and composed of bare-headed soldiers. Ostrogoths, Isaurians or Arabs cannot be used by a western army, or Visigoths, Armoricans, Burgundians, Saxons or Franks by an eastern army. Caltraps cannot be used unless the opponents could have elephants. Minimums marked * apply only if any figures of that nationality except up to 10 LC are used. A wood carving of near this date from Egypt shows apparent mailed legionaries together with others with the same shield patterns but muscle corslets. What western evidence there is suggests metal armour was not worn by western infantry. This army is an interesting variant of the Late Imperial Roman army. "Regular D" infantry are quite effective if deployed defensively, and a barbarian warband headed by a general is a good offensive tool. Legionarii, auxilia, Burgundian, Frankish, Rugian, Heruli, Turcilingi or Scirae barbarian MI and Huns can fight in wedge.

82. SUB-ROMAN BRITISH. 425 AD to 945 AD.

C-in-C mounted on horse equipped as heaviest cavalry type present, or on foot as LHI, JLS or LTS, Sh, @ 100 points. 1
 PA standard to accompany C-in-C, @ 30 points if escorted by regulars, or 15 points if escorted by irregulars. Up to 1
 British Ally-General mounted on horse as HC, JLS, Sh, @ 75 points. Up to 3
 Saxon Ally-General on foot as MI, JLS, Sh, @ 75 points. *1
 Irish Ally-General on foot as LMI, JLS, Sh, @ 75 points. *1
 Visigothic Ally-General mounted on horse as HC, JLS, Sh, or on foot as HI, JLS, Sh, @ 75 points. *1
 Frankish Ally-General mounted on horse as HC, JLS, Sh, or on foot as EHI, LTS, Sh, @ 75 points. *1
 Religious group of massed praying monks, @ 85 points. Up to 1
 Cavalry "Regular D" or "Irregular B" HC, JLS, Sh, @ 9 points. 14 to 44
 Extra to upgrade cavalry to "Regular A", @ 3 points. Up to 4
 Extra to upgrade "Regular A" or "Irregular B" cavalry to EHC, @ 2 points. Up to 4
 Light cavalry "Irregular C" LC, JLS, Sh, @ 6 points. Up to 10
 Spearmen "Regular D" or "Irregular C" LMI, all JLS or all LTS, @ 3 points. 48 to 150
 Archers "Regular D" or "Irregular C" LMI or LI, B, @ 2 points. Up to 36
 Saxon mercenary warriors "Irregular B" MI, JLS, Sh, @ 3 points. *9 to 99
 Irish mercenary warriors "Irregular C" LMI, JLS, Sh, @ 3 points. *6 to 34
 Extra to upgrade Irish mercenary warriors to "Irregular B", @ 1 point. All or none
 Visigothic nobles "Irregular B" HI, JLS, Sh, @ 6 points. *4 to 10
 Visigothic spearmen "Irregular C" MI, JLS, Sh, @ 3 points. *5 to 20
 Visigothic archers "Irregular C" MI or LI, B, @ 2 points. *5 to 10

Frankish cavalry "Irregular B" MC, JLS, Sh, @ 7 points.	Up to 19
Extra to upgrade Frankish cavalry to HC, @ 2 points.	Up to 9
Frankish spearmen "Irregular C" MI, JLS, Sh, @ 3 points.	Up to 49
Extra to upgrade Frankish spearmen to "Irregular B" HI, @ 3 points.	Up to 9
Up to 8 regular command factors @ 10 points.	
Up to 15 irregular command factors @ 25 points.	

This list covers British and Breton armies from the rise to power of Vortigern until the absorption of the last remaining British lowland kingdom, Strathclyde. I assume that earlier armies still follow the Late Imperial Roman pattern, that the Welsh diverge early on because of their mountain environment, and that the Bretons assimilate close to the French military system after the mid-9th century. All these points are of course susceptible of being questioned. I have relied mainly on near-contemporary literary evidence, and reluctantly discarded the reconstructions of historical fiction from Geoffrey of Monmouth onwards. 1,000 praying monks appeared at a battle in 614 AD, and were attacked first by a pagan opponent who decided that those who invoked the gods against him could not fairly claim the privileges of non-combatants. Saxons were hired by Vortigern in the 5th century, Irish and a homeless Visigothic fleet in the 6th, and Franks possibly in the 9th. The option to use 4 "Regular A" cavalry in attendance on the C-in-C represents a 100 strong "round table" for an Arthur or similar personality. They cannot be used together with praying monks. Surviving literature proves conclusively that cavalry were armed with javelins and usually wore mail. Horse armour was used throughout the period by some of the Bretons of Armorica, so its use in Britain during the 6th century cannot be ruled out. "Regular D" cavalry represent surviving units of the Dux's northern border army, and "Regular D" infantry other of his units and militia raised by the southern lowland cities. No regulars can be used after the 6th century. LTS had probably replaced JLS as the standard British infantry weapon by the end of the 5th century, and was to remain that of the north Welsh and southern Scotland throughout the medieval period. The use of LB by south Welsh archers was a later development. Minimums marked * apply only if any troops of that nation are used. Visigothic spearmen can fight in wedge.

83. MEDIEVAL INDIAN. 430 AD to 1526 AD.

C-in-C with JLS and B in howdah of elephant with "Irregular B" crew of unarmed driver and unarmed man with umbrella PA standard, @ 115 points.	1
Sub-General mounted on horse as HC or EHC, L, Sh if carried by HC or EHC, @ 50 points.	Up to 2
P standard to accompany Sub-General, @ 5 points.	All or none
Elephants with "Irregular B" crew of unarmed driver astride and 1 with JLS, B, astride or in howdah, @ 37 points.	3 to 8
Extra to give JLS to elephant driver or umbrella bearer, @ 6 points.	Up to 10
Indian cavalry "Irregular B" HC, L, Sh, or EHC, L, @ 10 points.	6 to 24
Extra to give Sh to EHC, @ 2 points.	Up to 12
Indian cavalry "Irregular C" MC or LC, JLS, Sh, @ 7 points.	20 to 48
Extra to upgrade Indian MC to "Irregular A" MC, L, Sh, @ 2 points.	Up to 20
White Huns "Irregular C" LI, JLS, B, Sh, @ 7 points.	Up to 72
Levy spearmen "Irregular D" LMI, JLS, Sh, @ 2 points.	36 to 100
Levy archers "Irregular D" LMI, B, @ 1 point.	48 to 100
Mercenary skirmishers "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 12
Mercenary archers "Irregular C" LI, ½ B, ½ B or CB, @ 2 points.	Up to 12
Ghosais and Bairagis "Irregular A" LMI, 2SA, @ 6 points.	Up to 12
Up to 20 irregular command factors @ 25 points.	

This list covers India from the White Hun invasions until the Moghul conquest. The longbow, two-handed sword and chariot have gone, and the shrunken coloured tee shirt described under Army 21 is now usual. The standard tactic is now a ponderous roll forward by elephants and infantry, shooting as they go, while the cavalry skirmish on the flanks and try to envelop. A continuous advance is advisable to bolster the morale of the poorer quality troops. Gunpowder artillery and rockets were probably introduced by the Moghuls. The "Irregular A" option for MC covers a Rajput sect called Rathors. These wore yellow garments, this being the mourning colour, and regarded themselves as already dead, like WW2 Japanese kamikazi pilots. The "Irregular A" infantry are two sects of Siva-worshipping fanatic beggars much used as assault troops. They should be dressed in rags and armed with a sword or dagger in one hand and an antelope or goat horn parrying weapon or tiger claw glove for the other. White Huns or Ephthalites cannot be used after 700 AD, or with "Irregular A" troops.

84. AFRICAN VANDAL. 442 AD to 535 AD.

C-in-C mounted on horse as HC, JLS, Sh, @ 100 points.	1
PA standard to accompany C-in-C carried by bodyguard, @ 15 points.	Up to 1
Sub-General mounted on horse as HC, JLS, Sh, @ 50 points.	Up to 2
Vandal bodyguard "Irregular B" HC, JLS, Sh, @ 9 points.	9 to 17
Vandal cavalry "Irregular C" HC, JLS, Sh, @ 8 points.	60 to 180
Moorish cavalry "Irregular C" LC, JLS, Sh, @ 6 points.	Up to 10
Moorish javelinmen "Irregular D" LI, JLS, Sh, @ 2 points.	*30 to 60
Extra to upgrade Moorish javelinmen to mounted infantry by providing camels, @ 1 point.	Up to 30
Moorish archers "Irregular D" LI, B, @ 1 point.	Up to 20
Moorish slingers "Irregular D" LI, S, @ 1 point.	Up to 10
Extra to give Sh to Moorish archers or slingers, @ 1 point.	Any or all
Extra to upgrade all Moorish infantry to "Irregular C", @ 1 point.	All or none
Camp servants and women "Irregular D" LMI, ½ JLS, ½ IPW, @ 1 point.	Up to 20
70 paces of set-up wagon laager, @ 70 points.	Up to 3
Up to 12 irregular command factors @ 25 points.	

This list covers Vandal armies from the recognition by the Romans of their African state until the Byzantine reconquest under Belisarius. The Vandals seem to have turned themselves entirely into an aristocratic cavalry. However, the contemporary opinion that luxury and the climate had caused them to degenerate, combined with their continuously unenterprising battlefield behaviour when deprived of dynamic leadership, have led me to class the majority as "Irregular C". The Moorish tribes were usually enemies rather than allies, but mercenary contingents took part in Gaiseric's sea raids and Gelimer took refuge with Moors after his defeat by Belisarius at Tricamerum. The minimum marked * applies only if more than 10 Moors or any camels are used. Moors used camels successfully against the Vandals but unsuccessfully against the Byzantines. Moors should not be trusted to defend the camp. The Vandal camp at Tricamarum was a wagon laager, but in the event was not defended, the women being incensed at the abject flight of their men and instead attempting to seduce their conquerors! The Vandals maintained a fleet and raided extensively, the high spot being their capture of Rome in 455 AD. A considerable number of horses were taken on these voyages, but most warriors must have fought dismounted as HI, JLS, Sh. The appeal of this army is that it is possibly the only wargames army that can consist entirely of heavy cavalry. Wargamers that adopt Gelimer's style of leadership will probably emulate his disasters, but a general who charges at the head of his bodyguard like the earlier King Geiserich may stir the masses into an impetuous charge that sweeps the board.

85. GEPID OR LOMBARD. 451 AD to 1018 AD.

C-in-C mounted on horse as HC, L, Sh, @ 100 points.	1
Gepid or Lombard Sub-General mounted on horse as HC, L, Sh, @ 50 points.	Up to 2
PA standard to accompany C-in-C, @ 15 points, and P standards to accompany each Sub-General and Ally-General, @ 5 points.	All or none
Ostrogothic Ally-General mounted on horse as HC or EHC, JLS, Sh, @ 75 points.	*1
Arab Ally-General mounted on horse as HC, L, Sh, @ 75 points.	*1
Extra to upgrade Arab P standard to PS standard, @ 85 points.	Up to 1
Gepid or Lombard nobles "Irregular B" HC, L, Sh, @ 9 points.	14 to 43
Gepid or Lombard retainers "Irregular C" MC, L or JLS, Sh, @ 6 points.	Up to 45
Extra to upgrade retainers to "Irregular B", @ 1 point.	All or none
Gepid archers "Irregular C" LI, B, @ 2 points.	*30 to 40
Lombard archers "Irregular C" LMI, B, Sh, @ 3 points.	*30 to 100
Ostrogothic nobles "Irregular B" HC, JLS, Sh, @ 9 points.	*4 to 14
Ostrogothic gentry "Irregular B" MC, JLS, Sh, @ 7 points.	*10 to 30
Ostrogothic archers "Irregular C" LI, B, @ 2 points.	Up to 40
Thuringian, Burgundian, Saxon or Bavarian foot "Irregular C" MI, JLS, Sh, @ 3 points.	*30 to 50
Rugian or Herulian foot "Irregular C" MI, HTW, Sh, @ 3 points.	*15 to 30
Extra to upgrade Thuringian, Burgundian, Rugian or Herul MI to "Irregular B", @ 1 point.	Up to ½

Thuringian, Burgundian, Rugian, Saxon or Bavarian archers "Irregular C" LI, B, @ 2 points.	Up to 15
Thuringian, Burgundian, Rugian, Saxon or Bavarian scouts "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 10
Rugian or Burgundian cavalry "Irregular B" MC, JLS, Sh, @ 7 points.	Up to 10
Extra to upgrade Rugian or Burgundian cavalry to HC, @ 2 points.	Up to ½
Avar, Bulgar or Magyar nobles "Irregular B" HC, L, B, Sh, @ 10 points.	Up to 15
Extra to upgrade Avar HC to EHC, @ 2 points.	Any or all
Avar, Bulgar or Magyar horse archers "Irregular C" LC, B, @ 4 points.	*10 to 40
Extra to give JLS to Bulgar or Magyar LC, @ 1 point.	Any or all
Extra to give Sh to Avar, Bulgar or Magyar LC, @ 2 points.	Any or all
Slav javelinmen "Irregular D" LMI, JLS, Sh, @ 2 points.	**20 to 50
Slav archers "Irregular D" LI, B, @ 1 point.	Up to 10
Arab cavalry "Irregular B" MC or LC, L or JLS, Sh, @ 8 points.	*4 to 29
Extra to upgrade Arab MC to HC, @ 2 points.	Up to 9
Arab spearmen "Irregular C" LMI, JLS, Sh, or MI, LTS, Sh, @ 3 points.	*20 to 50
Arab swordsmen "Irregular A" LMI, 2HCW, @ 4 points.	Up to 10
Arab archers "Irregular C" MI if mixed in LTS MI unit or LI, B, @ 2 points.	*10 to 20
Extra to give Sh to Arab archers, @ 1 point.	Any or all
Normans "Irregular B" HC, JLS or L, Sh, @ 9 points.	Up to 12
German mercenaries "Irregular B" HI, 2HCW, Sh, @ 6 points.	Up to 20
Up to 20 irregular command factors @ 25 points.	

This list covers the Gepids from their revolt against the Huns after Attila's death until their defeat and absorption by the Lombards, and the Lombards until their defeat by the Byzantines at Cannae in 1018 AD. The Gepid reconstruction is largely conjectural. What is known of them is generally similar to the Lombards, with the main strength resting in their lancer cavalry, but I have assumed that in some respects they might have had affinities with their Ostrogothic neighbours and allies. A Gepid army cannot include Lombards, Bavarians, Saxons, Avars, Bulgars, Magyars, Slavs, Arabs, Normans or Germans. A Lombard army cannot contain Thuringians, Burgundians, Rugians, Heruls or Ostrogoths. Normans, Germans and Arabs can be used with each other, but not with any other non-Lombards. Minimums marked * apply only if any figures of that nationality are used. Minimums marked ** apply only if any Slavs or Avar, Bulgar or Magyar HC are used. The main difference between this and the other German cavalry armies is the presence of plenty of good cavalry armed with L instead of the more usual JLS. The preferred tactic is therefore a massed cavalry charge. However, the Lombards made a practise of deploying their cavalry in two lines with a wide gap between, the second line ready to intervene against enemy that outflanked or penetrated the first. Slav LMI and Burgundian, Herul and Rugian MI can fight in wedge.

86. EARLY BYZANTINE. 475 AD to 578 AD.

C-in-C mounted on horse as HC, L, B, Sh, @ 100 points.	1
Sub-General mounted on horse as HC, L, B, Sh, @ 50 points.	Up to 2
Herul Ally-General mounted on horse as HC, L, Sh, @ 75 points.	*1
Hun Ally-General mounted on horse as HC, L, B, Sh, @ 75 points.	*1
Avar Ally-General mounted on horse as EHC, L, B, Sh, @ 75 points.	*1
P standards for C-in-C and each Sub-General, @ 10 points, and for each Herul, Hun or Avar Ally-General, @ 5 points.	All or none
Extra to upgrade C-in-C's P standard to PA, @ 20 points.	Up to 1
Arab Ally-General mounted on horse as HC or LC, JLS, Sh, @ 75 points.	*1
Kataphraktoi "Regular C" HC, L, B, Sh, @ 12 points.	23 to 71
Extra to upgrade kataphraktoi to "Regular A" bukellarii, @ 2 points.	Up to 35
Extra to give D to kataphraktoi, @ 2 points.	Any or all
Extra to upgrade each and every figure of "Regular C", not "Regular A", HC unit to EHC, @ 2 points.	
Skutatoi "Regular C" MI, ½ JLS or LTS, ½ JLS, Sh, @ 4 points.	Up to 12
Extra to give D to skutatoi armed with JLS, @ 1 point.	Up to 32
Extra to upgrade skutatoi to HI, @ 2 points.	All or none
	Any or all

Psiloi "Regular C" LI, ½ JLS or B, ¼ B or S, ¼ S or CB, Sh, @ 4 points.	Up to 24
Isaurian archers "Regular D" LMI, B, Sh, @ 3 points.	Up to 48
Herul cavalry "Irregular B" HC, L, Sh, @ 9 points.	*9 to 14
Hun nobles "Irregular B" HC, L, B, Sh, @ 10 points.	Up to 5
Huns "Irregular C" LC, JLS, B, Sh, @ 7 points.	Up to 24
Avar nobles "Irregular B" EHC, L, B, Sh, @ 12 points.	*14 to 23
Avar nobles "Irregular B" HC, L, B, Sh, @ 10 points.	Up to 24
Avar skirmishers "Irregular C" LC, B, Sh, @ 6 points.	*10 to 20
Avar subjects "Irregular D" LC, JLS, B, Sh, @ 6 points.	*20 to 40
Lombard nobles "Irregular B" HC, L, Sh, @ 9 points.	*12 to 15
Lombard retainers "Irregular C" MC, L or JLS, Sh, @ 6 points.	*15 to 20
Gepids "Irregular B" HC, L, Sh, @ 9 points.	Up to 10
Moors "Irregular C" LC, JLS, Sh, @ 6 points.	Up to 12
Arabs "Irregular D". Up to ½ LCm, JLS or B, Sh, @ 4 points, rest LC, JLS, Sh, @ 6 points.	Up to 20
Roman levy or Byzantine racing factions "Irregular D" LMI, JLS, Sh, @ 2 points.	Up to 30
Up to 15 regular command factors @ 10 points.	
Up to 10 irregular command factors @ 25 points.	

This list covers east Roman armies from the accession of Zeno until the appointment of the future emperor Mauricius as magister militum per orientem gave him the opportunity to implement his reforms. It includes the armies of Belisarius and Narses. Bukellari can be partially dispersed to bolster lower class units or kept concentrated. The issue of metal armour covering the head, neck and chest of front rank chargers had not yet been copied from the Avars, but some earlier *clibanarii* units with similar armour for all ranks still survived. That generals did not use horse armour is demonstrated by the cry of deserters pointing out Belisarius to his Gothic enemies, "Kill the man on the white faced bay!" Robert Graves' "Count Belisarius" to the contrary, D were probably not yet being used by cavalry. The great majority of foreigners enlisted were placed under Byzantine officers and equipped, organised and drilled in normal Byzantine fashion, so are not differentiated here. *Skutatoi* units were mostly former *legiones* and *auxilia*, and started this period equipped as such. Later on, the first 4 ranks of men carried spears and later ranks threw javelins and darts overhead. Metal armour was used when available, especially for the front ranks. Archers were apparently not mixed in the same unit as spearmen. The move to LTS-armed infantry may have been due to experience with the Lombards dismounted by Narses. Dismounted Lombards fight as EHI, LTS, Sh and MI, LTS or JLS, Sh. Dismounted Gepids fight as HI, 2HCW, Sh. Heruls are not Huns. Minimums marked * apply only if any troops of that nationality other than up to 10 light cavalry are used. Avars were used against the Slavs in 574 AD. They cannot be combined with Arabs. The main attraction of this army is that it offers regular lance-and-bow cavalry who are considerably cheaper in points than those of later armies and very nearly as effective. *Kataphraktai* can fight in African. All Huns can fight in wedge.

87. EARLY BULGAR. 482 AD to 1018 AD.

C-in-C mounted on horse as HC, L, B, Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Sub-General mounted on horse as HC, L, B, Sh, @ 50 points.	Up to 2
Pecheneg Ally-General mounted on horse as HC, JLS, B, Sh, @ 75 points.	*1
P standard to accompany Ally-General, @ 5 points.	*1
Bulgar nobles "Irregular B" HC, L, B, Sh, @ 10 points.	9 to 43
Bulgar horse archers "Irregular C" LC, JLS, B, Sh, @ 7 points.	12 to 60
Slav spearmen "Irregular C" LMI, JLS, Sh, @ 3 points.	40 to 150
Slav axemen "Irregular C" LMI, 2HCW, Sh, @ 3 points.	Up to 30
Slav archers "Irregular C" LI, B, @ 2 points.	20 to 40
Slav scouts "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 10
Pecheneg nobles "Irregular B" HC, JLS, B, Sh, @ 10 points.	*5 to 14
Pecheneg horse archers "Irregular C" LC, B, @ 4 points.	*24 to 96
Extra to give JLS to Pecheneg horse archer, @ 1 point.	Up to 80
Extra to give Sh to Pecheneg horse archer, @ 2 points.	Up to 72
Pecheneg wagon defenders "Irregular C" LI, B, @ 2 points.	Up to 40
70 paces of set-up Pecheneg wagon laager, @ 70 points, or 3 carts each with 1 yoke of oxen totalling 30 points, or 1 wagon with 2 yoke of oxen @ 20 points.	
Up to 20 irregular command factors @ 25 points.	Up to 5

The Bulgars started as a Hun successor state, were subjugated by the Avars, regained their independence in 638 AD, and grew into an empire that rivalled the Byzantines before being conquered by Basil II Bulgaratonos "Bulgar-basher". They took over much of the Avars' Slav subjects and largely assimilated with them. As well as the Slav infantry referred to above, many of the HC would then be of Slavic or other origin. The proportion of LC steadily reduced. The new Bulgar state formed after escaping Byzantine control will be covered by a different list. Minimums marked * apply only if any Pechenegs are used. If Pechenegs are used, there must be more Bulgar nobles than Bulgar horse archers. Wagon defenders cannot be used without wagons, carts or laager. A wagon laager does not count as defending the army's camp. Apart from the value of an army combining good HC, LC and rough terrain infantry, a Bulgar army has the added charms of red, blue and white striped trousers for its better dressed cavalry, and that it can be commanded by King Krum! Slav LMI can fight in wedge.

88. ITALIAN OSTROGOTHIC. 493 AD to 553 AD.

C-in-C mounted on horse as HC or EHC, JLS, Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	Up to 1
Sub-General mounted on horse as HC or EHC, JLS, Sh, @ 50 points.	Up to 2
P standard for each Sub-General assisting C-in-C accompanied by PA standard, @ 5 points.	All or none
Frankish Ally-General on foot as HI, HTW, Sh, @ 75 points.	*1
Gothic cavalry "Irregular B" HC, JLS, Sh, @ 9 points.	44 to 72
Extra to upgrade Gothic HC to EHC, @ 2 points.	Up to 14
Gothic cavalry "Irregular C" MC, JLS, Sh, @ 6 points.	Up to 90
Extra to upgrade "Irregular C" cavalry to "Irregular B", @ 1 point.	All or none
Extra to upgrade MC to HC, @ 2 points.	Any or all
Gothic archers "Irregular D" LI, B, @ 1 point.	Up to 100
Extra to upgrade Gothic archers to "Irregular C", @ 1 point.	All or none
Jews "Irregular A" LI, B, @ 4 points.	Up to 15
Byzantine deserters "Regular C" HC, L, B, Sh, @ 12 points.	Up to 10
Franks "Irregular C" MI, HTW, Sh, @ 3 points.	*31 to 49
Extra to upgrade Franks to "Irregular B", @ 1 point.	Up to ¼
Up to 1 regular command factor @ 10 points.	
Up to 10 irregular command factors @ 25 points.	

This list covers the period from the Ostrogothic seizure of Italy from Odovacar's Rugians until the Ostrogoths' final defeat by the Byzantines. The Ostrogoths settled as a prosperous military ruling class, and it is unlikely that many of their horsemen lacked metal armour by the Byzantine invasions. Such as there were would have been second sons or similar occupying rear rank positions, so could be ignored. Gothic cavalry were usually brave and ready to charge, but occasionally showed indecision or brittleness that could be simulated by a mixed unit of "Irregular B" and "Irregular C". On the one occasion we read of EHC, they formed a complete unit and were not a royal bodyguard, though led by a general. Gothic archers were thought by the Byzantines to be timid, but this may have merely been a sensible reaction of LI to the presence of enemy cavalry rather than indication of "Irregular D" status, so upgrading is allowed. The Jews resident in some Italian cities were desperate at the prospect of passing from tolerant Gothic rule to that of Byzantine persecutors and tax gatherers. They helped fanatically in defending at least one city, but are not known to have fought in the field. Frankish allies were called in against the Byzantines, but their treachery and savagery made them equally dangerous to both sides. The native population of Italians were neither willing or allowed to fight. Minimums marked * apply only if any Franks are used. This army offers a useful combination of large quantities of good cavalry with massive missile support. Its drawbacks are sensitivity to difficult terrain and the vulnerability of its archers in close combat.

89. SLAV. 500 AD to 1018 AD.

C-in-C mounted on horse as HC, JLS, Sh, or on foot as LHI or LMI, JLS, Sh, @ 100 points.	1
Sub-General mounted on horse as HC, JLS, Sh, or on foot as LHI or LMI, JLS or 2HCW, Sh, @ 50 points.	Up to 2
Extra to upgrade Sub-Generals to Slav Ally-General, @ 25 points.	All or none

Animal standard or banner as P standard to accompany C-in-C or any other general, @ 5 points.	All or none
Extra to upgrade C-in-C's P standard to PA, @ 10 points.	Up to 1
Pagan idol on portable altar carried by infantry unit or non-combatant religious party, @ 85 points.	Up to 1
Slav noble cavalry "Irregular B" MC, JLS, Sh, @ 7 points.	*15 to 42
Extra to upgrade Slav noble cavalry to HC, @ 2 points.	**5 to ½
Slav spearmen "Irregular C" LMI, JLS, Sh, @ 3 points.	100 to 150
Slav axemen "Irregular C" LMI, 2HCW, Sh, @ 3 points.	Up to 50
Slav archers "Irregular C" LI, B, @ 2 points.	Up to 60
Slav scouts "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 10
Slav ill-armed "Irregular D" LMI, IPW, @ 1 point.	Up to 200
Pecheneg or Magyar horse archers "Irregular D" LC, B, @ 3 points.	Up to 30
Extra to give JLS to LC, @ 1 point.	Up to 30
Extra to give Sh to LC, @ 2 points.	Up to 24
Extra to upgrade any "Irregular D" to "Irregular C", @ 1 point.	Up to 100
Vikings "Irregular B" LMI, ½ JLS, ½ JLS or 2HCW, Sh, @ 4 points.	Up to 24
Extra to upgrade Vikings to LHI, @ 2 points.	Any or all
Swabians "Irregular C" HI, 2HCW, Sh, @ 5 points.	Up to 12
Old Saxons "Irregular C" HI, JLS, Sh, @ 5 points.	Up to 24
Up to 20 irregular command factors @ 25 points.	

This list covers independent Slav states from their first move west until the founding of the Polish kingdom. Slavs dominated by steppe peoples such as Avars, Bulgars, Khazars or Magyars are dealt with under those nations. Slav armies developed from being almost exclusively rough terrain infantry to dependence on noble cavalry as their main arm. Minimums marked * apply only if any Vikings, Swabians or Old Saxons are used, those marked ** if any of these 3 or horse archers are used. The army offers a useful combination of a very strong rough terrain force, combined with a reasonable quantity of good cavalry and close-fighting infantry, as well as the morale advantages of a portable shrine. Slav spearmen and axemen can fight in wedge.

90. AVAR. 550 AD to 826 AD.

C-in-C mounted on horse as EHC, L, B, Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	Up to 1
Avar Sub-General mounted on horse as EHC, L, B, Sh, @ 50 points.	Up to 2
Bulgar Ally-General mounted on horse as HC, L, B, Sh, @ 75 points.	*1
Slav Ally-General mounted on horse as HC, JLS, B, Sh, @ 75 points.	*1
Avar nobles "Irregular B" HC, L, B, Sh, @ 10 points.	11 to 44
Extra to upgrade Avar nobles to EHC, @ 2 points.	Any or all
Avar skirmishers "Irregular C" LC, B, @ 4 points.	10 to 24
Extra to give JLS to Avar skirmishers, @ 1 point.	Any or all
Extra to give Sh to Avar skirmishers, @ 2 points.	Any or all
Bulgar nobles "Irregular B" HC, L, B, Sh, @ 10 points.	*5 to 11
Bulgar horse archers "Irregular D" LC, JLS, B, Sh, @ 6 points.	Up to 40
Gepids "Irregular C" HC, L, Sh, @ 8 points.	Up to 15
Slav nobles "Irregular B" MC, JLS, B, Sh, @ 10 points.	*5 to 11
Slav spearmen "Irregular D" LMI, JLS, Sh, @ 2 points.	40 to 150
Slav axemen "Irregular D" LMI, 2HCW, Sh, @ 2 points.	Up to 30
Slav archers "Irregular D" LI, B, @ 1 point.	20 to 40
Slav scouts "Irregular D" LI, JLS, Sh, @ 2 points.	Up to 10
Extra to upgrade all "Irregular D" of nationality with Ally-General present or substituted for by Avar Sub-General to "Irregular C", @ 1 point.	All or none
Light bolt-shooter with "Irregular D" crew of 2, @ 28 points.	Up to 4
10 mina stone-thrower with "Irregular D" crew of 3, @ 47 points.	Up to 2
70 paces of set-up wagon laager, ditch or palisade, @ 70 points.	Up to 6
Up to 20 irregular command factors @ 25 points.	

This list covers the period from the Avars' first appearance in the west until their final destruction. The Byzantines credited the Avars with inspiring the lamellar horse armour that they adopted from 578 AD, and are thought to have acquired the stirrup from them as well. The Avars' own use of horse armour declined from 626 AD on. Bulgars include Utigurs, Kutrigurs and Onogurs. Slavs include Sklavenoi, Antes, Moravians and Croats. The Slav nobility temporarily adopted the bow while subject to the Avars. Gepids cannot be used with Slav axemen. Minimums marked * apply only if that nation's "Irregular D" troops have been upgraded to "Irregular C". However, an Avar Sub-General can be substituted for an Ally-General as commander of a subject nation's whole contingent, with or without Avars. This army offers a combination of good cheap lancer EHC with both horse and foot archers and rough terrain infantry. The normal Avar tactic was to fling in the subject allies first, keeping the Avar troops in reserve to exploit any opportunities created. This might work quite well on the table, the Avars possibly charging the flanks of enemy pursuing broken or evading subjects. Avars did not use the usual nomad wagon laagers, but instead constructed large circular earthworks called rings as permanent fortress bases. Slav LMI can fight in wedge.

91. MAURIKIAN BYZANTINE. 578 AD to 650 AD.

C-in-C mounted on horse as EHC, L, B, D if used by EHC, Sh, @ 100 points.	1
Labarum PA standard to accompany C-in-C, @ 30 points.	*1
Sub-General mounted on horse as EHC, L, B, D if used by EHC, Sh, @ 50 points.	Up to 2
Khazar Ally-General as HI, B, Sh, in wagon carrying polished disk P standard, @ 105 points.	**1
Kataphraktoi "Regular B", ½ each unit EHC, L, B, Sh, @ 15 points, ½ HC, L, B, Sh, @ 13 points.	23 to 93
Extra to give D to all EHC kataphraktoi or all kataphraktoi, @ 2 points.	½, all or none
Extra to upgrade 3 units of kataphraktoi to "Regular A" as optimati, bucellarii and foederate, @ 1 point.	*33 to 35
Trapezitoi "Regular C" LC, L, JLS, Sh, @ 10 points.	Up to 12
Horse archers "Regular C" LC, B, Sh, @ 8 points.	Up to 12
Skutatoi "Regular C" MI, ½ LTS, ¼ JLS or LTS, ¼ B, Sh, @ 4 points.	Up to 60
Extra to upgrade skutatoi to HI, @ 2 points.	Any or all
Extra to give D to skutatoi already armed with JLS, @ 1 point.	All or none
Extra to give D to skutatoi already armed with JLS or LTS, @ 1 point.	All or none
Psiloi "Regular C" LMI or LI, B, Sh, @ 4 points.	Up to 48
Extra to upgrade entire units of LMI to LHI, @ 2 points.	Up to 36
Psiloi "Regular C" LI, up to ½ CB or SS or S, rest JLS or B, Sh, @ 4 points.	Up to 24
Extra to give D to psiloi already armed with JLS, @ 1 point.	All or none
Camp servants "Irregular D" LI, up to ½ SS, rest S, @ 1 point.	***12 to 30
Light bolt-shooter with "Regular C" crew of 2, @ 20 points.	Up to 2
Caltrops to cover front of 4 skutatoi figures, @ 4 points.	Up to 3
Huns or similar "Irregular C" LC, JLS, B, Sh, @ 7 points.	Up to 20
Arabs "Irregular D". Up to ½ LCm, JLS or B, Sh, @ 4 points, rest LC, JLS, Sh, @ 6 points.	Up to 20
Khazar nobles "Irregular B" HC, L, B, Sh, @ 10 points.	**12 to 48
Khazar guard "Irregular B" HI, all JLS or all LTS, Sh, @ 6 points.	**8 to 16
Camels to upgrade Khazar guard to mounted infantry, @ 1 point.	Up to 16
Khazar skirmishers "Irregular C" LC, B, @ 4 points.	**12 to 36
Extra to upgrade Khazar skirmishers to "Irregular B", @ 1 point.	All or none
Up to 12 regular command factors @ 10 points.	
Up to 16 irregular command factors @ 25 points.	

This list covers the period from the appointment of the future emperor Mauricius as magister militum per orientem until the completion of the thematic system under Constans, and includes the wars of Heraclius. The main source is Mauricius' "Strategicon". I recommend kataphraktoi units combining 6 EHC and 6 HC, the latter normally forming a second rank of figures. D seem to have been optional rather than standard equipment for kataphraktoi, a supply being kept with the units' baggage. There is no direct evidence for the two types of regular LC at this time, and my own inclination is towards using Huns or similar instead. In theory, all infantry would ideally have been armoured, but Mauricius accepts that this would rarely be possible. The extra armour of front rank skutatoi is insufficient at this time to class them as EHI as it does not include arm protection. Minimums

marked * or ** apply only if any troops so marked are used. The minimum marked *** applies only if bolt-shooters are used. Caltraps cannot be used unless the opposing army could include elephants or camels. Their most usual use was to improve the defences of the camp. This is the Rolls-Royce among Byzantine armies, with a superb combination of discipline, missiles and shock power, but very expensive in points unless diluted with irregulars. Huns can fight in wedge. Kataphraktoi can fight in African.

92. WELSH. 580 AD to 1420 AD.

C-in-C mounted on horse as HC or EHK, L, Sh, or as HC or LC, JLS, Sh, or on foot as LHI or LMI, JLS or LTS, Sh, @ 100 points.	1
Welsh Sub-General on foot as LHI or LMI, JLS or LTS or LB, Sh, @ 50 points.	Up to 2
Extra to upgrade Welsh Sub-General to Ally-General, @ 25 points.	Up to 1
Viking Ally-General on foot or mounted on horse as LHI, 2HCW, Sh, @ 75 points.	Up to *1
P standard to accompany C-in-C or Ally-General, @ 5 points.	All or none
Welsh cavalry "Irregular B" LC, JLS, Sh, @ 7 points.	Up to 17
Extra to upgrade Welsh cavalry to HC, JLS or L, Sh, @ 2 points.	Up to 11
Extra to further upgrade HC to EHK, L, Sh, @ 6 points.	Up to 5
Welsh archers "Irregular C" LMI or LI, LB, @ 2 points.	***30 to 175
Extra to replace archers with LI, JLS, Sh, @ 1 point.	All or none
Extra to upgrade Welsh archers to "Irregular B" mounted LI, Sh, pony, @ 4 points.	Up to 12
Extra to further upgrade mounted longbows to LHI, @ 2 points.	Up to 6
Welsh spearmen "Irregular C" LMI, LTS, Sh, @ 3 points.	40 to 200
Extra to upgrade up to a ¼ of any or each unit's spearmen to "Irregular B", @ 1 point.	Up to 50
Extra to further upgrade "Irregular B" spearmen to LHI, @ 2 points.	Up to 36
Welsh javelinmen "Irregular C" LI or LMI, JLS, Sh, @ 3 points.	Up to 30
Extra to upgrade Welsh javelinmen to LHI, @ 2 points.	Up to 14
Viking huscarls "Irregular B" LHI, 2HCW or JLS, Sh, @ 6 points.	*11 to 24
Viking bondi spearmen "Irregular C" LMI, JLS, Sh, @ 3 points.	*32 to 48
Extra to upgrade bondi spearmen to LHI, @ 2 points.	Up to 16
Viking bondi archers "Irregular C" LMI, B, Sh, @ 3 points.	Up to 16
Extra to give JLS to bondi archers, @ 1 point.	Any or all
Viking berserks "Irregular A" LMI, 2SA, @ 5 points, or 2HCW, @ 4 points.	Up to 6
Extra to give Sh to berserks, @ 1 point.	All or none
Viking skirmishers "Irregular C" LI, JLS or B or S, Sh, @ 3 points.	Up to 8
Extra to upgrade "Irregular C" Vikings to "Irregular B", @ 1 point.	All or none
Up to 20 irregular command factors @ 25 points.	

This list covers the inhabitants of modern Wales from the loss of the big lowland cities to the Saxons until the end of the Glendower revolt. It is uncertain when the Welsh archers developed the longbow. They were certainly using it by just after 1100 AD, but the fact that the present Welsh word for bow has a Saxon root suggests fairly conclusively that it was not a Sub-Roman British development. Archers predominated only in South Welsh armies. North Welsh armies were mainly spearmen. Cavalry developed from mere mounted scouts to near equivalents of English knights, but were always rare. The mounted longbows are a South Welsh supplement to the cavalry and should not be better armoured than the majority cavalry type. Viking raiders occasionally co-operated with Welsh rulers against Saxon England. Vikings cannot be used together with any figure armed with L, or with a total of HC and LHI greater than 30. Minimums marked * apply only if any Vikings are used. The minimum marked ** applies only if any LB are used. An early Welsh army with no LB substitutes LI with JLS, who cannot be mounted on ponies. Later South Welsh armies cannot have more than the minimum number of spearmen or North Welsh more than the minimum number of archers. A combined army must have a North Welsh C-in-C and a South Welsh Ally-General, and at least 20 more LTS than LB. A Welsh commander should choose the maximum number of steep hills, blocking the passes between with spearmen and lining the slopes with archers, or else charging impetuously down hill with spearmen possibly fronted by LHI. A flock of stolen sheep to the rear of the battle line adds a nice touch!

93. KHAZAR. 586 AD to 1083 AD.

C-in-C mounted on horse as HC, L, B, Sh, or on wagon as HI, B, Sh, @ 100 points.	1
Polished disk standard on Khagan's wagon, PA if Khagan is C-in-C, @ 15 points, or A + wagon if Beg is C-in-C, @ 30 points.	1
Sub-General mounted on horse as HC, L, B, Sh, @ 50 points.	Up to 2
Alan Ally-General mounted on horse as EHC, L, B, Sh, @ 75 points.	*1
Bulgar Ally-General mounted on horse as HC, L, B, Sh, @ 75 points.	*1
Magyar Ally-General mounted on horse as HC, L, B, Sh, @ 75 points.	*1
Slav Ally-General mounted on horse as HC, JLS, Sh, @ 75 points.	*1
Khazar nobles "Irregular B" HC, L, B, Sh, @ 10 points.	11 to 24
Khazar guard "Irregular B" HI, all JLS or all LTS, Sh, @ 6 points.	**8 to 16
Extra to upgrade guard to "Regular B", @ 1 point.	All or none
Khazar skirmishers "Irregular C" LC, B, @ 4 points.	**12 to 24
Extra to upgrade skirmishers to "Irregular B", @ 1 point.	All or none
Khazar levy spearmen "Irregular D" MI, JLS, Sh, @ 2 points.	**16 to 36
Camels to upgrade Khazar guard or levy spearmen to mounted infantry, @ 1 point.	Up to 52
Extra to upgrade levy spearmen to "Regular C", @ 1 point.	Up to 18
Khazar levy archers "Irregular D" LI, B, @ 1 point.	**6 to 20
Arsiyah "Regular C" LC, B, @ 6 points.	24 to 72
Extra to upgrade Arsiyah to HC, B, Sh, @ 4 points.	Any or all
Extra to give L to Arsiyah HC, @ 2 points.	Up to 12
Hasiyah or Torkils "Irregular C" LC, B, Sh, @ 6 points.	Up to 16
Extra to upgrade Hasiyah or Torkils to HC, @ 2 points.	Any or all
Burtas, Ghuzz or Turks "Irregular C" LC, JLS, B, Sh, @ 7 points.	Up to 24
Rus "Irregular B" MI. Up to 1/3 B, Sh, rest JLS, Sh, @ 4 points.	Up to 36
Extra to give LTS to Rus already having JLS, @ 1 point.	All or none
Extra to upgrade Rus to HI, @ 2 points.	Up to 1/2
Alan nobles "Irregular B" HC, L, B, Sh, @ 10 points.	*5 to 11
Extra to upgrade Alan nobles to EHC, @ 2 points.	Up to 1/2
Alan skirmishers "Irregular B" LC, B, Sh, @ 7 points.	*24 to 36
Extra to give JLS to Alan skirmishers, @ 2 points.	Up to 24
Alan axemen "Irregular C" all MI or all LMI, 2HCW, @ 2 points.	*24 to 40
Alan archers "Irregular C" LI, B, @ 2 points.	*6 to 12
Extra to give Sh to Alan axemen or archers, @ 1 point.	Up to 36
Bulgar nobles "Irregular B" HC, L, B, Sh, @ 10 points.	*5 to 14
Bulgar skirmishers "Irregular C" LC, JLS, B, Sh, @ 7 points.	*12 to 30
Magyar nobles "Irregular B" HC, L, B, Sh, @ 10 points.	*5 to 11
Magyar skirmishers "Irregular C" LC, B, Sh, @ 6 points.	*20 to 40
Extra to give JLS to Magyar skirmishers.	Up to 20
Slav nobles "Irregular B" HC, JLS, Sh, @ 9 points.	*5 to 11
Slav spearmen "Irregular C" LMI, JLS, Sh, @ 3 points.	*32 to 50
Slav archers "Irregular C" LI, B, @ 2 points.	*10 to 16
70 paces of set-up wagon laager or palisade, @ 70 points.	Up to 6
Up to 8 regular command factors @ 10 points.	
Up to 24 irregular command factors @ 25 points.	

If the Khagan commands, he travels in a four-wheeled wagon together with the polished disk royal standard. If the Beg commands, as is usual after the 7th century, he travels on horseback, in which case the Khagan if present is only a non-combatant figurehead, but his wagon still serves to carry the standard. Minimums marked * apply only if any troops of that nationality except up to 10 LC are used. Minimums marked ** apply if any troops so marked are used. Troops so marked cannot be used with Rus or with any Ally-General or with less than 36 Khazar cavalry. Normal Khazar tactics were to keep their own nationals in reserve and let allies and subjects bear the brunt. The guard should be used to protect the standard wagon. The Khazars were unusually devious even for nomads, and adopted Judaism as a political ploy to counterbalance their Christian and Moslem neighbours. It has recently been suggested that they are the ancestors of the eastern European Jews providing the majority of modern Israelis! Slav spearmen can fight in wedge.

**94. GHUZZ.
600 AD to 1065 AD.**

C-in-C mounted on horse as HC, JLS, B, Sh, @ 100 points.	1
Horsetail PA standard to accompany C-in-C, @ 15 points.	1
Sub-General mounted on horse as HC, JLS, B, Sh, @ 50 points.	Up to 2
Nobles "Irregular B" HC, JLS, B, Sh, @ 10 points.	9 to 27
Horse archers "Irregular C" LC, JLS, B, @ 5 points.	60 to 100
Extra to give Sh to LC, @ 2 points.	Up to 40
Extra to upgrade cavalry to "Irregular A", @ 1 point if HC, or @ 2 points if LC.	½ or none
Infantry "Irregular D" LMI, JLS, B, Sh, @ 2 points.	Up to 50
Extra to upgrade infantry to "Irregular C", @ 1 point.	Up to 30
70 paces of set-up wagon laager, @ 70 points.	Up to 3
Up to 24 irregular command factors @ 25 points.	

There is little direct information on the Ghuzz hordes, so this list is based on their Seljuk and Turcoman descendants. Turcomans are mentioned as being fierce but unreliable, so I suggest making half each cavalry unit "Irregular A", which should approximately simulate those qualities. The main reason for including them is to provide historical enemies for Pechenegs, Rus, Khazars and Nikephoran Byzantines, but the unusual infantry and the option for fanatic horse archers make it a nomad army with a distinct character of its own.

**95. T'ANG AND FIVE DYNASTIES CHINESE.
615 AD to 980 AD.**

C-in-C with B in four-horse heavy chariot with "Regular A" crew of unarmed driver and 1 with 2HCT, JLS, @ 110 points, or mounted on horse as HC, L, B, Sh, @ 100 points.	1
PA standard in C-in-C's chariot or carried by soldier, @ 30 points.	1
Sub-General mounted on horse as HC, L, B, Sh, @ 50 points.	Up to 2
P standard to be carried by soldier accompanying Sub-General, @ 10 points.	For each
Heavy cavalry "Regular B" HC, L, Sh, @ 11 points.	Up to 20
Extra to upgrade "Regular B" HC to "Regular A", @ 1 point.	Up to 9
Heavy cavalry "Regular C" HC, L or JLS, B, Sh, @ 12 points.	12 to 44
Extra to upgrade HC to EHC, @ 2 points.	Up to 20
Light cavalry "Regular C" LC, JLS, Sh, @ 8 points.	Up to 10
Light cavalry "Regular C" LC, B, @ 6 points.	10 to 20
Extra to upgrade "Regular C" HC or LC to "Regular B", @ 1 point.	Up to 13
Guard infantry "Regular B" HI, JLS, Sh, @ 7 points.	Up to 12
Infantry "Regular D" MI. Half each unit LTS, Sh, @ 3 points, other half CB or B, @ 2 points.	40 to 72
Infantry "Regular D" MI. Half each unit P, Sh, @ 3 points, other half CB or B, @ 2 points.	Up to 48
Archers "Regular D" LI, B, @ 2 points.	10 to 24
T'u Chueh heavy cavalry "Irregular C" HC, L, B, Sh, @ 9 points.	Up to 10
T'u Chueh light cavalry "Regular C" LC, B, JLS, Sh, @ 7 points.	Up to 20
T'u Chueh archers "Irregular C" LI, B, @ 2 points.	Up to 20
Tibetan cavalry "Irregular C" HC, L, or JLS, B, @ 7 points.	Up to 12
Extra to upgrade Tibetans to EHC, L, B, or give them Sh, @ 2 points.	Any or all
Extra to further upgrade Tibetan EHC to SHC, @ 4 points.	Any or all
Nepalese archers "Irregular C" LMI or LI, B, @ 2 points.	Up to 20
Extra to give Sh to Nepalese archers @ 1 point.	Any or all
Light bolt-shooter with "Regular C" crew of 2, @ 20 points, heavy bolt-shooter or light stone-thrower with "Regular C" crew of 3, @ 30 points.	Up to 3
Up to 16 regular command factors @ 10 points.	
Up to 8 irregular command factors @ 25 points.	

The T'ang had completely replaced the Sui by 620 AD and had extended Chinese rule further than ever, before Khitan invasions from 900 AD produced an anarchic period known as the "Five Dynasties and Ten Independent States", before China was mostly reunified by the Sung between 960 AD and 980 AD. Cavalry continued to be the dominant arm, much of it often provided by allies. Tibetans and Nepalese cannot be used separately from each other or with T'u Chueh. Chinese infantry with B must not exceed those with CB.

96. ARAB CONQUEST. 620 AD to 660 AD.

C-in-C mounted on horse as HC, L, Sh, or on foot as LHI or LMI, JLS, Sh, or in tent as MI, B, @ 100 points.	1
PA standard to accompany or be carried by C-in-C, @ 15 points.	1
Extra to upgrade PA standard to PAS, @ 85 points.	Up to 1
Sub-General mounted on horse as HC, L, Sh, or on foot as LHI or LMI, JLS, Sh, @ 50 points.	Up to 1
Bedouin Arab Ally-General mounted on horse as LC, L or JLS, Sh, or as MC or HC, L, Sh, @ 75 points.	*1 to 4
P standard to accompany Sub-General or Ally-General, @ 5 points.	All or none
Arab citizen cavalry "Irregular B" MC, L, Sh, @ 8 points.	**5 to 11
Extra to upgrade citizen cavalry to HC, @ 2 points.	Any or all
Bedouin Arab cavalry "Irregular C" LC, L or JLS, Sh, @ 7 points.	*10 to 66
Extra to upgrade Bedouin LC to "Irregular B" as bodyguard to LC Ally-General, @ 1 point.	Up to 14
Extra to upgrade Bedouin LC to "Irregular B" MC, L, Sh, @ 1 point.	Up to 54
Extra to upgrade Bedouin MC to HC, @ 2 points.	Up to ½
Ghuzz horse archers "Irregular C" LC, B, @ 4 points.	Up to 12
Extra to convert Ghuzz horse archers to Arab, @ 1 point.	Any or all
Extra to give Sh to horse archers, @ 2 points.	Any or all
Bedouin scouts "Irregular C" LCm, ½ JLS, ½ JLS or B, Sh, @ 5 points.	Up to 12
Camelry disguised as cavalry "Irregular B" MCm, L, Sh, @ 6 points.	Up to 15
Camel disguised as elephant with "Irregular C" crew of 2 with B, @ 56 points.	Up to 3
Spearmen "Irregular C" LMI, JLS, Sh, or MI, LTS, Sh, @ 3 points.	30 to 60
Swordsmen "Irregular A" LMI, 2HCW, @ 4 points.	Up to 15
Extra to upgrade LMI spearmen or swordsmen to LHI, @ 2 points.	Up to 12
Archers "Irregular C" LMI or LI, B, @ 2 points.	20 to 60
Slingers "Irregular C" LI, up to ½ SS, remainder S, @ 2 points.	Up to 18
Extra to give Sh to swordsmen, archers or slingers, @ 1 point.	Any or all
Javelinmen "Irregular C" LI, JLS, Sh, @ 3 points.	5 to 20
Extra to upgrade LMI spearmen or swordsmen, or LI archers or javelinmen, to mounted infantry on camels, @ 1 point.	Up to 75
Anti-elephant parties "Irregular A" LMI, ½ each body LTS, Sh, ½ JLS, Sh, @ 5 points.	Up to 20
Armenians "Irregular C" LI, B, @ 2 points.	Up to 24
Persians "Irregular C" EHC, L, B, Sh, @ 11 points.	Up to 12
Extra to upgrade any troops but Ghuzz, Armenians or Persians to "Irregular A", @ 1 point if "Irregular B", or @ 2 points if "Irregular C".	Up to 20 or all
Up to 16 irregular command factors @ 25 points.	
Up to 3 irregular command factors @ 10 points to provide archer or LMI spearmen units with an anti-elephant detachment.	

This covers the wars of the Prophet and his elected successors. MI spearmen or Persians cannot be used with an PAS standard. The total of LHI and HC must not exceed 30 figures including generals. Dummy elephants or anti-elephant troops cannot be used unless the opposing army could have elephants. The two varieties of disguised camelry are probably differing descriptions of the same troops, so only one of them can be used. Minimums marked * applies only if any Bedouins or camels are used. Mounted infantry who wish to retain their camels with them after dismounting should be provided with one kneeling camel figure for every four or so infantry figures to indicate their presence. These will not affect enemy cavalry unless visible in the nearest rank. Casualties inflicted on them count as on the unit. The minimum marked ** applies only if no Bedouins are present. Sacred aspects of a PAS standard are ignored by Armenians.

Historians are now trending to the opinion that the original Arab armies may not have been especially fanatical, but that new recruits gained from the conquests of Syria and Egypt were, if only fanatically anti-Byzantine! The most usual tactic was to absorb initial enemy attacks with an infantry defence, then make a single concentrated attack with the great mass of the cavalry, sometimes supported by skirmishers.

**97. TIBETAN.
620 AD to 860 AD.**

C-in-C mounted on horse equipped as Tibetan cataphract, @ 100 points.	1
Sub-General mounted on horse equipped as Tibetan cataphract or Tibetan HC, @ 50 points.	Up to 2
Khamba, Turkic or Uighur Ally-General mounted on horse as HC, L, B, Sh, @ 75 points.	*1 to 2
Nepalese Ally-General on foot as LMI, JLS or B, Sh, @ 75 points.	*1
PA standard to accompany C-in-C, @ 15 points, and P standards to accompany all Sub-Generals and Ally-Generals, @ 5 points.	All or none
Tibetan cataphracts "Irregular B" EHC, L, B, @ 10 points.	19 to 59
Extra to upgrade Tibetan cataphracts to SHC, @ 4 points.	All or none
Tibetan cavalry "Irregular C" MC, L or JLS, B, @ 5 points.	18 to 40
Extra to upgrade Tibetan cavalry to HC, @ 2 points.	Up to 20
Extra to upgrade Tibetan cavalry to "Irregular B", @ 1 point.	Up to 20
Tibetan nomads "Irregular C" LC, B, @ 4 points.	Up to 40
Extra to give JLS to Tibetan nomads, @ 1 point.	Up to 10
Extra to give Sh to any Tibetans, @ 2 points.	Up to ½
Khamba nobles "Irregular A" HC, L or JLS, B, @ 9 points.	Up to 15
Khamba followers "Irregular B" LC, JLS, B, @ 6 points.	*10 to 20
Extra to give Sh to Khambas, @ 2 points.	Up to 25
Turkic or Uighur nobles "Irregular B" HC, L, B, Sh, @ 10 points.	*5 to 25
Turkic or Uighur followers "Irregular C" LC, JLS, B, Sh, @ 7 points.	*24 to 50
Turkic or Uighur infantry "Irregular D". ½ LMI, JLS, Sh, @ 2 points, ½ LI, B, @ 1 point.	Up to 50
Extra to upgrade Turkic or Uighur infantry to "Irregular C", @ 1 point.	All or none
Camel-mounted Turkic or Uighur infantry "Irregular C" LMI, JLS, B, Sh, @ 5 points.	Up to 20
Nepalese archers "Irregular C" LMI or LI, B, @ 2 points.	*24 to 150
Extra to give Sh to Nepalese archers, @ 1 point.	Up to 50
Nepalese javelinmen "Irregular C" LMI, JLS, Sh, @ 3 points.	Up to 15
Extra to upgrade Nepalese to "Irregular B", @ 1 point.	Up to 75
Up to 24 irregular command factors @ 25 points.	

This list covers the Tibetans from the rise of the aggressive Tu-Fan dynasty until its collapse into anarchy. During this period, the Tibetans successfully conquered large areas of China, India and the nomad territories. The Buddhist theocracy had not yet achieved political power. The cataphracts approximate closer to our SHC category than to EHC for most of this period. Camels must be of the two-hump Bactrian variety. Minimums marked * apply only if any troops of that nation are used. Although we think of Tibet as mountainous, most of it is in fact high plateau, so don't expect this army to do well in close terrain unless well supported by allied infantry. If that proviso is met, the ideal terrain is probably scattered bare steep hills with open passes between. Tibetan SHC differ from others in carrying bows, so an immediate charge is not quite as imperative as with most. However, watch out for Chinese crossbows, which will need to be distracted by your other troops.

**98. BURMESE.
620 AD to 1287 AD.**

C-in-C mounted on horse as HC, JLS, Sh if used by MC, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Sub-General mounted on horse as MC, JLS, Sh if used by MC, @ 50 points.	Up to 2
Elephant with "Irregular C" crew of unarmed driver and 6 with B, @ 60 points.	6 to 9
Extra to give JLS to elephant fighting crew, @ 1 point.	Up to ½
Elephants escorts "Irregular C" LI, B or JLS, @ 2 points.	12 to 27
Cavalry "Irregular C" MC, JLS, @ 4 points.	12 to 58
Extra to give Sh to MC, @ 2 points.	Up to 36
Extra to upgrade cavalry to "Irregular B" guardsmen, @ 1 point.	Up to 13
Light cavalry "Irregular C" LC, JLS, @ 4 points.	Up to 16
Spearmen "Irregular C" LMI, JLS, Sh, @ 3 points.	Up to 72
Crossbowmen "Irregular C" LMI or LI, CB, @ 2 points.	Up to 60

Extra to give Sh to LMI crossbowmen, @ 1 point.	All or none
Extra to upgrade spearmen or LMI crossbowmen to "Irregular B", @ 1 point.	Up to 24
Archers "Irregular C" LI or LMI, B, 2 points.	30 to 100
Extra to give JLS to LMI crossbowmen or LMI archers, @ 1 point.	Up to 160
Up to 16 irregular command factors @ 25 points.	
Up to 1 irregular command factor @ 10 points to give elephant unit a detachment of elephant escort LI.	

This list covers the period from the first Chinese contact until the Mongol conquest. Elephants are described as having 12 or more fighting crew seated in two tiers. There is no objection to models having this number of things, indeed, I recommend it for the sake of appearance, but only 6 can fight and are costed. The fighting power of these extra figures is instead represented by the elephant escort infantry. There must be between 2 and 3 escorts per "Irregular C" elephant model. Up to half of an elephant model's fighting crew can be double-armed with JLS and B, but if so, there must be at least 1 escort with JLS for every 3 elephant crew with JLS. Cavalry horses were not apparently trained to be elephant proof like Indian cavalry, so the cavalry fought well separated. The standard tactic was to attack in the centre with a single massive clump of elephants protected by their escorts and possibly other archers. The C-in-C remained out of danger behind the centre protected by his guard infantry, and other generals led strong forces of cavalry supported by infantry to envelop and attack the enemy flanks. The massed elephant charge was considered very dangerous by opponents, and the archery of the crews and escorts during the approach was considerable. This army can be thought of as combining the Indian features of elephants and archery with the Chinese features of mixed spear-and-crossbow units and massed cavalry. Since Chinese and Indian armies are both well regarded, it might therefore repay attention.

99. THEMATIC BYZANTINE. 650 AD to 963 AD.

C-in-C mounted on horse as EHC, L, D if used by any EHC, Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 30 points.	1
Sub-General mounted on horse as EHC, L, D if used by any EHC, Sh, @ 50 points.	Up to 2
Khurrami Ally-General mounted on horse as HC or EHC, L, B, Sh, @ 75 points.	*1
P standard to accompany Sub-General, @ 10 points, or Ally-General, @ 5 points.	All or none
Kataphraktoi "Regular C", ½ each unit EHC, L, Sh, @ 12 points, ½ HC, B, @ 8 points.	33 to 177
Extra to give Sh to HC kataphraktoi, @ 2 points.	Any or all
Extra to upgrade each and every kataphraktos of one unit to "Regular A" @ 2 points.	Up to 11
Extra to upgrade each and every kataphraktos of a unit to "Regular B" as excubitoi, arithmos or ikanatoi, @ 1 point.	Up to 36
Extra to give D to "Regular B" EHC kataphraktoi, @ 2 points.	All or none
Trapezittoi "Regular C" LC, L, JLS, Sh, @ 10 points.	Up to 12
Horse archers "Regular C" LC, B, @ 6 points.	Up to 12
Extra to give Sh to "Regular C" LC, @ 2 points.	Any or all
Skutattoi "Regular C", ¼ each unit EHI, LTS, Sh, @ 8 points, ¼ HI, LTS or JLS or HTW, Sh, @ 6 points, ¼ HI, B, @ 5 points, ¼ HI, LTS, Sh, @ 6 points.	Up to 48
Extra to give D to skutattoi already armed with LTS or JLS, @ 1 point.	Any or all
Extra to upgrade skutattoi to mounted infantry with mules, @ 2 points.	All or none
Psiloi "Regular C" LMI or LI, B, @ 3 points.	Up to 48
Extra to give Sh to skutattoi or psiloi with B, @ 1 point.	Any or all
Extra to upgrade LMI psiloi to LHI, @ 2 points.	Up to ½
Psiloi "Regular C" LI, up to ½ CB or S or SS, remainder JLS, Sh, @ 4 points.	Up to 24
Extra to give D to psiloi with JLS, @ 1 point.	Any or all
Camp servants "Irregular D" LI, up to ½ SS, remainder S, @ 1 point.	**12 to 30
Light bolt-shooter with "Regular C" crew of 2, @ 20 points.	Up to 2
Caltrops to cover front of 4 skutattoi figures, @ 4 points.	Up to 3
Greek fire syphoner "Regular B" EHI, small syphon, Sh, @ 20 points.	Up to 6
Khurrami nobles "Irregular B" HC, L, B, Sh, @ 10 points.	*11 to 35
Extra to upgrade Khurrami HC to EHC, @ 2 points.	Up to 11
Khurrami skirmishers "Irregular C" LC, B, @ 4 points.	Up to 24
Armenian nobles "Irregular B" HC, L, Sh, @ 9 points.	*6 to 12

Georgians "Irregular B" HC, L, B, Sh, @ 10 points.	Up to 12
Alans "Irregular B" LC, B, @ 5 points.	Up to 12
Pechenegs "Irregular C" LC, B, @ 4 points.	Up to 24
Bulgars "Irregular C" LC, B, @ 4 points.	Up to 12
Extra to give Sh to Khurrami, Alan, Pecheneg or Bulgar LC, @ 2 points.	Up to 48
Extra to give JLS to Alan, Pecheneg or Bulgar LC, @ 1 point.	Up to 24
Armenian spearman "Irregular C" LMI, JLS, Sh, @ 3 points.	Up to 12
Armenian archer "Irregular C" LI, B, @ 2 points.	Up to 24
Reduction to downgrade any "Regular C" to "Regular D", @ -1 point.	Up to 1/2
Reduction to downgrade "Regular D" EHC to HC, HC to MC, EHI to HI, or HI to MI, @ -2 points.	Any or all
Up to 16 regular command factors @ 10 points.	
Up to 2 regular command factors @ 5 points to split off skutatoi units' HTW-armed HI into detachments.	
Up to 16 irregular command factors @ 25 points.	

This list covers the period during which the Byzantine army was mostly a part-time defensive territorial force. The full-time element was called the tagmata and consisted of the scholae, excubitoi, arithmos and ikanatoi. Artillery and any irregulars except camp servants cannot be used unless the scholae, excubitoi and arithmos are all used. Regulars cannot be downgraded if any tagmata units are used. This is because downgraded troops represent the second line forces of a single theme which were not taken into the field unless better quality reinforcements were not available. Minimums marked * apply only if any troops of that nationality are present. The minimum marked ** applies only if any artillery is used. There is no direct evidence for the use of D by cavalry during this period, but they were used by some front rank troops during the next. They were not always used by infantry, but were available for issue if specially required. The use of shields by men armed with B was forbidden by Leo in his "Strategicon", but remained normal. Regular LC, especially horse archers, became progressively rarer. Caltrops were mainly used to supplement the defences of the camp. They cannot be used unless the opposing army could have elephants or camels. Khurrami were a Persian tribe that came over to the Byzantines. The PA standard would be the Labarum if the tagmata are present, otherwise the banner of the theme. This may have looked similar, or may have had some special symbolic motif such as an allegorical female figure. Byzantine tactics depended almost entirely on the kataphraktoi. Infantry could form a rallying point in the rear of the kataphraktoi, or be sent forward, often by a flank march, to seize dominating terrain commanding the enemy rear. The skutatoi were often mounted on mules to facilitate this. The army's greatest weakness is when fighting in close terrain, but I find that shielded LMI archers are very useful for both seizing woods or hills and for influencing the enemy from them afterwards. The army is a longstanding favourite of mine. Kataphraktoi can fight in African.

100. ARAB EMPIRE. 660 AD to 969 AD.

C-in-C mounted on horse as HC, L, Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points if carried by irregular, or @ 30 points if carried by regular.	1
Sub-General mounted on horse as HC, L, Sh, @ 50 points.	Up to 4
P standard to accompany each Sub-General, @ 5 points if carried by irregular, or @ 10 points if carried by regular.	All or none
Arab jund cavalry "Irregular B" MC, L, Sh, @ 8 points.	19 to 97
Extra to upgrade jund MC to HC, @ 2 points.	Up to 33
Arab khawarij "Irregular A" MC, L, Sh, @ 9 points.	Up to 12
Desert Arab cavalry "Irregular C" LC, L or JLS, Sh, @ 7 points.	*12 to 24
Persians "Irregular C" EHC, L, B, Sh, @ 11 points.	Up to 12
Khorasanians "Irregular C" LC, B, @ 4 points.	**20 to 48
Khorasanian guard "Irregular B" HC, B, Sh, @ 9 points.	Up to 11
Arab spearmen "Irregular C" or "Regular D" MI, LTS, Sh, @ 3 points.	***36 to 72
Arab archers "Irregular C" or "Regular D", MI if integral in LTS unit, otherwise LI, B, @ 2 points.	***6 to 36

101. EAST SUDANESE OR ABYSSINIAN. 660 AD to 1520 AD.

C-in-C mounted on horse as EHC or HC, JLS, Sh, or on camel as MCm, JLS, Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	Up to 1
Sub-General mounted on horse as EHC, HC or LC, JLS, Sh, or on camel as MCm, JLS, Sh, or on foot as LMI, JLS, Sh, @ 50 points.	Up to 2
P standard to accompany Sub-General, @ 5 points.	All or none
Sudanese camelry "Irregular C" MCm, JLS, Sh, @ 5 points.	Up to 44
Sudanese or Abyssinian cavalry "Irregular C" LC, JLS, Sh, @ 6 points.	*9 to 54
Extra to upgrade camelry or cavalry to "Irregular B", @ 1 point.	Any or all
Extra to upgrade "Irregular B" cavalry to HC, @ 2 points.	Up to 17
Extra to further upgrade HC to EHC, @ 2 points.	Up to ½
Spearmen "Irregular C" LMI, JLS, Sh, @ 3 points.	50 to 250
Archers "Irregular C" LMI or LI, B, @ 2 points.	**40 to 100
Abyssinian swordsmen "Irregular C" LMI, 2HCW, @ 2 points.	Up to 20
Extra to give Sh to Sudanese archers or Abyssinian swordsmen, @ 1 point.	Any or all
Javelin skirmishers "Irregular C" LI, JLS, Sh, @ 3 points.	*20 to 30
Extra to upgrade Abyssinians to "Irregular A", @ 1 point if "Irregular B", or @ 2 points if "Irregular C".	Up to 60
Up to 16 irregular command factors @ 25 points.	

This list covers both nations from the time the wave of Arab conquest lapped up to them until the introduction of firearms by Portuguese traders. A Sudanese army cannot include any Abyssinian troops, nor an Abyssinian army any Sudanese. A Sudanese army that uses any camels cannot have any horses, even for generals. Minimums marked * apply only to Abyssinian armies, and the minimum marked ** applies only to Sudanese armies. An Abyssinian army must have at least 6 times as many spearmen as archers. The Sudanese adopted Islam, while the Abyssinian kingdom retained a distinctive and occasionally somewhat fanatical variety of Christianity. The main tactic of both nations was an aggressive charge right along the line, but Sudanese would do better in open or desert terrain, and Abyssinians better among steep hills. An early Sudanese army is the only army of its era to place reliance on large numbers of charging camels, and it is perhaps fortunate for opponents that at that time even Sudanese nobles lacked armour!

102. LATER FRANKISH, BRETON OR NORMAN. 700 AD to 1072 AD.

C-in-C mounted on horse, as EHC or HC, JLS, Sh, if Breton, or as JLS or L* or L, Sh, if Norman, otherwise JLS or L*, Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Sub-General mounted on horse as EHC or HC, JLS, Sh, if Breton, or as HC, L, Sh, if Lombard, otherwise as HC, JLS or L*, Sh, @ 50 points.	Up to 3
Extra to upgrade Sub-General to Ally-General, @ 25 points.	Up to 2
Viking Ally-General on foot or mounted on horse as LHI, 2HCW, Sh, @ 75 points.	**1
P standard to accompany Sub-General or Ally-General, @ 5 points.	All
Frankish, Lotharingian or German caballarii "Irregular B" HC, JLS or L*, Sh, @ 9 points.	**23 to 49
Frankish, Lotharingian or German retainers "Irregular C" MC, JLS, Sh, @ 6 points.	Up to 50
Lombard caballarii "Irregular B" HC, L, Sh, @ 9 points.	Up to 23
Lombard retainers "Irregular C" MC, L or JLS, Sh, @ 6 points.	Up to 24
Extra to upgrade Frankish, Lotharingian or Lombard retainers to "Irregular B", @ 1 point.	Any or all
Breton caballarii "Irregular C" HC, JLS, Sh, @ 8 points.	**11 to 42
Extra to upgrade Breton caballarii to "Irregular B" if Breton C-in-C or Ally-General present, @ 1 point.	Any or all
Extra to upgrade Breton "Irregular B" caballarii to EHC, @ 2 points.	Up to 5
Breton light cavalry "Irregular C" LC, JLS, Sh, @ 6 points.	Up to 20
Gascon light cavalry "Irregular C" LC, JLS, Sh, @ 6 points.	Up to 10

Arab slingers "Irregular C" LI, ½ S, ½ S or SS, @ 2 points.	Up to 12
Arab hadjis "Irregular A" LMI, JLS or 2HCW, @ 4 points.	Up to 12
Extra to give Sh to Arab archers, slingers or hadjis, @ 1 point.	Any or all
Hashariyan levy "Irregular D" MI, LTS, Sh, @ 2 points.	Up to 50
Syrian or Lebanese "Irregular D" LI, ½ B, ½ S, @ 1 point.	Up to 36
Egyptian sailors "Irregular C" LMI or LI, ½ JLS, ½ JLS or B, Sh, @ 3 points.	Up to 30
Daylami "Irregular C" LMI, up to ¼ CB @ 2 points, up to ¼ B @ 2 points, rest JLS, Sh, @ 3 points.	Up to 12
Afghans "Irregular B" LMI, JLS, Sh, @ 4 points.	Up to 12
Indians "Irregular C" LMI, B, @ 2 points.	Up to 12
Russ "Irregular B" MI. Up to ½ B, Sh, rest JLS, Sh, @ 4 points.	Up to 12
Extra to upgrade Russ to HI, @ 2 points.	Up to ½
Berber infantry "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 30
Arab jund camelry disguised as cavalry "Irregular B" MCm, L, Sh, @ 6 points.	Up to 6
Desert Arab camelry "Irregular C" LCm, JLS or B, Sh, @ 5 points.	Up to 12
Extra to upgrade any Arab or Daylami infantry to mounted infantry on camels, @ 1 point.	Up to 75
Turkish ghulams "Irregular C" HC, JLS, B, Sh, @ 9 points.	****20 to 48
Berber ghulams "Irregular C" LC, JLS, Sh, @ 6 points.	Up to 12
Sudanese ghulams "Irregular C" LMI, ½ JLS, ½ B, Sh, @ 3 points.	Up to 48
Slav ghulams "Irregular C" LMI, JLS, Sh, @ 3 points.	Up to 24
Extra to upgrade elite ghulams to "Irregular B", @ 1 point.	Up to 22
Sultan's slaves "Irregular B" LMI, 2HCW, Sh, @ 4 points.	Up to 11
Extra to upgrade Khorasanian guard, all ghulams and sultan's slaves from irregular to regular, @ 2 points for cavalry, or 1 point for infantry.	All or none
Extra to further upgrade sultan's slaves or Turkish ghulams from "Regular B" to "Regular A", @ 1 point.	Up to 33
Elephant with "Irregular C" crew astride of unarmed driver, 1 with P, 1 with B, @ 40 points.	Up to 1
10 mina stone-thrower with "Irregular C" crew of 3, @ 50 points.	Up to 2
3 talent man-powered stone-thrower with "Irregular C" crew of 5, @ 100 points.	Up to 1
Naptha missile for stone-thrower, @ 10 points.	Up to 10
Naffatun "Irregular C" LI with hand-hurled naptha bombs, @ 16 points.	Up to 10
Up to 16 regular command factors @ 10 points.	
Up to 18 irregular command factors @ 25 points.	

This list covers the period from the death of Ali until the triumph of his Fatamid descendants. Jund are the tribes of the Arab conquest, now settled as a paid military caste in permanent camps on the borders. Khawarij are volunteers in advanced posts, wearing red shirts, poor, and anxious to get rich by raiding. Desert Arabs are those that stayed in their ancestral territories. Hadjis are religious fanatics. Hashariya are the successors to the Sassanid levies. Khorasanians were imported by the Abbasids to supplement the jund as the latter declined in quality. They were in turn replaced by slave troops called ghulams. The total of Khorasinian and ghulam cavalry must not exceed 60 figures. The sultan's guard existed, but its type is obscure. I have included it in the form given to allow romantics to utilise the Hollywood giant negroes with two-handed sword produced by two figure manufacturers and Lamming's ornate Arab shield! Non-romantics can use some of their Turkish ghulams to guard the caliph if they prefer. Whether any of the troops were sufficiently drilled to be classed as regular could be a matter for dispute. The question is not likely to be settled until some of the several surviving Arab military manuals have been translated, but I am currently prepared to give the benefit of the doubt. The minimum marked * applies only if any desert Arab cavalry or camelry are used, that marked ** if any Khorasanians are used, those marked *** if any Arab infantry are used, and that marked **** if any ghulams are used. A naptha missile for a stone-thrower can only be used once. Naffatun can throw hand missiles repeatedly. Standard tactics were still to absorb enemy attacks and then counter-attack fiercely. The first line often consisted of foot archers, the second of infantry spearmen, and the last of cavalry. Elite units most often occupied the central sector of each line. Elephants were often used in advance to break up enemy cavalry charges, though this would not work too well against an enemy strong in foot archers or crossbows.

Magyars "Irregular C" LC, B, @ 4 points.	Up to 15
Extra to give Sh to Magyars, @ 2 points.	Any or all
Extra to give JLS to Magyars, @ 1 point.	Any or all
Norman caballarii "Irregular B" HC, JLS or L* or L, Sh, @ 9 points.	**23 to 49
Extra to upgrade Norman caballarii to "Irregular A" if Norman C-in-C or Ally-General present.	Up to 14
Norman retainers "Irregular C" MC, JLS or L, Sh, @ 6 points.	Up to 60
Extra to upgrade Norman retainers to HC, @ 2 points.	Up to 50
Spearman "Irregular C" MI, JLS, Sh, @ 3 points.	Up to 50
Extra to upgrade spearman to HI, @ 2 points.	Up to 36
Extra to upgrade HI spearman to "Irregular B" as dismounted knights, @ 1 point.	All or none
Swabians "Irregular C" HI, 2HCW, Sh, @ 5 points.	Up to 20
Archers "Irregular C" LI, B, @ 2 points.	Up to 40
Crossbowmen "Irregular C" LI, CB, @ 2 points.	Up to 24
Staff slingers "Irregular C" LI, SS, @ 2 points.	Up to 20
Viking huscarls "Irregular B" LHI, 2HCW or JLS, Sh, @ 6 points.	**11 to 24
Viking bondi spearman "Irregular C" LMI, JLS, Sh, @ 3 points.	**32 to 48
Extra to upgrade bondi spearman to LHI, @ 2 points.	Up to 16
Viking bondi archers "Irregular C" LMI, B, Sh, @ 3 points.	Up to 16
Extra to give JLS to bondi archers, @ 1 point.	Up to 16
Viking skirmishers "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 10
Extra to upgrade all "Irregular C" Vikings to "Irregular B", @ 1 point.	All or none
Viking berserks "Irregular A" LMI, 2SA, @ 5 points, or 2HCW, @ 4 points.	Up to 6
Extra to give Sh to berserks, @ 1 point.	All or none
Slavs "Irregular C" LMI, JLS, Sh, @ 3 points.	Up to 20
Lombard archers "Irregular C" LMI, B, Sh, @ 3 points.	Up to 48
Peasants "Irregular D" LMI, IPW, @ 1 point.	Up to 100
Up to 18 irregular command factors @ 25 points.	

This list covers the period from the Frankish switch-over from infantry to cavalry until the completion of the Norman conquest of England, the capture of Palermo and organisation of a Sicilian Norman state, and the rebirth of a strong central monarchy in France. More important, its end coincides with the nearly universal adoption of the couched lance. This seems to have been acquired from the Byzantines and Lombards by the Normans in Italy, and transmitted back from there to Normandy, and then on to France. The Bayeux tapestry shows many knights with lances couched, but a remnant of the old school still thrusting over-arm or throwing, indicating that the change is almost complete in 1066 AD. Another indication is that the Norman mercenaries in Italy, ridden down by Byzantine lancers at Cannae in 1018 AD, reverse the roles at Monte Maggiore in 1041 AD. However, while the great majority of earlier depictions in art show Frankish cavalry thrusting overarm, there is a minority showing the couched position. In order to distinguish troops showing this behaviour from others like the Bretons who invariably threw their weapons, I have marked them as JLS or L*. A player choosing to specify all such troops in his army as L* counts every 3rd figure that is currently entitled to shoot or fight of such a unit as armed with L, the rest as armed with JLS. A general figure so specified can choose which weapon to count when fighting another general in single combat, but otherwise is treated as any other figure. The option to upgrade Norman caballarii to "Irregular A" is in recognition that their charge was often unusually impetuous, and that the berserk enthusiasm of their ancestors may have carried over in a new form. The option is not extended to Norman mercenaries in other lists, or to Normans serving under a foreign general other than as allies. Normans, Bretons and Lombards were all vassals of Frankish kings, but often regarded this as either an imposition or a minor courtesy of little real importance. Vikings cannot be used with Normans, Lombards or Swabians, or Magyars with Normans or Vikings. Minimums marked ** apply only if any troops of that nationality are used. The armies of Charlemagne and William the Conqueror should not require too much of a boost from me! Norman caballarii, Viking huscarls and berserks, and Slavs can fight in wedge.

103. ANDALUSIAN. 710 AD to 1110 AD.

C-in-C mounted on horse as HC, L, Sh, or on foot as HI, LTS, JLS, Sh, or 2HCW, Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Sub-General mounted on horse as HC, L, Sh, if Arab, as HC or LC, L, Sh, if Andalusian, or as HC or LC, JLS, Sh, if Berber, @ 50 points.	Up to 2

P standard to accompany Sub-General, @ 5 points.	All or none
Extra to double cost of standard if carried by regular bodyguard.	Any or all
Christian Spanish Ally-General mounted on horse as HC, JLS, Sh, @ 75 points.	*1
P standard to accompany Christian Spanish Ally-General, @ 5 points.	*1
Arab cavalry "Irregular B" MC, L, Sh, @ 8 points.	**14 to 42
Extra to upgrade Arab cavalry to HC, @ 2 points.	Up to 1/2
Andalusian cavalry "Irregular C" LC, L, Sh, @ 6 points.	***12 to 42
Extra to upgrade Andalusian LC to "Regular C" HC, @ 4 points.	Up to 18
Extra to upgrade Andalusian LC to "Irregular A" as mujahids, @ 2 points.	Up to 6
Berber cavalry "Irregular C" LC, JLS, Sh, @ 6 points.	Up to 72
Extra to upgrade Berber LC to "Irregular B" bodyguard for Berber Sub-Generals, @ 1 point.	Up to 10
Extra to further upgrade Berber "Irregular B" LC to HC, @ 2 points.	Up to 5
Negro cavalry "Irregular C" LC, L, Sh, @ 6 points.	Up to 6
Negro or Andalusian horse archers "Irregular C" LC, B, Sh, @ 6 points.	Up to 6
Extra to upgrade all Negro LC to "Regular C", @ 2 points.	All or none
Christian cavalry "Irregular B" HC, JLS, Sh, @ 9 points.	Up to 19
Berber javelinmen "Irregular C" LI, JLS, Sh, @ 3 points.	**72 to 120
Berber archers "Irregular C" LI, B, @ 2 points.	Up to 24
Berber slingers "Irregular C" LI, S, @ 2 points.	Up to 12
Extra to give Sh to Berber archers or slingers, @ 1 point.	Up to 24
Extra to upgrade all Berber LI to "Irregular A", @ 2 points.	All or none
Andalusian spearmen "Irregular C" or "Regular D" MI, LTS, JLS, Sh, @ 4 points.	***72 to 96
Andalusian archers "Irregular C" or "Regular D" LI or MI, B, @ 2 points.	***24 to 36
Andalusian slingers "Irregular C" or "Regular D" LI or MI, SS, @ 2 points.	Up to 20
Christian crossbowmen "Irregular C" LMI, CB, @ 2 points.	Up to 12
Negro spearmen "Irregular C" LMI or MI, JLS, Sh, @ 3 points.	Up to 36
Negro archers "Irregular C" LI, B, @ 2 points.	Up to 10
Negro slingers "Irregular C" LI, S, @ 2 points.	Up to 10
Extra to give Sh to Negro archers or slingers, @ 1 point.	Any or all
Extra to upgrade all Negro MI, LMI and LI to "Regular C", @ 1 point.	Any or all
Extra to upgrade Andalusian HC to "Regular A" bodyguard, @ 2 points.	Up to 4
Extra to upgrade Christian cavalry to "Regular A" bodyguard, @ 3 points.	Up to 15
Extra to upgrade Christian crossbowmen to "Regular B" guard, @ 2 points.	Up to 12
Extra to upgrade Negro MI from "Irregular C" to "Regular A", @ 3 points.	Up to 24
Up to 8 regular command factors @ 10 points.	
Up to 1 regular command factor @ 5 points to provide "Regular A" Christian cavalry bodyguard with a detachment of "Regular B" Christian crossbowmen.	
Up to 18 irregular command factors @ 25 points.	

This list covers Moslem armies in Spain from the original invasion until the completion of the Murabit reconquest. 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 arriving in 741 AD. I use Andalusian to mean Moslems born in Spain. Berber cavalry, Negroes and Christian troops were introduced later as mercenaries. The most famous Christian Ally-General was El Cid, who will be good value in a wargames army if specified at the start of a game as rash. Minimums marked * apply only if more than 12 irregular Christian cavalry or a Christian general are used. Minimums marked ** apply only if no Andalusians are used. Minimums marked *** apply only if any Andalusians are used. Arabs or "Irregular A" Berber infantry cannot be used together with Christians, Negroes, any regular troops, or more than 10 Berber cavalry. Only 1 unit, as opposed to body, of guards is allowed. Normal tactics were to receive the enemy with a defence of spearmen supported by archers, then counter-attack with cavalry previously sheltering behind the infantry.

104. FEUDAL SPANISH. 711 AD to 1350 AD.

C-in-C mounted on horse and equipped as hidalgo, @ 100 points.	1
Sub-General mounted on horse and equipped as hidalgo, @ 50 points.	Up to 2
PA standard to accompany C-in-C, @ 15 points, and P standards to accompany Sub-Generals, @ 5 points.	All

Extra to double cost of P standards of Sub-Generals representing the Masters of Santiago and Calatrava if military orders upgraded to regular.	All
Hidalgos "Irregular B" HC, JLS, Sh, @ 9 points.	9 to 36
Extra to upgrade hidalgos to "Irregular A" HC, as Hermangildas, @ 1 point.	Up to 10
Extra to upgrade hidalgos to "Irregular B" EHK, L, Sh, @ 6 points.	Any or all
Infanzones and caballeros villanos "Irregular C" HC, JLS, Sh, @ 8 points.	*20 to 39
Jinetes "Irregular C" LC, JLS, Sh, @ 6 points.	Up to 72
Mounted crossbowmen "Irregular C" LC, CB, @ 4 points.	Up to 12
Spearman "Irregular C" MI, JLS, Sh, @ 3 points.	**32 to 96
Crossbowmen "Irregular C" MI, CB, @ 2 points.	Up to 24
Extra to upgrade spearmen or crossbowmen to HI, @ 2 points.	Up to 36
Archers "Irregular D" MI if integral to spearmen unit, otherwise LI, B, @ 1 point.	**16 to 44
Slingers "Irregular D", up to 1/2 LI, S, remainder LI or MI, SS, @ 1 point.	**12 to 48
Extra to upgrade all archers and slingers to "Irregular C", @ 1 point.	All or none
Javelinmen "Irregular C" LI or LMI, JLS, @ 2 points.	Up to 24
Mules or donkeys to mount any of infantry above, @ 2 points.	Up to 60
Almughavars "Irregular B" LMI, JLS, all HTW or all LTS, @ 4 points.	Up to 12
Extra to upgrade hidalgos to "Irregular A" as belonging to military orders, @ 1 point.	Up to 22
Extra to upgrade all "Irregular A" to "Regular A", @ 2 points.	All or none
Extra to upgrade "Irregular C" HC to "Regular C", @ 2 points, or similarly upgrade spearmen or crossbowmen, @ 1 point, as sergeants of military orders.	Up to 48
Pavise to be carried by crossbowman marching on foot, @ 1 point.	Up to 12
Up to 6 regular command factors @ 10 points.	
Up to 24 irregular command factors @ 25 points.	

This list covers all Christian Spanish armies from the destruction of the Visigothic kingdom until the introduction of plate armour. EHK cannot be used before 1175 AD, or HC hidalgos after 1275 AD. Upgrading as military orders is not allowed before 1120 AD. Whether the military orders should be classed as regular, or whether their hidalgos should instead be classed as "Irregular A" fanatics is uncertain, but I incline towards the former. The orders might also employ LC or LI who would certainly be irregular. The orders cannot be used together with Hermangildas. Minimums marked * apply only if any EHK are used. Minimums marked ** apply only if any infantry are used. I do not consider it wise to try and differentiate between troops of different nationalities that apparently have identical capabilities. That being so, the main military orders can include individual figures from the minor Spanish orders or foreign orders, the hidalgos can include foreign volunteers and crusaders, and the light cavalry and infantry can be either Moslem or Christian types. The crossbow-armed LC and staff slingers are taken from contemporary illustrations. Slingers, javelinmen and archers did not carry shields. CB cannot be used before 1000 AD. The standard tactic was an immediate impetuous cavalry charge, with the infantry remaining to the rear in support to be rallied on. The heaviest cavalry would occupy the centre.

105. MEXICAN. 770 AD to 1521 AD.

C-in-C on foot as LMI, 2HCW or JLS, D or B or S, Sh, @ 100 points.	1
PA standard carried by C-in-C, @ 15 points.	1
Sub-General on foot as LMI, 2HCW or JLS, D or B or S, Sh, @ 50 points.	Up to 3
Extra to upgrade Sub-General to Ally-General, @ 25 points.	Any or all
P standard carried by Sub-General or Ally-General, @ 5 points.	All
Extra to double cost of PA or P standard if bearer accompanied by regulars.	All
Aztec warrior priests "Irregular A" LMI, 2HCW, D, Sh, @ 6 points.	*5 to 6
Extra to count warrior priest unit as combatant religious contingent, @ 85 points.	Up to 1
Aztec eagle knights "Regular A" LMI, 2HCW or JLS, D, Sh, @ 7 points.	*10 to 16
Aztec jaguar knights "Regular A" LMI, 2HCW or JLS, D, Sh, @ 7 points.	*10 to 24
Aztec arrow knights "Regular A" LMI, 2HCW, B, Sh, @ 7 points.	Up to 11
Aztec quachic veterans "Regular A" LMI, JLS, Sh, @ 6 points.	Up to 24
Aztec apprentices "Regular C" LMI, JLS, Sh, @ 4 points.	*10 to 48
Extra to upgrade Aztec apprentices to "Regular B", @ 1 point.	Up to 18
Otomi "Irregular A" LMI, 2HCW, D or B, Sh, or JLS, 2HCW or B, Sh, @ 6 points.	Up to 30

Warriors "Irregular C" LMI or MI, 2HCW, Sh, @ 3 points.	Up to 40
Extra to give D to any warriors with 2HCW except Maya, @ 1 point.	All
Warriors "Irregular C" LMI or MI, JLS or LTS, Sh, @ 3 points.	40 to 200
Extra to give D to any warriors with JLS except Maya, @ 1 point.	Up to 100
Extra to give S to any LMI warriors with JLS, @ 1 point.	Up to 160
Warriors "Irregular C" MI or LMI or LI, B, Sh, @ 3 points.	Up to 60
Warriors "Irregular C" LMI or LI, S, Sh, @ 3 points.	Up to 40
Warriors "Irregular C" MI or LMI or LI, D, Sh, @ 3 points.	Up to 20
Extra to upgrade warriors to "Irregular B" as bodyguards for non-Aztec generals, @ 1 point.	Up to 33
Extra to upgrade all Aztec warriors to "Regular B" LMI or LI, @ 2 points.	All
Extra to upgrade all Tabascan warriors to "Irregular B" LMI or LI, @ 1 point.	All
Up to 12 regular command factors @ 10 points.	
Up to 4 regular command factors @ 5 points to provide units of knights or quachics with a detachment of apprentices.	
Up to 18 irregular command factors @ 25 points.	

This list covers the armies of the Toltecs, Mixtecs, Maya, Teporecs, Aztecs, and such neighbours and victims of the Aztecs as Culhuaca, Tabasca and Tlascalca. Primary sources are few and secondary sources confused, but the list is reasonably consistent with all of them. The major problem has been deciding whether the combination of formal military organisation with individual-oriented combat techniques of the more advanced states is best simulated by regular loose formation or irregular close formation figures. The solutions adopted emphasise the differences between neighbours. Reasons for making the later Aztecs regular loose formation include them being a nation permanently organised for aggression, the existence of formal unit organisation, uniforms and training, and their greater mobility and effectiveness in city and amphibious fighting than their later Spanish opponents. The 2HCW represents the two-handed version of the maquauhuilit. Its obsidian edges, though better than metal against flesh, would probably have shattered against metal armour, but I have given it the benefit of the doubt because of its residual value as a heavy club. D represents the short javelin launched by the atlatl throwing stick. JLS represents an approximately 6 foot spear with head edged with obsidian and a longer spear thrown by the Maya. LTS represents a spear longer than a Spanish lance and edged with obsidian over up to 5 feet of its length. Only Mixtecs, Aztecs and Tlascalans can use LTS. Maya cannot use D. Toltecs cannot use B. Mixtecs cannot use 2HCW, JLS, D or S. Toltecs, Mayans and Tabascans cannot use MI. Other nations cannot use both MI and LMI warriors. Although several nations had knights, only the Aztecs seem to have organised them into distinct units rather than scattering them through the lesser warriors. Eagle knights were used to absorb the first shock of contact with the enemy centre. Jaguar knights protected the flanks and provided advance and rearguards. Arrows are variously stated to have been archer specialists and to have been the ruler's bodyguard. Knights dressed in a costume resembling their name beasts, except that arrows used any bird **except** the eagle. Men similarly dressed in puma and coyote costumes may have been lesser orders of knights, but there is some evidence that the former may have been warrior priests. Cuachics were of lesser social status than knights, but equally efficient. They probably provided the instructors for the apprentices, who were noble youths being thoroughly trained in arms. The best of the apprentices accompanied knights and warrior priests on campaign, to carry their baggage and act as a battle reserve. The remainder might be attached to the cuachics in final reserve. Otomi were an elite found in Tlatelulco, a sister island to the main Aztec island capital of Tenochtitlan, and in larger numbers as border guards and assault troops at Tlascalca. They shaved their heads, and were described as "slightly mad, but great warriors". Aztecs cannot have more than 10 Otomi. Minimums marked * apply only if any regular Aztecs are used. A Mexican army's missile strength, two-handed weapons and sheer numbers make it an opponent worthy of respect, and it is possibly the most colourful of all armies to paint. Obsidian should be painted a glossy green or black. Metallic greens, blues and reds are useful for depicting featherwork.

106. VIKING. 790 AD to 1070 AD.

C-in-C on foot or mounted on horse as LHI, 2HCW, Sh, @ 100 points.	1
Raven PA standard to accompany C-in-C, @ 15 points.	*1
Extra to upgrade PA standard to SAP with magical raven, @ 85 points.	Up to 1
Sub-General on foot or mounted on horse as LHI, 2HCW, Sh, @ 50 points.	Up to 2
English rebel Sub-General on foot or mounted on horse as HI, 2HCW, Sh, @ 75 points.	**1
P standard to accompany C-in-C or Sub-General, @ 5 points.	Any or all

Huscarls "Irregular B" LHI, 2HCW or JLS, Sh, @ 6 points.	14 to 72
Bondi spearmen "Irregular C" LMI, JLS, Sh, @ 3 points.	60 to 240
Bondi axemen "Irregular C" LMI, 2HCW, Sh, @ 3 points.	Up to 12
Bondi archers "Irregular C" LMI, B, Sh, @ 3 points.	Up to 48
Extra to give JLS to bondi archers, @ 1 point.	Any or all
Extra to upgrade bondi to LHI, @ 2 points.	Up to 60
Berserks "Irregular A" LMI, 2SA, @ 5 points, or 2HCW, @ 4 points.	6 to 24
Extra to give Sh to berserks, @ 1 point.	All or none
Skirmishers "Irregular C" LI, ½ JLS or S, ½ JLS or B, Sh, @ 3 points.	Up to 24
Gall Gael "Irregular A" LMI, JLS, Sh, @ 5 points.	Up to 15
Irish "Irregular C" LMI, JLS, Sh, @ 3 points.	Up to 30
English rebels "Irregular B" HI, 2HCW, Sh, @ 6 points.	**7 to 11
Flemings "Irregular C" MI, LTS, Sh, @ 3 points.	Up to 24
Extra to upgrade Flemings to HI, @ 2 points.	All or none
Horses to mount huscarls and English, @ 2 points.	Up to 83
Horses to mount whole army, @ 2 points.	All or none
Up to 16 irregular command factors @ 25 points.	

This list covers the period from the first raids on Britain until the widespread use of true cavalry. Huscarl is used to include all men maintained permanently in arms by kings or chieftains, and bondi to include the mass of the army, whether farmers called up for home defence or a national war, or opportunistic raiders seeking loot. The English word "yeoman" is a better translation of bondi than "peasant" or "serf". I have been convinced by the arguments of others that huscarls and bondi should be based as loose formation rather than close formation troops. The most telling points were that Vikings come from wooded and mountainous areas, that they fight efficiently from ships, that Saxons opposing them seem to have been formed closer, and that the looser formation increases the swiftness of attacks, making my own Viking army much more deadly than before! Troops specified as armed with JLS include those primarily depending on spears and those with single-handed axe or sword used in conjunction with hurled spears or javelins. I can find no evidence for two-handed axes being combined with javelins, or to justify classing hand-hurled weapons as HTW. JLS can be taken as the average of a large variety of hand-hurled weapons to individual taste. Berserks must cast their shields away when they charge, but find them useful until then. A mixture of figures depicted gnawing shield rims with others moving forward with shield cast down behind them looks good. Berserks were found in numbers only in the armies of kings or important war leaders. The minimum marked * applies only if more than 6 berserks or more than 14 huscarls are used. Minimums marked ** apply only if any English or Flemings are used. An English Sub-General must command any English and Flemings present, but can also command Vikings or other troops. Tostig Godwinson in 1066 is the best known example, but there were others, including his brother Harold! The typical Viking battle formation was the svynfylking or "boars head". Contemporary descriptions are confused, but I simulate it by using 3 deep 48 figure blocks of bondi with LHI, JLS 1st rank, LMI, JLS 2nd, LMI, B, 3rd, interspersed with wedges of 12 huscarls with 2HCW. I use berserks to lead the advance on the right wing and to cover my flanks, in small wedges of 6. Players should aim at having as many as possible of their units impetuous when they contact the enemy. The only proper place for a general is charging in the front rank, and a magical standard can literally work wonders. Huscarls and berserks can fight in wedge.

107. MAGYAR. 800 AD to 997 AD.

C-in-C mounted on horse as HC, L, B, Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	Up to 1
Sub-General mounted on horse as HC, L, B, Sh, @ 50 points.	Up to 2
Kavar guardsmen "Irregular B" HC, B, Sh, @ 9 points.	14 to 35
Extra to give L to Kavars, @ 1 point.	Up to ½
Magyar nobles "Irregular C" HC, L, B, Sh, @ 9 points.	10 to 22
Extra to upgrade Magyar nobles to "Irregular B", @ 1 point.	Any or all
Magyar gentry "Irregular C" LC or MC, JLS, B, Sh, @ 7 points.	Up to 24
Extra to upgrade Magyar gentry to HC, @ 2 points.	Up to 12
Magyar skirmishers "Irregular C" LC, B, Sh, @ 6 points.	40 to 120
Extra to give JLS to skirmishers, @ 1 point.	Up to 60
Magyar dregs "Irregular C", B, @ 4 points.	Up to 40

Szekely borderers "Irregular A" HC, L, B, Sh, @ 11 points.	Up to 12
Szekely scouts "Irregular A" LC, B, Sh, @ 8 points.	Up to 12
Extra to give JLS to Szekely scouts, @ 1 point.	Any or all
Slav gentry "Irregular B" HC, JLS, Sh, @ 9 points.	Up to 6
Slav axemen "Irregular C" LMI, 2HCW, Sh, @ 3 points.	*20 to 50
Slav spearmen "Irregular C" LMI, JLS, Sh, @ 3 points.	*20 to 100
Slav archers "Irregular C" LI, B, @ 2 points.	Up to 24
30 mina stone-thrower with "Irregular C" crew of 4, @ 60 points.	Up to 1
Up to 30 irregular command factors @ 25 points.	

This list covers the Magyars from their first appearance in Europe until the founding of the Hungarian kingdom. The Kavars are Arsiyah mercenaries who revolted from the Khazars and joined the Magyars as an 8th horde. They became the personal followers of the Magyar ruler, the Kende. Szekely were Avar remnants who joined the Magyars and were settled to guard the eastern borders. They are said to have been especially ferocious. Minimums marked * apply only if any Slavs are used. The Magyar nobles declined in quality and reliability towards the end of the period and were joined by a new gentry of horse archers who had prospered enough to consider fighting at close quarters, and even to acquire armour. Horse archers were still used to envelop wings and soften up the enemy with arrows, but the final act was likely to be a general or partial charge. The Kavars should probably deploy in the centre with the C-in-C's lancers flanked by HC archers, the Magyars on the flanks, the Slavs to the rear in reserve, and the Szekely either extending the right wing or in front as an advanced guard. Slav axemen and spearmen can fight in wedge.

108. VARANGIAN AND RUSS. 800 AD to 1054 AD.

Varangian Ally-General on foot or mounted on horse as LHI, 2HCW or JLS, Sh, @ 75 points.	Up to 1
Russ Sub-General on foot or mounted on horse as HI, 2HCW, Sh, or LTS, JLS, Sh, @ 50 points.	Up to 3
Extra to upgrade Varangian Ally-General to C-in-C, @ 25 points, or to upgrade Russ Sub-General to C-in-C with additional option of HC, JLS, Sh, @ 50 points.	1
Slav Sub-General on foot or mounted on horse as LHI or LMI, 2HCW or JLS, Sh, @ 50 points.	Up to 2
Extra to upgrade Slav Sub-General to Ally-General mounted on horse as HC, JLS, Sh, @ 25 points.	*1 to 2 **1
Pecheneg Ally-General mounted on horse as HC, JLS, Sh, @ 75 points.	All
PA standard to accompany C-in-C, @ 15 points, and P standards to accompany Varangian, Slav or Pecheneg Ally-Generals, @ 5 points.	***5 to 14
Russ druzhina "Irregular B" HI, 2HCW or JLS, Sh, mounted on horses, @ 8 points.	11 to 24
Varangian axemen "Irregular B" LHI, 2HCW, Sh, @ 6 points.	Up to 24
Varangian spearmen "Irregular B" LMI, JLS, Sh, @ 4 points.	Up to 12
Varangian archers "Irregular B" LMI, B, Sh, @ 4 points.	Any or all
Extra to give JLS to Varangian archers, @ 1 point.	Up to 24
Extra to upgrade Varangian spearmen or archers to LHI, @ 2 points.	Up to 6
Varangian berserks "Irregular A" LMI, 2SA, @ 5 points, or 2HCW, @ 4 points.	All or none
Extra to give Sh to berserks, @ 1 point.	Up to 10
Slav cavalry "Irregular B" HC, JLS, Sh, @ 9 points.	****40 to 150
Slav spearmen "Irregular C" LMI, JLS, Sh, @ 3 points.	Up to 24
Slav axemen "Irregular C" LMI, 2HCW, Sh, @ 3 points.	Up to 22
Extra to upgrade Slav spearmen or axemen to "Irregular B", @ 1 point.	****20 to 40
Slav archers "Irregular C" LI, B, @ 2 points.	Up to 10
Slav scouts "Irregular C" LI, JLS, Sh, @ 3 points.	***96 to 200
Russ spearmen "Irregular C" MI, JLS, Sh, @ 3 points.	Any or all
Extra to give LTS to Russ spearmen, @ 1 point.	Up to ½
Extra to upgrade Russ spearmen to HI, @ 2 points.	Up to 50
Russ archers "Irregular C" MI if integral with spearmen, otherwise LI, B, @ 2 points.	Up to 100
Horses to mount Varangians or Russ, @ 2 points.	

Magyars, Bulgars or Turks "Irregular C" LC, B, Sh, @ 6 points.	Up to 12
Pecheneg nobles "Irregular B" HC, JLS, B, Sh, @ 10 points.	**5 to 9
Pecheneg horse archers "Irregular C" LC, B, @ 4 points.	**30 to 60
Extra to give Sh to Pecheneg LC, @ 2 points.	Any or all
Extra to give JLS to Pecheneg LC, @ 1 point.	Any or all
Pecheneg wagon defenders "Irregular C" LI, B, @ 2 points.	Up to 40
70 paces of set-up Pecheneg wagon laager, @ 70 points, or 3 carts each with 1 yoke of oxen totalling 30 points, or 1 wagon with 2 yoke of oxen, @ 20 points.	Up to 5
Up to 20 irregular command factors @ 25 points.	

This list covers the period from the first Viking settlements in Russia until the break-up of the Kievan Russ state into competing principalities. This saw the extension of Varangian power over the Slav inhabitants, the latter being converted from allies into subjects, and then the amalgamation of the resident Varangians and Slavs into Russ. Varangians continued to be imported from outside as mercenaries and allies. The minimum marked * applies only if any Slav cavalry are used. Minimums marked ** apply only if any Pechenegs except up to 20 LC are used. Minimums marked *** apply if any Russ are used, in which case no Slavs are allowed. Minimums marked **** apply if any Slavs are used, in which case no Russ are allowed. The Druzhina must be commanded by a Russ C-in-C. Byzantine accounts describe Russ as fighting in close formation with very long spears, slow moving but extremely tenacious. Secondary weapons included a single javelin and a light axe used in one hand, not a 2HCW. I suggest large units with a front rank of HI, LTS, JLS, Sh, second rank of MI, JLS, Sh, and possibly a third rank of archers. The Druzhina often attempted to fight mounted, but had not yet become true cavalry. Varangian axemen and Slav axemen and spearmen can fight in wedge.

109. PECHENEG. 800 AD to 1050 AD.

C-in-C mounted on horse as HC, JLS, B, Sh, @ 100 points.	1
Grey or blue horsetail PA standard to accompany C-in-C, @ 15 points.	1
Sub-General mounted on horse as HC or LC, JLS, B, Sh, @ 50 points.	Up to 2
Nobles "Irregular B" HC, JLS, B, Sh, @ 10 points.	5 to 15
Kangar horse archers "Irregular C" LC, B, @ 4 points.	30 to 60
Other horse archers "Irregular D" LC, B, @ 3 points.	50 to 100
Extra to give Sh to LC, @ 2 points.	Up to 100
Extra to give JLS to LC, @ 1 point.	Up to 120
Extra to upgrade all "Irregular C" LC to "Irregular B" and all "Irregular D" LC to "Irregular C", @ 1 point.	All or none
Wagon defenders "Irregular C" LI, B, @ 2 points.	Up to 72
70 paces of set-up wagon laager, @ 70 points, or 3 carts each with 1 yoke of oxen totalling 30 points, or 1 wagon with 2 yoke of oxen, @ 20 points.	Up to 10
Up to 20 irregular command factors @ 25 points.	

This list covers the Pechenegs from their first arrival in Europe until their final disappearance as an independent power. They were organised in 8 hordes of which 3 were grouped as kangar "noble". Although some of my best Byzantine disasters have been caused by my own Pecheneg mercenaries, I retain a considerable affection for them. Any nation which 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 comment that since the Turks are both numerous and fierce they do not wish to do this, and furthermore, they hope he will be so tactful as never to mention the matter again, has something to be said for it. Players wishing to regard this attitude as merely pragmatic rather than cowardly can use the upgrading option. 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. The main wagon type was a large four-wheeler with high wooden sides pierced for archery. Men in these count as being on higher ground, in partial cover, and as defending a linear obstacle. I suggest forming most of the laager from wagons already set up with animals removed, but keeping two or three vehicles yoked up so that they can be moved to block entrances. See also the remarks under list No. 25.

**110. KHMER.
800 AD to 1350 AD.**

C-in-C with JLS, B, in elephant howdah with "Irregular B" crew of unarmed driver astride and unarmed standard bearer with PA standard umbrella in dicky seat, @ 115 points.	1
Extra to upgrade standard to PAS standard gold umbrella, @ 85 points.	Up to 1
Sub-General with JLS, B, in elephant howdah with "Irregular B" crew of unarmed driver astride and unarmed standard bearer with P standard umbrella in dicky seat, @ 55 points.	Up to 2
Elephants with "Irregular C" crew astride of unarmed driver and 1 with JLS, @ 35 points.	4 to 8
Extra to upgrade elephant by substituting "Irregular B" crew of unarmed driver astride and 1 with JLS, B in howdah, @ 2 points.	Up to 4
Two-horse light chariot with "Irregular B" crew of unarmed driver astride one horse or standing on pole, and 1 with JLS, B, @ 17 points.	Up to 2
Maiden guard cavalry "Regular A" EHC, JLS, Sh, @ 14 points.	Up to 6
Cavalry "Regular B" EHC, JLS, Sh, @ 13 points.	Up to 12
Extra to upgrade chariot and cavalry horses to Indian status, @ 1 point.	All or none
Maiden guard foot "Regular A" LMI, JLS, Sh, @ 6 points.	12 to 24
Uniformed infantry "Regular C" LHI, JLS, Sh, @ 6 points.	Up to 72
Extra to upgrade all EHC and all LHI to "Regular B", @ 1 point.	All or none
Irregular infantry "Irregular C" LMI, JLS, Sh, @ 3 points.	20 to 150
Javelinmen "Irregular C" LI, JLS, @ 2 points.	20 to 40
Archers "Irregular C" LI, B, @ 2 points.	Up to 40
Extra to upgrade archers to "Regular C", @ 1 point.	Up to 30
Up to 9 regular command factors @ 10 points.	
Up to 12 irregular command factors @ 25 points.	

This list is based on extant monuments such as Ankhor Wat, supplemented by the reports of foreign emissaries to Cambodia. Maiden guard and uniformed infantry are classed as regular because they are shown on monuments in bodies moving in unison with identical poses. Uniformed infantry are classed as LHI because they are also depicted fighting independently with mixed poses among forest scenery, and because their stiff floral patterned jackets have affinities with Chinese coat-of-plates armour. They carry two short spears with butt spikes but no sword. Their helmets are probably brass. The maiden guard foot are classed as LMI because shown running in column. The cavalry horses are disguised as dragons with mask and false tail! The charioteers shown on monuments are somewhat doubtful, as they may represent gods. The Khmer state was sufficiently aggressive for parallels to have been drawn between it and Rome. It offers a good field for further research. Tactically, the army is best thought of as an Indian army optimised for thick forest. It is also an attacking army, so players should seek to maximise terrain density and press home. However, Cambodia has large open plains as well as forest, so the army will still be capable even if the terrain dice prove unkind. The Cambodian national colours today are red, dark blue and white. Court dress in medieval paintings seems to be red with gold decoration. Maiden guard are shown in skirts with diagonal criss-cross pattern, reminiscent of an Indian court lady from the Ajanta cave paintings in a red dress criss-crossed in gold. The headdress is either topped with feathers or a spiky metal design. Shorts and loincloths were most likely white.

**111. PRE-FEUDAL SCOTTISH.
846 AD to 1124 AD.**

C-in-C on foot or mounted on horse as HI, JLS or 2HCW, Sh, or mounted on horse as HC, JLS or L, Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Sub-General on foot or mounted on horse as HI, JLS or 2HCW, Sh, or mounted on horse as HC or LC, JLS, Sh, @ 50 points.	Up to 1
Galwegian, Highland or Isles Ally-General on foot or mounted on horse as LMI or LHI, 2HCW or JLS, JLS or Sh, @ 75 points.	*1 to 2 each
Viking Ally-General on foot as LHI, 2HCW, Sh, @ 75 points.	*1
P standard to accompany Sub-General or Ally-General, @ 5 points.	Any or all
Extra to upgrade Orkney Viking P standard to PS, @ 85 points.	Up to 1

Cavalry "Irregular C" LC, JLS, Sh, @ 6 points.	Up to 22
Extra to upgrade cavalry to "Irregular B", @ 1 point.	Up to 15
Extra to further upgrade "Irregular B" cavalry to HC, @ 2 points.	Up to 11
Mercenary knights "Irregular B" HC, JLS or L, Sh, @ 9 points.	Up to 12
Lowland thanes "Irregular B" HI, 2HCW or JLS, Sh, @ 6 points.	Up to 33
Lowland spearmen "Irregular C" MI, LTS, Sh, @ 3 points.	48 to 150
Lowland archers "Irregular C" LI, B, @ 2 points.	Up to 12
Lowland javelinmen "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 18
Highland warband "Irregular C" LMI, ½ JLS, ¼ B or JLS, ¼ 2HCW or JLS, Sh, @ 3 points.	*14 to 98
Highland scouts "Irregular C" LI, JLS or B, Sh, @ 3 points.	Up to 8
Extra to upgrade any highlanders to "Irregular A", @ 2 points.	Up to ½
Islemen "Irregular C" LMI, ½ 2HCW, ½ 2HCW or JLS, @ 2 points.	Up to 49
Extra to upgrade islemen to "Irregular B", @ 1 point.	Any or all
Galwegians "Irregular C" LMI, JLS, 2HCW or Sh, @ 3 points.	Up to 98
Extra to upgrade Galwegians to "Irregular A", @ 2 points.	Up to ½
Extra to upgrade lowlanders or Galwegians to mounted infantry on horses, @ 2 points.	Up to 120
Viking huscarls "Irregular B" LHI, ½ 2HCW, ½ 2HCW or JLS, Sh, @ 6 points.	*5 to 11
Viking bondi "Irregular C" LMI, ½ JLS, ½ JLS or 2HCW, Sh, @ 3 points.	*12 to 48
Viking archers "Irregular C" LMI, B, Sh, @ 3 points.	Up to 12
Extra to give JLS to Viking archers, @ 1 point.	Any or all
Extra to upgrade Viking LMI to LHI, @ 2 points.	Up to 24
Viking berserks "Irregular A" LMI, 2SA, @ 5 points, or 2HCW, @ 4 points.	Up to 6
Extra to give Sh to berserks, @ 1 point.	All or none
Up to 18 irregular command factors @ 25 points.	
Up to 2 irregular command factors @ 10 points to give Scots cavalry or mounted thane unit a detachment of lowland javelinmen as "running ghillies".	

This list covers Scots armies from the unification by Kenneth MacAlpin until the accession of David I, who finally managed to introduce the feudal system in at least southern Scotland. The rulers of Galloway, the islands and the highlands were touchy and independent, so are classed as allied rather than subordinate. Viking allies included the rulers of Dublin, Man and Orkney, the latter owning a reputedly magical raven standard. Only Vikings take note of an S standard. Mercenary knights were first used by Macbeth in the 11th century. Minimums marked * apply only if any troops of that origin are used. I suggest using Pictish and Saxon figures for Scots cavalry and thanes, Normans as mercenary knights, quilted armour gallowglasses as the more prosperous Galwegians, islemen and highland leaders, and bare legged Irish for the remainder. All but knights' horses should be short legged rough garrons. The best Scot's tactic is to use knights or the more barbarous infantry to break the enemy's order with an impetuous charge before the spearmen make contact. However, the assault troops will not last long unsupported, and spearmen that are too slow may find themselves facing reaction tests for routing friends and fail to contact. Prolonged missile exchanges should be avoided. Viking huscarls and berserks and mercenary knights can fight in wedge.

112. NORSE IRISH. 846 AD to 1300 AD.

C-in-C on foot as LMI, JLS, Sh or 2HCW, @ 100 points.	1
Irish Sub-General on foot as LMI, JLS, Sh or 2HCW, @ 50 points.	Up to 1
Irish Ally-General on foot as LMI, JLS, Sh or 2HCW, @ 75 points.	Up to 2
Ostman Ally-General on foot or mounted on horse as LHI, 2HCW, Sh, @ 75 points.	*1
Viking Ally-General on foot or mounted on horse as LHI, 2HCW, Sh, @ 75 points.	*1 to 2
Norman Ally-General mounted on horse as HC, L, Sh, @ 75 points.	*1
P standard to accompany Ostman, Viking or Norman Ally-General, @ 5 points.	All or none
Extra to upgrade Orkney Viking P standard to PS, @ 85 points.	Up to 1
Irish nobility "Irregular B" LMI, JLS, Sh or 2HCW, @ 4 points.	9 to 36
Irish bonnachts "Irregular C" LMI, JLS, Sh or 2HCW, @ 3 points.	48 to 150
Irish kerns "Irregular C" LI, JLS, @ 2 points.	36 to 150
Extra to give Sh to kerns, @ 1 point.	Up to ½
Irish rising-out "Irregular D" LI, ¼ JLS, ¼ JLS or B or SS, @ 1 point.	Up to 80

Ostmen "Irregular B" LHI, 2HCW, Sh, @ 6 points.	23 to 47
Gall Gael "Irregular A" LMI, JLS, Sh, @ 5 points.	Up to 15
Galloglaiach "Irregular B" MI, 2HCW, JLS, @ 4 points.	Up to 72
Extra to upgrade galloglaiach to HI, @ 2 points.	Up to ½
Viking huscarls "Irregular B" LHI, ½ 2HCW, ½ 2HCW or JLS, Sh, @ 6 points.	*12 to 22
Viking bondi "Irregular C" LMI, ½ JLS, ½ JLS or 2HCW, Sh, @ 3 points.	*12 to 48
Viking archers "Irregular C" LMI, B, Sh, @ 3 points.	Up to 24
Extra to give JLS to Viking archers, @ 1 point.	Any or all
Extra to upgrade Viking LMI to LHI, @ 2 points.	Up to 24
Viking berserks "Irregular A" LMI, 2SA, @ 5 points, or 2HCW, @ 4 points.	Up to 6
Extra to give Sh to berserks, @ 1 point.	All or none
Normans "Irregular B" HC, L, Sh, @ 9 points.	*5 to 14
Normans Welsh archers "Irregular C" LMI, LB, @ 3 points.	*24 to 72
Extra to upgrade Welsh to mounted infantry with horses, @ 2 points.	Up to 12
70 paces of plashing for wood edges, @ 70 points.	Up to 6
Up to 18 irregular command factors @ 25 points.	

This list covers Irish armies from their first becoming exposed to Viking influence until their adoption of cavalry. Minimums marked * apply only if any figures of that nation are used. Normans, Gall Gael or Galloglaiach cannot be used together. A Viking PS standard is ignored by all but its owner's followers. The Irish were not always happy to fight stand-up battles in the open unless assisted by galloglaiach or allies. They brought woods fighting and ambush to a fine art, and tried to create opportunities for flank attacks on enemy held up or canalised by difficult terrain. Wargamers would do well to provide themselves with plenty of woods and bog, and to plash wood edges against enemies with good loose formation troops. Galloglaiach are excellent for holding gaps between woods. Viking huscarls and berserks, Normans and Ostmen can fight in wedge.

113. ANGLO-DANISH. 885 AD to 1075 AD.

C-in-C on foot or mounted on horse as HI, 2HCW, Sh, or if Norman, mounted on horse as HC, JLS or L, Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Anglo-Danish Sub-General on foot or mounted on horse as HI, 2HCW, Sh, @ 50 points.	Up to 2
Norman Sub-General mounted on horse as HC, JLS or L, Sh, @ 50 points.	Up to 1
Extra to upgrade Norman Sub-General to Ally-General, @ 25 points.	Up to 1
Viking Ally-General on foot or mounted on horse as LHI, 2HCW, Sh, @ 75 points.	*1 to 2
Welsh Ally-General mounted on horse as HC or LC, JLS, Sh, or on foot as LHI or LMI, JLS or LTS, Sh, @ 75 points.	**1
Scots exile Ally-General on foot or mounted on horse as HI, 2HCW, Sh, @ 75 points.	***1 to 2
P standard to accompany Sub-General or Ally-General, @ 5 points.	Any or all
Huscarls "Irregular B" HI, 2HCW, Sh, @ 6 points.	11 to 69
Select fyrd "Irregular C" HI, JLS, Sh, @ 5 points.	****50 to 150
Great fyrd spearmen "Irregular D" MI, JLS, Sh, @ 2 points.	Up to 300
Great fyrd dregs "Irregular D" MI, JLS or IPW, @ 1 point.	Up to 100
Extra to upgrade any great fyrd to "Irregular C", @ 1 point.	Up to 200
Archers "Irregular C", MI if integral to fyrd unit, otherwise LI, B, @ 2 points.	Up to 30
Slingers "Irregular C" LI, S, @ 2 points.	Up to 10
Javelinmen "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 10
Extra to upgrade huscarls and select fyrd to mounted infantry on horses, @ 2 points.	All or none
Reduction to downgrade huscarls or select fyrd to LMI, JLS, Sh, @ -2 points.	All or none
Normans "Irregular B" HC, JLS or L, Sh, @ 9 points.	Up to 14
Viking huscarls "Irregular B" LHI, 2HCW or JLS, Sh, @ 6 points.	*11 to 22
Viking bondi spearmen "Irregular C" LMI, JLS, Sh, @ 3 points.	*32 to 64
Viking bondi archers "Irregular C" LMI, B, Sh, @ 3 points.	Up to 32
Extra to give JLS to bondi archers, @ 1 point.	Any or all
Extra to upgrade bondi to LHI, @ 2 points.	Any or all
Viking berserks "Irregular A" LMI, 2SA, @ 5 points, or 2HCW, @ 4 points.	Up to 12
Extra to upgrade Vikings to mounted infantry with horses, @ 2 points.	Up to 24

Welsh cavalry "Irregular B" LC, JLS, Sh, @ 7 points.	Up to 5
Extra to upgrade Welsh cavalry to HC, @ 2 points.	All or none
Welsh spearmen "Irregular C" LMI, LTS, Sh, @ 3 points.	**14 to 100
Welsh javelinmen "Irregular C" LI, JLS, Sh, @ 3 points.	**9 to 15
Welsh archers "Irregular C" LI, LB, @ 2 points.	Up to 10
Scots exile bodyguard "Irregular B" HI, 2HCW or JLS, Sh, @ 6 points.	***5 to 11
Scots exile spearmen "Irregular C" MI, LTS, Sh, @ 3 points.	***16 to 48
Scots exile Galwegians "Irregular C" LMI, JLS, 2HCW or JLS, Sh, @ 3 points.	Up to 24
Scots exile islemen "Irregular C" LMI, 2HCW, @ 2 points.	Up to 12
Extra to upgrade Scots exiles to mounted infantry with horses, @ 2 points.	Up to 43
Up to 18 irregular command factors @ 25 points.	

This list covers armies in England from Alfred's institution of the Danelaw until the completion of the Norman conquest. Normans were employed by Edward the Confessor and one of them, Earl Ralph the Timid, commanded at the disastrous battle of Worcester when the select fyrd attempted to fight mounted. The opposing side consisted largely of Welsh and Vikings commanded by an English exile. Vikings were used in very large numbers by Ethelred and in smaller numbers by other kings. Welsh were occasionally used in small numbers as light troops. English armies accompanied by Scots exiles fought against Macbeth of Scotland. I accept that English troops of this period sometimes fought mounted, for instance, while pursuing mounted Viking raiders. I do not believe they were sufficiently good at it to be treated as true cavalry. Minimums marked * apply only if any Vikings other than up to 12 huscarls are used. Minimums marked ** apply only if any Welsh except up to 10 javelinmen are used. Minimums marked *** apply only if any Scots are used. The minimum marked **** applies unless no Saxons other than up to 14 huscarls and a general are used. Scots, Welsh or Normans cannot be used together. Only 1 Norman general can be used. The main features of Saxon tactics were a deliberate offensive maintaining an unbroken line, or a stubborn defensive. The select fyrd can be employed separately or as the front rank of units otherwise mainly of great fyrd. Normans and Viking huscarls and berserks can fight in wedge.

114. KHITAN LIAO. 907 AD to 1125 AD.

C-in-C mounted on horse as EHC, L, 2HCT, JLS, B, Sh, @ 100 points.	1
Sub-General mounted on horse as EHC, L, 2HCT, JLS, B, Sh, @ 50 points.	Up to 2
PA standard attached to C-in-C's halberd, @ 15 points, or P standard attached to that of Sub-General, @ 5 points.	All or none
Shock cavalry "Regular B" EHC, L, 2HCT, JLS, B, Sh, @ 21 points.	5 to 17
Extra to upgrade EHC to "Regular A", @ 1 point.	Up to 9
Skirmishing cavalry "Regular C" LC, JLS, B, Sh, @ 10 points.	18 to 24
Supporting cavalry "Regular C" HC, L, JLS, B, Sh, @ 14 points.	10 to 30
Extra to upgrade all "Regular C" LC and HC to "Regular B", @ 1 point.	All or none
Extra to give 2HCT to HC, @ 4 points, and L to LC, @ 2 points.	All or none
Jurchen auxiliaries "Irregular C" LC, JLS, B, Sh, @ 7 points.	Up to 20
Conscript spearmen "Regular D" MI, LTS, Sh, @ 3 points.	*24 to 60
Conscript crossbowmen "Regular D" MI or LI, CB, @ 2 points.	Up to 24
Conscript archers "Regular D" LI, B, @ 2 points.	Up to 12
Light bolt-shooter with "Regular D" crew of 2, @ 18 points, or heavy bolt-shooter or 10 mina stone-thrower with "Regular D" crew of 3, @ 27 points.	Up to 3
Up to 16 regular command factors @ 10 points.	
Up to 4 irregular command factors @ 25 points.	

The Khitans conquered much of the Korean kingdom and set up an empire that laid much of northern and central China under tribute before being defeated in their turn by discontented Jurchen allies. Their remnants drifted west to become Qara-Khitans, losing their acquired Chinese culture on the way. The minimum marked * applies only if any infantry or artillery are used. This is an army for the man who habitually wears belt and braces and carries string in his pocket! The EHC are even more heavily equipped than Maurikian Byzantine kataphraktoi, and can select the ideal weapon for each phase of battle or opponent. Standard tactics were to soften the enemy up with arrows from LC, who were protected from interference by the HC, then charge home with the heaviest cavalry. Infantry were not always used in open battle. If present, their role was to save cavalry lives by sacrificial attacks.

115. GHAZNAVID. 960 AD to 1040 AD.

C-in-C with B in howdah of elephant with "Irregular B" crew of driver with JLS and 1 carrying black parasol PA standard and JLS or LTS, @ 127 points, or mounted on horse as HC, L, B, Sh, @ 100 points.	1 Up to 2
Sub-General mounted on horse as HC, L, B, Sh, @ 50 points. PA standard to accompany C-in-C mounted on horse, @ 15 points, or P standard to accompany Sub-General, @ 5 points.	All
Indian Ally-General with B and JLS in howdah of elephant with "Irregular B" crew of unarmed driver and 1 carrying coloured parasol P standard, @ 80 points.	*1
Extra to give JLS to Indian Ally-General's driver and parasol carrier, @ 12 points.	All or none
Ghaznavid ghulams "Irregular C" HC, L, B, Sh, @ 9 points.	20 to 75
Extra to upgrade ghulams to "Irregular B" as palace ghulams, @ 1 point.	Up to 14
Extra to count palace ghulam horses as camel-proof arab, @ 1 point.	All or none
Ghaznavid infantry "Irregular C" HI, JLS, B, Sh, @ 6 points.	Up to 50
Extra to upgrade Ghaznavid infantry to mounted infantry on camels, @ 1 point.	All or none
Extra to double cost of PA and P standards carried by horsemen, to upgrade palace ghulams to "Regular A" and other ghulams to "Regular B", @ 4 points, and to upgrade Ghaznavid infantry to "Regular C", @ 2 points if provided with camels, or @ 1 point if not.	All or none
Ghaznavid elephant with "Irregular C" crew astride of driver with JLS, 1 with P, 1 with B, @ 45 points.	Up to 8
Extra to re-arm elephant crew figure currently armed with P or B as JLS, B, @ 1 point.	All or none
Extra to upgrade Ghaznavid elephant's crew to "Irregular B", @ 3 points.	Any or all
Turks "Irregular C" LC, JLS, B, Sh, @ 7 points.	Up to 25
Extra to upgrade Turks to "Irregular B" HC, @ 3 points.	Up to ¼
Arab khawaj "Irregular A" MC, JLS, Sh, @ 9 points.	Up to 20
Arab mercenary cavalry "Irregular C" LC, L or JLS, Sh, @ 7 points.	Up to 15
Extra to upgrade Arab mercenary cavalry to "Irregular B" as divsuvaran, @ 1 point.	Up to 12
Arab spearmen "Irregular C" LMI, JLS, Sh, or MI, LTS or JLS, Sh, @ 3 points.	Up to 32
Arab archers "Irregular C" MI if integral to spearmen unit, otherwise LI, B, @ 2 points.	Up to 20
Extra to give Sh to Arab archers, @ 1 point.	Any or all
Kwarizmians "Irregular C" LC, B, @ 4 points.	Up to 20
Daylami warriors "Irregular C" LMI, JLS, Sh, @ 3 points.	Up to 30
Daylami skirmishers "Irregular C" LI, ½ JLS or B, ½ JLS or CB, Sh, @ 3 points.	Up to 20
Extra to upgrade Daylami to mounted infantry on camels, @ 1 point, or on horses and mules, @ 2 points.	All or none
Indian cavalry "Irregular C" MC or LC, JLS, Sh, @ 7 points.	*6 to 12
Extra to upgrade Indian cavalry to "Irregular B" HC, @ 3 points.	Up to 6
Indian spearmen "Irregular D" LMI, JLS, Sh, @ 2 points.	*15 to 24
Indian archers "Irregular D" LMI or LI, B, @ 1 point.	*20 to 30
Naffatun "Irregular C" LI with hand-hurled naptha bombs, @ 17 points.	Up to 12
10 mina stone-thrower with "Irregular C" crew of 3, @ 50 points.	Up to 2
Extra to upgrade stone-thrower to 30 mina with crew of 4, @ 10 points, or to 3 talent man-powered with crew of 5, @ 50 points.	Any or all
Naptha missile for stone-thrower, @ 10 points.	Up to 6
Up to 8 regular command factors @ 10 points.	
Up to 24 irregular command factors @ 25 points.	

This list covers Ghaznavid armies from the first revolt against the Saminids until the loss of all but their Indian territories to the Seljuqs. More print has been expended in *Slingshot* on Ghaznavid army lists than on any other nation, and I have had some difficulty in reconciling the various versions. There is considerable disagreement over whether the ghulams should be regular or not. I personally incline to the view that they should. Palace ghulams are pictured leading their war horses while riding camels. Such an elite might well have expensive imported horses. Khawij were Arab volunteers living on infidel frontiers in a state of permanent holy war. They were usually very poor, giving them an extra motive. Divsuvaran means "devil riders". Arab mercenary cavalry were especially valued for scouting and raiding. The favourite tactic was an early impetuous charge led either by the ghulams or elephants. Elephants were especially favoured against nomadic opponents. Enemy elephants were on one occasion engaged with naptha bombs, apparently delivered by artillery.

116. SUNG CHINESE. 960 AD to 1280 AD.

C-in-C with B in four-horse heavy chariot with "Regular A" crew of unarmed driver and 1 with 2HCT, JLS, @ 112 points, or mounted on horse as HC, JLS, @ 100 points.	1
PA standard in C-in-C's chariot or carried by soldier, @ 30 points.	1
Sub-General mounted on horse as HC, JLS, @ 50 points.	Up to 2
P standard to be carried by soldier accompanying Sub-General, @ 10 points.	For each
Cavalry "Regular B" HC, JLS, @ 9 points.	5 to 15
Extra to upgrade "Regular B" HC to "Regular A", @ 1 point.	2 to 10
Cavalry "Regular B" LC, JLS, @ 7 points.	5 to 12
Cavalry "Regular C" LC, B, @ 6 points.	Up to 12
Guard infantry "Regular B" HI, JLS or HTW, @ 6 points.	20 to 48
Infantry "Regular D" MI. Half each unit with LTS, Sh, @ 3 points, other half CB or B, @ 2 points.	48 to 192
Archers "Regular D" LMI or LI, B, @ 2 points.	10 to 48
Crossbowmen "Regular D" LMI or LI, CB, @ 2 points.	Up to 24
Javelinmen "Regular D" LMI or LI, JLS, Sh, @ 3 points.	Up to 24
Light bolt-shooter with "Regular C" crew of 2, @ 20 points.	Up to 4
Light stone-thrower with "Regular C" crew of 3, @ 30 points, or 30 mina stone-thrower with "Regular C" crew of 4, @ 40 points.	Up to 3
Naptha missile or equivalent for 30 mina stone-thrower, @ 5 points.	Up to 15
Rocket launcher with "Regular C" crew of 3, @ 50 points.	Up to 2
Up to 20 regular command factors @ 10 points.	

The Sung had finished reunifying most of China by 980 AD and held it until conquered by the Mongols in 1280 AD. However, they did not succeed in regaining the areas that formerly supplied Chinese cavalry and could not compensate by hiring allied cavalry. Their main strength lay in their masses of infantry, backed by rocket launchers and other artillery and making maximum use of the boggy terrain provided by rice growing. I can find no reliable evidence of rockets being used by previous dynasties. The incendiary missiles hurled by large stone-throwers were probably based on a compound similar to gunpowder rather than volatile liquids, but are treated exactly as if naptha bombs. This is the only Chinese army that can legitimately act as do most Chinese wargames armies, relying on static defence and missiles rather than manoeuvre. It is especially well suited to that tactic, particularly as its crossbows and artillery will outrange most opponents. The cavalry should be tucked away out of sight behind, and loosed at the critical moment to complete the defeat of a recoiling attacker.

117. NIKEPHORIAN BYZANTINE. 963 AD to 1071 AD.

C-in-C mounted on horse as SHC, EHC or HC, L, Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 30 points.	1
Extra to upgrade PA standard to PAS as "Our Lady of Blachernae", @ 120 points.	Up to 1
Byzantine Sub-General mounted on horse as EHC, L, Sh, @ 50 points.	Up to 2
Norman Sub-General mounted on horse as HC, L, Sh, @ 50 points.	Up to 1
P standard to accompany Byzantine Sub-General, @ 10 points, or Norman Sub-General, @ 5 points.	All
Turkish Sub-General mounted on horse as HC or LC, JLS, B, Sh, @ 50 points.	Up to 1
Pecheneg or Cuman Ally-General mounted on horse as HC or LC, JLS, B, Sh, @ 75 points.	Up to *1
Russ Ally-General on foot or mounted on horse as HI, 2HCW, Sh, or LTS, JLS, Sh, @ 75 points.	Up to *1
P standard to accompany Turkish Sub-General or any Ally-General, @ 5 points.	Any or all
Klibanophoroi "Regular A" ½ SHC, L, D, Sh, @ 20 points, up to ¼ EHC, B, @ 12 points, remainder SHC, L, Sh, @ 18 points.	11 to 24
Tagmatic kataphraktoi "Regular B" EHC, ½ each unit L, Sh, @ 13 points, ½ B, @ 11 points.	24 to 36
Extra to give D to "Regular B" EHC already armed with L, @ 2 points.	All or none
Thematic kataphraktoi "Regular C" HC, ½ each unit L, Sh, @ 10 points, ½ B, @ 8 points.	Up to 48

Extra to give Sh to klibanophoroi or kataphraktoi with B, @ 2 points.	Any or all
Extra to upgrade thematic kataphraktoi with L to EHC, @ 2 points.	Any or all
Trapezitoi "Regular C" LC, L, JLS, Sh, @ 10 points.	Up to 12
Akritoi "Irregular B" HC, B, Sh, @ 9 points.	Up to 24
Normans and other Franks "Irregular B" HC, L, Sh, @ 9 points.	*9 to 14
Turks or Cumans "Irregular C" LC, JLS, B, Sh, @ 7 points.	*14 to 24
Pechenegs or Cumans "Irregular C" LC, B, @ 4 points.	Up to 40
Extra to give Sh to Pechenegs or Cumans, @ 2 points.	Any or all
Extra to give JLS to Pechenegs, @ 1 point.	Up to 24
Extra to upgrade Turks, Cumans or Pechenegs from "Irregular C" LC, JLS, B, Sh, to "Irregular B" HC, JLS, B, Sh, @ 3 points.	Up to 5
Alans "Irregular B" LC, B, Sh, @ 7 points.	Up to 6
Varangian guards "Regular A" HI, 2HCW, Sh, @ 8 points.	Up to 26
Extra to upgrade Varangian guards to EHI, @ 2 points.	All or none
Extra to upgrade Varangian guards to mounted infantry on horses, @ 2 points.	All or none
Skutatoi "Regular C", ¼ of each unit EHI, LTS, Sh, @ 8 points, or HI, LTS or JLS or HTW, Sh, @ 6 points, ¼ HI, LTS or JLS, Sh, @ 6 points, ¼ HI, B, @ 4 points, ¼ LTS, Sh, @ 6 points.	Up to 60
Psiloi "Regular C" LMI or LI, B, @ 3 points.	Up to 48
Extra to give Sh to skutatoi or psiloi with B, @ 1 point.	Any or all
Psiloi "Regular C" LI, up to ½ CB or S or SS, remainder JLS, Sh, @ 4 points.	Up to 24
Extra to give D to skutatoi or psiloi already armed with LTS or JLS, @ 1 point.	Any or all
Reduction to downgrade any "Regular C" to "Regular D", @ -1 point.	Up to ½
Reduction to downgrade "Regular D" HC to MC, or HI to MI, @ -2 points.	Any or all
Camp servants "Irregular D" LI, up to ½ SS, remainder S, @ 1 point.	**12 to 30
Light bolt-shooter with "Regular C" crew of 2, @ 20 points.	Up to 2
Greek fire syphoner "Regular B" EHI, small syphon, Sh, @ 19 points.	Up to 6
Caltrops to cover front of 4 skutatoi figures, @ 4 points.	Up to 3
Russ druzhina "Irregular B" HI, 2HCW, Sh, @ 6 points.	Up to 11
Russ spearmen "Irregular C" MI, JLS, Sh, @ 3 points.	*23 to 36
Extra to give LTS to Russ spearmen, @ 1 point.	All or none
Extra to upgrade Russ spearmen to HI, @ 2 points.	Up to ½
Russ archers "Irregular C" MI if integral with spearmen, otherwise LI, B, @ 2 points.	Up to 12
Vlachs "Irregular C" LI or LMI, JLS, Sh, @ 3 points.	Up to 30
Up to 16 regular command factors @ 10 points.	
Up to 2 regular command factors @ 5 points to split off Skutatoi unit's HTW armed HI into detachments.	
Up to 12 irregular command factors @ 25 points.	

This list covers the Byzantine army from the reforms of Nikephoros II Phokas until the battle of Manzikert, including the wars of Basil "Bulgar-basher". The sacred aspects of a PAS standard will not affect foreigners. Minimums marked * apply only if any figures of that nation except up to 12 LC are used. The minimum marked ** applies only if any artillery is used. Manuals forbade the use of shields by archers, but these still seem to have been carried by the majority of lighter infantry and some cavalry. Possibly the regulations would have been more strictly enforced in the tagmata. My own preference is to restrict shields to LMI. I find shieldless EHC more cost-effective for the kataphraktoi and klibanophoroi. Caltrops were mainly used to supplement the defences of the camp. They cannot be used unless the opposing army could have elephants or camels. This period saw the Byzantines on the offensive, conquering back territory from the Arabs. Regular troops and the heavier cavalry were therefore emphasised at the expense of the part-time thematics, which deteriorated in numbers and quality. Their place was partly taken by the akritoi, border nobles and their followers. In a large formal battle, the tagmata formed the centre, the good thematic troops or mercenaries the wings, and the poorer thematics and akritoi a second line some distance behind to catch outflankers. Infantry were often left out of battle. Klibanophoroi can fight in wedge. Kataphraktoi can fight in African.

118. FATIMID EGYPTIAN. 969 AD to 1171 AD.

C-in-C mounted on horse as HC, L, B, Sh, @ 100 points.	1
Sub-General mounted on horse as HC, L, B, Sh, @ 50 points.	Up to 2
PA standard to accompany C-in-C, @ 30 points, or P standard to accompany Sub-General, @ 10 points.	All
Bedouin Arab Ally-General mounted on horse as HC or LC, L, Sh, @ 75 points.	*1 to 2
Turkoman Ally-General mounted on horse as HC or LC, JLS, B, Sh, @ 75 points.	*1
P standard to accompany Ally-General, @ 5 points.	All
Royal mamluks "Regular A" HC, L, B, Sh, @ 14 points.	5 to 11
Emirs' mamluks "Regular A" HC, L, B, Sh, @ 14 points.	Up to 10
Askar "Irregular C" HC, L, Sh, @ 8 points.	24 to 72
Extra to upgrade askar to "Regular C", @ 2 points.	All or none
Berbers "Irregular C" LC, JLS, Sh, @ 6 points.	Up to 24
Bedouin Arabs "Irregular C" LC, L or JLS, Sh, @ 7 points.	*14 to 49
Extra to upgrade Bedouin to "Irregular B" as bodyguard to Bedouin Ally-General, @ 1 point.	*2 to 14
Syrians "Irregular B" HC, L, Sh, @ 9 points.	Up to 12
Turkomans "Irregular C" LC, JLS, B, @ 5 points.	*14 to 24
Extra to give Sh to Turkomans, @ 2 points.	Up to 18
Extra to upgrade Turkomans from "Irregular C" LC to "Irregular B" HC, @ 3 points.	Up to 5
Extra to upgrade Turkomans to "Irregular A", @ 1 point if HC, or @ 2 points if LC.	½ or none
Seljuks "Irregular B" LC, JLS, B, Sh, @ 8 points.	Up to 10
Sudanese ghulams "Irregular C" LMI, B, Sh, @ 3 points.	30 to 100
Extra to upgrade Sudanese ghulams to "Irregular B" guard, @ 1 point.	Up to 24
Daylami guard "Irregular B" LMI, JLS, Sh, @ 4 points.	Up to 10
Extra to upgrade Sudanese ghulams or Daylami to regular, @ 1 point.	All or none
Extra to upgrade Daylami to mounted infantry on camels, @ 1 point if irregular, or @ 5 points if regular.	All or none
Other Sudanese archers "Irregular C" LI, B, @ 2 points.	Up to 30
Abyssinian swordsmen "Irregular C" LMI, 2HCW, @ 2 points.	Up to 20
Extra to give Sh to Sudanese archers or Abyssinians, @ 1 point.	Any or all
Sudanese spearmen "Irregular C" LMI, JLS, Sh, @ 3 points.	Up to 30
Armenian archers "Irregular C" LI, B, @ 2 points.	Up to 20
Egyptian spearmen "Irregular D" MI, LTS, Sh, or LMI, JLS, Sh, @ 2 points.	Up to 50
Sikhina "Irregular C" LMI, 2SA, Sh, @ 4 points.	Up to 10
10 mina stone-thrower with "Irregular C" crew of 3, @ 50 points.	Up to 2
3 talent stone-thrower with "Irregular C" crew of 5, @ 100 points.	Up to 1
Naptha missile for stone-thrower, @ 10 points.	Up to 10
Naffatun "Irregular C" LI with hand-hurled naptha bombs, @ 17 points.	Up to 10
Up to 12 regular command factors @ 10 points.	
Up to 24 irregular command factors @ 25 points.	

The Fatimids of Tunisia, claiming descent from the Prophet's daughter, conquered Egypt in 969 AD and refused to recognise the authority of the Abbasid caliph, causing the break up of the Arab empire. They were in turn replaced by the Ayyubid dynasty founded by Saladin. Fatimid armies were well organised, but numerous rather than dashing. There is some doubt as to whether the ascar cavalry and ghulam infantry were sufficiently well organised to be classed as regular. I incline to the view that they were. Mamluk units must be personally commanded by generals. Minimums marked * apply only if any figures of that nation except up to 10 non-general figures are used. The Grand Vizier usually commanded, taking up his post in the centre at the head of the royal mamluks, with prominent emirs commanding the two wings on either side. Bedouin and Turkomans were often used for outflanking movements on one flank each. Infantry were still sometimes positioned in front of the cavalry, usually with archers in advance, but were less likely to be used than previously. Emphasis had shifted to the heavy cavalry charge, prepared by foot or horse archery.

119. EARLY HUNGARIAN. 997 AD to 1245 AD.

C-in-C mounted on horse as HC or EHC, L, Sh, @ 100 points.	1
A standard mounted on wagon, @ 30 points.	Up to 1
Hungarian Sub-General mounted on horse as HC or EHC, L, Sh, @ 50 points.	Up to 1
Saxon Sub-General mounted on horse equipped as Saxon knight, @ 50 points.	Up to *1
Bisseni Sub-General mounted on horse as HC, JLS, B, Sh, @ 50 points.	Up to *1
Szekeley Sub-General mounted on horse as HC, L, B, Sh, @ 50 points.	Up to *1
Cuman Ally-General mounted on horse as HC, JLS, B, Sh, @ 75 points.	**1
P standard to accompany C-in-C or Sub-General or Ally-General, @ 5 points.	All
Hungarian nobles "Irregular B" HC, L, Sh, @ 9 points.	5 to 35
Extra to upgrade nobles to EHC, @ 2 points.	Up to 5
Saxon knights "Irregular B" HC, L, Sh, @ 9 points.	**5 to 23
Extra to upgrade Saxon knights to EHK, @ 6 points.	All or none
Hungarian gentry "Irregular C" LC or MC, JLS, Sh, @ 7 points.	Up to 24
Extra to upgrade Hungarian gentry to HC, @ 2 points.	Any or all
Hungarian skirmishers "Irregular C" LC, B, Sh, @ 6 points.	12 to 36
Hungarian dregs "Irregular C" LC, B, @ 4 points.	Up to 60
Bisseni gentry "Irregular B" HC, JLS, B, Sh, @ 10 points.	Up to 5
Bisseni skirmishers "Irregular C" LC, B, @ 4 points.	**10 to 20
Extra to give Sh to Bisseni LC, @ 2 points.	Up to 18
Extra to give JLS to Bisseni LC, @ 1 point.	Up to 12
Szekeley borderers "Irregular A" HC, L, B, Sh, @ 11 points.	Up to 12
Szekeley scouts "Irregular A" LC, B, Sh, @ 8 points.	Up to 12
Extra to give JLS to Szekeley scouts, @ 1 point.	Any or all
Serbs or Croats "Irregular C" LC, JLS or L, Sh, @ 6 points.	Up to 12
Cuman nobles "Irregular B" HC, JLS, B, Sh, @ 10 points.	**2 to 9
Cuman skirmishers "Irregular C" LC, JLS, B, Sh, @ 7 points.	**24 to 40
Cuman dregs "Irregular C" LC, B, @ 4 points.	Up to 24
Khazars "Irregular C" LC, B, @ 4 points.	Up to 10
Serb, Croat or Hungarian Slav spearmen "Irregular C" MI, LTS or JLS, Sh, or LMI, JLS, Sh, @ 3 points.	***20 to 48
Serb or Croat axemen "Irregular C" MI or LMI, 2HCW, Sh, @ 3 points.	***20 to 40
Serb, Croat or Hungarian Slav archer, "Irregular C" LI, B, @ 2 points.	Up to 12
Vlachs "Irregular C" LI or LMI, JLS, Sh, @ 3 points.	Up to 15
Up to 24 irregular command factors @ 25 points.	

This list covers the period from the foundation of the kingdom until the Mongol conquest. Generals marked * are allowed only if any troops of that nationality are used, but are not then compulsory. They must command all troops of their own nationality used, but can also command LC of a different nationality. Saxons are in fact western knights of mixed nationalities. Bisseni are mainly Pecheneg immigrants, but may also include other nomad races. Minimums marked ** apply only if any figures of that nationality except up to 10 LC are used. Minimums marked *** apply only if any infantry are used. Tactics were still much like those of their Magyar ancestors, but the charge could now be more weighty. Infantry were deployed in front of or behind the cavalry centre. Slavs no longer fought in wedge.

120. WEST SUDANESE. 1000 AD to 1591 AD.

C-in-C mounted on horse as EHC or HC, JLS, Sh, @ 100 points.	1
Sub-General mounted on horse as EHC, HC or LC, JLS, Sh, @ 50 points.	Up to 2
Tuareg Ally-General mounted on camel as HCm or MCm, JLS, Sh, @ 75 points.	*1 to 2
PA standard to accompany C-in-C, @ 15 points, and P standard to accompany each Sub-General and Ally-General, @ 5 points.	All or none
Barde "Irregular B" EHC, JLS, Sh, @ 11 points.	Up to 5
Yan lifida "Irregular B" HC, JLS, Sh, @ 9 points.	Up to 12
Extra to upgrade yan lifida to EHC, @ 2 points.	Up to ½
Yan kwarbai "Irregular B" LC, JLS, Sh, @ 7 points.	22 to 72
Extra to upgrade all cavalry to "Irregular A", @ 1 point.	All or none
Zagi "Irregular C" LMI, JLS, @ 2 points.	Up to 24
Extra to give Sh to zagi, @ 1 point.	Any or all
Yam baka "Irregular C" LMI, B, @ 2 points.	72 to 150
Extra to give Sh to yam baka, @ 1 point.	Up to ½
Yan lifida baka "Irregular C" MI, JLS, B, Sh, @ 4 points.	Up to 16
Yan s'mashi "Irregular C" LMI, JLS, Sh, @ 3 points.	Up to 36
Yan asigiri "Irregular C" MI, LTS, Sh, @ 3 points.	Up to 16
Yan fate-fate "Irregular C" MI or LMI, 2HCW, Sh, @ 3 points.	Up to 20
Yam bindiga "Irregular B" LMI, HG, @ 3 points.	Up to 12
70 paces of plashed wood edge or scrub, @ 70 points.	Up to 4
Herd of 4 stampeding cattle, @ 65 points.	Up to 3
Tuaregs "Irregular B" MCm, JLS, Sh, @ 6 points.	*9 to 46
Up to 20 irregular command factors @ 25 points.	
Up to 4 irregular command factors @ 10 points to give LC units a detachment of zagi.	

The Western Sudan is the lightly wooded grassland south of the Sahara desert. West Sudanese nations whose armies are represented by this list include Ghana, Mali, Songhai, Bornu, Kanem, and the various Hausa states. Although I have closed the period with the Moroccan destruction of Songhai in 1591 AD, armies up to 1850 AD differed only in regard to the type of firearm used. The barde are the C-in-C's bodyguard, usually kept in the rear of the army's centre as a last reserve. The yan lifida are similar cavalry with both man and horse protected by thick quilted cotton armour, and formed the main offensive striking force. EHC supplement the quilts with mail for the rider. Yan kwarbai means "raiders". They tried to envelop enemy wings while avoiding concentrated archery. Zagi were attached to LC units, but it is not clear if they had a formal fighting role or if they were just servants carrying spare weapons to replenish the horsemen. The yam baka were nearly always the most numerous part of the army. They carried relatively weak bows, but their arrows were treated with a quick-acting poison, the reason for the popularity of quilted armour. Although deliberately lightly equipped so as to make full use of scrub or tree cover, they were not skirmishers, but intended to be massed to produce decisive fire. The other infantry types had a supporting role. Yan lifida baka were archers in close formation with quilts, shield and spear. Yan s'mashi fought with javelins, sometimes poisoned, and shield. Yan asigiri had quilts, shield and a metal hafted thrusting spear intended to stop cavalry. Yan fate-fate had a long straight sword, and could have quilts and a heavy shield, or just a light shield. They acted as a reserve for the centre and flanks respectively. Mixed units combining spearmen and bowmen do not appear to have been usual. Yam bindiga, like the barde and yan lifida, were state slaves. Firearms are first recorded between 1421 AD and 1438 AD in Bornu and Kano. The option to upgrade cavalry to "Irregular A" is because a holy war to subdue the non-Moslem states was always possible, although it was in fact delayed until after 1600 AD. Hausa cavalry showed extreme courage in later fighting against the British. Cattle herds are costed as 4 biological weapons plus irregular command factor! Until stampeded, they move at ox-cart speed, except that they do not count as vehicles. They test morale only for occasion 4, counting as impetuous once stampeded. Dice for changes in a stampede direction as for flaming pigs. Stampede speed and melée effect are the same as for a 4-horse unmanned chariot without scythes, counting as impetuous unless no longer so. Mount in a loose group on a base the same size as a 4-horse chariot. Don't blame me for any self-inflicted disasters, though!

Minimums marked * apply only if any Tuareg figures are used.

MISCELLANEOUS INFORMATION

Magazines

In U.K.:

Military Modelling

P.O. Box 35, Bridge Street, Hemel Hempstead, Herts HP1 1EE.

Airfix Magazine

The Gresham Press, Old Woking, Surrey.

Both are monthly on general sale. *Military Modelling* is the more specialised while *Airfix Magazine* covers a wider field of general plastic modelling. Both carry articles on wargaming and *Military Modelling* especially has advertisements from all the manufacturers and publishers of figures and books.

In U.S.A.:

The Courier

Box 1878, Brockton, MA 02401, U.S.A.

At present produced every two months, by direct subscription. This is an all wargaming magazine which we strongly recommend to all U.S. wargamers in any period.

Model figures for wargamers

We recommend a thorough study of the advertisements in *Military Modelling*, or *The Courier*, but mention here some of the manufacturers who have large ranges in the period covered by these Lists:

Miniature Figurines (15 & 25mm),
1-5 Graham Road,
Southampton, Hants.

Dixon Miniatures (25mm),
Ash Grove, Royles Head Lane,
Longwood, Huddersfield, W Yorks HD34T.

FreiKorps 15 (15mm),
30 Cromwell Road,
Belfast 7, N. Ireland.

Mikes Models (15mm),
38 Queens Road,
Brighton, East Sussex BN1 3XB.

Greenwood & Ball (25mm),
Unit 2a, Princess Street,
Thornaby-on-Tees, Teesside.

Hinchliffe Models (25mm),
Meltham,
Huddersfield HD7 3NX.

Lamming Miniatures (25mm),
254 Wincolm Lee,
Hull HU2 0PZ.

Peter Laing (15mm),
Minden, Sutton St. Nicholas,
Hereford HR1 3BD.

Heroics & Ros Figures (6mm),
P.O. Box 26, Rectory Road,
Beckenham, Kent BR3 1HA.

The Society of Ancients

An international Society for all interested in Ancient and Medieval warfare, weapons and warriors. Produces a bi-monthly magazine, *Slingshot*, for members, containing articles on military history, arms and equipment, wargame reports and book and figure reviews. The Society sponsors national meetings for members and runs an annual wargames championship. Whatever else you do, if you are interested in furthering your enjoyment of the hobby, join the Society.

For details write to the Treasurer:

W. Thurlow, "Courtney", 15 Longfleet Road, Poole, Dorset.

Wargames Research Group

To back up our Rules and Lists we have the *Armies and Enemies* series of reference books ranging from the earliest times up to the Feudal period. This range has gained a world-wide reputation and is used by many figure manufacturers as a basis for their models.

For our full list of these and also wargames Rules in other periods, send a stamped addressed envelope or two International Reply Coupons to:

WARGAMES RESEARCH GROUP,

BOOK I

ERRATA DETECTED UP TO 15.11.81

- List 2. Line 1. Insert 'B,' after 'MI.'
Insert new entry below line 8: 'Slingers "Regular C" LI, S, @ 3 points. Up to 24'
- List 11. Insert new entry below line 23: 'Slingers "Regular C" LI, S, @ 3 points. Up to 12'
- List 13. Line 12. Insert 'LMI,' after 'C''.
- List 15. Line 15. Insert 'all LMI or all LI,' after 'C''.
- List 16. Line 17. Insert 'LMI,' after 'D''.
- List 18. Insert new entry below line 24: 'Extra to give Sh to Babylonian archers, @ 1 point. Up to ½'
- List 19. Insert new entry below line 9: 'Extra to add two horses to regular heavy chariot, @ 6 points except Generals. All or none'
Insert new entry below line 15: 'Slingers "Irregular C" LI, S, Sh, @ 3 points. Up to 20'
- List 21. Line 20. Delete 'hoplites', substitute 'guardsmen'.
Lines 31 and 32. Insert 'two-horse' before 'chariots'.
Line 38. Insert 'or leather scale or lamellar all round.' after 'only,'.
- List 23. Insert new entry below line 28: 'Extra to give D to chariot archer, @ 2 points except Generals, or to regular infantry with JLS, @ 1 point. Any or all'
Add at end of comments: 'The weapons classed as D are "Siltahi", same length as arrows but thicker, carried 4 in chariot quiver and possibly behind infantry shields.'
- List 28. Line 48. Delete '5', substitute '6'. Delete '105', substitute '52'.
- List 29. Line 27. Insert 'Sh,' after 'JLS,'.
Line 28. Insert 'all' after 'C''.
Insert 'Sh,' after 'JLS,'.
Add after 'points': ', or all MI, LTS, Sh, @ 4 points.'
Insert new entry below line 26: 'Extra to give JLS to LTS HI hoplites, or upgrade MI to "Regular B" as Spartans, @ 1 point. Up to 12'
- List 33. Line 24. Insert 'Sh,' after 'LTS,'.
Line 30. Insert ', Sh, @ 3 points.' after 'LTS,'.
- List 34. Line 8. Insert '@ 2 points.' after 'LHI,'.
- List 34. Line 27. Delete 'Regular', substitute 'Irregular'.
- List 36. Line 5. Delete '6', substitute '7'.
- List 37. Line 12. After 'Sh,' insert 'or MI, P, Sh,'.
Line 14. After 'upgrade', insert 'LMI'.
Delete 'phalangites', substitute 'MI with P'.
- List 39. Line 21. Delete '3', substitute '4'.
Line 48. Delete '3', substitute '2'.
- List 41. Line 26. Delete 'LI'. Substitute 'all LI or all LMI or all MI'.
- List 43. Insert new entry below line 17: 'Aetolian, Acarnanian and Athamanian infantry "Irregular C" LI or LMI, JLS, Sh, @ 3 points. Up to 24'
- List 46. Lines 19 and 20. Delete 'Irregular', substitute 'Regular'.
Line 51. Delete 'hasti', substitute 'hastati'.
- List 50. Line 12. Delete '*15', substitute '10'.
- List 56. Line 8. Delete 'or Sh, @ 7 points.' Substitute ', @ 6 points, or JLS, Sh, @ 7 points.'
Line 17. Delete '5', substitute '8'.
- List 60. Insert new entry below line 15: 'Extra to give Sh to LI, @ 1 point. Any or all'
Insert new entry below line 22: 'Up to 1 regular command factor @ 5 points to give Roman auxiliary infantry unit a detachment of "Regular C" cavalry.'
- Page 52. Delete Greenwood & Ball address. Substitute 'Unit 2a, Princess St., Thornaby-on-Tees, Teesside'.
Delete Society of Ancients treasurer's name and address. Substitute 'W. Thurlow, "Courtney", 15 Longfleet Road, Poole, Dorset.'