DARK AGE WARRIOR

Armies of the European Dark Ages, the Earlier Byzantines and the Muslim Expansion

Army lists for WARRIOR Ancient and Medieval Miniatures Wargaming Rules

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DARK AGE WARRIOR
Armies of the European Dark Ages, the Earlier Byzantines and the Muslim Expansion

This is a revised and updated version of the second in a series of booklets that contain army lists for use with WARRIOR, a set of rules for the tabletop recreation of ancient and medieval warfare. Where would ancient wargaming be without army lists? They form the basis for standardized tournaments as well as endless discussion on historical interpretation. The origin of these army lists goes back to 1977 with the publication by Wargames Research Group of a first set of armies. This was followed five years later with WRG Book 2, covering many of the armies in this booklet. Additional work done on behalf of the North American Society of Ancient and Medieval Wargamers in the late 1980s expanded the scope and depth of "Dark Age" lists and additional research has given us a better picture of many Islamic and Byzantine armies. Two people who have had a great influence on these lists are Paul Georgian and Terry Gore, the former working on the Byzantines, the latter on most of the European "Dark Age" armies. Other people who helped with draft lists, comments and reviews are Phil Barker, Marc Cribbs, Ewan McNay, Frank Gilson and Tom McMillen. Historical information concerning many European lists comes from John Haywood. The equine-related works of Ann Hyland figure prominently in many of the steppe nomad armies, as well as a number of standard and specialized historical works. Nonetheless, the decisions about what to include in a list and its final appearance, as well as whether or not to include some armies, were entirely ours.

DARK AGE WARRIOR continues the efforts begun in the first army list booklet, BIBLICAL WARRIOR, which has also recently been revised and updated, namely to focus on a specific period and location, in this case the European armies after the fall of the Roman Empire until the Norman Conquest of Britain, the earlier Byzantines and the rise of Islam in the Middle East and Mediterranean basin. By taking this approach, we hope to make it easier for players knowing little about a period to quickly identify historical opponents while gaining some idea of the character and background of the army from the list notes. In some instances, such opponents will be in other WARRIOR army list booklets. Where there is continued debate about the specifics of an army, we have in most cases gone with what we see as the most generally accepted view. We have also included, in one or two instances, armies that start well before the fall of Rome and extend well after William put down the last rebellions in England. We list them here because they were important players within this period despite their overlap with others.

Other books in this series include CLASSICAL, IMPERIAL, HOLY, FEUDAL, NEW WORLD AND ORIENTAL WARRIOR. Booklets generally contain up to 36-42 armies organized along the lines you see here. New World Warrior is available online free of charge at www.fourhorsemenenterprises.com.

Please don't hesitate to post questions or provide additional research on these or any other army in the period.

SPECIAL AND LIST RULES

In order to provide some historical flavor to the period, we are including "Special Rules" that apply to typical troop types or armies in a booklet, or "List Rules" that apply only to particular troops or armies, that are not contained in the WARRIOR rule set. Such rules are designed to correct problems that crop up in a single set of rules covering 5000 years of warfare. Special Rules are set out at the beginning of a booklet, while List Rules appear only in the appropriate army lists.

ABBREVIATIONS

Reg=Regular	EHK=Extra Heavy Knight
Irr=Irregular	HK=Heavy Knight
P, A and S=Personal, Army, Sacred standards	SHC=Super Heavy Cavalry
respectively	EHC=Extra Heavy Cavalry
JLS=Javelin or Light Spear	HC=Heavy Cavalry
D=Dart	MC=Medium Cavalry
B=Bow	LC=Light Cavalry
LB=Longbow	MCm=Medium Camelry
S=Sling	LCm=Light Camelry
SS=Staff Sling	EHI=Extra Heavy Infantry
CB=Crossbow	HI=Heavy Infantry
LTS=Long Thrusting Spear	LHI=Light Heavy Infantry
1HCW=One-Handed Cutting Weapon	MI=Medium Infantry
2HCW=Two-Handed Cutting Weapon	LMI=Light Medium Infantry
IPW=Improvised Peasant Weapon	LI=Light Infantry
Sh=shield	LCh=Light Chariot
Pa=pavise	El=Elephant

GENERAL CONCEPTS

The point cost is shown by ELEMENT, as are minimums and maximums. All fractions are in elements. All fractional ratios are for purchased troops, i.e., if 0-1/2 of a troop can be upgraded and you purchase 12 elements, 6 of those elements could be upgraded. If different "named" troops are given the same frational upgrade ratio on the same line, then such ratios apply to the total number of elements purchased, not for those of each "named" type.

Generals' elements may be in a mixed unit with troops of the same Training (Warrior 2.1) and Order (Warrior 2.21). Knights, Cavalry and Camelry can only be mixed with troops in the same Troop Category (Warrior 2.23) and Elephantry, Chariotry and Transport can only be mixed with troops of the same Troop Type (Warrior 2.22), except where an army list specifies that such troops can mix with others in that list. Being "Mounted" does not count as being in the same "Category" for these purposes. A general's element in a mixed unit does not prevent troops otherwise entitled under a Special or List Rule from fighting 1.5 ranks, provided the general's element is of the same nationality and armed the same as those troops. A general's element can be included in a detachment only as specified by a list. Generals' elements do NOT count toward the minimum or maximum of any troop line in a list except their own. Generals' elements count toward fractional or other numerical limits in a list only when they are part of a unit.

Unless otherwise specified in a list, troops listed as "bodyguard" must be in a unit with a general AND can only be used if the general is the same troop type as his bodyguard troops. Troops listed as "guards" or "guardsmen", however, can be in separate bodies.

Generals are treated as having the morale grade of the troops listed on their element or model. Unless otherwise specified in a list, Ally-generals of a specified nationality can command only troops of their allied contingent, and such troops can only be commanded by an Ally-general of that nationality. No army can have more than 4 generals regardless of the total number listed in a specific list.

Unless otherwise specified in a list, troops on different lines cannot be organized into the same unit or body. Troops on the same line may mix even if some are upgraded and others are not. If upgrading troops to mounted infantry, all elements in the unit must be upgraded.

Sacred standards are costed as if they are "upgrades" to whatever standard is listed for a CinC. For example, if a CinC carries a PA standard and is then given an S standard, the CinC is considered to be carrying a PAS standard for visibility and eagerness purposes.

If temporary field fortifications are specified in a list as being able to be deployed in the forward zone, a unit or body must also be deployed in the forward zone to "man" such fortifications at the start of the game.

All armies can fortify their camps costing as a 6-element width of temporary fortifications of either ditch or ditched palisade.

Many armies are arranged by time periods, usually Early, Middle and Late. In such lists, troops that can be used in any period are listed first (and occasionally last), followed by troops allowed in a given period. Troops or upgrades listed in one period cannot be used in another.

SHIELDWALL RULES

The following applies to close/loose foot troops in Lists 1-14, 17-24 and 26-36 that meet all of the following criteria:

- All elements in the front rank have shields,
- The body does not contain any Irr A or HTW- and/or LTS-armed troops, and
- The front rank does not contain any element armed only with missle weapons (JLS are not considered missle weapons for this purpose).

A general's element incorporated into a unit with such troops does not prevent the unit from adopting Shieldwall, provided the general's element meets all of the criteria.

1. Shieldwall has the same characteristics as a block and must be marked or made obvious to the opponent in some way. Shieldwall must be entered by using a maneuver (Change of Formation, 6.12). Shieldwall can only be left by using a maneuver, except in the following circumstances:

    - When a unit breaks, and
    - When a unit begins to rally (or, if it chooses not to rally, is eligible to begin to rally).

    When any of these circumstances occurs, the unit involuntarily leaves Shieldwall and reverts to a block of the same dimensions as it was when in Shieldwall and then breaks or continues to rally depending on the circumstances.

2. Shieldwall cannot be formed if any portion of the unit is in Difficult or Impassible terrain. Loose order bodies wanting to form Shieldwall must be 3 ranks or greater deep.

3. Movement in Shieldwall:

    a. A unit can change its frontage by up to two (2) elements when entering (but not when leaving) Shieldwall. This is not the same as the maneuver "Change Frontage."

    b. Units in Shieldwall may:

        (i)   Make a tactical move no greater than 40p, which can include a wheel;

        (ii) CANNOT drop back elements to pass a gap or revert to a block (Basic Tactical Move, 6.111); or

        (iii) Charge non-impetuously or countercharge no greater than 40p. Units in Shieldwall do not roll for variable distance when charging.

    c. Units in Shieldwall may not:

        (i)   Expand in a follow-up move if loose order.

        (ii) Pursue.

4. Combat in Shieldwall:

    a. Bodies firing at units in Shieldwall suffer a -1 Shooting Tactical Factor (8.93) unless artillery or handguns or if the unit otherwise counts shieldless toward shooting.

b. Steady loose order bodies in Shieldwall do not take a waver test for being charged frontally by mounted in the open. Such bodies that are charged in the flank or rear test normally.

c. Bodies not armed with HTW and fighting against a unit in Shieldwall suffer a -1 on their HTH factors if fighting to the unit's front.

d. Troops that normally count shieldless in HTH (for example 2HCW) are always considered shielded while in Shieldwall if fighting to the unit's front.

e. Units in Shieldwall do NOT get the 3rd/4th rank benefits if using Barbarian Foot Rules.

f. Units in Shieldwall do NOT get any List Rule 1.5 rank fighting capability.

g. Units in Shieldwall are not subject to the special break-through option otherwise allowed by the Macedonian Companion or Norman Cavalry Rules. For the purposes of Warrior 11.233 (Break-through), chariots treat loose order troops in Shieldwall as if they were close order.

VIKING INFANTRY RULES

The following applies to troops named "Viking" or "Varangian" in Lists 7, 9, 13, 27, 29, 30 and 32-36 and to generals' elements incorporated into a unit with such troops:

1. Hirdsmen or Beserkir, either in separate/mixed units or as parent/detachments with each other, not armed with JLS and not in Shieldwall, may fight 1.5 ranks in hand-to-hand combat if charging, countercharging or pursuing.

2. Hirdsmen/Warriors may have Beserkir detachments.

3. Hirdsmen/Warriors/Beserkir may fight in mixed units of the same order.

4. Such troops may embark or disembark from a boat counting it as a maneuver or single march segment; such troops are considered steady when disembarking as an exception to Warrior 5.221.

5. Boats count as a steady friendly body for support purposes; such troops with a friendly boat anywhere within 240p is considered supported as an exception to Warrior 5.131.

NORMAN CAVALRY RULES

The Norman heavy cavalry of the period had an immense impact on warfare in Europe and the Mediterranean basin. To replicate their unique abilities, the following rules apply to bodies containing only troops named "Norman Milites" in List 23, "Milites" in List 29, "HC "Norman Mercenaries" in Lists 32 and 34 and "Norman Adventurers" in List 36 and to generals' elements incorporated into a unit with such troops. Such troops:

1. May make an immediate recall move if all HTH opponents fail to recoil, breakoff or rout as an exception to Warrior 6.36.

2. Disregard the 4th bullet in the second paragraph of Warrior 6.164 (i.e., they may define a charge as impetuous even if tired or uneasy at declaration).

3. May breakthrough if they inflict more H-T-H casualties and opponents not in Shieldwall suffer at least 1 CPF from all causes without those opponents breaking.

BYZANTINE RULES

The following rules apply to bodies containing Byzantine troops of the stated name below in Lists 11-12, 19, 23-24 and 25 and incorporated generals' elements:

1. Skutatoi Spearmen/Bowmen may fight in mixed units.
2. Skutatoi Spearmen may adopt testudo.
3. Skutatoi Spearmen in Lists always fight two full ranks in hand-to-hand combat.
4. Skutatoi infantry in Lists may adopt "Crusader Order":
   a. It has the same characteristics as a block and must be marked or made obvious to the opponent in some way.
   b. It must be entered using a maneuver (Warrior 6.12).
   c. It reverts to a block on entering hand-to-hand combat or making any but an approach move.
   d. While in Crusader Order, Skutatoi may not charge or countercharge.
   e. Kavallarioi may voluntary interpenetrate steady Skutatoi in Crusader Order (but not the reverse) as an exception to Warrior 6.52, without disordering either body, and are not subject to the limitation on shooting in the last sentence of the 6th paragraph of Warrior 6.52.
   f. Interpenetrating troops that exceed their movement allowance remain subject to the limitations on charging and shooting in that paragraph, provided that Kavallarioi who begin the Approach phase in base-to-base contract with Skutatoi in Crusader Order, with neither body moving in that phase or the Counter/Retirement Phase, measure an interpenetrating charge move from the front edge of the Skutatoi and may shoot in Support Shooting for that charge.
5. Boukkellarioi/Kavallarioi:
   a. In addition to all other Shooting Reactions under Warrior 11.1, may make a Recall move (Warrior 6.36) or Evade (Warrior 6.166) instead if charged.
   b. In addition to all other charge responses under Warrior 6.166, may either Evade or make an immediate Recall move (Warrior 6.36) before contact. Troops that have elected to make a Recall move as a Shooting Reaction must Evade if charged.
   c. Chargers pursue troops making a recall move in such circumstances as if such troops were evading (Warrior 6.166C).
   d. Troops making such a Recall move who are contacted by their pursuers may engage in Support Shooting, may counter-charge and may fight in HTH.

BARBARIAN INFANTRY RULES

The following rules apply, in the case of Rule 1, to Irregular close/loose order infantry in all lists in Dark Age Warrior and, in the case of Rules 2 and 3, except where expressly stated not to apply, which troops are referred to here as Barbarian Infantry.

1. Close/loose order Barbarian Infantry may march on segment 3 if desired but take a fatigue point (FP) for doing so.
2. A body of Barbarian Infantry with 9 or more elements in total fights with 1/3 of the figures in any 3rd and/or 4th ranks directly behind those eligible to fight if the body meets all the following requirements:

      a.   Charged or countercharged this bound or contacacted opponents in a converted charge in the previous bound;

      b.   The 1st and 2nd ranks are ALL armed with a close combat weapon other than SA and/or IPW;

      c.   The 3rd and 4th ranks each contain at least one element armed with a close combat weapon other than SA and IPW;

      d.   Does not contain any element with 2HCT and/or HTW combined with another weapon; and

      e.   Contains at least one element of C morale grade class or better troops.

The 3rd and 4th ranks fight as "Other Weapons" but get no other Weapons Factors; they do count all Tactical Factors.

In determining figures fighting in any 3rd and/or 4th ranks, add the number of figures in both ranks combined, take 1/3 of the combined total, and then round up.

3.   A body of Barbarian Infantry with more than 8 elements is eager while any friendly body that does not include LC and/or LI within 240 paces is charging in the current bound or already in H-T-H combat and not broken or shaken.

ROMAN INFANTRY RULES

The following rules apply to Roman Legionaries in List 1:

COUNTERS: Such troops may attempt to counter in any situation as an exception to Warrior 6.14.

CIRCULATING COMBATANTS: Advanced military techniques developed in Rome included the regular practice of circulating ranks and units to the front in hand-to-hand combat. To reflect these practices, as an exception to WARRIOR rules sections indicated below, such troops NOT shaken, broken, broken-through, disembarking, **contacted to the flank by an enemy body or** in difficult terrain or in "fulcum" may:

1) Exchange one or more ranks during the Approach phase as a single formation change, instead of taking the entire move,

2) Replace an element in contact with opponents with an element directly to its rear during the Approach or Counter/Retirment phase (as well as when making a Recoil move, 6.51), without dicing or being prompted, but only during the second bound of a continuing H-T-H combat. Such a replacing element counts as steady in the following H-T-H combat phase, even if its body is not otherwise considered steady; thereafter, it counts as having the cohesion of the worst affected element(s) in the body. Such a replacing element also counts as in first contact (9.3), even though its body is by definition already in contact; it does not count as charging or counter-charging (9.42).

3) Interpenetrate another body of such legionaries (6.52) not in "fulcum" to replace it in combat (6.163 and 6.523). Legionaries interpenetrating other legionaries in this way to replace them in combat are not disordered by virtue of the third and fourth bullets in 6.521, but are subject to all other causes of disorder specified in that section.

ROMAN SWORDSMEN:

1.   Such troops who are willing or eager do not have their charge cancelled by frontal charges declared on them by impetuous or mounted bodies. This is an exception to 6.163.

2. Such troops who are willing or eager may countercharge any impetuous or mounted bodies that have declared frontal charges against said troops. This is an exception to 6.163.
3. In subsequent bounds of H-T-H, HTW-armed legionaries "revert" to being armed with 1HCW.

ARMIES INCLUDED:

1. Scots-Irish 55 BC – 846 AD
2. Picts 250 AD – 846 AD
3. Early Saxon, Frisian, Bavarian or Thuringian 250 AD – 885 AD
4. Merovingian Franks 486 AD – 639 AD
5. Italian Ostrogothic 493 AD – 563 AD
6. Romano-British 407 AD – 537 AD
7. Sub-Roman British 540 AD – 945 AD
8. Early Welsh 580 AD – 1038 AD
9. Breton 665 AD – 936 AD
10. Early Lombard 480 AD – 584 AD
11. Early Bulgar 500 AD – 1018 AD
12. Early Byzantine 474 AD – 578 AD
13. Slav 500 AD – 1220 AD
14. Avar 562 AD – 826 AD
15. Arab Conquest 624 AD – 661 AD
16. Arab Imperial 661 AD – 969 AD
17. Khazar 568 AD – 1083 AD
18. Carolingian Franks 640 AD – 889 AD
19. Maurikian Byzantine 578 AD – 649 AD
20. Andalusian 711 AD – 1212 AD
21. Feudal Spanish 711 AD – 1350 AD
22. Early Serbian/Croatian 627 AD – 1180 AD
23. Italian Lombard 584 AD – 1076 AD
24. Thematic Byzantine 649 AD – 963 AD
25. Muslim Africa/Sicily 702 AD – 1160 AD
26. Magyar 737 AD – 1000 AD
27. Viking 789 AD – 1263 AD
28. Pecheneg 860 AD – 1122 AD
29. Norman/Western Franks 889 AD – 1072 AD
30. Russ and Varangian 830 AD – 1054 AD
31. Pre-Feudal German 889 AD – 1106 AD
32. Pre-Feudal Scots 846 AD – 1124 AD
33. Norman Conquest Welsh 1039 AD – 1136 AD
34. Norse Irish 846 AD – 1250 AD
35. Boran Norse Irish 975 AD – 1014 AD
36. Anglo-Danish 886 AD – 1075 AD

1. Scots-Irish 55 BC – 846 AD

CinC with JLS in two-horse LCh with Irr B crew of unarmed driver @ 100 pts, or
as LMI JLS, Sh + 2 Irr B LMI JLS, Sh @ 108 pts 1
Extra to give CinC PA standard if on foot @ 15 pts 0-1
Extra to upgrade PA standard to PAS with non-fighting Praying Saint @ 85 pts 0-1
Ally-general with JLS in two-horse LCh with Irr B crew of unarmed driver @ 75 pts,
or as LMI JLS, Sh + 2 Irr B LMI JLS, Sh @ 83 pts 0-3
Extra to downgrade Ally-general to Sub-general @ -25 pts 0-1
Champions two-horse LCh with Irr A crew of unarmed driver and 1 with JLS @ 17 pts...........0-1/general
Chariotry two-horse LCh with Irr B crew of unarmed driver and 1 with JLS @ 16 pts **8-28
Hostage Kings' Sons Irr B LMI JLS, Sh @ 12 pts..0-4
Extra to upgrade to LHI @ 4 pts if LMI general's element, @ 6 pts if Hostage Kings' Sons................. any
Warriors Irr D LMI JLS, Sh @ 6 pts 18-72
Extra to upgrade Warriors to Irr C @ 3 pts .... any
Extra to upgrade Irr C Warriors to Irr B @ 3 pts 0-1/2
Peasant Skirmishers Irr D LI JLS, Sh @ 4 pts..12-32
Extra to upgrade Peasant Skirmishers to Irr C @ 2 pts..0-1/2
Extra to upgrade other Peasant Skirmishers to Irr B as Chariotry detachments @ 4 pts 0-2/chariot
Peasant Slingers Irr D LI SS or S, Sh @ 4 pts 0-16

Frankish Mercenaries Irr C MI HTW or JLS, Sh @ 12 pts..0-16
Extra to upgrade Frankish Mercenaries to Irr B @ 4 pts .... any
Dal Riadan Mercenaries Irr B LMI JLS, Sh @ 12 pts 0-18

Roman Ally-general as HC JLS, Sh with P standard + 2 Reg B HC JLS, Sh @ 107 pts.......................*1
Roman Cavalry Reg B HC/LC JLS, Sh @ 33 pts if HC, @ 18 pts if LC...............................*0-4
Roman Legionaries Reg C HI HTW, Sh @ 24 pts...*0-8
Roman Auxiliaries Reg C LHI JLS, Sh @ 24 pts..*8-12
Extra to give S to Roman Auxiliaries @ 4 pts..0-1/2
Roman Auxiliary Archers Reg C LHI B @ 20 pts...*0-6

6 elements width of plashing for wood edges @ 10 pts 0-6

Climate: Cold.
Boats: Yes.
List Rule: 1) Up to two 6-element segments of plashing for wood edges may be deployed in friendly forward zones. 2) A single-element Champion detachment may, as an exception to Warrior 2.53

(Detachments), move or remain more than its tactical move distance away from its parent whenever eligible to charge, counter-charge or pursue. 3) Roman Auxiliaries may not form Shieldwall.

Notes: This list covers the Irish from the earliest times until the arrival of the Vikings, a period of endemic warfare among countless petty kings periodically subordinated to a powerful central monarchy.   They are usually called Scotti in Latin sources, a name that Irish settlers carried with them to Scotland. Legend names Tuathal as the first "Ard Ri" or High King. He is said to have fled to Britain to escape an uprising of subject peoples, but then to have returned with a great army to master all Ireland. At about the same time, in 81 AD, Domitian's legate Agricola is said to have entertained a fugitive Irish prince, and to have thought of sending a Roman army to restore him; the Roman contingent allowed by the list reflects the possibility that he did. Irish raids on Britain in the early third century AD may have provoked a reaction that placed a Roman candidate upon the throne. The High King Cormac (218-256 AD) is credited with expelling the intruder, and he and his friend and champion Cuchulainn are celebrated as the greatest figures in Irish legend. Irish raids were a major problem in the fourth century AD and Niall (379-405 AD), the best known of the fighting kings of Ireland, is said to have died in the English Channel. Irish settlements were to be found all along the western coast of Britain, some of them significant local powers in their own right. Christianity arrived with Patrick in 432 AD, and thereafter Irish monks preserved learning through the dark times of the barbarian invasions. In 482 AD, Mac Erca of the Northern Ui Neill ("Sons of Niall") subdued his rivals, and reigned in peace for 30 years. Diarmait (d. 564 AD), the last great king of the period, and Columba, the great Irish churchman, played out a version of the later Medieval conflict of church and state, with the church emerging as the victor.   Ally-generals predominate because of the competing Irish kingdoms of the period. The Praying Saint sacred standard represents a figure such as Saint Columba, who was given most of the credit for the Ui Neill victory over King Diarmait in 561 AD by out-praying poor Saint Finnian. Minimums marked * apply only if any Romans are used. Minimums marked ** apply only if any chariots other than the Generals' or Champions' are used. Only one type of Mercenary can be used. Mercenaries cannot be used with Romans. The Praying Saint sacred standard cannot be used if any Mercenaries or troops marked * or ** are used.   Champions may be a single-element detachment to a LCh-mounted general's staff element or in a unit containing such a general's element and can be in a unit only with a LCh-mounted general. Chariotry may have Warrior and/or upgraded Peasant Skirmishers detachments.   Roman Legionaires may adopt Testudo.

2. Picts 250 AD – 846 AD

CinC with JLS in two-horse LCh with Irr B crew of unarmed driver @ 100 pts, or as
LC JLS, Sh + 1 Irr B LC JLS, Sh @ 107 pts 1
Sub-general with JLS in two-horse LCh with Irr B crew of unarmed driver @ 50 pts, or
as LC JLS, Sh + 1 Irr B LC JLS, Sh @ 57 0-3
Extra to upgrade LC general's element to HC @ 11 pts .... any

Extra to convert LC general's element to Irr B LMI JLS, Sh @ 1 pt .... any
Pict Horse Irr C LC JLS, Sh @ 12 pts 4-16
Pict Warriors Irr C MI/LMI LTS or JLS, Sh @ 12 pts if MI, @ 9 pts if LMI....................... 24-112
Extra to upgrade Pict Warriors to Irr B @ 4 pts if MI, @ 3 pts if LMI.............................. 0-1/2
Extra to give JLS to LTS-armed Pict Warriors @ 4 pts if MI, @ 3 pts if LMI .... any
Pict Skirmishers Irr C LI JLS, Sh @ 6 pts 0-24
Pict Archers Irr C LI CB or B @ 4 pts 12-36
Early Period (250 AD – 500 AD)
    Extra to upgrade Pict Horse to Irr B HC/LC as general's bodyguard @ 15 pts if to HC,
    @ 2 pts if LC 0-1/general
    Pict Chariotry two-horse LCh with Irr B crew of unarmed driver + 1 with JLS @ 16 pts........ 0-16
    Caledonian Warriors Irr D LMI JLS, Sh @ 6 pts.. 0-36
    Extra to upgrade Caledonian Warriors to Irr C @ 3 pts.. 0-1/2
    Atecotti Irr A LMI JLS, Sh @ 15 pts.. 0-12
Late Period (501 AD – 846 AD)
    Extra to upgrade Pict Horse to Irr B MC/HC @ 9 pts if to MC, @ 15 pts if to HC.................. any
    Extra to give 2HCW to Pict Warriors armed only with JLS @ 4pts if MI, @ 3 pts if LMI........ 0-12

    Scots-Irish Ally-general with JLS in two-horse LCh with Irr B of unarmed driver
    @ 75 pts, or as LMI JLS, Sh + 2 Irr B LMI JLS, Sh @ 83 pts... *1
    Scots-Irish Champion two-horse LCh with Irr A crew of unarmed driver
    and 1 with JLS @ 17 pts *0-1/general
    Scots-Irish Chariotry two-horse LCh with Irr B crew of unarmed driver + 1
    with JLS @ 16 pts *0-8
    Scots-Irish Warriors Irr D LMI JLS, Sh @ 6 pts.. *11-42
    Extra to upgrade Scots-Irish Warriors to Irr C @ 3 pts... any
    Extra to upgrade Irr C Scots-Irish Warriors to Irr B @ 3 pts 0-1/2
    Scots-Irish Peasant Skirmishers Irr D LI JLS, Sh @ 4 pts.................................. *6-24
    Extra to upgrade Peasant Skirmishers to Irr C @ 2 pts... any
    Extra to upgrade other Peasant Skirmishers to Irr B as Scots-Irish Chariotry
    detachment @ 4 pts 0-2/chariot

    Saxon Ally-general as MI JLS, Sh + 3 Irr B MI JLS, Sh @ 87 pts *1
    Saxon Warriors Irr B MI JLS, Sh @ 16 pts.. *3-11
    Extra to upgrade Saxon Warriors to HI @ 6 pts if general's element, @ 8 pts if others **0-1/3
    Extra to give Saxon Warriors HTW @ 4 pts .... **any
    Saxon Peasant Spearmen Irr C MI JLS, Sh @ 12 pts... *8-24
    Reduction to downgrade Saxon Peasant Spearmen to LMI @ -3 pts .... **any

Extra to give MI Saxon Peasant Spearman HTW @ 4 pts... **0-1/2
Saxon or Anglo-Saxon Skirmishers Irr C LI JLS, Sh @ 6 pts...*0-12
Saxon or Anglo-Saxon Archers Irr C LI B @ 4 pts *0-8

Extra to upgrade Saxon Ally-general to HI 2HCW, Sh + 3 Irr B HI 2HCW, Sh
as Anglo-Saxon @ 6 pts ***1
Extra to upgrade Saxon Warriors to HI as Anglo-Saxons @ 6 pts if general's element,
@ 8 pts if others.. ***any
Extra to exchange Saxon Warriors JLS for 2HCW as Anglo-Saxons @ 0 pts .... ***any
Extra to upgrade MI Saxon Peasant Spearmen HI as Anglo-Saxons @ 8 pts................ ***0-1/2
Extra to upgrade any Anglo-Saxons to mounted infantry @ 6 pts if general's element,
@ 8 pts if HI/MI .... ***any

Climate: Cold.
Boats: Yes.
List Rule: 1) A single-element Champion detachment may, as an exception to Warrior 2.53 (Detachments), move or remain more than its tactical move distance away from its parent whenever eligible to charge, counter-charge or pursue.

Notes: The Pictae, literally "painted people," were first mentioned in 297 AD as a Celtic tribe living north of the Antonine Wall. The Picts had apparently supplanted the Caledonian tribes of the area during the 3rd century AD after the Roman emperor Septimius Severus had weakened the latter. Thereafter, the Picts were a constant menace, first invading Roman Britain in 367 AD and again during the 5th century AD along with the Scots-Irish, Angles, Saxons, Jutes and Frisians. The Picts never made any lasting territorial gains but made life along the northern marches miserable for those Britons defending it. Their language was akin to British, but unlike them the Picts traced descent through the female line, which facilitated acceptance of foreign kings but which eventually led to disorders that undermined their ability to defend themselves against outsiders. The Picts were normally divided between a northern group centered on Inverness and a southern one around Stirling, often independent and hostile to one another, of which the northern was generally dominant. Their greatest king was Bridei (c. 554-584 AD), a son of Maelgwyn of Wales, who united all Pictland, subdued the Scots and exacted tribute from the Orkneys, until killed by the southern Picts. Their relationship with the English in Northumbria, who took the Lothians from them, was complicated; often at war but at other times receiving fugitives and even accepting an English king in 652. They were almost uniformly hostile to the British in Strathclyde, and over time lost ground to their Dal Riadan Scots allies. Under pressure from all sides, in 846 AD they accepted the Scot Kenneth Mac Alpine (who had a Pictish grandmother) as king, and he united his own Dal Riada kingdom with the Pictish lands to form the first unified kingdom of Scotland. There is no evidence of cooperation with Vikings as was assumed in earlier lists so they have been dropped. The Atecotti remain something of a mystery but

were thought to be particularly ferocious and probably represented an aboriginal population. The decision to allow double-armed Pict Warriors stems from a stone plaque commemorating the battle of Dunnichen. A Pict CinC or Sub-general can be mounted on a LCh or as LC only in the Early period. In the Early Period, a northern Pictish army may have no more than 6 elements of Chariotry and 8 elements of Pict Horse (excluding generals' elements), and must have more LMI than MI Pict Warriors. A southern Pictish army in the Early Period must have more MI than LMI Pict Warriors and may not upgrade more than 8 elements of Pict Wariors to Irr B. An army in the late period may not have both Scots-Irish and Saxon or Anglo-Saxon allies. Minimums marked * apply only if any troops of that nationality are used. An army may not have both Saxons and Anglo-Saxons, and uprade/reductions marked ** may not be used with those marked ***; this distinction represents the transition from early Saxon invaders to the later established Anglo-Saxon kingdoms in Britain. No Scots-Irish chariots other than an Ally-general's may be used with Saxons. Pict Warriors may have Pict Archer detachments. A Scots-Irish Champion may be a single-element detachment to the general's staff element or in a unit containing general's element and can be in a unit only with a LCh-mounted general. Scots-Irish LCh may have Warrior or Peasant Skirmisher detachments. Saxon or Anglo-Saxon Warriors/Peasant Spearmen may fight in mixed units of the same order and period.

3. Early Saxon, Frisian, Bavarian or Thuringian 250 AD – 885 AD

CinC as HI JLS, Sh with PA standard + 3 Irr B HI JLS, Sh @ 133 pts 1
Sub-General as HI JLS, Sh + 3 Irr B HI JLS, Sh @ 68 pts 0-3
Noble Warriors Irr B MI JLS, Sh @ 16 pts 5-36
Peasant Spearmen Irr D MI JLS, Sh @ 8 pts 24-72
Extra to upgrade Peasant Spearmen to Irr C @ 4 pts .... any
Scouts Irr C LI JLS, Sh @ 6 pts.. 0-24
Archers Irr C LI B @ 4 pts 0-16
Levy Irr E LMI up to ½ JLS, rest IPW @ 1.5 pts 0-36
Extra to upgrade JLS-armed Levy to Irr D @ 1.5 pts.. 0-1/2
Extra to uprade to Irr C and/or give Sh to Irr D Levy @ 3 pts 0-1/2
Continental Chiefdoms and the Invasion of Britain (250 AD – 649 AD)
      Extra to give Noble Warriors HTW @ 3 pts if general's element, @ 4 pts if other .... any
      Extra to upgrade Noble Warriors to HI @ 8 pts 0-1/3
      Reduction to downgrade Peasant Spearmen to LMI @ -2 pts if Irr D, @ -3 pts if Irr C .... any
      Extra to give MI Peasant Spearmen HTW @ 4 pts 0-1/2
      Extra to upgrade MI/LMI Peasant Spearmen to Irr A @ 8 pts if MI, @ 6 pts if LMI 0-24
Anglo-Saxon Kingdoms in England (650 AD – 885 AD)
      Extra to upgrade Noble Warriors to HI @ 8 pts .... any
      Extra to exchange Noble Warriors JLS for 2HCW @ 0 pts .... any
      Extra to upgrade Irr C Peasant Spearmen to HI @ 8 pts 0-1/2

Extra to upgrade Noble Warriors/Peasent Spearmen to mounted infantry @ 6 pts if
general's element, @ 8 pts if others.. any

Welsh Ally-general as HC JLS, Sh + 2 Irr B HC JLS, Sh @ 93 pts, or as LHI LTS or JLS,
Sh + 2 Irr B LHI LTS or JLS, Sh @ 87 pts...*1
Welsh Cavalry Irr B HC JLS, Sh @ 27 pts *0-6
Welsh Teulu Bodyguard Irr B LHI all LTS or all JLS, Sh @ 18 pts.........................*0-3
Welsh Spearmen Irr C MI/LMI each unit all LTS or all JLS, Sh @ 12 pts if MI,
@ 9 pts if LMI..*8-24
Welsh Javelinmen Irr C LI JLS, Sh @ 6 pts *0-12
Welsh Archers Irr C LI B @ 4 pts *0-16

British Ally-general as HC JLS, Sh + 2 Irr B HC JLS, Sh @ 93 pts...........................*1
British Cavalry Irr B HC JLS, Sh @ 27 pts *3-6
British Light Cavalry Irr C LC JLS, Sh @ 12 pts or B @ 8 pts...............................*0-4
British Pedyt Spearmen Irr D MI LTS, Sh @ 8 pts *12-24
British Bowmen Irr D MI/LMI B @ 4 pts if MI, @ 3 pts if LMI..............................*0-12
British Warriors Irr D LMI JLS, Sh @ 6 pts...*0-12
Extra to upgrade British Warriors to Irr B @ 6 pts 0-1/2
Extra to upgrade Irr B British Warriors to Irr A @ 6 pts 0-1/2
British Scouts and Archers Irr D LI JLS, Sh @ 4 pts or B @ 2 pts *0-16
Extra to upgrade Irr D British infantry to Irr C @ 4 pts if MI, @ 3 pts if LMI, @ 2 pts if LI....... any

Pict Ally-general as HC JLS, Sh + 2 Irr B LC JLS, Sh @ 93 ....*1
Pict Horse Irr C LC JLS, Sh @ 12 pts *4-16
Extra to upgrade Pict Horse to Irr B MC/HC @ 9 pts if to MC, @ 15 pts if to HC.................. any
Pict Warriors Irr C MI/LMI LTS or JLS, Sh @ 12 pts if MI, @ 9 pts if LMI *12-24
Extra to upgrade Pict Warriors to Irr B @ 4 pts if MI, @ 3 pts if LMI 0-1/2
Extra to give JLS to LTS-armed Pict Warriors @ 4 pts if MI, @ 3 pts if LMI .... any
Extra to give 2HCW to Pict Warriors armed only with JLS @ 4pts if MI, @ 3 pts if LMI....... 0-1/2
Pict Skirmishers Irr C LI JLS, Sh @ 6 pts *0-12
Pict Archers Irr C LI CB or B @ 4 pts..*6-18

Climate: Cold.
Boats: Yes.

Notes: This list covers early continental Saxons, Frisians, Bavarians and Thuringians from their arrival
on the Roman frontier until all were eventually absorbed by the Franks. It also covers the Jutes and

Anglo-Saxons in Britain from Hengist's arrival as a paid mercenary in 428 AD until the establishment of the Danelaw. These Germanic tribes fought against each other, against the Romans, and against other barbarian invaders such as the Huns and Franks. In Britain, stable kingdoms (traditionally seven in number) had emerged by 650 AD, with Angles predominating in the North and East, Jutes in Kent and Saxons in the South and West. They continued to fight amongst themselves and to vie for overall leadership, with Aethelbert of Kent, Raedwald of the East Angles, Edwin of Northumbria, Offa of Mercia and Egbert of Wessex in turn becoming "Bretwalda" or high king of Britain. By the time of Alfred the Great of Wessex, the title had become outmoded but the role remained, in his case to lead a national resistance against the Danes. The Anglo-Saxons fought as well as with Britons and Welsh to the West, Scots and Picts to the North, Irish from over the western sea and Vikings from the east. Penda of Mercia maintained friendly relations with the Welsh, and campaigned with Cadwallon of Gywnedd against Northumbria. Eadberht of Northumbria had Pictish help in his capture of Dumbarton, capital of the British kingdom of Starthclyde. "Noble" warriors include the various "named" groups such as thanes, gesiths and hirdsmen who were for the most part prosperous farmers rather than a true "noble" class. The Peasant Spearmen represent what is more commonly referred to as "fyrd", not quite unwilling levy but not always the most motivated of troops. Metal armor was restricted to kings and more prominent chieftains and their warbands through the 7th century but thereafter became rather common among the nobility. The option to arm Noble Warriors and some Peasant Spearmen with HTW reflects a now-common opinion that at least some were armed in a similar fashion to the francisca-wielding Franks. Minimums marked * apply only if any troops of that nationality are used. Nobles and Peasant Spearmen may fight in mixed units of the same order, as may British Bowmen and Pedyt Spearmen. Welsh Spearmen/Teulu Bodyguard may have LI detachments and Pict Warriors may have Pict Archer detachments.

4. Merovingian Franks 486 AD – 639 AD

CinC as HC L or JLS, Sh with PA standard + 2 Irr B HC L or JLS, Sh @ 133 pts 1
Sub-general as HC L or JLS, Sh + 2 Irr B HC L or JLS, Sh @ 68 pts 0-2
Ally-general as HC L or JLS, Sh + 2 Irr B HC L or JLS, Sh @ 93 pts 0-2
Noble Cavalry Irr B MC L or JLS, Sh @ 21 pts... 3-9
Extra to upgrade Noble Cavalry to HC @ 6 pts .... any
Breton Cavalry Irr B HC JLS, Sh @ 27 pts 0-4
Breton Light Cavalry Irr C LC JLS, Sh @ 12 pts.. 0-8
Tribal Warriors Irr C MI HTW or JLS, Sh @ 12 pts.. 24-48
Extra to upgrade Tribal Warriors to Irr B @ 4 pts 0-1/2
Tribal Javelinmen Irr C LI JLS, Sh @ 6 pts 0-16
Tribal Archers Irr C LI B @ 4 pts 0-24
City Levy Irr D MI LTS or JLS, Sh @ 8 pts **12-36
Extra to upgrade City Level to Irr C @ 4 pts 0-1/2

Saxons Irr C MI/LMI JLS, Sh @ 12 pts if MI, @ 9 pts if LMI.. 0-12
Extra to upgrade to Irr B and/or give MI Saxons HTW @ 4 pts .... any

Alemannic Cavalry Irr C HC JLS, Sh @ 24 pts *0-4
Extra to upgrade Alemannic Cavalry to Irr B @ 3 pts... any
Alemannic Warriors Irr D MI HTW, Sh @ 8 pts *8-24
Extra to upgrade Alemannic Warriors to Irr C @ 4 pts .... any

Burgundian Ally-general as HC JLS, Sh + 2 Irr B HC JLS, Sh @ 93 pts, or as MI JLS, Sh + 3
Irr B MI JLS, Sh @ 87 pts...*1
Burgundian Noble Cavalry Irr C HC JLS, Sh @ 24 pts *0-5
Extra to upgrade Burgundian Noble Cavalry to Irr B @ 3 pts .... any
Burgundian Warriors Irr D MI JLS, Sh @ 8 pts...*11-24
Burgundian Scouts Irr D LI JLS, Sh @ 4 pts or B @ 2 pts *0-8
Extra to upgrade Burgundian Warriors/Scouts to Irr C @ 4 pts if MI, @ 2 pts if LI .... any

Visigothic Ally-general as HC L, JLS, Sh + 2 Irr B HC L, JLS, Sh @ 95 pts..*1
Visigothic Bucellarii Irr B HC L, JLS, Sh @ 30 pts...*1-7
Visigothic Gardingi Irr C LC JLS, Sh @ 12 pts *4-8
Visigothic Spearmen Irr C MI JLS, Sh @ 12 pts...*0-16
Visigothic Bowmen Irr C MI/LMI B @ 8 pts if MI, @ 6 pts if LMI..*0-8
Visigothic Archers Irr C LI B @ 4 pts...*0-8

Romano-Gallic Cavalry Irr B HC JLS, Sh @ 27 pts..*2-6
Extra to upgrade Romano-Gallic Cavalry to Reg C @ 3 pts.. any
Romano-Gallic Infantry Irr D MI/LMI LTS or JLS, Sh @ 8 pts if MI, @ 6 pts if LMI *4-12
Romano-Gallic Skirmishers Irr D LI JLS or S, Sh @ 4 pts...*0-6
Extra to upgrade Romano-Gallic Infantry/Skirmishers to Reg C @ 8 pts if MI, @ 10 pts if LMI,
@ 4 pts if Skirmishers .... any
Extra to upgrade other Romano-Gallic Infantry/Skirmishers to Irr C @ 4 pts if MI, @ 3 pts if LMI,
@ 2 pts if Skirmishers .... any

6 elements width of wooden barricades @ 10 pts 0-8

Climate: Cold.
Boats: No.

List Rule: 1) Up to two 6-element segments of wooden barricades may be deployed in friendly forward zones. 2) Barbarian Infantry Rules do not apply to City Levy or Romano-Gallic Infantry. 3) Romano-Gallic Infantry may not form Shieldwall.

Notes: By the end of the fourth century AD, the Franks were settled in Roman territory as foederati in two divisions, the Salians in Belgium and the Ripuarians along the Rhine. Salian Franks fought with Aetius against the Huns at Chalons and against the Visigoths at Orleans. Clovis of the Salian royal Merving clan came to power in 481 AD and, acting nominally on behalf of the legitimate Roman emperors, defeated the separatist Gallo-Roman general Syagrius at Noviodunum in 486 AD, extending Frankish power to the Loire. Clovis accepted Roman Catholicism in that year, and so gained the support of the Gallo-Roman bishops and people against the Arian Visigoths, Alemanni and Burgundians. After defeating the Alemanni at Strasburg in 496 AD, he was elected king of the Ripuarians. He defeated the Visigoths at Vouille in 507 AD and, with Burgundian help, took nearly the whole of the Visigothic lands north of the Pyrenees. Clovis established the Frankish capital at Paris, was named consul by Anastasius, and died in 511 AD. Despite a division of territories among his sons, the Franks expanded to the east at Thuringian expense, absorbed the Burgundians, took Provence from the Ostrogoths, and occasionally intervened in Italy. After a period of ruthless conflict, only Clothar of the sons of Clovis survived to rule alone, but upon his death in 561 AD the kingdom was divided again into the rival kingdoms of Neustria (the "new" lands in France), Austrasia (the old lands to the "east") and Burgundy (normally attached to Neustria). The princes of Neustria eventually exterminated the rival line, and the kingdom was reunited in 613 AD. Dagobert I, the last strong Merovingian king, is said to have ruled wisely, but after his death in 639 AD power slipped away from the kings to be taken up by the Mayors of the Palace in both Neustria and Austrasia. The Franks were distinguished from contemporary barbarian armies by the excellence of their foot. Evidence of lance-armed cavalry is mixed. Procopius and Agathias reference "spears" and according to Isidore the Franks' contemporaries, the Visigoths, armed their cavalry with both lance and javelin, so we allow the option for them. Romano-Gauls represent indigenous forces that remained after the defeat of Syagrius. Visigoths represent those who remained in Aquitania after Vouille but before the general exodus triggered by the defeat and murder of the Visigothic prince Amalaric in 531. Burgundians represent both the forces of King Gundobad, who cooperated with Clovis against the Visigoths, and the subject kingdom of Burgundy after the battle of Autun in 532 AD. Minimums marked * apply only if any troops of that nationality are used. Minimums marked ** apply only if any City Levy are used. Tribal Infantry must number at least three times the number of Noble Cavalry. Romano-Gauls cannot be used with any other troops marked *. Alemanni can be used with Burgundians but not other troops marked *. Visigoths cannot be used with Burgundians or Bretons. Burgundians cannot be used with Romano-Gauls or Visigoths. Visigothic Spearmen may have Visigothic LI Archer detachments. Wooden barricades count as an obstacle.

5. Italian Ostrogothic 493 AD – 563 AD
CinC as HC L or JLS, Sh with PA standard + 2 Irr B HC L or JLS, Sh @ 133 pts 1

Sub-general as HC L or JLS, Sh with P standard + 2 Irr B HC L or JLS, Sh @ 73 pts......................... 0-2
Extra to upgrade CinC or Sub-general's element to EHC @ 4 pts .... any
Gothic Noble Cavalry Irr B HC L or JLS, Sh @ 27 pts 9-24
Extra to upgrade Noble Cavalry to EHC @ 6 pts 0-1/2
Gothic Follower Cavalry Irr C MC L or JLS, Sh @ 18 pts.. 0-24
Extra to upgrade Follower Cavalry to Irr B @ 3 pts and/or HC @ 6 pts .... any
Extra to give JLS to L-armed cavalry @ 2 pts if general's element, @ 3 pts if others .... any
Huns Irr C LC B @ 8 pts... 0-8
Extra to give Huns JLS @ 2 pts and/or Sh @ 4 pts.. any
Germanic Spearmen Irr D MI/LMI LTS or HTW or JLS, Sh @ 8 pts if MI, @ 6 pts if LMI..................... 0-36
Extra to upgrade entire units of Spearmen to Irr C as Gothic @ 4 pts if MI, @ 3 pts if LMI................ 0-18
Gothic Bowmen Irr D MI/LMI B @ 4 pts if MI, @ 3 pts if LMI.. 6-18
Extra to give Sh to Gothic Bowmen @ 4 pts if MI, @ 3 pts if LMI.. any
Extra to exchange MI Gothic Bowmen Sh for Pa @ 0 pts .... any
Gothic Archers Irr D LI B @ 2 pts.. 12-24
Extra to upgrade Gothic Bowmen/Archers to Irr C @ 4 pts if MI, @ 3 pts if LMI, @ 2 pts if LI .... any
Peasant Levies Irr E LMI up to ½ JLS, rest IPW @ 1.5 pts.. 0-12
Extra to give upgrade JLS-armed Peasant Levies to Irr D @ 1.5 pts .... any
Extra to give Sh to upgraded Peasant Levies @ 3 pts .... any
Extra to upgrade shielded Peasant Levies to Irr C @ 3 pts... any
Byzantine Deserters Reg C HC L, B, Sh @ 36 pts... 0-4
Moorish Deserters Irr C LC JLS, Sh @ 12 pts... 0-4

Burgundian Ally-general as HC JLS, Sh + 2 Irr B HC JLS, Sh @ 93 pts, or as MI JLS, Sh
+ 3 Irr B MI JLS, Sh @ 87 pts *1
Burgundian Noble Cavalry Irr B HC JLS, Sh @ 27 pts...*0-3
Burgundian Warriors Irr D MI JLS, Sh @ 8 pts...*11-24
Burgundian Scouts Irr D LI JLS, Sh @ 4 pts or B @ 2 pts *0-8
Extra to upgrade Burgundian Warriors/Scouts to Irr C @ 4 pts if MI, @ 2 pts if LI .... any

Frank Ally-general as MI HTW or JLS, Sh + 3 Irr B MI HTW or JLS, Sh @ 87 pts.................................*1
Franks Irr C MI HTW or JLS, Sh @ 12 pts *5-24
Extra to upgrade Franks to Irr B @ 4 pts... 0-1/2
Frank Javelinmen/Archers Irr C LI JLS, Sh @ 6 pts or LI B @ 4 pts..*0-8

6 elements width of ditched palisade @ 20 pts 0-4

Climate: Warm.

Boats: Yes.
List Rule: 1) Huns fight 1.5 ranks in hand-to-hand combat if charging, countercharging or pursuing. 2) Up to two 6-element segments of ditched palisades may be deployed in friendly forward zones.

Notes: The Ostrogoths were living in unruly groups under their own rulers in the Balkans and were a constant problem for the early Byzantine rulers due to recurrent raiding and their belief in Arian Christianity. In an effort to get rid of them, the Eastern Emperor Zeno commissioned one of their chiefs, Theodoric, to invade Italy in his name and oust Odoacer, the barbarian general and Partician who had ruled Italy since 476 AD. From 489 to 493 AD, both barbarians bitterly fought until Odoacer was duped under the guise of a truce into meeting with Theodoric, who then personally killed him. Theodoric managed a kingdom of Goths and Romans quite well, considering the cultural and religious differences between the two peoples. He organized a series of defensive alliances with German tribes to the north that were threatened by the Franks, fought a pre-emptive war against the Gepids to the East, and intervened in the Visigothic war against the Franks and Burgundians, taking over Provence and for a time becoming king of the Visigoths. When he died in 526 AD, rule passed to his widowed daughter, Amalasuntha, who forged close ties with the Eastern Empire, even allowing them to use Sicily as a base for attacking the Vandals in North Africa in 533 AD. Amalasuntha was murdered by her second husband in 534 AD, which provided the Emperor Justinian with the pretext he needed to begin his war to reconquer the Western Empire. After initial success under Belisarius, in which Naples and Rome were taken, Ostrogothic resistance hardened under their kings Totila and Teias until finally broken by Narses in 563 AD. This list begins with Theodoric's final victory over Odoacer and ends with Narses' final campaign north of the Po River. Although a prosperous military ruling class, there is no compelling evidence that Ostrogothic cavalry was armored like the Byzantines, but the option remains since the evidence is contradictory. The decision to allow Ostrogothic cavalry either lances or javelins reflects the somewhat contradictory evidence. One the one hand, Procopius describes Ostrogothic cavalry employed by the Byzantines as being armed "with long spears in close array." On the other hand, Procopius also describes Ostrogothic cavalry in such a way that makes it clear the "spears" were no more than 6-7 feet in length. Moreover, Totila's instructions at Taginae "to use only spears" suggest other options were available, but it's not clear if both were used simultaneously. Germanic Spearmen represent Sciri, Heruls and Rugians who survived Odoacer's death; they have been down-graded to reflect their defeated status. Byzantine commentators thought Gothic archers timid, but this may have been merely a sensible reaction by loose and open order troops in the presence of cavalry, so an upgrade is allowed. Other accounts have them armed with mantlets, thus the MI designation. Gothic Noble and Follower Cavalry may fight in mixed units. MI Gothic Bowmen without mantlets may fight in mixed units with Gothic Spearmen of the same order. Minimums marked * apply only if any troops of that nationality are used. The Frank Ally-General is always considered Unreliable because of their treachery when fighting against the Byzantines. Gothic Spearmen may have Gothic Archer detachments.

6. Romano-British 407 AD – 537 AD

CinC as HC JLS, Sh with PA standard + 2 Irr B HC JLS, Sh @ 133 pts, or as
EHC L or JLS, Sh with PA standard + 2 Irr A EHC L or JLS, Sh @ 139 pts... 1
Extra to upgrade CinC's element to Reg A @ 21 pts if HC, @ 19 pts if EHC...................................... 0-1
Sub-general as HC JLS, Sh + 2 Irr B HC JLS, Sh @ 68 pts, or as HC JLS, Sh + 2 Reg B
HC JLS, Sh @ 72 pts 0-2
Ally-general as HC JLS, Sh + 2 Irr B HC JLS, Sh @ 93 pts 0-2
Combrogi Irr A EHC L or JLS, Sh @ 36 pts 0-3
Extra to upgrade Combrogi to Reg B @ 3 pts ....all/none
Romano-British Cavalry Irr B HC JLS, Sh @ 27 pts... 3-16
Reduction to downgrade Romano-British Cavalry to Reg D @ 0 pts 0-1/2
Romano-British Scouts Reg D or Irr C LC B @ 10 pts if Reg D, @ 8 pts if Irr C 0-8
Extra to exchange Scouts B for JLS, Sh @ 4 pts .... any
Extra to upgrade Reg D Cavalry to Reg C @ 3 pts if HC, @ 2 pts if LC .... any
Extra to upgrade Reg C Cavalry to Reg B as General's Bodyguard @ 3 pts ....0-1/ Reg general

Alans Irr B HC L, B, Sh @ 30 pts 0-4
Extra to upgrade Alans to Reg C @ 6 pts .... any
Extra to upgrade Alans to EHC @ 6 pts.. any

Comitatus Reg C LMI JLS, Sh @ 16 pts 0-12
Extra to upgrade Comitatus to Reg B @ 4 pts .... any
Extra to give S to Comitatus @ 4 pts 0-1/2
Extra to mount Comitatus as mounted infantry @ 8 pts .... any
Civic Militia Spearmen Reg D MI/LMI LTS or JLS, Sh @ 12 pts 0-48
Civic Militia Bowmen Reg D MI/LMI B @ 8 pts.. 0-12
Extra to give Civic Militia Bowmen Sh @ 4 pts... any
Civic Militia Skirmishers Reg D or Irr C LI JLS or S, Sh @ 6 pts or B @ 4 pts 0-24
Extra to upgrade Reg D Civic Militia to Reg C @ 4 pts if MI/LMI, @ 2 pts if LI.................................. any
Levy Spearmen Irr D LMI JLS @ 3 pts... 0-48
Levy Skirmishers Irr D LI JLS or B or S @ 2 pts 0-24
Extra to upgrade Levy Spearmen/Skirmishers to Irr C @ 3 pts if LMI, @ 2 pts if LI............................ any
Extra to give Sh to Levy Spearmen/Skirmishers @ 3 pts if LMI, @ 2 pts if LI .... any

Celtic Tribesmen Irr C LMI JLS, Sh @ 9 pts.. 0-24
Irish Mercenaries Irr B LMI JLS, Sh @ 12 pts 0-18

Saxon Foederati Ally-general as HI JLS, Sh + 3 Irr B HI JLS, Sh @ 93 pts *1-2
Saxon Foederati Irr C MI/LMI JLS, Sh @ 12 pts if MI, @ 9 pts if LMI..*3-24
Extra to upgrade MI Saxon Foederati to Irr B @ 4 pts..0-1/2
Extra to give HTW to Irr B Saxon Foederati @ 3 pts if general's element, @ 4 pts if MI .... any
Extra to upgrade Irr B Saxon Foederati to HI @ 8 pts .... any
Extra to give HTW to MI Irr C Saxon Foederati @ 4 pts..0-1/2
Saxon Skirmishers/Archers Irr C LI JLS, Sh @ 6 pts or B @ 4 pts *0-12

6 elements width of ditched palisade @ 20 pts 0-4

Climate: Cold.
Boats: Yes.
List Rule: 1) Allied generals subtract 1 from their reliability die roll if the roll is 5 or less. 2) Units entirely of Reg B Comitatus fight 2 full ranks at all times. 3) Up to two 6-element segments of ditched palisades may be deployed in friendly forward zones. 4) Comitatus/Civic Militia may not form Shieldwall.

Notes: The Romanized Britons who inherited the south and east of Britain as Roman control gradually slipped in the early 5th century AD were hard pressed to stop invading Scots and Picts from the north and migrating Saxons, Angles and Jutes from Europe. Nonetheless, for more than 100 years, the Britons did a remarkable job of maintaining a rough sense of unity and holding the barbarians at bay. This list covers the period from British assumption of their own defense, most likely during the first decade of the 5th century AD, to the battle of Camlann in 537 AD, where the legendary Arthur allegedly died. The army was a conglomeration of troops. The Comitatus were Romanized locals who remained behind with their families after the Roman legions left, as well as ex-foederati who had fought for the Empire before returning home to Britain. A disciplined border army remained near Hadrian's Wall consisting of horse and foot, each unit numbering around 300-700 men. They used the existing Roman roads and responded rapidly to developing threats. Larger towns had trained militia units and although not of high quality, they regularly drilled and could fight well if competently led. However, the bulk of most Romano-British armies were untrained, unarmored foot. There also remained some Celtic tribesmen who clung to their pagan beliefs. Small units of archers, slingers and scouts were also used. The Saxons began appearing as mercenaries as early as 428 AD and later in larger numbers after Vortigern, following established Roman practice, hired Saxon German warriors to help contain the invading Picts. In less than ten years, these foederati turned on their hosts and bitterly fought for control of southern Britain. The CinC was usually a High King like Vortigern or the Dux Britanniarum/Bellorum. Sub-generals were usually the sons of allied kings in an attempt to ensure loyalty of these chronically untrustworthy rivals. In many cases, these sons were extremely loyal to their commanders as was the case with Vortigern's son, Vortimer, who served under Ambrosius. The List Rule reflects the fact that Ally-generals were as likely to fight for the enemy as their nominal friend. The

Irr A cavalry is based on scanty accounts of the Battle of Mons Badonicus around 500 AD where "Arthur" and his immediate retinue charged uphill against Saxon defenders, killing close to 1000 of them, and routing the rest of the army. The Gododdin poem from 600 AD also relates how 300 well-armed mounted warriors insanely attacked the Saxons despite facing overwhelming odds. Civic Militia Spearmen may fight in mixed units with Bowmen of the same order. Minimums marked * apply only if more than 8 elements of such troops are used. No more than 8 elements of Saxons can be used after 450 AD or if any A class cavalry is used. If more than 12 elements of Saxons are used, then two Saxon Ally-generals must be used. If any Irr A cavalry is used, Combrogi cannot be upgraded to Regular. Comitatus cannot outnumber Civic Militia.

7. Sub-Roman British 540 AD – 945 AD

CinC as HC JLS, Sh with PA standard + 2 Irr B HC JLS, Sh @ 133 pts 1
Ally-general as HC JLS, Sh + 2 Irr B HC JLS, Sh @ 93 pts 0-3
Reduction to downgrade Ally-general to Sub-general @ -25 pts 0-2
Cavalry Irr B HC JLS, Sh @ 27 pts 3-18
Light Cavalry Irr C LC JLS, Sh @ 12 pts or B @ 8 pts 0-8
Pedyt Spearmen Irr D MI LTS, Sh @ 8 pts 12-48
Bowmen Irr D MI/LMI B @ 4 pts if MI, @ 3 pts if LMI 0-12
Scouts Irr D LI JLS, Sh @ 4 pts 0-16
Archers Irr D LI B @ 2 pts 0-16
Extra to upgrade infantry to Irr C @ 4 pts if MI, @ 3 pts if LMI, @ 2 pts if LI .... any
Early Period (540 AD – 789 AD)
      S standard as non-fighting Praying Monks Irr D MI IPW on a double base @ 93 pts **1
      Irish Mercenaries Irr B LMI JLS, Sh @ 12 pts 0-12
      British Warriors Irr D LMI JLS, Sh @ 6 pts.. 0-24
      Extra to upgrade British Warriors to Irr B as Cornovii or Votadini @ 6 pts 0-1/2
      Extra to upgrade other British Warriors to Irr C @ 3 pts .... any
      Homeless Visigothic Nobles Irr B HI JLS, Sh @ 24 pts *2-4
      Extra to upgrade Homeless Visigothic Nobles to Irr B HC L, JLS, Sh @ 6 pts .... any
      Homeless Visigothic Warriors Irr C MI JLS, Sh @ 12 pts *4-12
      Extra to upgrade Homeless Visigothic Warriors to Irr C LC JLS, Sh @ 0 pts 0-4
      Homeless Visigothic Bowmen/Archers Irr C MI/LI B @ 8 pts if MI, @ 4 pts if LI *0-8

      Alan Ally-general as HC L, B, Sh with P standard + 2 Irr B HC L, B, Sh @ 100 pts *1
      Alan Nobles Irr B HC L, B, Sh @ 30 pts *1-5
      Extra to upgrade Alan Nobles to EHC @ 4 pts if general's element, @ 6 pts if others .... any
      Alan Cavalry Irr B LC B @ 10 pts *0-16
      Extra to give Alan Cavalry JLS @ 2 pts and/or Sh @ 4 pts .... any

Saxon Ally-general as MI JLS, Sh + 3 Irr B MI JLS, Sh @ 87 pts *1
Saxon Warriors Irr B MI JLS, Sh @ 16 pts..*3-11
Extra to upgrade Saxon Warriors to HI @ 6 pts if general's element, @ 8 pts if others 0-1/3
Extra to give Saxon Warriors HTW @ 4 pts .... any
Saxon Peasant Spearmen Irr C MI/LMI JLS, Sh @ 12 pts if MI, @ 9 pts if LMI...................*8-24
Extra to give MI Saxon Peasant Spearman HTW @ 4 pts 0-1/2
Saxon Skirmishers Irr C LI JLS, Sh @ 6 pts *0-12
Saxon Archers Irr C LI B @ 4 pts...*0-8

Dal Riadan Ally-general with JLS in two-horse LCh with Irr B crew of unarmed
driver @ 75 pts, or as LMI JLS, Sh + 2 Irr B LMI JLS, Sh @ 83 pts..*1
Dal Riadan Champion two-horse LCh with Irr A crew of unarmed driver
and 1 with JLS @ 17 pts *0-1
Dal Riadan Chariotry two-horse LCh with Irr B crew of unarmed
driver and 1 with JLS @ 16 pts *0-5
Dal Riadan Warriors Irr B LMI JLS, Sh @ 12 pts *4-24
Dal Riadan Skirmishers Irr C LI JLS, Sh @ 6 pts...*0-12
Extra to upgrade Dal Riadan Skirmishers to Irr B as chariot detachments @ 2 pts 0-2/chariot
Dal Riadan Slingers Irr C LI S, Sh @ 6 pts *0-6

Late Period (790 AD – 945 AD)
Viking Ally-general as HI 2HCW, Sh with P standard + 3 Irr B HI 2HCW, Sh @ 98 pts,
or as LHI 2HCW, Sh with P standard + 2 Irr B LHI 2HCW, Sh @ 92 pts *1
Viking Hirdsmen Irr B HI/LHI 2HCW or JLS, Sh @ 24 pts if HI, @ 18 pts if LHI...................*3-11
Viking Beserkir Irr A LMI 2SA or 2HCW @ 15 pts if 2SA, @ 12 pts if 2HCW.........................*0-2
Extra to give Beserkir Sh @ 3 pts .... any
Viking Spearmen Irr C MI/LMI 2HCW or JLS, Sh @ 12 pts if MI,
@ 9 pts if LMI...*8-24
Viking Bowmen Irr C MI/LMI B, Sh @ 12 pts if MI, @ 9 pts if LMI..*0-9
Extra to give Viking Bowmen 2HCW or JLS @ 4 pts if MI,
@ 3 pts if LMI... any
Extra to upgrade Viking Spearmen/Bowmen to HI/LHI @ 8 pts if MI, @ 6 pts if LMI .... any
Viking Skirmishers Irr C LI JLS or B, Sh @ 6 pts *0-6

Anglo-Saxon Ally-general as HI JLS, Sh + 3 Irr B HI JLS, Sh @ 93 pts...................................*1
Anglo-Saxon Warriors Irr B MI JLS, Sh @ 16 pts *3-11
Extra to upgrade Anglo-Saxon Warriors to HI @ 8 pts... any
Extra to exchange Anglo-Saxon Warriors JLS for 2HCW @ 4 pts .... any

Anglo-Saxon Peasant Spearmen Irr C MI JLS, Sh @ 12 pts *8-24
Extra to upgrade MI Anglo-Saxon Peasant Spearmen to HI @ 8 pts..................................0-1/2
Anglo-Saxon Skirmishers Irr C LI JLS, Sh @ 6 pts *0-12
Anglo-Saxon Archers Irr C LI B @ 4 pts *0-8
Extra to upgrade any Anglo-Saxons to mounted infantry @ 6 pts if general's element,
@ 8 pts if HI/MI .... any

Climate: Cold.
Boats: Yes.
List Rules: 1) A single-element Champion detachment may, as an exception to Warrior 2.53 (Detachments), move or remain more than its tactical move distance away from its parent whenever eligible to charge, counter-charge or pursue.

Notes: By 540 AD, the areas under the control of the Britons were contracting under the pressure of continued migrations of Saxons, Angles and Jutes and constant warfare in the north. This was compounded by a revival of Celtic intertribal warfare, the result of which was at least ten petty kingdoms ruled by "duce" that are described as tyrants or despots. Most of these kingdoms did not last through the 7th century. However, Dumnonia held out against the Saxons until around 838 AD, and Strathclyde in the north until absorbed by the unified Scots in 945 AD. Many Britons migrated to Brittany following the collapse of Roman rule, and there the Sub-Roman British kingdom of Armorica lasted until some time between 580 and 600 AD. The thrusting spear had replaced lighter spears and javelins used in the earlier period and would remain in use in the north well into the medieval era. The Visigoths represent a homeless fleet under Theodoric that is said to have settled in Britain during the 6th century AD. While the reality of any significant Visigothic presence in Britain may be doubted, the option is a long-standing wargaming tradition and has been retained in WARRIOR. Alan foederati had been settled in Brittany by the Romans and cooperated with the Armorican kingdom. The Praying Monks numbered 1000 and appeared at a battle in 614 AD; they were attacked by a pagan opponent who felt that anyone calling down enemy gods deserved some militant attention. They are represented as a body, hence no command points, which technically can fight but serves primarily as a mobile sacred standard not directly attached to the CinC. The Vikings appeared late in this period; this allied contingent reflects a typical roving army. Dal Riadan's were Scots-Irish who often allied with Strathclyde. Minimums marked * apply only if any troops of that nationality are used. Minimums marked ** apply only if any Praying Monks are used.   In the Early period, Alan allies cannot be used with Irish mercenaries, Cornovii/Votadini, Dal Riadans or Homeless Visigoths. British Bowmen may fight in mixed units with Pedyt Spearmen of the same order, as can Saxon or Anglo-Saxon Warriors and Peasant Spearmen of the same order and period. A Dal Riadan Champion may be a single-element detachment to a LCh-mounted general's staff element or in a unit containing such a general's element and can be in a unit only with a LCh-mounted general. Dal Riadan Chariots may have Warrior and/or Skirmisher detachments.

8. Early Welsh 580 AD – 1038 AD

CinC as HC JLS, Sh with PA standard + 2 Irr B HC JLS, Sh @ 133 pts, or as LHI LTS or
JLS, Sh with PA standard + 2 Irr B LHI LTS or JLS, Sh @ 127 pts 1
Sub-general as HC JLS, Sh + 2 Irr B HC JLS, Sh @ 68 pts, or as LHI LTS or JLS, Sh
+ 2 Irr B LHI LTS or JLS, Sh @ 62 pts 0-3
Extra to upgrade Sub-general to Ally-general with P standard @ 30 pts... any
Welsh Cavalry Irr B LC JLS, Sh @ 14 pts 4-12
Extra to upgrade Welsh Cavalry to HC JLS, Sh @ 13 pts...0-1/2
Teulu Bodyguard Irr B LHI each unit all LTS or all JLS, Sh @ 18 pts.....................................0-3/general
Welsh Spearmen Irr C MI/LMI each unit all LTS or all JLS, Sh @ 12 pts if MI, @ 9 pts if LMI 16-72
Extra to upgrade Welsh Spearmen to Irr A @ 8 pts if MI, @ 6 pts if LMI..0-1/3
Welsh Javelinmen Irr C LI JLS, Sh @ 6 pts 12-48
Welsh Archers Irr C LI B @ 4 pts 6-16

Viking Ally-general as HI 2HCW, Sh with P standard + 3 Irr B HI 2HCW, Sh @ 98 pts, or
as LHI 2HCW, Sh with P standard + 2 Irr B LHI 2HCW, Sh @ 92 pts..*1
Viking Hirdsmen Irr B HI/LHI 2HCW or JLS, Sh @ 24 pts if HI, @ 18 pts if LHI.................................*3-11
Viking Beserkir Irr A LMI 2SA or 2HCW @ 15 pts if 2SA, @ 12 pts if 2HCW.....................................*0-2
Extra to give Beserkir Sh @ 3 pts.. any
Viking Spearmen Irr C MI/LMI 2HCW or JLS, Sh @ 12 pts if MI, @ 9 pts if LMI *8-24
Viking Bowmen Irr C MI/LMI B, Sh @ 12 pts if MI @ 9 pts if LMI...*0-9
Extra to give Viking Bowmen 2HCW or JLS @ 4 pts if MI, @3 pts if LMI... any
Extra to upgrade Viking Spearmen/Bowmen to HI/LHI @ 8 pts if MI, @ 6 pts if LMI .... any
Viking Skirmishers Irr C LI JLS or B, Sh @ 6 pts...*0-6

Saxon Ally-general as MI JLS, Sh + 3 Irr B MI JLS, Sh @ 87 pts *1
Saxon Warriors Irr B MI JLS, Sh @ 16 pts *3-11
Extra to give Saxon Warriors HTW @ 4 pts ....**any
Extra to upgrade Saxon Warriors to HI @ 6 pts if general's element, @ 8 pts if others ....**any
Saxon Peasant Spearmen Irr C MI JLS, Sh @ 12 pts...*0-24
Reduction to downgrade Saxon Peasant Spearmen to LMI @ -3 pts ....**any
Extra to give Saxon MI Peasant Spearmen HTW @ 4 pts 0-1/2
Saxon or Anglo-Saxon Skirmishers Irr C LI JLS, Sh @ 6 pts...*0-12
Saxon or Anglo-Saxon Archers Irr C LI B @ 4 pts *0-8

Extra to upgrade Saxon Ally-general to HI 2HCW, Sh + 3 Irr B HI 2HCW, Sh
as Anglo-Saxon @ 6 pts...***1
Extra to upgrade Saxon Warriors to HI as Anglo-Saxons @ 8 pts .... ***any
Extra to exchange HI Anglo-Saxon Warriors JLS for 2HCW @ 0 pts.. ***any
Extra to upgrade MI Anglo-Saxon Peasant Spearmen HI @ 8 pts..***0-1/2
Extra to upgrade Anglo-Saxon Warriors/Peasant Spearmen to mounted infantry @ 6 pts
if general's element, @ 8 pts if HI/MI ....**any

Climate: Cold.
Boats: No.

Notes: The Celtic Welsh had a significant advantage over their kindred Briton neighbors when dealing with the Germanic invasions of the 6th century: terrain. Wales was just too rough to attack by a barbarian group not known for its military sophistication. Moreover, the invading Saxons preferred the open country of south and east Britain. Nonetheless, the tribal Welsh did lose some territory in the eastern lowlands to the encroaching Angles and Saxons. This list covers Welsh armies from the loss of the lowland cities to the Saxons until just prior to the Norman invasion of Britain and the resulting change in weaponry. The Welsh had a fierce reputation, although details on battles in this period are lacking. Welsh armies were rarely large and, when that was the case, they were usually fighting other Welsh armies within the boundaries of modern Wales. But they were not always on the defensive; in 634, Cadwallon of Gwynedd led a mixed host of Welshmen and Mercian Angles against Edwin of Northumbria, killing Edwin and his eldest son. The option to arm Spearmen with LTS or JLS reflects the fact that the Welsh, while famous for their long spears, always endeavored to fight from the woods where the former weapon is relatively useless. Moreover, references to Welsh use of a longer spear do not occur until the 13th century. Nonetheless, the option exists because of the dearth of evidence to the contrary. Geraldus writing well after the period makes it clear that Welsh troops were still very fierce in the first attack, and that battles were generally won or lost at the first charge. The option to upgrade to Irr A reflects the fact that the army as a whole could still be brittle. In the pre-longbow era that this list

represents, most Welsh skirmishers were armed only with javelin, although bow-armed troops were likely available. Welsh Spearmen/Teulu Bodyguard may have LI detachments. Minimums marked * apply only if any troops of that nationality are used. An army may not have both Saxons and Anglo-Saxons, and uprade/reductions marked ** may not be used with those marked ***; this distinction represents the transition from early Saxon invaders to the later established Anglo-Saxon kingdoms in Britain. Saxon Warriors/Peasant Spearmen may fight in mixed units of the same order and period.

9. Breton 665 AD – 936 AD

CinC as HC L or JLS, Sh with PA standard + 2 Irr B HC L or JLS, Sh @ 133 pts 1
Sub-general as HC L or JLS, Sh with P standard + 2 Irr B HC L or JLS, Sh @ 73 pts 0-2
Breton Caballarii Irr C HC L or JLS, Sh @ 24 pts 5-24
Extra to upgrade Breton Caballarii to EHC @ 4 pts if general's element, @ 6 pts if others 0-1/2
Extra to upgrade Caballarii to Irr B @ 3 pts .... any
Breton Light Cavalry Irr C LC JLS, Sh @ 12 pts 6-24
Gascon Light Cavalry Irr B LC JLS, Sh @ 14 pts 0-6
Breton Skirmishers Irr C LI JLS, Sh @ 6 pts or B @ 4 pts 0-24
Peasants Irr E LMI JLS or IPW @ 1.5 pts 0-36
Extra to upgrade JLS-armed Peasants to Irr D @ 1.5 pts .... any
Extra to upgrade to Irr C and/or give Sh to Irr D Peasants @ 3 pts 0-1/2

Saxon Warriors Irr B MI JLS, Sh @ 16 pts 0-12
Extra to give Saxon Warriors HTW @ 4 pts .... any
Extra to upgrade Saxon Warriors to HI @ 8 pts 0-1/3

Anglo-Saxon Ally-general as HI JLS, Sh + 3 Irr B HI 2HCW or JLS, Sh @ 93 pts *1
Anglo-Saxon Huscarls Irr B MI 2HCW or JLS, Sh @ 20 pts *3-12
Anglo-Saxon Thegns Irr C MI JLS, Sh @ 12 pts *0-24
Extra to upgrade Anglo-Saxon Thegns to HI @ 8 pts .... any
Extra to exchange Anglo-Saxon Thegns JLS for 2HCW @ 0 pts 0-1/2
Anglo-Saxon Skirmishers Irr C LI JLS, Sh @ 6 pts or B @ 4 pts *0-12
Extra to upgrade Anglo-Saxon Huscarls/Thegns to mounted infantry @ 6 pts if general's
element, @ 8 pts if HI/MI .... any

Frank Ally-general as HC L, Sh with P standard + 2 Irr B HC L, Sh @ 98 pts *1
Frank Caballarii Irr B HC L, Sh @ 27 pts *3-6
Frank Retainers Irr C HC L, Sh @ 24 pts *0-6
Frank Spearmen Irr D MI JLS, Sh @ 8 pts *0-12

Extra to upgrade Frank Spearmen to HI @ 8 pts 0-1/2
Frank Bowmen/Archers Irr D MI/LI B @ 4 pts if MI, @ 2 pts if LI *0-12
Frank Skirmishers Irr D LI JLS, Sh @ 4 pts.. *0-6
Extra to upgrade Frank infantry to Irr C @ 4 pts if HI/MI, @ 2 pts if LI .... any
Viking Ally-general as HI 2HCW, Sh with P standard + 3 Irr B HI 2HCW, Sh @ 98 pts, or
as LHI 2HCW, Sh with P standard + 2 Irr B LHI 2HCW, Sh @ 92 pts.. *1
Viking Hirdsmen Irr B HI/LHI 2HCW or JLS, Sh @ 24 pts if HI, @ 18 pts if LHI................................. *3-11
Viking Beserkir Irr A LMI 2SA or 2HCW @ 15 pts if 2SA, @ 12 pts if 2HCW...................................... *0-2
Extra to give Beserkir Sh @ 3 pts .... any
Viking Spearmen Irr C MI/LMI 2HCW or JLS, Sh @ 12 pts if MI, @ 9 pts if LMI............................... *8-24
Viking Bowmen Irr C MI/LMI B, Sh @ 12 pts if MI @ 9 pts if LMI... *0-9
Extra to give Viking Bowmen 2HCW or JLS @ 4 pts if MI, @3 pts if LMI.. any
Extra to upgrade Viking Spearmen/Bowmen to HI/LHI @ 8 pts if MI, @ 6 pts if LMI .... any
Viking Skirmishers Irr C LI JLS or B, Sh @ 6 pts *0-6

Climate: Cold.
Boats: Yes, but only if Viking Allies are present.

Notes: This list covers Breton armies from the end of the Sub-Roman British kingdom of Armorica until
the Norman period. At this time, Breton armies were almost entirely cavalry, with the Alan foederati
having been assimilated into the local population. Breton cavalry tended to use light spears, despite the
adoption of the lance by the Carolingian Franks and eventually the Normans, but the option is allowed
to reflect the Breton transition to that norm. The Bretons successfully maintained their independence in
the face of strong Frankish pressure, actually benefiting from their neighbors' preoccupation with
marauding Norsemen. Saxons appeared in 590 AD to fight against the Merovingian Franks. Vikings
and Franks frequently allied with the Bretons in the mid-to-late 9th century, as when a combined Breton-
Viking army attacked Le Mans in 865 AD, but were enemies just as often. Systematic Viking raids on
Brittany itself, beginning in 912 AD, drove much of the Breton nobility into exile by 919 AD. The Vikings
under Rognvald conquered all of Brittany and established a capital at Nantes at the mouth of the Loire.
A Breton rebellion in 931 AD was quickly crushed. Alain II returned from exile five years later, with
support from his father-in-law Athelstan, then king of all England, and expelled the Vikings from Brittany.
This event marks the endpoint of this list, as the kingdom was greatly reduced in size and thereafter its
military system was similar to that represented by the Norman/Western Franks list (DAW #29). The
Bretons were nominally vassals of the Carolingian Frankish kings, but valued the connection only when
expedient to do so. Saxons cannot be used if either Vikings or Franks are used. Minimums marked *
apply only if any troops of that nationality are used. Saxons, who were present at times in the earlier
part of the period covered by this list, may not be used with Anglo-Saxons, who only appear at its end.

Frank Caballarii/Retainers and Spearmen/Bowmen may fight in mixed units, as may Anglo-Saxon Huscarls and Thegns.

10. Early Lombard 480 AD – 584 AD

CinC as HC L, Sh + 2 Irr B HC L, Sh @ 118 pts 1
Sub-general as HC L, Sh + 2 Irr B HC L, Sh @ 68 pts... 0-2
Extra to give PA standard to CinC @ 15 pts and P standard to Sub-general @ 5 pts ....all/none
Extra to upgrade Sub-general to Ally-general @ 25 pts .... any
Lombard Nobles Irr B HC L, Sh @ 27 pts 5-16
Lombard Retainers Irr C MC/LC L or JLS, Sh @ 18 pts if MC, @ 12 pts if LC.................................... 4-28
Reduction to downgrade MC Lombard Retainers to Irr C LMI JLS, Sh @ -9 pts................................. any
Extra to upgrade Lombard Retainers to Irr B @ 3 pts if MC/LMI, @ 2 pts if LC .... any
Lombard Bowmen Irr C MI/LMI/LI B, Sh @ 12 pts if MI, @ 9 pts if LMI, @ 4 pts if LI 12-36
Sciri, Rugian or Herul Warriors Irr D MI/LMI HTW, Sh @ 8 pts if MI, @ 6 pts if LMI 0-24
Sciri, Rugian or Herul Skirmishers Irr D LI JLS, Sh @ 4 pts... 0-6
Extra to upgrade Sciri/Rugians/Heruli to Irr C @ 4 pts if MI, @ 3 pts if LMI, @ 2 pts if LI................. any

Avar Ally-general as HC L, B, Sh + 2 Irr B HC L, B, Sh @ 95 pts *1
Avar Nobles Irr B HC L, B, Sh @ 30 pts...*1-9
Extra to upgrade Avar Nobles to EHC @ 4 pts if general's element, @ 6 pts if others .... any
Avar Horse Archers Irr C LC B @ 8 pts...*4-12
Extra to give Avar Horse Archers JLS @ 2 pts and/or Sh @ 4 pts.. any
Avar-led Subject Slav Spearmen Irr D MI/LMI JLS, Sh @ 8 pts if MI, @ 6 pts if LMI *0-12
Extra to exchange LMI Slav Spearmen JLS for 2HCW as Axemen @ 0 pts.. 0-6
Avar-led Subject Slav Bowmen Irr D MI/LMI B @ 4 pts if MI, @ 3 pts if LMI.....................................*0-12
Avar-led Subject Slav Scouts or Archers Irr D LI JLS, Sh @ 4 pts or B @ 2 pts.................................*0-8
Extra to upgrade Subject Slavs to Irr C @ 4 pts if MI, @ 3 pts if LMI, @ 2 pts if LI.............................. any

Frank Ally-general as MI HTW or JLS, Sh + 3 Irr B MI HTW or JLS, Sh @ 87 pts.................................*1
Franks Irr C MI HTW or JLS, Sh @ 12 pts *7-24
Extra to upgrade Franks to Irr B @ 4 pts..0-1/2
Frank Javelinmen/Archers Irr C LI JLS, Sh @ 6 pts or LI B @ 4 pts..*0-8

Thuringian, Burgundian, Saxon or Bavarian Ally-general as HI HTW, JLS, Sh + 3 Irr B HI
HTW, JLS, Sh @ 96 pts *1
Thuringian, Burgundian, Saxon or Bavarian Warriors Irr C MI JLS, Sh @ 12 pts *11-36
Extra to upgrade Thuringian/Burgundian/Saxon/Bavarian Warriors to Irr B @ 4 pts........................... 0-12
Extra to give Irr B Thuringian/Burgundian/Saxon/Bavarian Warriors HTW @ 4 pts .... any
Extra to upgrade Irr B Thuringian/Burgundian/Saxon/Bavarian Warriors to HI @ 8 pts .... any
Thuringian, Burgundian, Saxon or Bavarian Skirmishers Irr C LI JLS, Sh @ 6 pts *0-8

Bulgar Ally-general as HC L, B, Sh with P standard + 2 Irr B HC L, B, Sh @ 100 pts **1
Bulgar Nobles Irr B HC L, B, Sh @ 30 pts **1-8
Bulgar Horse Archers Irr C LC B @ 8 pts **8-12
Extra to give Bulgar Horse Archers JLS @ 2 pts and/or Sh @ 4 pts .... any

6 elements width of ditch @ 10 pts or ditched palisade/wagon laager @ 20 pts 0-6

Climate: Cold.
Boats: No.
List Rules: 1) Lombard Nobles dismount as EHI LTS, Sh on a 1 to 1 element ratio as an exception to Warrior 6.61. 2) Units entirely of Slav Axemen not in Shieldwall fight 1.5 ranks in hand-to-hand combat if charging, countercharging or pursuing.

Notes: The Lombards were a major Germanic tribe living in Silesia between the Elbe and Oder Rivers during the era of the Roman Empire. They were set in motion by the confusion that attended the collapse of the Western Roman Empire, and were subject to the Huns under Attila. After the break-up of the Hunnic Empire, they were subdued by the Heruli (505 AD), whom they then destroyed in 508 AD. They were probably Arian Christians by this time. They were given land in Noricum and Pannonia by Justinian, whom they aided against the Ostrogoths in Italy. At least 5,500 of them were with Narses at Taginae in 553 AD. Shortly thereafter, war erupted between the Lombards and their eastern Gepid neighbors. With assistance from the invading Avars, the Lombards annihilated the Gepids, but in 568 AD were forced out of Pannonia by their erstwhile allies. They invaded and were firmly settled in northern Italy by 584 AD. Information from the 8th century indicates that Lombard armies consisted primarily of noble cavalry with armor and retainers (also mounted but not always armored), and significant numbers of infantry bowmen. Some gravesite evidence suggests that Retainers still fought on foot well into the period, thus an option is provided. Allied troops run the range of emigrating Saxons and Bulgars to groups such as the Sciri, which were assimilated in the early 6th century. Minimums marked * apply only if any troops of that nationality are used. Minimums marked ** apply only if more of such troops than 8 elements of Bulgar Horse Archers are taken. Lombard LMI Retainers, Sciri/Rugian/Herul Warriors, Avars or Franks cannot be used with Bulgars or Thuringians/Burgundians/Saxons/Bavarians. Camps may be fortified with (and only with) wagon laagers. Lombard Nobles and MC Retainers may fight in mixed units. Slav Spearmen/Axemen may fight in mixed units of the same order, and may have Slav Archer detachments.

11. Early Bulgar 500 AD – 1018 AD

CinC as HC L, Sh with PA standard + 2 Irr B HC L, Sh @ 133 pts 1
Sub-general as HC L, Sh with P standard + 2 Irr B HC L, Sh @ 73 pts 0-3
Bulgar Nobles Irr B HC L, Sh @ 27 pts 4-24
Extra to give B to Bulgar Nobles @ 2 pts if general's element, @ 3 pts if others .... any
Bulgar Horse Archers Irr C LC B @ 8 pts 6-32
Extra to give Bulgar Horse Archers JLS @ 2 pts and/or Sh @ 4 pts .... any
Slav Spearmen Irr D MI/LMI JLS, Sh @ 8 pts if MI, @ 6 pts if LMI *12-72
Extra to exchange LMI Slav Spearmen JLS for 2HCW as Axemen @ 0 pts *0-12
Slav Bowmen/Archers Irr D MI/LMI/LI B @ 4 pts if MI, @ 3 pts if LMI, @ 2 pts if LI *0-24
Slav Scouts Irr D LI JLS, Sh @ 4 pts *0-18
Extra to upgrade any Slavs to Irr C @ 4 pts if MI, @ 3 pts if LMI, @ 2 pts if LI .... any
Early Period (500 AD – 851 AD)
    Avar Ally-general as HC L, B, Sh + 2 Irr B HC L, B, Sh @ 95 pts **1
    Avar Nobles Irr B HC L, B, Sh @ 30 pts **1-9
    Extra to upgrade Avar Nobles to EHC @ 4 pts if general's element, @ 6 pts if others .... any
    Avar Horse Archers Irr C LC B @ 8 pts **4-12
    Extra to give Avar Horse Archers JLS @ 2 pts and/or Sh @ 4 pts .... any

    Thematic Byzantine Sub-general as EHC L, B, Sh + 2 Reg B EHC L, B, Sh @ 80 pts **1
    Thematic Byzantine Kavallarioi Reg C HC L, Sh @ 30 pts **3-6
    Extra to upgrade Thematic Byzantine Kavallarioi to Reg B as Veterans @ 3 pts .... any
    Extra to upgrade to EHC and/or give B to Thematic Byzantine Kavallarioi @ 6 pts............... any
    Thematic Byzantine Skutatoi Spearmen Reg D MI LTS Sh @ 12 pts................................ **0-12
    Thematic Byzantine Skutatoi Bowmen Reg D MI B, Sh @ 12 pts **0-6
    Thematic Byzantine Psiloi Bowmen/Archers Reg D LMI/LI B, Sh @ 12 pts if LMI,
    @ 6 pts if LI.. **0-12
    Thematic Byzantine Psiloi Skirmishers Reg D LI JLS or S, Sh @ 6 pts............................. **0-4
    Extra to remove Sh from Skutatoi Bowmen or any Psiloi @ -4 pts if MI/LMI, @ -2 pts if LI ... any
    Extra to upgrade Thematic infantry to Reg C @ 4 pts if MI/LMI, @ 2 pts if LI....................... any
Late Period (852 AD – 1018 AD)
    Pecheneg Ally-general as HC JLS, B, Sh with P standard + 2 Irr B HC
    JLS, B, Sh @ 100 pts... *1
    Pecheneg Nobles Irr B HC JLS, B, Sh @ 30 pts.. **1-5
    Extra to upgrade Nobles to EHC @ 4 pts if general's element, @ 6 pts if others 0-1/2
    Pecheneg Horse Archers Irr D LC B @ 6 pts... **12-24
    Extra to give Pecheneg Horse Archers JLS @ 2 pts and/or Sh @ 4 pts............................... any
    Extra to upgrade Pecheneg Horse Archers to Irr C @ 2 pts .... any

Pecheneg Wagon Defenders Irr C LMI B @ 6 pts **0-16
6 elements width of wagon laagers @ 20 pts.. **0-4

Climate: Cold.
Boats: Yes.
List Rules: 1) Units entirely of Slav Axemen not in Shieldwall may fight 1.5 ranks in hand-to-hand combat if charging, countercharging or pursuing. 2) Up to two 6-element segments of wagon laagers may be deployed in friendly forward zones. 3) Thematic Byzantine infantry may not form Shieldwall.

Notes: The Bulgars were a Hun successor state, initially in the Ukraine but subsequently moving into the Balkans. They regularly raided Byzantine territory and in 540 AD got as far as Constantinople. They were subjugated by the Avars in 558 AD, but revolted against their rule in the 630's and established a kingdom around the Sea of Azov. Later that century, the Bulgars were defeated by the Khazars and fled up the Danube River, displacing the Avars and annexing Byzantine territory along the lower Danube. Byzantine emperors, trying to maintain order along the frontier, alternately paid them off or attacked them; neither worked well. The Bulgar Khan Krum posed a major threat to the Byzantines by the early 9th century, inflicting a major defeat on Nikephorus I in 811 AD, killing the emperor in battle and using his skull as a drinking goblet. Krum had Avars in his army the following year, when he died while marching on Constantinople. Krum also integrated Byzantine Thematic troops into his army, allowing them to fight under their own commanders. They proved loyal and more were added as Krum's successors expanded south and acquired more Byzantine territory. The Bulgars took over many of the Avars' Slav subjects and largely assimilated with them over time. Much of the "Bulgar" HC in this list is likely of Slav origin. Once settled, the Bulgars built up an empire to rival Byzantium in the Balkans with their capital at Preslav. Christianity was received under Boris (852-859 AD). The Byzantines were repeatedly defeated by Symeon (893-927 AD), who assumed the imperial title of Tsar and conquered Serbia but was unable to penetrate the great walls of Constantinople. When the Byzantines induced the Magyars to attack the Bulgars, Symeon countered by calling in the Pechenegs to draw off the Magyars. Peter (927-969 AD) achieved the same feat when the Byzantines persuaded the Russ to invade Bulgaria, by inciting the Pechenegs to attack Kiev and force their withdrawal. A second Russ invasion in 969 AD proved fatal to the first Bulgarian Empire and the Bulgars fell under Byzantine domination. A revived Bulgarian state arose in the West around Sofia and Ochrid under Samuel (976-1014 AD), but was in turn destroyed with great cruelty by Basil II Bulgaroctonos ("Bulgar-basher"). Minimums marked * apply in the Early Period only if any Slavs are used; such troops are required in the Late Period. Minimums marked ** apply only if any troops of that nationality are used; only one nationality marked ** may be used. A Thematic Byzantine Sub-general can command only Thematic Byzantine troops, and only he can command other Thematic Byzantines. Pecheneg Wagon Defenders cannot be used without wagon laagers. Slav Spearmen/Axemen may have Slav LI Archer detachments. Slav MI Spearmen and MI Bowmen may fight in mixed units.

12. Early Byzantine 474 AD – 578 AD

CinC as HC L, B, Sh with PA standard + 2 Reg A HC L, B, Sh @ 158 pts... 1
Sub-general as HC L, B, Sh with P standard + 2 Reg A HC L, B, Sh @ 88 pts 0-3
Boukellarioi Reg B HC L, B, Sh @ 39 pts... 1-8
Extra to upgrade Boukellarioi to Reg A @ 3 pts .... any
Extra to upgrade Boukellarioi to EHC @ 4 pts if general's element, @ 6 pts if others......................... any
Kavallarioi Lancers Reg C HC L, Sh @ 30 pts 4-24
Extra to give B to Kavallarioi Lancers @ 6 pts.. any
Kavallarioi Scouts Reg C LC JLS or B, Sh @ 16 pts... 4-12
Extra to upgrade any Kavallarioi to Reg B as Veterans @ 3 pts if HC, @ 2 pts if LC........................... any

Gothic, Gepid or Herul Foederati Irr B MC L or JLS, Sh @ 21 pts 0-12
Extra to upgrade Gothic, Gepid or Herul Foederati to HC @ 6 pts.. any
Moors Irr C LC JLS, Sh @ 12 pts 0-12
Extra to upgrade Moors to Irr B @ 2 pts .... any
Ghassanid Arabs Irr C up to ½ LCm JLS or B, Sh @ 10 pts, rest MC/LC L or JLS, Sh
@ 21 pts if MC, @ 14 pts if LC 0-12
Extra to upgrade Ghassanid Arab MC to HC @ 6 pts .... any
Reduction to downgrade Arabs to Irr D @ -2 pts if LCm/LC, @ -3 pts if HC/MC .... any

Skutatoi Spearmen Reg C MI JLS, Sh @ 16 pts... 0-24
Extra to give Skutatoi Spearmen LTS and/or D @ 4 pts .... any
Caltrops to cover 1 element frontage of Skutatoi @ 4 pts 0-8
Skutatoi Bowmen Reg C MI B, Sh @ 16 pts 0-12
Extra to upgrade any Skutatoi to HI @ 8 pts 0-1/2
Psiloi Reg C LI JLS or B or S, Sh @ 8 0-32
Extra to exchange LI Psiloi B for CB @ 0 pts 0-6
Extra to upgrade Psiloi Archers to Bowmen as Reg C LMI B, Sh @ 8 pts 0-12
Reduction to remove Sh from B/CB-armed Skutatoi/Psiloi @ -4 pts if MI/LMI, @ -2 pits if LI .... any
Byzantine Racing Factions Irr D LMI JLS @ 3 pts.. 0-12
Extra to upgrade Byzantine Racing Factions to Irr A JLS, Sh @ 12 pts 0-1/3
Isaurians Reg D LMI JLS or B, Sh @ 12 pts 0-16
Limitani Reg D MI/LMI JLS or B, Sh @ 12 pts.. 0-24
Extra to give D to JLS-armed Limitani @ 4 pts... any
Extra to upgrade Isaurians/Limitani to Reg C @ 4 pts... any
Light Bolt Shooter with 2 Reg C crew @ 20 pts... 0-4
Extra to mount Bolt Shooter on carts @ 10 pts .... any

Hun Mercenary Sub-general as HC L, B, Sh with P standard + 2 Irr B HC L, B, Sh @ 75 pts *0-1
Hun Mercenary Nobles Irr B HC L, B, Sh @ 30 pts..*0-11
Hun Mercenary Horse Archers Irr C LC B @ 8 pts...*6-16
Extra to give Hun Mercenary Horse Archers JLS @ 2 pts and/or Sh @ 4 pts..................................... any

Avar Ally-General as HC L, B, Sh with P standard + 2 Irr B HC L, B, Sh @ 100 pts...............................*1
Avar Nobles Irr B HC L, B, Sh @ 30 pts..*2-6
Extra to upgrade Avar Nobles to EHC @ 4 pts if general's element, @ 6 pts if others 1/2-all
Avar Horse Archers Irr C LC B @ 8 pts...*4-8
Avar Levies Irr D LC B @ 6 pts *4-12
Extra to give Avar Horse Archers/Levies JLS @ 2 pts and/or Sh @ 4 pts .... any

Lombard Ally-general as HC L, Sh with P standard + 2 Irr B HC L, Sh @ 98 pts...................................*1
Lombard Nobles Irr B HC L, Sh @ 27 pts *1-5
Lombard Retainers Irr C MC/LC L or JLS, Sh @ 18 pts if MC, @ 12 pts if LC....................................*0-6
Extra to upgrade MC Lombard Retainers to HC @ 6 pts and/or Irr B @ 3 pts .... any
Lombard Bowmen Irr C MI/LMI/LI B, Sh @ 12 pts if MI, @ 9 pts if LMI, @ 4 pts if LI *0-16

Lazici Ally-general as HC L, B, Sh with P standard + 2 Irr B HC L, B, Sh @ 100 pts..............................*1
Lazici Nobles Irr B HC L, B, Sh @ 30 pts *1-5
Lazici Light Cavalry Irr C LC up to ½ B @ 8 pts, rest JLS, Sh @ 12 pts *0-8
Lazici Infantry Irr D LMI/LI JLS, Sh @ 6 pts if LMI, @ 4 pts if LI..*6-18
Lazici Archers Irr D LI B @ 2 pts *0-12
Extra to upgrade Lazici infantry to Irr C @ 3 pts if LMI, @ 2 pts if LI .... any

Frank Ally-general as MI HTW or JLS, Sh + 3 Irr B MI HTW or JLS, Sh @ 87 pts.................................*1
Franks Irr D MI HTW or JLS, Sh @ 8 pts *5-24
Extra to upgrade Franks to Irr B @ 4 pts...0-1/2
Extra to upgrade other Franks to Irr C @ 4 pts .... any
Frank Javelinmen/Archers Irr C LI JLS, Sh @ 6 pts or LI B @ 4 pts...*0-8

Climate: Warm.
Boats: Yes.
List Rules: 1) Hun LC may fight 1.5 ranks in hand-to-hand combat if charging, countercharging or pursuing. 2) Lombard Nobles dismount as EHI LTS, Sh on a 1 to 1 element ratio as an exception to Warrior 6.61. 3) Dismounted Gepid HC/MC fight as HI/MI 2HCW or JLS, Sh. 4) Skutatoi/Racing Factions/Isaurians/Limitani may not form Shieldwall.

Notes: Zeno, an Isaurian, ascended the throne of what was then the Eastern Roman Empire in 478 AD, two years after a barbarian general, the Patrician Odoacer, was proclaimed king in Italy by his troops.   Although acknowledging Odoacer as Patrician and de facto military ruler of the Western Empire, in 488 AD Zeno commissioned Theodoric and his Ostrogoths to invade and conquer Italy in the name of the Eastern Empire.   Theodoric did his job all too well and established an independent Gothic kingdom that actually ushered in an era of peace and prosperity in Italy.   However, religious differences between the Arian Gothic Christians and the Orthodox Byzantines, and the pretensions to universal rule of the Eastern Emperor Justinian, made renewed conflict inevitable.   The early Byzantine Empire prospered during this time, until Justinian undertook the reconquest of large portions of the Western Empire beginning in 533 AD.   Byzantine general Belisarius conquered the Vandal kingdom in North Africa later that year.   That achievement was followed by an invasion of Italy in 535 AD and the capture of Naples and Rome by 540 AD.   Nonetheless, resistance continued for years and it was not until Narses' campaigns in 552-554 AD that all of Italy south of the Po River was effectively in Byzantine control.   Justinian went on to reconquer southern Spain during a Visigothic civil war in 554 AD.   Despite Justinian's impressive conquests, it strained the Byzantine Empire to the breaking point and by 560 AD, the defenses against Persia in the east were crumbling, the Avars had become a problem in Eastern Europe and the Slavs were raiding south into the Balkans.   This list covers the Eastern "Roman" armies from the accession of the Zeno until the appointment of the future Emperor Maurikios as Magister Militum and his subsequent reforms.   Procopios' histories of Justinian's reign, the last of which was published in 565 AD, indicate that the Kavallarioi troops consisted of distinct "regiments", stratiotai armed with sword, bow and shield, and phoideratoi, armed with light spears, javelins and shield.   Agathias' accounts suggest that all Byzantine cavalry at Casilinum were armed with spear, bow and shield.   Kavallarioi in WARRIOR are given options to reflect these differing accounts.   Accounts written in the late 6th century indicate that some adoption of horse armor began around 550 AD, but not that its use was widespread or that it was used by other than the elite Boukellarioi.   The Skutatoi are often called "degenerate legionnaires" at the start of the period and are described as fighting with sword having thrown spears prior to closing with the enemy.   However, they are also described as retaining their spears to fight against cavalry.   The latter suggests a LTS and, by the end of the period, front ranks did carry a thrusting spear while supporting ranks threw javelins and darts.   Metal armor was not always available, but was used when it could be obtained.   The Lazici guarded the Caucasus mountain passes.   Ghassanid Arabs were an autonomous kingdom guarding the Syrian desert frontier and are foederati.   When properly subsidized they could be a valuable and efficient military force. The Franks have been downgraded because of their unreliability during the Italian campaigns, but we allow an upgrade for those who disagree with this treatment.   Minimums marked * apply only if any troops of that nationality are used.   A Hun Mercenary Sub-general can command only Huns and, if present, only he can command other Huns.   Lazici may not be used with Moors, Avars, Lombards or Franks.   Franks may not be used with Moors, Arabs or Lazici.   Arabs cannot be used with Gepids, Avars or Lombards. Lombard Nobles and Retainers may fight in mixed units.   Ghassanid Arab cavalry is camel-proof.

13. Slav 500 AD – 1220 AD

CinC as HC JLS, Sh with PA standard + 2 Irr B HC JLS, Sh @ 133 pts 1
Sub-general as HC JLS, Sh with P standard + 2 Irr B HC JLS, Sh @ 73 pts 0-1
Ally-general as HC JLS, Sh with P standard + 2 Irr B HC JLS, Sh @ 98 pts.. 0-2
Reduction to downgrade general's element to LMI @ -10 pts .... any
Extra to give pagan idol S standard to LMI CinC @ 85 pts 0-1
Slav Nobles Irr B MC JLS, Sh @ 21 pts 1-18
Extra to upgrade Slav Nobles to HC @ 6 pts 0-1/2
Slav Foot Bodyguard Irr B LMI JLS, Sh @ 12 pts .... 0-5/LMI general
Slav Spearmen Irr C MI/LMI JLS, Sh @ 12 pts if MI, @ 9 pts if LMI 24-96
Extra to exchange LMI Slav Spearmen JLS for 2HCW as Axemen @ 0 pts 0-24
Slav Bowmen/Archers Irr C MI/LMI/LI B @ 8 pts if MI, @ 3 pts if LMI, @ 2 pts if LI......................... 12-48
Slav Scouts Irr C LI JLS, Sh @ 6 pts... 0-12
Slav Peasants Irr E LMI JLS or IPW @ 1.5 pts 0-32
Extra to upgrade JLS-armed Slav Peasants to Irr D @ 1.5 pts .... any
Extra to upgrade to Irr C and/or give Sh to Irr D Slav Peasants @ 3 pts... any

Bavarian or Saxon Noble Warriors Irr B MI JLS, Sh @ 16 pts...*6-12
Extra to give Bavarian or Saxon Noble Warriors HTW @ 4 pts... any
Extra to upgrade Bavarian or Saxon Noble Warriors to HI @ 8 pts... any
Bavarian or Saxon Peasant Spearmen Irr D MI/LMI JLS, Sh @ 8 pts if MI, @ 6 pts if LMI................*8-24
Extra to upgrade Peasant Spearmen to Irr C @ 4 pts if MI, @ 3 pts if LMI .... any
Extra to give MI Bavarian or Saxon Peasant Spearmen HTW @ 4 pts... 0-1/2
Bavarian or Saxon Skirmishers Irr C LI JLS, Sh @ 6 pts or B @ 4 pts..*0-12

Viking Spearmen Irr C MI/LMI 2HCW or JLS, Sh @ 12 pts if MI, @ 9 pts if LMI 0-18
Viking Bowmen Irr C MI/LMI B, Sh @ 12 pts if MI, @ 9 pts if LMI 0-9
Extra to give Viking Bowmen 2HCW or JLS @ 4 pts if MI, @ 3 pts if LMI... any
Extra to upgrade Viking Spearmen/Bowmen to HI/LHI @ 8 pts if MI, @ 6 pts if LMI .... any
Viking Skirmishers Irr C LI JLS or B, Sh @ 6 pts.. 0-6

German Mercenary Cavalry Irr C HC L or JLS, Sh @ 24 pts 0-4
Swabians Irr C HI 2HCW, Sh @ 20 pts 0-6
Pecheneg or Magyar Horse Archers Irr C LC B @ 8 pts **12-48
Extra to give Pecheneg/Magyar Horse Archers JLS @ 2 pts and/or Sh @ 4 pts .... any

Climate: Cold.
Boats: Yes.

List Rules: Units entirely of Slav Axemen or Swabians not in Shieldwall fight 1.5 ranks in hand-to-hand combat if charging, countercharging or pursuing.

Notes: The Slavs appear as a recognizable ethnic people as far back as the 5th century BC, when several Eastern European peoples ruled by the Skythians are mentioned by classical writers. However, the earliest records that identify the Slavs as a military or political factor relate to their raids along with their Avar overlords into Byzantine territory in the Balkans. Prior to this, they were ruled by the Ostrogoths and Huns and occupied lands east of the Oder, and north and east of the Carpathians, stretching to the upper Don. They were backward materially and their numerous chieftains lacked any sense of unity. Consequently, they were easily dominated by others. This list covers the numerous independent Slav kingdoms and tribes from their first move west until their development into half a dozen "Slavic" states. This started with the emergence of Serbia and Croatia in the mid-7th century AD, Moravia around 870 AD, the elimination or absorbtion of other Slavic Balkan tribes by the Magyar invasions which began in 896 AD, continuing in 1003 AD with the establishment of a Polish kingdom, and ending around 1220 AD when the northern Slav tribes ceased defending and raiding the Baltic coast. Although originally an infantry army, the Slavs eventually came to depend on Noble Cavalry as their main fighting arm. Therefore, if using an army prior to 580 AD, only Slav LMI or LI infantry may be used, but no Slav Nobles (ignore minimums). Minimums marked * apply only if any troops of that nationality are used. Minimums marked ** apply only if more than 8 elements of such troops are used. Bavarian/Saxon troops cannot be used with MI Slavs, Vikings, German Mercenary Cavalry, Swabians or Pechenegs/Magyars. Vikings cannot be used with MI Slav Spearmen, German Mercenary Cavalry, Swabians or Pechenegs/Magyars. Slav MI Spearmen and MI Bowmen may fight in mixed units, as may Bavarian/Saxon Noble Warriors and Peasant Spearmen of the same order. Slav MI/LMI may have Slav LI Archer detachments.

14. Avar 562 AD – 826 AD

CinC as HC L, B, Sh + 2 Irr B HC L, B, Sh @ 135 pts... 1
Avar Sub-general as HC L, B, Sh + 2 Irr B HC L, B, Sh @ 75 pts.. 0-3
Extra to upgrade general's elements to Reg @ 6 pts..all/none
Extra to give PA standard to CinC @ 30 pts if Reg, @ 15 pts if Irr.. 1
Extra to give P standard to Sub-general's element @ 10 pts if Reg, @ 5 pts if Irr ....all
Avar Nobles Irr B HC L, B, Sh @ 30 pts... 3-10
Extra to upgrade Avar Nobles to EHC @ 4 pts if general's element, @ 6 pts if others .... any
Extra to upgrade Avar Nobles to Reg @ 9 pts ....all/none
Avar Skirmishers Irr C LC B @ 8 pts.. 0-18
Extra to upgrade Avar Skirmishers to Reg B @ 6 pts ....all/none
Extra to give Skirmishers JLS and/or Sh @ 2 pts if JLS for Irr, @ 4 pts if Sh/JLS for Reg................... any

Subject Turkic Skirmishers Irr D LC B @ 6 pts..0-18
Extra to give Subject Turkic Skirmishers JLS and/or Sh @ 2 pts if JLS, @ 4 pts if Sh.......................0-1/2

Slav Sub-general as HC JLS, Sh with P standard + 2 Irr B HC JLS, Sh @ 73 pts..................................*1
Slav Nobles Irr C MC JLS, Sh @ 18 pts..*1-5
Extra to upgrade Slav Nobles to Irr B @ 3 pts... any
Extra to upgrade Slav Nobles to HC @ 6 pts 0-1/2
Slav Spearmen Irr D MI/LMI JLS, Sh @ 8 pts if MI, @ 6 pts if LMI *12-24
Extra to exchange LMI Slav Spearmen JLS for 2HCW as Axemen @ 0 pts 0-6
Slav Bowmen/Archers Irr D MI/LMI/LI B @ 4 pts if MI, @ 3 pts if LMI, @ 2 pts if LI *6-16
Slav Scouts Irr D LI JLS, Sh @ 4 pts *0-8
Extra to upgrade any Slavs to Irr C @ 4 pts if MI, @ 3 pts if LMI, @ 2 pts if LI .... any

Lombard Sub-general as HC L, Sh, P + 2 Irr B HC L, Sh @ 73 pts *1
Lombard Nobles Irr B HC L, Sh @ 27 pts *1-3
Lombard Retainers Irr C MC/LC L or JLS, Sh @ 18 pts if MC, @ 6 pts if LC.....................*0-6
Reduction to downgrade MC Retainers to Irr C LMI JLS, Sh @ -9 pts.................................. any
Lombard Bowmen Irr C MI/LMI/LI B, Sh @ 12 pts if MI, @ 9 pts if LMI, @ 4 pts if LI *0-12
Lombard-led Sciri, Rugian or Herul Warriors Irr D MI/LMI HTW, Sh @ 8 pts if MI, @ 6 pts if LMI *0-12
Lombard-led Sciri, Rugian or Herul Skirmishers Irr D LI JLS, Sh @ 4 pts...........................*0-6
Extra to upgrade Lombard-led Sciri/Rugians/Heruli to Irr C @ 4 pts if MI, @ 3 pts if LMI,
@ 2 pts if LI .... any

Bulgar Sub-general as HC L, B, Sh with P standard + 2 Irr B HC L, B, Sh @ 75 pts *1
Bulgar Nobles Irr C HC L, B, Sh @ 27 pts..*1-5
Extra to upgrade Bulgar Nobles to Irr B @ 3 pts .... any
Bulgar Horse Archers Irr D LCB @ 6 pts...*4-8
Extra to give Bulgar Horse Archers JLS @ 2 pts and/or Sh @ 4 pts.................................... any
Extra to upgrade Bulgar Horse Archers to Irr C @ 2 pts .... any

Climate: Cold.
Boats: No.
List Rule: 1) Units entirely of Slav Axemen not in Shieldwall fight 1.5 ranks in hand-to-hand combat if charging, countercharging or pursuing.

Notes: The Avars, a Turko-Mongol people, were part of the Juan-juan confederation that dominated the Mongolian steppes north of China for 150 years. When the Juan-juan were overthrown by their Turkish subjects in 553 AD, the Avars fled west, arriving in Eastern Europe in 562 AD. The Byzantine emperor Justinian paid them to attack the Huns and Slavs, the latter eventually marching alongside the Avars as they moved into the Balkans. In cooperation with the Sassanid Persians, they almost overthrew the Byzantine Empire, but were turned back at Constantinople in 626 AD. They eventually settled in

Eastern Europe and modern day Ukraine. Subjugated Slavic peoples included Sklavenoi, Ante, Moravians, Serbians and Croats; subject Balkan peoples included the Utigur remnants of Attila's Huns, Kutrigurs and Onogurs (Bulgars). These subjects were restless at best and rebelled often. Charlemagne famously defeated the Avars in 791 AD, although remnant groups survived until the early 9th century. Innovations introduced to Europe by the Avars included lamellar horse armor and possibly the stirrup. The Avars usually threw their subjugated allies into battle first, holding themselves in reserve or attacking on the flanks. Avars did not use wagon laagers, and their palisade settlement "rings" were apparently not tactical devices, so no temporary field fortifications are included in this list. Although the Avars came from a sophisticated military environment in Mongolia, and while Maurikios states that the Avars valued military organization, at this time and place they should probably not to be treated as regular. However, for those who with a different interpretation of the record, we permit a Reg upgrade for troops designated as "Avar." If any troops so designated are upgraded to Reg, then all must be. The evidence of horse armor and shields is mixed but the option has been retained from previous iterations of this list. Minimums marked * apply only if any troops of that nationality are used, except that an Avar Sub-general can be substituted for any national Sub-general, in which case no morale upgrades for troops of that nationality may be taken. A national Sub-general can command only troops designated as being of that nationality, and only he can command other troops so designated. An Avar Sub-general substituting for a national Sub-general and commanding troops marked * must command all such troops but may also command other Avars. Slav Spearmen/Axemen may have Slav Archer detachments. Slav MI Spearmen and MI Bowmen may fight in mixed units.

15. Arab Conquest 624 AD – 661 AD

CinC as HC L, Sh with PA standard + 2 Irr B HC L, Sh @ 133 pts 1
Extra to give S standard to CinC @ 85 pts 0-1
Sub-general as HC L, Sh with P standard + 2 Irr B HC L, Sh @ 73 pts 0-2
Reduction to downgrade general's element to HI/LHI LTS or JLS, Sh @ 0 pts if HI, @ -6 pts if LHI ... any
Extra to upgrade general's element to Irr A @ 3 pts if HI, @ 2 pts if HC/LHI .... any
Arab Citizen Cavalry Irr B MC L, Sh @ 21 pts 0-6
Extra to upgrade Citizen Cavalry to HC @ 6 pts .... any
Ex-Sassanid Cavalry Irr C EHC L, B, Sh @ 33 pts 0-4

Bedouin Arab Sub-general as LC L or JLS, Sh with P standard + 1 Irr B LC L or JLS, Sh
@ 62 pts, or as HC L, Sh with P standard + 2 Irr B HC L, Sh @ 73 pts *1
Bedouin Arab Cavalry Irr C LC L or JLS, Sh @ 12 pts *4-36
Extra to upgrade Bedouin Arab Cavalry to Irr B @ 2 pts .... any
Extra to upgrade Irr B Bedouin Arab Cavalry to MC L, Sh @ 7 pts 0-2/3
Extra to upgrade MC Bedouin Arab to HC @ 6 pts 0-1/2

Bedouin Arab Scouts Irr C LCm JLS or B, Sh @ 10 pts..*0-8

Camelry Irr B MCm L, Sh disguised as cavalry armed the same way @ 18 pts.................................... 0-6
Camelry Irr B MCm B, Sh disguised as elephant with crew of 2 with B @ 56 pts 0-4
Extra to camel-proof any mounted @ 3 pts if EHC/HC/MC, 2 pts if general's element/LC.................. any
Anti-elephant Parties Irr A LMI JLS, B, Sh @ 18 pts 0-8
Dailami Reg B LMI LTS or JLS, B, Sh @ 24 pts 0-4
Extra to upgrade Dailami to LHI @ 8 pts .... any
Foot Warriors Irr C all MI LTS, Sh or all LMI JLS, Sh @ 12 pts if MI, @ 9 pts if LMI......................... 16-48
Extra to give LMI Foot Warriors 2HCW as Fanatical Axemen @ 3 pts 0-8
Extra to upgrade Foot Warriors to HI/LHI @ 8 pts if MI, @ 6 pts if LMI... 0-1/2
Foot Bowmen/Archers Irr C MI/LMI/LI B @ 8 pts if MI, @ 6 pts if LMI, @ 4 pts if LI 12-36
Javelinmen Irr C LI JLS, Sh @ 6 pts 4-18
Slingers Irr C LI up to ½ SS, rest S @ 4 pts 0-12
Dependents Irr E LMI up to ½ JLS, rest IPW @ 1.5 pts 0-12
Extra to upgrade JLS-armed Dependents to Irr D @ 1.5 pts... 0-1/2
Extra to upgrade Sh to Irr D Dependents @ 3 pts.. any
Armenians Irr C LI B @ 4 pts 0-12
Extra to give Sh to Bowmen/Archers/Slingers @ 4 pts if MI, @ 3 pts if LMI, @ 2 pts if LI................... any
Extra to upgrade any foot except Dependents or Armenians to mounted infantry on camels
@ 20 pts if Dailami, @ 4 pts if HI/MI, @ 3 pts if Irr LHI/LMI, @ 2 pts if LI .... any
Extra to upgrade any troops except Ex-Sassanids, Dailami, Dependents or Armenians
to Irr A @ 3 pts if Irr B HC/MC or LHI, @ 4 pts if Irr C LCm, LC, or LI, @ 6 pts if Irr C HC
or LMI, @ 8 pts if HI/MI 0-12/all

Climate: Dry.
Boats: Yes.
List Rule: 1) Dailami troops can be armed with incendiary JLS; they may "shoot" incendiary JLS in any given shooting phase as an exception to Warrior 2.31, but they may never shoot both bow and incendiaries in the same phase. 2) Elephants suffer –2 tactical factor at first contact with Anti-elephant Party. 3) Foot Warriors/Bowmen/Archers equipped with camels may, while dismounted, use the camels as a tethered animal portable obstacle; if such a unit routs after tethering the animals as a portable obstacle, it would not remount at the end of a rout move.

Notes: This list covers the period from the battle of Bedr in 624 AD (two years after Muhammad's flight to Medina in 622 AD) until the end of the civil war between Ali and Muawiya. Under the Prophet's early successors, Abu Bakr, Umar and Uthman, the Arabs completed their own political and religious unification and expanded into the Byzantine lands of Syria, Palestine, Egypt and Libya and the

Sassanid Persian lands in Iran and Iraq. A fleet was built around 645 AD and used to attack the Byzantine coasts, capture Cyprus and even mount an expedition against Constantinople. After the murder of Uthman, the caliph Ali (the Prophet's son-in-law) and Muawiya, a member of Uthman's family, fought for dominance. Ali was murdered in 661 AD and Muawiya became caliph. Debate continues as to the fanaticism of Arab infantry during the period, but there are accounts of units charging wildly to seek martyrdom, hence the option remains. Debate also continues regarding infantry armament. The spears used by Arab infantry do not appear to approximate those used by LTS-armed foot in other lists, but were probably longer than light spears and apparently were not thrown. While giving them the option for both, all Foot Warriors in an army must be identically armed. The lighter troops came from Yemen. The Fanatical Axemen were called al-Katibi or al-Khadra and are now represented as an upgrade to the Foot Warriors; they were actually bodyguards of the prophet or the caliph, but are here allowed to operate in mixed units with Foot Warriors of the same order. The ex-Sassanids represent both deserters from the collapsing Persian Sassanid Empire and existing forces that were taken over by the Arabs after the final defeat of the Sassanids and occupation of Iran. These ex-Sassanids were well paid and apparently loyal to their new commanders. The Arabs called the armored cavalry from Persia "Asawira." Early in the period, the only armor available was that of the Citizen Cavalry, who were the only ones who could afford it. The option to upgrade both cavalry and infantry to HC or HI reflects captured materiel after 638 AD and the establishment of permanent Jund military camps in conquered lands. Therefore, if any Bedouin cavalry is upgraded to HC or any armored infantry other than ex-Sassanids are used, then all generals' elements must be HC. If any ex-Sassanids are used, then all generals' elements must be HC. Foot Warriors and Foot Bowmen of the same order may fight in mixed units. Minimums marked * apply only if any such troops or any camels are used. A Bedouin Arab Sub-general may only command Bedouin Arabs; other Bedouin Arabs may be commanded by other generals. The two types of disguised camels reflect differing descriptions of their use; it is uncertain if these accounts are about the same troops or not, but in any event only one type is allowed in an army. The anti-elephant parties used cavalry lances against opposing Sassanid elephants; classifying them as Irr A provides the appropriate "forlorn hope" feel. Camel-mounted infantry fighting on foot are assumed to have their mounts on hand and these will affect enemy cavalry. The use of tethered camels as an obstacle occurred at Yarmuk in 636 AD when fighting against the Byzantines. Close order foot, ex-Sassanids or Armenians cannot be used with an S standard.

16. Arab Imperial 661 AD – 969 AD

CinC as HC L, Sh with PA standard + 2 Reg A HC L, Sh @ 154 pts 1
Sub-general as HC L, Sh with P standard + 2 Reg A HC L, Sh @ 84 pts 0-3
Desert or Tribal Arab Cavalry Irr C LC L or JLS, Sh @ 14 pts 0-16
Arab Spearmen Reg D or Irr C MI LTS, Sh @ 12 pts, or Irr C LMI JLS, Sh @ 9 pts 6-24
Arab Bowmen/Archers all Reg D or all Irr C MI/LI B @ 8 pts if MI, @ 4 pts if LI 6-24
Extra to give Bowmen/Archers Sh @ 4 pts if MI, @ 2 pts if LI .... any

Dailami Reg B LMI LTS or JLS, B, Sh @ 24 pts 0-8
Extra to upgrade Arab or Dailami infantry to mounted infantry on camels @ 20 pts if Dailami/
Reg MI, @ 4 pts if Irr MI, @ 2 pts if LI .... any
Extra to upgrade Dailami/Reg MI to mounted infantry on mules @ 8 pts .... any
Egyptian Marines Reg C LMI LTS, JLS, B, Sh @ 24 pts 0-4
Extra to upgrade Dailami/Egyptian Marines to LHI @ 8 pts .... any
Light Bolt Shooter with 2 Reg C crew @ 20 pts 0-2
1 Talent Stone Thrower with 5 Reg C crew and oxen @ 50 pts 0-2
6 elements' width of ditch @ 10 pts, or ditched palisade @ 20 pts 0-4
Khurasanian Nobles Irr B HC L, B, Sh @ 30 pts *4-12
Khurasanian Skirmishers Irr C LC B @ 8 pts *4-12
Early Period (661 AD – 750 AD)
    Arab Jund Cavalry Reg C HC L, Sh @ 30 pts 6-20
    Extra to upgrade Jund to Reg B @ 3 pts .... any
    Reduction to downgrade Jund to Irr C @ 9 pts if Reg B, @ 6 pts if Reg C ....all/none
    Asawira Irr C EHC L, B, Sh @ 33 pts... 0-6
    Arab Fursan Guards Reg A HC L, Sh @ 36 pts.. 0-2
    Bukharan Noble Cavalry Irr B MC L or JLS, B @ 18 pts.. 0-6
    Extra to upgrade Bukharan Noble Cavalry to ECH/HC @ 12 pts if EHC, @ 6 pts if HC .... any
    Extra to give Sh to Bukharan Noble Cavalry @ 6 pts.. any
    Bukharan Horse Archers Irr C LC B @ 8 pts 0-8
    Extra to give Bukharan Horse Archers JLS @ 2 pts and/or Sh @ 4 pts.................................. any
    Arab Camelry Irr C MCm, L, Sh disguised as cavalry armed the same way @ 15 pts............ 0-4
    Desert Arab Camelry Irr C LCm JLS or B, Sh @ 10 pts... 0-4
    Jarajima Hillmen Irr C LMI/LI JLS, Sh @ 9 pts if LMI, @ 6 pts if LI...................................... 0-12
    Berber Cavalry Irr C LC JLS, Sh @ 12 pts...*6-24
    Berber Javelinmen Irr C LI JLS, Sh @ 6 pts *6-48
Late Period (751 AD – 969 AD)
    Extra to upgrade any general's element to EHC @ 4 pts... any
    Extra to upgrade Khurasanian Nobles to Reg B EHC L, B, Sh as Ghulams @ 15 pts........... any
    Extra to upgrade Arab Spearmen/Bowmen to Reg B as Abid @ 8 pts 0-1/2
    Turkish Ghulams Reg B EHC L, B, Sh @ 45 pts 2-6
    Turkish Skirmishers Irr C LC JLS, B @ 10 pts 0-8
    Extra to upgrade Turkish Skirmishers to Reg B as Mawali Guards @ 8 pts .... any
    Extra to give Turkish Skirmshers Sh @ 4 pts.. any
    Ahl Khurasan Reg or Irr C HC L, Sh @ 30 pts if Reg, @ 24 pts if Irr 8-20
    Extra to upgrade Ahl Khurasan to B class @ 3 pts .... any
    Extra to upgrade Ahl Khurasan to EHC @ 6 pts .... any

Ahl Al Sham Reg C HC L, Sh @ 30 pts 0-12
Extra to upgrade Ahl Al Sham to Abbasiya Irr B EHC L, B, Sh @ 6 pts................................. any
Reduction to downgrade remaining Ahl Al Sham to Reg D @ -3pts ....all/none
Extra to upgrade Abbasiyah to Reg B as Ghulams @ 9 pts.. any

Abna or Maghariba Reg C MI LTS Sh @ 16 pts 0-12
Extra to update Abna/Maghariba to HI @ 8 pts... any
Mutatawwi Volunteers Irr A LMI 2HCW or JLS, Sh @ 15 pts.. 0-6
City Militia all Irr A or all Irr E LMI IPW @ 12 pts if Irr A, @ 1.5 pts if Irr E............................. 0-6
Extra to upgrade Arab Spearmen and Bowmen to Reg B as Abid @ 8 pts.......................... 0-1/2
Naffatun Irr C LI with hand-hurled naptha bombs @ 34 pts 0-4

Bedouin Arab Ally-general as HC L, Sh with P standard + 2 Irr B HC L, Sh @ 98 pts *1
Bedouin Arab Cavalry Irr C HC L, Sh @ 24 pts *0-4
Extra to upgrade Bedouin Arab Cavalry to Irr B as general's bodyguards @ 3 pts...............*0-1
Bedouin Arab Skirmishers Irr C LC L or JLS, Sh @ 12 pts *8-16
Bedouin Arab Camelry Irr C LCm JLS or B, Sh @ 10 pts *2-6

Khawarij Rebellions (658 AD – 873 AD)
Reduction to regrade general's element to Irr A @ -19 pts if CinC, @ -9 pts if Sub-general.....all
Khawarij Horsemen Irr C HC/MC L, Sh @ 24 pts if HC, @ 18 pts if MC 6-20
Extra to upgrade Khawarij Horsemen to Irr A @ 6 pts 1/3-all
Extra to upgrade Khawarij Horsemen to EHC @ 6 pts if HC, @ 4 pts if general's element ... any
Extra to camel-proof any mounted @ 3 pts if EHC/HC/MC, @ 2 pts if general's element/LC .... any

Climate: Warm in Early, Dry in Late/Khawarij Rebellions.
Boats: Yes if Early/Late.
List Rules: 1) Naffatun LI count double figures for shooting and stone throwers may use naptha. 2)
Dailami can be armed with incendiary JLS; they may "shoot" incendiary JLS in any given shooting
phase as an exception to Warrior 2.31, but they may never shoot both bow and incendiaries in the
same phase. 3) Barbarian Infantry Rules do not apply to close order Arab Spearmen.

Notes: This list covers an early period (the Umayyad Dynasty), a later period (the successor Abbasids)
with a little overlap with the early Buwayhids, and the various Khawarij rebellions based in modern day
Iraq, Iran and Arabia. Muawiya founded the Umayyad Dynasty after becoming caliph in 661 AD. By
715 AD, the Umayyads ruling from Damascus controlled an empire stretching from the Indus and
central Asia to the Pyrenees. During this period, many conquered peoples were rapidly "arabized"
through conversion to Islam and the adoption of Arabic as a common language, while the Persians
maintained their own language and a measure of cultural identity. Gradually, however, Shiite-Sunnite

conflict undermined their rule, which then saw a resurgence of tribal feuding and growing revolts among subjugated populations. A rebel group proclaimed Abu al-Abbas, of the Sunni Abbasid family, caliph in 749 AD. After a victory over the Umayyads the following year at the Zab River, much of the remaining Umayyad family were executed. The Arab world subsequently fragmented, with the Sunni Abbasids being the strongest power until they were overthrown by the Shiite Buwayhids from Iran in 945 AD. The final straw was when the Byzantines took Antioch in 969 AD. Jund were Arabs of the original conquest, now settled as a paid military caste in permanent camps. The Khawarij were an ultra-orthodox sect who first rebelled in 656 AD, then again between 684-698 AD and 796-873 AD. Arab Spearmen and Bowmen may fight in mixed units. There is enough evidence to suggest that "archers" fought in front of the spear units to allow for a certain number of LI. Egyptian Marines fought with spears, javelins and bows and could be armored. Khurasanians were used throughout both periods, and the later Abbasids adopted heavier "ghulam" cavalry, mainly as a reaction to Khurasanian mounted archery. Troops identified as "Abbasiya" were from a variety of sources, including Khurasan, Iran, native Arabs and, quite possibly Slavs, Russians, Greeks and Armenians. Bukharans represent troops from that and other Central Asian Turkish cities after the Empire expanded eastward. Abna troops were adept in open terrain and in cities, hence the option for loose order. Mutatawwi were religious fanatics. Abids were African slaves, albeit well trained. Mawali and Ghulams were also unfree warriors. The Naffatun troops used small clay pots filled with an early petroleum product. The term comes from the Arabic word naffatah, which means both "oil well" and "the brass instrument used to throw naptha". They were formed into a separate corps, most likely during the reign of Caliph Harun al-Rashid (786-809 AD), and much of their use seems to have been confined to sieges and street fighting. During the Abbasid civil war of 809-813 AD, Rashid's two sons, Mamum and Amin, fought for control of the Empire. During Mamum's siege of Baghdad, he used hundreds of mangonels to bombard the city with barrels of burning naptha. The fire destruction was so complete that it wasn't until 819 AD that reconstruction began. During the later Abbasid period, most cavalry remained on unarmored horses with lance as the main weapon, although ghulam type troops using bows and additional armor gradually predominated. The following restrictions apply during the Early period: Arab Fursan, if used, must be in the CinC's command; Arab Fursan, Arab Camelry and Jarajima Hillmen cannot be used with Bukharans, Berbers or Khurasanians. Egyptian Marines cannot be used with Khurasanians, Bukharans, Turkish Cavalry or Berbers. During the Late period, the following restrictions apply: Mawali cannot be used with regular Ahl Khurasan, Abna, Abbasiyah, Khurasanian Nobles upgraded as Ghulams, downgraded Ahl Al Sham, Maghariba, Bedouin Allies or Naffatun; Abna cannot be used with Bedouins. During the Khawarij Rebellions, the following restrictions apply: cannot use any troops from Early/Late periods, Regular infantry, Dailami, Egyptian Marines, artillery or Khurasanians. Minimums marked * apply only if troops of that nationality are used.

17. Khazar 568 AD – 1083 AD

CinC as HC L, B, Sh + 2 Irr B HC L, B, Sh @ 120 pts... 1
Extra to upgrade CinC to HI LTS or JLS, Sh + 3 Irr B HI LTS or JLS, Sh on wagon @ 18 pts............. **1
Sub-general as HC L, B, Sh + 2 Irr B HC L, B, Sh @ 70 pts 0-2
Extra to upgrade HC general's element to Reg B @ 6 pts ....all/none
Extra to give PA standard to HC CinC @ 15 pts if Irr, @ 30 pts if Reg.. **1
Khazar Nobles Irr B HC L, B, Sh @ 30 pts...4-12
Khazar Skirmishers Irr C LC B @ 8 pts 6-24
Extra to upgrade Khazar Nobles/Skirmishers to Reg @ 9 pts if HC, @ 4 pts if LC .... any
Khazar Guard Irr B HI LTS or JLS, Sh @ 24 pts **0-6
Khazar Levy Spearmen Irr D MI/LMI JLS, Sh @ 8 pts if MI, @ 6 pts if LMI **0-24
Extra to mount Khazar Guard/Levy Spearmen on camels @ 4 pts if MI, @ 3 pts if LMI 0-2/3
Khazar Levy Archers Irr D LI B @ 2 pts 0-12
Arsiyah Skirmishers Reg C LC B @ 12 pts **8-24
Extra to upgrade Arsiyah Skirmishers to HC L, B, Sh @ 24 pts 0-24
Burtas or other Turkish Skirmishers Irr C LC B @ 8 pts 0-8
Light Bolt Shooter with 2 Reg C crew @ 20 pts...0-2
30 mina Stone Thrower with 4 Reg C crew and oxen @ 40 pts 0-2
6 elements width of wagon laager or ditched palisade @ 20 pts...0-10

Alan Sub-general as HC L, B, Sh with P standard + 2 Irr B HC L, B, Sh @ 75 pts *1
Alan Nobles Irr B HC or HC L, B, Sh @ 30 pts...*1-3
Extra to Alan Nobles to EHC @ 4 pts if general's element, @ 6 pts if others..................................... any
Alan Skirmishers Irr C LC B @ 8 pts *12-36
Extra to upgrade Alan Skirmishers to Irr B @ 2 pts .... any

Magyar Sub-general as Irr B HC L, B, Sh with P standard + 2 Irr B HC L, B, Sh @ 75 pts *1
Magyar Nobles Irr C HC L, B, Sh @ 27 pts *1-5
Extra to upgrade Magyar Nobles to Irr B @ 3 pts.. any
Magyar Skirmishers Irr C LC B 8 pts *8-24

Bulgar Sub-general as Irr B HC L, B, Sh with P standard + 2 Irr B HC L, B, Sh @ 75 pts.......................*1
Bulgar Nobles Irr B HC L, B, Sh @ 30 pts..*1-7
Bulgar Skirmishers Irr C LC B @ 8 pts *6-18

Slav Sub-general as Irr B HC JLS, Sh with P standard + 2 Irr B HC JLS, Sh @ 73 pts *1
Slav Nobles Irr B HC JLS, Sh @ 27 pts *1-3
Slav Spearmen Irr C MI/LMI JLS, Sh @ 12 pts if MI, @ 9 pts if LMI *7-16
Extra to exchange LMI Slav Spearmen JLS for 2HCW as Axemen @ 0 pts 0-6

Slav Bowmen/Archers Irr C MI/LMI/LI B @ 8 pts if MI, @ 6 pts if LMI, @ 4 pts if LI *6-12
Slav Scouts Irr C LI JLS, Sh @ 6 pts *0-6

Ghuzz Ally-general as Irr B HC L, B, Sh with P standard + 2 Irr B HC L, B, Sh @ 100 pts *1
Ghuzz Nobles Irr B HC L, B, Sh @ 30 pts..*0-5
Ghuzz Skirmishers Irr C LC B @ 8 pts *6-24
Extra to make Ghuzz camel-proof @ 3 pts if HC, @ 2 pts if LC or general's element.......................... any

Extra to give Burta/Alan/Magyar/Bulgar/Ghuzz LC JLS @ 2 pts and/or Sh @ 4 pts .... any

Climate: Cold.
Boats: No.
List Rule: 1) Up to two 6-element segments of wagon laagers and ditched palisades may be deployed in friendly forward zones. 2) Units entirely of Slav Axemen not in Shieldwall fight 1.5 ranks in hand-to-hand combat if charging, countercharging or pursuing.

Notes: The Khazars were one of many Turkic people inhabiting the central Asian steppes in the 6th century AD. By the 7th century, they had invaded and conquered the Caspian steppes north of the Caucasus Mountains and in the process subjugated various Alan, Bulgar and Slavic tribes. Their location resulted in a mixed population that included many Christians and Muslims as well as pagans. However, in about 800 AD, their tribal chieftain, the Khaghan, converted to Judaism. It apparently made little difference in the general politics of the era, and the Khazars continued to fight both their Christian and Muslim neighbors. The Khaghan generally commanded the army prior to 700 AD and rode in a four-wheeled wagon with a polished disk as a royal army standard. Afterwards, the Khaghan's presence on the battlefield was merely symbolic, although his standard remained in a wagon. If the CinC is on a wagon, Khazar Nobles and Skirmishers must be irregular. If a wagon-mounted CinC is part of a unit, he can only be part of a unit of Khazar Guards; otherwise, he must be a single element. In either case, a PA standard is assumed to be with the CinC's element. Wagons have no impact on play, and are included here for historical interest only. Whether or not to depict wagons as an esthetic matter is up to the player. If any Khazar generals are regular, then all Khazar Nobles and Skirmishers must also be upgraded to regular. Most translated sources indicate the Khazar Nobles were armed with lance and bow. From 738-965 AD, a paid standing army existed, hence the option to upgrade Khazar Nobles and Skirmishers to regular. As much as 1/3 of the regular army was Muslim. Minimums marked * apply only if any troops of that nationality are used. A national Sub-general can command only troops designated as being of that nationality, and only he can command other troops so designated. Minimums marked ** apply only if any troops so marked are used. If Arsiyah Skirmishers are used with Khazar Nobles and Skirmishers, the latter two must be upgraded to regular. Slav Spearmen/Axemen may have Slav Archer detachments. Slav MI Spearmen and MI Bowmen may fight in mixed units.

18. Carolingian Frank 640 AD – 889 AD

CinC as HC L or JLS, Sh + 2 Irr B HC L or JLS, Sh @ 118 pts 1
Frankish Sub-general as HC L or JLS, Sh + 2 Irr B HC L or JLS, Sh @ 68 pts 0-3
Extra to upgrade L-armed general's element to Reg @ 4 pts .... any
Extra to give PA standard to CinC @ 30 pts if Reg, @ 15 pts if Irr 0-1
Extra to give P standard to Sub-general @ 10 pts if Reg, @ 5 pts if Irr .... any
Frank Caballarii Irr B HC all L or all JLS, Sh @ 27 pts 7-24
Extra to upgrade L-armed Frank Caballarii to Reg @ 6 pts 0-1/2
Extra to give B to Irr L-armed Frank Caballarii @ 3 pts 0-4
Frank Retainers Irr C MC/LC L or JLS, Sh @ 18 pts if MC, @ 12 pts if LC 0-12
Extra to upgrade L-armed MC Frank Retainers to Reg @ 6 pts 0-1/2
Extra to upgrade MC Frank Retainers to HC @ 6 pts .... any
Frank Spearmen Irr D MI JLS, Sh @ 8 pts 0-24
Extra to upgrade Frank Spearmen to HI @ 8 pts 0-1/2
Frank Bowmen/Archers Irr D MI/LI B @ 4 pts if MI, @ 2 pts if LI 0-24
Extra to upgrade Frank Spearmen/Bowmen/Archers to Irr C @ 4 pts if HI/MI, @ 2 pts if LI .... any
Frank Peasants Irr E LMI up to ½ JLS, rest IPW @ 1.5 pts 0-18
Extra to upgrade Frank Peasants to Irr D @ 1.5 pts 0-1/2
Frank Crossbowmen Irr C LI CB @ 4 pts 0-8
Frank Staff Slingers Irr C LI SS @ 4 pts 0-8
Swabians Irr C HI 2HCW, Sh @ 20 pts 0-6
Gascon Light Cavalry Irr C LC JLS, Sh @ 12 pts 0-8
Gascon Javelinmen Irr C LI JLS, Sh @ 6 pts 0-8
Extra to upgrade any Gascons to Irr B @ 2 pts .... any
Andalusian Light Cavalry Irr C LC L or JLS, Sh @ 12 pts 0-12

Lombard Ally-general as HC L, Sh with P standard + 2 Irr B HC L, Sh @ 98 pts *1
Lombard Gastaldi Irr B HC L, Sh @ 27 pts *1-7
Lombard Spearmen Reg D or Irr C MI LTS or JLS, Sh @ 12 pts *0-24
Extra to upgrade Lombard Spearmen to Reg C @ 4 pts .... any
Lombard Bowmen/Archers Irr C MI/LMI/LI B, Sh @ 12 pts if MI, @ 9 pts if LMI, @ 6 pts if LI *8-12
Lombard Crossbowmen Reg D or Irr C LI CB @ 4 pts *0-16
Extra to upgrade Reg D Lombard Crossbowmen to LMI @ 4 pts .... any
Extra to upgrade Reg D LMI Lombard Crossbowmen to Reg C @ 4 pts .... any

Saxons Irr C MI JLS, Sh @ 12 pts *4-18

Extra to upgrade Saxons to HI @ 8 pts .... any
Extra to upgrade to Irr B and/or give Saxons HTW @ 4 pts .... any

Slav Spearmen Irr C MI/LMI JLS, Sh @ 12 pts if MI, @ 9 pts if LMI *6-24
Extra to exchange LMI Slav Spearmen JLS for 2HCW as Axemen @ 0 pts 0-6
Slav Bowmen/Archers Irr C MI/LMI/LI B @ 8 pts if MI, @ 6 pts if LMI, @ 4 pts if LI *0-12
Slav Scouts Irr C LI JLS, Sh @ 6 pts *0-8

Breton Ally-general as HC L or JLS, Sh with P standard + 2 Irr B HC L or JLS, Sh @ 98 pts.................*1
Breton Caballarii Irr C HC L or JLS, Sh @ 24 pts..*3-24
Extra to upgrade Breton Caballarii to Irr B @ 3 pts .... any
Breton Light Cavalry Irr C LC JLS, Sh @ 12 pts *4-12

Croatian Ally-general as HC JLS, Sh with P standard + 2 Irr B HC JLS, Sh @ 98 pts *1
Croatian Cavalry Irr B HC JLS, Sh @ 27 pts..*1-5
Extra to give Croatian Cavalry B @ 3 pts .... any
Croatian Spearmen Irr C MI/LMI LTS or JLS, Sh @ 12 pts if MI, @ 9 pts if LMI *6-24
Extra to give JLS-armed Croat Spearmen 2HCW @ 4 pts if MI, @ 3 pts if LMI 0-1/2
Croatian Archers Irr C LI B @ 4 pts...*0-8

Climate: Cold.
Boats: No.
List Rules: 1) Lombard Nobles dismount as EHI LTS, Sh on a 1 to 1 element ratio as an exception to Warrior 6.61. 2) Units entirely of Slav Axemen or Swabians not in Shieldwall fight 1.5 ranks in hand-to-hand combat if charging, countercharging or pursuing.

Notes: At the close of the Merovingian period, real political and military power passed to court officials known as "Mayors of the Palace". The Carolingian line was founded by Pepin I, Mayor of Austrasia, but it was his grandson, Pepin II of Herstal, who was the first to gain supremacy in both Austrasia and Neustria in 687 AD. He expanded the kingdom's boundaries and peacefully turned over rule to his son, Charles Martel, who in turn defeated the Arabs at Poiters in 732 AD. Charles' son, Pepin III, eliminated the last of the Merovingians and was king of the Franks in 752 AD. His son, Charlemagne, spent 30 years campaigning and creating an empire encompassing most of modern day France, Germany, the Low Countries and Italy. Charlemagne's sole surviving son, Louis, did not want to divide up the kingdom among his sons and the predictable civil wars broke out in the mid-9th century AD. The kingdom was divided into three parts and was seriously weakened when Viking incursions significantly increased. After a brief consolidation between 885 and 887 AD, it broke up into five kingdoms by 889 AD. Minimums marked * apply only if any troops of that nationality are used; only one contingent of

troops marked * can be present. If any Frank Caballarii are upgraded to regular, the CinC must also be regular. This represents Charlemagne's household troops that were not feudal "call-ups" but rather a standing body. Frank Caballarii and Lombard Nobles may fight in mixed units with Retainers of the same nationality. Frank Spearmen and Bowmen may fight in mixed units. Andalusians can only be used if the CinC is regular and cannot be used with Lombards, Saxons, Slavs or Croatians. The option to give some Frank Caballarii bows comes from a few extant written instructions and some artwork. It's doubtful its use was widespread. The use of JLS by Frank Caballarii/Retainers reflects the period prior to Charlemagne, and thus JLS-armed Frank Caballarii or Retainers cannot be used with any regulars or troops marked * or crossbowmen/staff slingers or Swabians. Slav Spearmen/Axemen may have Slav Archer detachments. MI Slav Spearmen and MI Slav Bowmen may fight in mixed units.

19. Maurikian Byzantine 578 AD – 649 AD

CinC as EHC L, B, Sh with PA standard + 2 Reg A EHC L, B, Sh @ 162 pts... 1
Sub-general as EHC L, B, Sh with P standard + 2 Reg A EHC L, B, Sh @ 92 pts................................ 0-2
Boukellarioi Reg B HC L, B, Sh @ 39 pts.. 0-6
Extra to upgrade Boukellarioi to Reg A @ 3 pts and/or EHC @ 6 pts .... any
Kavallarioi Lancers Reg C HC L, Sh @ 30 pts 3-12
Extra to upgrade to EHC and/or give Kavallarioi Lancers B @ 6 pts... any
Kavallarioi Archers Reg C LC B, Sh @ 16 pts.. **4-16
Extra to upgrade any Kavallarioi to Reg B as Veterans @ 3 pts if Lancers, @ 2 pts if Archers .... any
Phoideratoi, Vexillationes and Illyricani Reg C LC B, Sh @ 16 pts **4-16
Gothic Optimates Irr B HC L or JLS, Sh @ 27 pts... 2-4
Extra to upgrade Gothic Optimates to EHC @ 6 pts .... any

Skutatoi Spearmen Reg D MI LTS, Sh @ 12 pts 0-24
Extra to give Skutatoi D and/or JLS @ 4 pts .... any
Skutatoi Bowmen Reg D MI B @ 8 pts 0-12
Extra to upgrade any Skutatoi to HI @ 8 pts .... any
Caltrops to cover 1 element frontage of Skutatoi @ 4 pts 0-8
Psiloi Bowmen/Archers Reg D LMI/LI B @ 8 pts if LMI, @ 4 pts if LI.. 0-24
Psiloi Skirmishers Reg D LI JLS or S @ 4 pts... 0-24
Extra to give any Skutatoi/Psiloi Sh @ 4 pts if HI/MI/LMI, @ 2 pts if LI .... any
Extra to upgrade any Skutatoi/Psiloi to Reg C @ 4 pts if HI/MI/LMI, @ 2 pts if LI................................ any

Camp Servants Reg D LI S or SS @ 4 pts... 0-12
Light Bolt Shooter with 2 Reg C crew @ 20 pts 0-4
Extra to mount Bolt Shooters on carts @ 10 pts .... any
Huns Irr C LC B @ 8 pts... 0-8
Extra to give Huns JLS @ 2 pts and/or Sh @ 4 pts... any
Slavs Irr D LMI JLS, Sh @ 6 pts.. 0-9
Extra to upgrade Slavs to Irr C @ 3 pts.. any
Moorish Cavalry Irr C LC JLS, Sh @ 12 pts *8-24
Moorish Javelinmen Irr C LI JLS, Sh @ 6 pts... *12-48

Khazar Ally-general as HC L, B, Sh with P standard + 2 Irr B HC L, B, Sh @ 100 pts............................ *1
Khazar Nobles Irr B HC L, B, Sh @ 30 pts... *1-5
Khazar Skirmishers Irr C LC B @ 8 pts.. *4-12

Arab Ally-general as HC L, Sh with P standard + 2 Irr B HC L, Sh @ 100 pts *1

Arab Nobles Irr B HC L or JLS, Sh @ 30 pts..*1-5
Arab Light Cavalry Irr C LC L or JLS, Sh @ 12 pts *0-6
Arab Camelry Irr D LCm JLS or B, Sh @ 8 pts..*0-12
Extra to upgrade Arab Camelry to Irr C @ 2 pts.. any
Arab Spearmen Irr C MI LTS, Sh @ 12 pts *0-12
Arab Archers Irr C LI B @ 4 pts...*0-12
Extra to give Arab Archers Sh @ 2 pts.. any
Extra to camel-proof Arab mounted @ 3 pts if HC, @ 2 pts if general's element/LC........... any

Sassanid Persian Ally-general as EHC L, B, Sh with P standard + 2 Reg B EHC
L, B, Sh @ 115 pts *1
Sassanid Asarvan Clibinarii Reg C HC L, B @ 36 pts..*3-12
Extrra to upgrade Asarvan Clibinarii to EHC @ 6 pts and/or Irr B @ 3 pts......................... any
Extra to give Asarvan Clibinarii Sh @ 6 pts..all/none
Sassanid Paighan Irr D MI LTS, Sh @ 8 pts *0-18
Extra to give Paighan JLS @ 4 pts...all/none
Sassanid Tirbad Irr D MI B @ 4 pts..*0-18
Extra to give Tirbad Pa or Sh if not mixed with Paighan @ 4 pts .... any
Extra to upgrade Paighan/Tirbad to Reg D @ 4 pts .... any

6 elements width of dry ditch @ 10 pts..0-4

Climate: Warm.
Boats: Yes.
List Rules: 1) Hun LC may fight 1.5 ranks in hand-to-hand combat if charging, countercharging or pursuing. 2) Up to two 6-element segments of ditches may be deployed in friendly forward zones but only to protect camp servants or bolt shooters. 3) Barbarian Infantry Rules do not apply to Arab Spearmen or Sassanid Paighan.   4) Skutatoi/Arab Spearmen/Sassanid Paighan may not form Shieldwall.

Notes: Prior to becoming Emperor, Mauricius was Magister Militum and began reforming the army. He campaigned for ten years against the Avars before his troops mutinied, murdered him and a minor military officer, Phocas, took the throne. After a brief and tyrannical reign, he was overthrown by Heraclius, the son of the provincial governor centered in Carthage. From 610-622 AD, Heraclius' reforms resulted in what we now refer to as the Byzantine Empire. Heraclius continued reforming the army in the face of numerous external threats, a process that was completed by his grandson, Constans II around 650 AD. During this period, the Byzantines fought extensively against Sassanids, Slavs, Avars and, eventually, the Islamic Arabs. Although mostly successful (for example Heraclius

defeated the Sassanids first in Armenia in 622-623 AD, and again at Nineveh in 627 AD), Constantinople was nevertheless besieged in 626 AD by a combined force of Avars and Slavs. Moreover, the constant fighting abroad and religious factional strife in the early Christian Church resulted in the Empire being ill prepared for the Arab invasions that began in the mid-630s. Nonetheless, the Byzantine army from this period was mobile, well armed, and even had a medical corps. Most of our tactical information comes from the endless reinterpretations of Mauricius' Strategicon. Interpretations differ over how to simulate Kavallarioi. Some commentators assert that armored lancers were not armed with bow in any number and that Kavallarioi included the equivalent of LC in their ranks, hence the allowance for mixed units and detachments and the use of bow only by the light component. The Strategicon calls for Kavallarioi to maintain a 2/5s to 3/5s ratio of "lancers to bowmen" which can be reflected in terms of actual figures used. However, double-armed Kavallarioi are a long-standing wargaming tradition and we allow bows to be given to Kavallarioi Lancers for those who favor the older interpretation. This is an either/or option, however, and an army may not include both Kavallarioi Archers and double-armed Kavallarioi Lancers. The decision to double-arm skutatoi is based on the fact that they both thrust and threw spears. If playing an army after 636 AD, no upgrades to Reg B are allowed. If Skutatoi are downgraded to Reg D, all elements in a unit must be downgraded. "Arabs" represent pre-Islamic Arabic tribes and not their fanatical crusading descendents. The Khazars were recruited by Heraclius to fight against the Sassanids. The Khazar Khaghan was never present in battle as a Byzantine ally, hence, no foot units often found with Khazar armies are present. The Sassanid Ally contingent represents the native Persian followers of the exiled Chosroes II who was in 591 AD, backed by Mauricius with a Byzantine army in his successful bid to win back his throne. Minimums marked * apply only if troops of that nationality are used. Only one allied contingent can be used. Minimums marked ** may not be used together. Single-armed Kavallarioi Lancers may have a detachment of, or fight in mixed units with, Kavallarioi Archers. Skutatoi may have Psiloi Bowmen/Archers detachments. Arab cavalry is camel-proof.

20. Andalusian 711 AD – 1212 AD

CinC as HC/LC L, Sh with PA standard + 2 Irr B HC L, Sh @ 133 pts if HC or + 1 Irr B
LC L, Sh @ 122 pts 1
If CinC is Arab/Berber
      Arab Sub-general as LC L, Sh with P standard + 1 Irr B LC L, Sh @ 63 0-3
      Extra to upgrade Arab Sub-general's element to HC @ 11 pts .... any
      Arab Bodyguard Cavalry Irr B LC L, Sh @ 14 pts 0-1/general
      Extra to upgrade Arab Bodyguard Cavalry to HC @ 13 pts .... any
      Arab Jund Cavalry Irr B or Reg D HC L, Sh @ 27 pts 5-24
      Extra to upgrade Arab Jund Cavalry to Reg C @ 3 pts .... any
      Berber Sub-general with P standard as LC JLS, Sh + 1 Irr B LC JLS, Sh @ 63 pts 0-2

Berber Bodyguard Cavalry Irr B LC L or JLS, Sh @ 14 pts........................... 0-3/Berber general
Berber Cavalry Irr C LC L or JLS, Sh @ 12 pts.. 5-24
Berber Spearmen Irr C MI/LMI LTS or JLS @ 8 pts if MI, @ 6 pts if LMI.............................. 8-16
Berber Bowmen Irr C MI/LMI B @ 8 pts if MI, @ 6 pts if LMI...................................... 0-12
Extra to give Berber Spearmen/Bowmen Sh @ 4 pts if MI, @ 3 pts if LMI........................... any
Berber Javelinmen Irr C LI JLS, Sh @ 6 pts 6-12
Berber Slingers Irr C LI S @ 4 pts.. 0-8
Berber Archers Irr C LI B @ 4 pts 0-8
Extra to give Sh to Berber Slingers/Archers @ 2 pts.. any
Extra to upgrade any Berbers to Irr A @ 1 pt if general's element, @ 2 pts if Irr B,
@ 4 pts if Irr C... any

If CinC is Andalusian
Extra to upgrade CinC to HI LTS, JLS, Sh + 3 Reg A HI LTS, JLS, Sh @ 24 pts ***1
Extra to upgrade HC CinC's element to Reg A @ 21 pts 0-1
Extra to upgrade Reg A CinC's element to HK L, Sh @ 4 pts.................................... ***1
Andalusian Sub-general as LC L, Sh with P standard + 1 Irr B LC L, Sh @ 62 0-3
Extra to upgrade Andalusian Sub-general's element to HC @ 11 pts................................... any
Extra to upgrade HC Sub-general's element to Reg A @ 11 pts .... any
Andalusian Bodyguard Cavalry Irr B LC L, Sh @ 14 pts... 0-1/general
Extra to upgrade Andalusian Bodyguard Cavalry to HC @ 13 pts .... any
Extra to upgrade HC Andalusian Bodyguard to Reg A @ 9 pts .... 0-1/Reg general
Andalusian or Negro Cavalry Irr C LC L or JLS, Sh @ 12 pts.. 5-24
Extra to upgrade Andalusian Cavalry to Reg C @ 4 pts 0-6
Extra to upgrade other Andalusian Cavalry to Reg C HC L, Sh @ 18 pts.............................. any
Andalusian or Negro Horse Archers Irr C LC B, Sh @ 12 pts 0-8
Andalusian Spearmen Reg D MI LTS, JLS, Sh @ 16 pts 18-24
Andalusian Bowmen Reg D MI/LMI B @ 8 pts.. 0-12
Extra to upgrade Andalusian Spearmen/Bowmen to Reg C @ 4 pts .... any
Andalusian Archers and Slingers Reg D or Irr C LI S or SS, Sh @ 6 pts or B @ 4 pts 6-24
Negro Spearmen Irr C MI/LMI LTS or JLS @ 8 pts if MI, @ 6 pts if LMI................................ 0-8
Negro Bowmen Irr C MI/LMI B @ 8 pts if MI, @ 6 pts if LMI 0-8
Extra to upgrade Negro Spearmen/Bowmen to Reg C @ 4 pts if MI, @ 6 pts if LMI .... any
Extra to give Negro Spearmen/Bowmen Sh @ 4 pts if MI/Reg LMI, @ 3 pts if Irr LMI........... any
Extra to upgrade shielded Reg C Negro MI Spearmen to Reg A HI LTS, JLS, Sh
as CinC Bodyguard @ 20 pts..***1-3
Negro Slingers Irr C LI S @ 4 pts.. 0-8
Negro Archers Irr C LI B @ 4 pts 0-8
Extra to give Sh to Negro Slingers/Archers @ 2 pts.. any

Extra to upgrade Negro Slingers/Archers to Reg C @ 2 pts .... any
Christian Guard Cavalry Reg A HK L, Sh @ 42 pts ***1-3
Christian Guard Crossbowmen Reg B MI/LMI CB @ 16 pts ***0-6

Spanish Christian Ally-general as HC L, Sh with P standard + 2 Irr B HC L, Sh @ 98 pts *1
Spanish Christian Hidalgos Irr B HC L, Sh @ 27 pts *1-8
Extra to upgrade Hidalgos to HK @ 4 pts if general's element, @ 6 pts if others .... any
Spanish Christian Axemen Irr C MI/LMI 2HCW, Sh @ 12 pts if MI, @ 9 pts if LMI *0-6
Spanish Christian Spearmen Irr C MI/LMI JLS, Sh @ 12 pts if MI, @ 9 pts if LMI *0-12
Spanish Christian Bowmen/Archers Irr C MI/LMI/LI B @ 8 pts if MI, @ 6 pts if LMI,
@ 4 pts if LI *0-8
Spanish Christian Skirmishers Irr C LI JLS or S, Sh @ 6 pts *0-12

Berber Ally-general as LC L or JLS, Sh with P standard + 1 Irr B LC L or JLS, Sh @ 87 pts **1
Extra to upgrade Berber Ally-general's element to Irr A @ 1 pt **0-1
Berber Allied Bodyguard Cavalry Irr B LC L or JLS, Sh @ 14 pts **0-3
Berber Allied Cavalry Irr C LC L or JLS, Sh @ 12 pts **5-24
Berber Allied Javelinmen Irr C LI JLS, Sh @ 6 pts **8-48
Berber Allied Slingers Irr C LI S @ 4 pts **0-8
Berber Allied Archers Irr C LI B @ 4 pts **0-16
Extra to give Sh to Berber Allied Slingers/Archers @ 2 pts .... any
Extra to upgrade any other Berber Allies to Irr A @ 2 pts if Irr B, @ 4 pts if Irr C .... any

Climate: Warm.
Boats: Yes.
List Rule: Berber/Andalusian/Negro Spearmen may not form Shieldwall.

Notes: This list covers al-Andalus (which is Arabic for "Land of the Vandals") from the original conquest through the catastrophic defeat and expulsion of the Almohads. In 711 AD, a mixed force of Arabs and Berbers crossed from Africa under the Berber Tariq. The Visigothic king was killed and his forces defeated, whereupon his kingdom collapsed. Within a few years, the Muslims had captured all the principal Iberian cities and driven the Christian remnants back into the mountains in the north and west. The Muslim invaders' impetus carried them over the Pyrenees, where they were defeated by the Franks at Tours in 732 AD. The Umayyad prince Abd ar Rahman, escaping the massacre of his family at the hands of the Abbasids, found loyal forces in Spain and in 756 AD established the Umayyad Caliphate of Cordova, which quickly reached a high level of culture and material well-being, marked by toleration of Christians and Jews and an open and liberal approach to Islamic law and practice. Central authority weakened over time, and by 1037 AD the Caliphate had dissolved into a large number of petty kingdoms

under local ruling dynasties (the Muluk al-Tawa'if or the "Party Kings"). Under pressure from resurgent Christians, the Abbadids of Cordova called in the fanatic fundamentalist Berber Almoravids of Morocco, who defeated the Castilians at Zallaka in 1086 AD and promptly annexed most of al-Andalus. The puritanical reforms instituted by the Almoravids were not popular among the Andalusians and many resisted, sometimes in cooperation with Christian warlords along the border.   The greatest of these was the Spanish national hero, Rodrigo of Bivar or El Cid (meaning "lord" or "master") to his Muslim followers. Originally a Castilian, Rodrigo was exiled twice, served the Muslim lord of Saragossa, and finished up as lord of Valencia. After his death in 1099 AD, Valencia soon fell to the Almoravids. After the Almoravids were weakened by luxury, the Almohads, another fundamentalist Berber sect, invaded and conquered Muslim Spain between 1145 and 1150 AD, imposing another era of strict observance of Islamic law and holy war against the infidels. The Almohads were finally defeated by the Christians at Las Navas de Tolosa in 1212 AD, followed by their expulsion and a rapid Christian advance, after which only local Muslim dynasties remained, of which the Nasrids of Granada were the most important. Andalusians were the Muslim descendants of the original Arabs and Berbers plus native converts. The Spanish Christian cavalry is described by Arab sources as being slower and more heavily armed, hence the option to upgrade to HK. Berbers are not Arabs. Camels were rare in Spain, and Arab cavalry in this list is not camel-proof. Minimums marked * or ** apply only if any such troops are used. Minimums marked *** apply only if any of such troops are used, except that only one type of Guard/Bodyguard troops (i.e., either Negro or Christian) can be used and Negro Bodyguards cannot be used if the CinC is upgraded to HK. Andalusian, Berber and Negro Spearmen and Bowmen may fight in mixed units of the same morale grade, order and nationality, as may Spanish Christian Spearman, Axemen and Bowmen.

21. Feudal Spanish 711 AD – 1350 AD

CinC as HC L, Sh with PA standard + 2 Irr B HC L, Sh @ 133 pts 1
Extra to give sacred cross S standard to CinC @ 120 pts if Reg, @ 85 pts if Irr 0-1
Sub-general as HC L, Sh with P standard + 2 Irr B HC L, Sh @ 73 pts 0-2
Extra to upgrade general's element to HK @ 4 pts .... any
Extra to upgrade HK general's element to Reg A @ 21 pts if CinC, @ 11 pts if others .... any
Extra to upgrade Reg A general's element to EHK @ 8 pts .... any
Hidalgos, Crusaders or Mercenary Cavalry Irr B HC L, Sh @ 27 pts 5-24
Extra to upgrade entire units of Hidalgos/Crusaders to Irr A as Hermangildas @ 3 pts 0-8
Extra to upgrade Irr B Hidalgos/Crusaders/Mercenary Cavalry to HK @ 6 pts .... any
Extra to upgrade HK to EHK @ 12 pts .... any
Extra to upgrade HK/EHK to Reg A as general's bodyguard @ 9 pts 0-1/general
Extra to upgrade other HK to Reg B as Military Order Crusaders @ 4 pts 0-8
Infanzones Irr C HC JLS, Sh @ 24 pts **4-16
Reduction to make Infanzones LC JLS, Sh as Jinetes @ -12 pts .... any

Berber Mercenary Cavalry Irr C LC L or JLS, Sh @ 12 pts 0-12
Mounted Crossbowmen Irr C LC CB @ 8 pts.. 0-8

Axemen Irr C MI/LMI 2HCW, Sh @ 12 pts if MI, @ 9 pts if LMI 0-6
Spearmen Irr C MI/LMI JLS, Sh @ 12 pts if MI, @ 9 pts if LMI 6-36
Bowmen Irr C MI/LMI B @ 8 pts if MI, @ 6 pts if LMI... 6-18
Extra to upgrade Axemen/Spearmen/Bowmen to Reg C as Military Order Sergeants
@ 4 pts if MI, @ 7 pts if shielded LMI, @ 6 pts if unshielded LMI 0-1/2
Extra to upgrade Axemen/Spearmen/Bowmen to HI/LHI @ 8 pts if MI/Reg LMI, @ 6pts if Irr LMI 0-1/2
Almughavars Irr B LMI each unit all LTS or all HTW, JLS @ 12 pts.. 0-12
Extra to upgrade Almughavars to LHI @ 6 pts .... any
Extra to give Almughavars Sh @ 3 pts... 0-1/2
Javelinmen Irr C LI JLS @ 4 pts.. 12-48
Slingers and Archers Irr D LI SS or S or B @ 2 pts.. 6-32
Extra to give Sh to Javelinmen/Slingers/Archers @ 2 pts .... any
Foot Crossbowmen Irr C MI/LMI/LI CB @ 8 pts if MI, @ 6 pts if LMI, @ 4 pts if LI 0-12
Extra to upgrade MI/LMI Foot Crossbowmen to HI/LHI @ 8 pts if MI, @ 6 pts if LMI.......................... any
Extra to give HI/MI Foot Crossbowmen Pa @ 4 pts .... any
Extra to upgrade HI/MI or LHI/LMI Foot Crossbowmen to Reg C as Military Order Sergeants
@ 4 pts if HI/MI, @ 8 pts if LHI, @ 6 pts if LMI.. 0-1/2
Extra to mount any infantry except Almughavars on mules or donkeys @ 8 pts HI/MI,
@ 4 points if LI 0-24

Marinid Berber Ally-general as LC JLS, Sh with P standard + 1 Irr B LC JLS, Sh @ 87 pts *1
Marinid Berber Cavalry Irr B LC JLS, Sh @ 14 pts *1-12
Marinid Berber Spearmen Irr C MI LTS, JLS, Sh @ 16 pts..*4-18
Marinid Berber Bowmen Irr C MI/LMI B @ 8 pts if MI, @ 6 pts if LMI *0-12
Marinid Berber Archers Irr C LI B, Sh @ 6 pts *0-8

Andalusian Ally-general as HC/LC L, Sh with P standard + 2 Irr B HC L, Sh @ 98 pts,
or + 1 Irr B LC L, Sh @ 87 pts...*1
Andalusian Bodyguard Cavalry Irr B HC/LC L, Sh @ 27 pts if HC, @ 14 pts if LC *0-1
Andalusian/Negro Cavalry Irr C LC L, Sh @ 12 pts *6-12
Extra to upgrade Andalusian Cavalry to Reg C HC L, Sh @ 18 pts 0-3
Andalusian/Negro Horse Archers Irr C LC B, Sh @ 12 pts 0-8
Andalusian/Negro Spearmen Reg D MI LTS, JLS, Sh @ 16 pts...*6-12
Andalusian Bowmen/Archers Reg D MI B @ 8 pts or Irr C @ 4 pts *0-12
Negro Bowmen/Archers Reg C LMI/LI B @ 12 pts if LMI, @ 6 pts if LI...*0-8

Extra to give Negro Bowmen Sh @ 4 pts .... any
Andalusian/Negro Slingers Reg D or Irr C LI S or SS @ 4 pts *0-12
Extra to give Sh to Andalusian/Negro Slingers/Archers @ 2 pts .... any
Extra to upgrade Andalusian/Negro Slingers/Archers to Reg C @ 2 pts.. any

Granadine Ally-general as EHK L, Sh with P standard + 2 Reg A EHK L, Sh @ 121 pts, or as
LC JLS, Sh with P standard + 1 Reg A LC JLS, Sh @ 95 pts *1
Granadine Lancers Reg B HK L, Sh @ 39 pts *1-7
Extra to upgrade Granadine Lancers to Reg A @ 3 pts .... any
Extra to upgrade Granadine Lancers to EHK @ 12 pts.. any
Granadine Jinetes Reg B LC JLS, Sh @ 18 pts *0-12
Granadine Militia Irr C MI/LMI LTS or JLS, Sh @ 12 pts if MI, @ 9 pts if LMI *0-12
Extra to upgrade Granadine Militia to Reg C @ 4 pts if MI, @ 7 pts if LMI... any
Extra to give JLS to LTS-armed MI Granadine Militia @ 4 pts .... any
Granadine Peasant Crossbowmen Irr C LMI/LI CB @ 6 pts if LMI, @ 4 pts if LI...............................*0-24
Extra to upgrade Granadine Peasant Crossbowmen to Reg C @ 6 pts if LMI, @ 4 pts if LI .... any

Climate: Warm.
Boats: No.
List Rule: Almughavars/Marinid and Andalusian Spearmen may not form Shieldwall.

Notes: Within seven years after the Arab/Berber invasion of Visigothic Spain in 711 AD, most of the peninsula was overrun and the Christians driven back to the mountains in the North and West. Muslim expansion on the Iberian Peninsula was halted when a Visigothic nobleman, Pelayo (Pelagius), defeated a Muslim army at Covadonga in 718 AD, and created the kingdom of Asturias. By 814 AD, Asturias controlled northwest Spain south to the Douro River and eventually merged with elements further east to become the medieval kingdom of Leon. Castile arose still further east as the Counts of Burgos asserted their independence, disputed the leadership with Leon, and eventually absorbed the older kingdom. Castile went on to lead the Reconquista and kept most of the territory recovered from the Muslims. Navarre survived in the mountainous Basque country. Aragon arose from Christian elements in the valleys of the Pyrenees, joined with Catalonia, and took Valencia from the Muslims. Early armies relied heavily on skirmishing infantry supported by lance-armed cavalry. The war against the Muslims was recognized as a crusade, and gave birth to the three great military orders, Calatrava, Alcantara and Santiago, modeled in part on the Templars, which eventually acquired stupendous size and influence and who are represented here by Crusader Cavalry. It wasn't until after about 1100 AD that Spanish cavalry gradually became more heavily armored, as suggested by some Arab commentaries. The option to upgrade to EHK occurs after around 1200 AD as the Christians gradually increased their armor both in cavalry and infantry. The sacred standard was carried on a small cart but is depicted here as being with

the CinC. If it is used, the CinC must be in a single element body. Purists could put a cart with a cross with the CinC for visual purposes. Andalusian allies were used between 1031 AD and 1110 AD; they cannot be used if any Hidalgo, Crusaders or Mercenary cavalry units are upgraded to knights or if any Almughavars, mounted infantry, HI, Pa-equipped crossbowmen, regular foot or Granadines are used. Military Order Sergeants can be commanded only by a Reg general, and any Crusaders commanded by such a general must be upgraded either to Irr A or any Reg. Berber cavalry is not camel-proof. The Almughavars were some of the best infantry of its era. There are references to them having some shields and armor, thus the options to upgrade. Furthermore, their historical reputation is not supported by their being entirely shieldless loose order foot. If Almughavars are used, then all non-allied generals must be upgraded to Reg A. Minimums marked * apply only if troops of that nationality are used. Minimums marked ** apply only if any knights are used. Andalusian/Negro and Berber Spearmen/Bowmen may fight in mixed units of the same nationality.

22. Early Serb/Croatian 627 AD – 1180 AD

CinC as HC L, B, Sh with PA standard + 2 Irr B HC L, B, Sh @ 135 if Serbian, as HC JLS, B, Sh with PA standard + 2 Irr B HC JLS, B, Sh @ 135 if Croatian 1
Serbian or Croatian Spearmen Irr C MI LTS or JLS, Sh @ 12 pts, or Irr C LMI JLS, Sh @ 9 pts 24-72
Serbian or Croatian Javelinmen Irr C LI JLS @ 4 pts 0-24
Serbian or Croatian Archers Irr C LI B @ 4 pts 0-12
Slav Levies Irr D LMI JLS @ 3 pts... 0-48
If CinC is Serbian
        Serbian Sub-general as HC L, B, Sh with P standard + 2 Irr B HC L, B, Sh @ 75 pts 0-3
        Serbian Nobles Irr B HC L, Sh @ 27 pts 5-24
        Extra to upgrade Serbian Nobles to Irr A @ 2 pts if general's element, @ 3 pts if others 0-1/2
        Serbian Retainers Irr C MC L, Sh @ 18 pts 0-18
        Extra to give B to Serbian Nobles/Retainers @ 3 pts.. 0-12
        Serbian Bowmen Irr C MI/LMI B @ 8 pts if MI, @ 6 pts if LMI 6-54
If CinC is Croatian
        Croatian Sub-general as HC JLS, B, Sh with P standard + 2 Irr B HC JLS, B, Sh @ 75 pts .. 0-3
        Croatian Nobles Irr B HC JLS, Sh @ 27 pts... 5-24
        Croatian Retainers Irr C MC JLS, Sh @ 18 pts 0-18
        Extra to exchange L for JLS for general's element/Nobles/Retainers @ 0 pts .... all/none
        Extra to give B to Croatian Nobles/Retainers @ 3 pts.. 0-12
        Extra to give 2HCW to JLS-armed LMI as Croatian Axemen @ 3 pts 0-1/2
Extra to give Sh to Bowmen/Javelinmen/Archers/Levies @ 4 pts if MI, @ 3 pts if LMI, @ 2 pts if LI ... any

Climate: Cold.
Boats: Yes.

Notes: After Avar raids cleared much of the Balkans, groups of Sclavenoi lead by dominant clans of Croats and Serbs moved into the areas that subsequently bore their names. Heraclius consented to the movement and incited them to attack the Avars, much weakened after their repulse from the walls of Constantinople. The Croats were subjugated first to the Franks, and later to the Hungarians. The Serbs were always exposed to Byzantine claims, but usually remained autonomous if not wholly independent, and in the 12th century AD, developed into a strong regional power. By the 10th century AD, the Croats were Catholic (Tomislav accepted his crown from the Pope in 924 AD), and the Serbs Orthodox. This list covers the period from the introduction of these peoples into the Balkans until the Croats were conquered by the Hungarians in 1089 AD and the Serbian Empire was established in 1159 AD by Stephen Nemanja. An army must either be all Serbian or Croatian, so minimums apply only if any troops of that nationality are used. The option to upgrade some Serbian cavalry to Irr A reflects

their fierce reputation. Croatian Axemen were well known and both armies were suited for the varied terrain found in the Balkans. Nobles and Retainers of the same nationality may fight in mixed units.

23. Italian Lombard 584 AD 1076 AD

CinC as HC L, Sh with PA standard + 2 Irr B HC L, Sh @ 133 pts 1
Sub-general as HC L, Sh with P standard + 2 Irr B HC L, Sh @ 73 pts 0-3
Extra to upgrade Sub-general to Ally-general @ 25 pts .... any
Lombard Gastaldi Irr B HC L, Sh @ 27 pts 5-24
Early Period (584 AD – 774 AD)
     Lombard Retainers Irr C MC/LC L or JLS, Sh @ 18 pts if MC, @ 12 pts if LC 5-24
     Extra to upgrade Lombard Retainers to Irr B @ 3 pts if MC, 2 pts if LC 0-1/2
     Extra to upgrade MC Lombard Retainers to HC @ 6 pts 0-1/2
     Lombard Bowmen/Archers Irr C MI/LMI/LI B, Sh @ 12 pts if MI, @ 9 pts if LMI,
     @ 6 pts it LI.. 6-32
     Town or Rural Militia Irr D MI/LMI JLS, Sh @ 8 pts if MI, @ 6 pts if LMI.............................. 0-12
     Extra to upgrade Town/Rural Militia to Irr C @ 4 pts if MI, @ 3 pts if LMI .... any
     Avar Mercenary Cavalry Irr B HC L, B, Sh @ 30 pts... 0-4
     Extra to upgrade Avar Mercenary Cavalry to EHC @ 6 pts .... any
     Avar Mercenary Horse Archers Irr C LC B @ 8 pts... 0-6
     Bulgar Horse Archers Irr C LC B @ 8 pts 0-6
     Extra to give Avar/Bulgar Horse Archers JLS @ 2 pts and/or Sh @ 4 pts .... any

     Slav Ally-general as HC JLS, Sh with P standard + 2 Irr B HC JLS, Sh @ 98 pts *1
     Slav Nobles Irr B MC JLS, Sh @ 21 pts... *1-4
     Extra to upgrade Slav Nobles to HC @ 6 pts.. 0-1/2
     Slav Spearmen Irr C MI/LMI JLS, Sh @ 12 pts if MI, @ 9 pts if LMI.................................. *6-18
     Extra to exchange LMI Slav Spearmen JLS for 2HCW as Axemen @ 0 pts.......................... 0-6
     Slav Bowmen/Archers Irr C MI/LMI/LI B @ 8 pts if MI, @ 6 pts if LMI, @ 4 pts if LI *0-12
     Slav Scouts Irr C LI JLS, Sh @ 6 pts *0-6
Late Period (775 AD – 1076 AD)
     Militia Spearmen Reg D or Irr C MI LTS or JLS, Sh @ 12 pts 8-32
     Extra to upgrade Militia Spearmen to Reg C @ 4 pts 0-12
     Lombard Bowmen/Archers Irr C MI/LMI/LI B, Sh @ 12 pts if MI, @ 9 pts if LMI,
     @ 6 pts if LI.. 6-18
     Militia Crossbowmen Reg D or Irr C LI CB @ 4 pts 0-12
     Extra to upgrade Reg D Militia Crossbowmen to LMI @ 4 pts .... any
     Extra to upgrade Reg D LMI Militia Crossbowmen to Reg C @ 4 pts .... any

Peasant Skirmishers Irr C LI JLS, Sh @ 6 pts or B @ 4 pts..0-18
Norman Milites Irr B HC L, Sh @ 27 pts...*4-12
Extra to upgrade Norman Milites to Irr A @ 3 pts...0-1/2
Magyar Mercenary Horse Archers Irr C LC B @ 8 pts 0-8
Extra to give Magyar Horse Archers JLS @ 2 pts and/or Sh @ 4 pts .... any
Swabians Irr C HI 2HCW, Sh @ 20 pts..0-6
Levy Irr E LMI JLS or IPW @ 1.5 pts 0-24
Extra to upgrade Levy to Irr D @ 1.5 pts..0-1/2
Extra to upgrade to Irr C and/or give Sh to JLS-armed Irr D Levy @ 3 pts .... any

Aghlabid Ally-general as HC L, Sh with P standard + 2 Irr B HC L, Sh @ 98 pts......................*1
Aghlabid Lancers Irr B HC L, Sh @ 27 pts...*1-6
Aghlabid Light Horse Irr C LC L or JLS, Sh @ 12 pts *4-12
Aghlabid Negro Spearmen Irr C MI/LMI JLS, Sh @ 12 pts if MI, @ 9 pts if LMI *6-24
Extra to give Aghlabid Negro MI LTS @ 4 pts.. any
Aghlabid Negro Bowmen Irr C MI/LMI B, Sh @ 12 pts if MI, @ 9 pts if LMI.......................*0-12
Aghlabid Javelinmen Irr C LI JLS, Sh @ 6 pts *0-12
Aghlabid Negro infantry to Reg C @ 4 pts if MI, @ 7 pts if LMI, @ 2 pts if LI .... any

Byzantine Ally-general as EHC L, B, Sh with P standard + 2 Reg A EHC L, B,
Sh @ 117 pts *1
Byzantine Kavallarioi Reg C HC L, Sh @ 30 pts...*3-12
Extra to upgrade Byzantine Kavallarioi to Reg B as Veterans @ 3 pts .... any
Extra to upgrade to EHC and/or give Byzantine Kavallarioi B @ 6 pts................................. any
Byzantine-paid Asiatic Mercenary Cavalry Irr C LC B @ 8 pts...*0-12
Extra to give Byzantine-paid Asiatic Mercenary Cavalry JLS @ 2 pts and/or Sh @ 4 pts...... any
Byzantine Skutatoi Spearmen Reg D MI LTS Sh @ 12 pts...*0-12
Byzantine Skutatoi Bowmen Reg D MI B, Sh @ 12 pts *0-6
Byzantine Psiloi Bowmen/Archers Reg D LMI/LI B, Sh @ 12 pts if LMI, @ 6 pts if LI..........*0-12
Byzantine Psiloi Skirmishers Reg D LI JLS or S, Sh @ 6 pts...*0-12
Extra to remove Sh from Skutatoi Bowmen or any Psiloi @ -4 pts if MI/LMI, @ -2 pts if LI.... any
Extra to upgrade any Byzantine infantry to Reg C @ 4 pts if MI/LMI, @ 2 pts if LI .... any

Climate: Warm.
Boats: Yes in Late period.
List Rule: 1) Lombard Gastaldi dismount as EHI LTS, Sh on a 1 to 1 element ratio as an exception to
Warrior 6.61. 2) Units entirely of Slav Axemen or Swabians fight 1.5 ranks in hand-to-hand combat if
charging, countercharging or pursuing. 3) Barbarian Infantry Rules do not apply to Town/Rural Militia,

Militia Spearmen or Swabians.   4) Aghlabid Negro Spearmen/Byzantine Skutatoi may not form Shieldwall.

Notes: After overrunning much of Italy, the invading Lombards carved out three separate kingdoms. The northern kingdom covered much of the north and west of Italy with the exception of a north-south band of territory stretching from Venice south to Rome known as the Byzantine Exarchate of Ravenna. The other two kingdoms consisted of "duchies" centered on the towns of Spoleto and Benevento. These duchies ruled much of the rest of Italy except for Byzantine controlled areas in the boot heel and toe. In fact, the final separation of Rome from the Byzantine Empire was indirectly caused by the Northern Lombard invasion of Ravenna and Rome in 751 AD. Pope Stephen II appealed to the Byzantine emperor Constantine V for help to no avail. Stephen then turned to Pepin, king of the Franks, who soundly defeated the Lombards in 756 AD. Pepin's son Charlemagne was invited, again by a Pope, to help against the threatening Lombards and in 774 AD the northern kingdom was crushed. The former Byzantine exarchate passed into the hands of the Carolingian Franks and the nascent Papal States. The two southern duchies lasted until the 11th century; Spoleto was defeated by the Byzantines in 1018 AD, Benevento by Robert Guiscard in 1076 when he captured Salerno. The early period of this list reflects all three kingdoms; the late period only the two southern duchies. The 8th century sources about the Lombards suggest their military practices were at least 100 years old. As time went on, and Frankish influence grew, troops such as unarmored retainers gradually disappeared. Like the Early Lombard armies (DAW #10), ones from this period still depended on lance-armed cavalry supported by large numbers of foot bowmen. As the Lombards integrated into the native Italian population, greater use was made of militias, particularly in the south, and mercenary troops started to appear. Minimums marked * apply only if any troops of that nationality are used. Lombard Gastaldi and Retainers may fight in mixed units, as may Slav MI Spearmen and MI Bowmen. Slav Spearmen/Axemen may have Slav Archer detachments. Aghlabid Allies represent Sicilian Muslims present in the former Byzantine lands in the boot heel and toe of the Italian peninsula; they cannot be used with Normans or Swabians.

24. Thematic Byzantine 649 AD – 963 AD

CinC as EHC L, B, Sh with PA standard + 2 Reg A EHC L, B, Sh @ 162 pts.. 1
Sub-general as EHC L, B, Sh with P standard + 2 Reg A EHC L, B, Sh @ 92 pts................................ 0-3
Thematic Kavallarioi Reg C HC L, Sh @ 30 pts 4-28
Extra to give B and/or upgrade to EHC Thematic Kavallarioi @ 6 pts... any
Extra to upgrade entire units of Kavallarioi to Reg B as Tagmatic or Veterans @ 3 pts....................... any
Extra to upgrade Tagmatic Kavallarioi to Reg A as General's bodyguard @ 3 pts 0-1/general
Tagmatic Kataphraktoi Reg B SHC L, Sh @ 68 pts 0-2
Kavallarioi Archers Reg C LC B @ 12 pts 4-12
Hyperkerastai Reg C LC B @ 12 pts.. 0-8

Extra to give Sh to Kavallarioi Archers/Hyperkerastai @ 4 pts .... any

Skutatoi Spearmen Reg D MI LTS, Sh @ 12 pts..0-24
Skutatoi Bowmen Reg D MI B, Sh @ 12 pts 0-12
Extra to upgrade any Skutatoi to HI @ 8 pts 0-1/2
Psiloi Bowmen/Archers Reg D LMI/LI B, Sh @ 12 pts if LMI, @ 6 pts if LI..0-24
Psiloi Slingers Reg D LI S, Sh @ 6 pts...0-6
Reduction to remove Sh from Skutatoi Bowmen or any Psiloi @ -4 pts if MI/LMI, @ -2 pts if LI .... any
Extra to upgrade Skutatoi/Psiloi to Reg C @ 4 pts if HI/MI/LMI, @ 2 pts if LI..................................... any
Extra to upgrade Skutatoi/Psiloi to mounted infantry with mules @ 8 pts if HI/MI/LMI,
@ 4 pts if LI .... any

Fire Syphoneers Reg C MI, LMI, or LI with fire syphons, Sh @ 56 pts if MI/LMI, @ 28 pts if LI............0-4
Camp Servants Reg D LI S or SS @ 4 pts **4-12
Light Bolt Shooter with 2 Reg C crew @ 20 pts..**2-4
Extra to mount Bolt Shooters on carts @ 10 pts... any

Georgians Irr B HC L, B, Sh @ 30 pts..0-4
Bulgar or Alan Mercenaries Irr C LC B @ 8 pts...0-6
Extra to give Bulgar/Alan Mercenaries JLS @ 2 pts and/or Sh @ 4 pts .... any
Armenian Spearmen Irr D LMI JLS, Sh @ 6 pts...0-12
Armenian Archers Irr D LI B @ 2 pts...0-12
Extra to upgrade Armenians to Irr C @ 3 pts if LMI, @ 2 pts if LI... any

Khurrami Sub-general as HC L, B, Sh with P standard + 2 Irr B HC L, B, Sh @ 75 pts *1
Khurrami Mercenaries Irr B HC L, B @ 24 pts..*3-7
Khurrami Mercenaries Irr C LC B @ 8 pts...*0-6
Extra to give Khurrami Mercenaries Sh @ 6 pts if HC, @ 4 pts if LC .... any

Slav Ally-general as HC JLS, Sh with P standard + 2 Irr B HC JLS, Sh @ 98 pts.................................*1
Slav Nobles Irr B MC JLS, Sh @ 21 pts *1-8
Extra to upgrade Slav Nobles to HC @ 6 pts 0-1/2
Slav Spearmen Irr C MI/LMI JLS, Sh @ 12 pts if MI, @ 9 pts if LMI *9-36
Extra to exchange LMI Slav Spearmen JLS for 2HCW as Axemen @ 0 pts 0-12
Slav Bowmen/Archers Irr C MI/LMI/LI B @ 8 pts if MI, @ 6 pts if LMI, @ 4 pts if LI..........................*0-18
Slav Scouts Irr C LI JLS, Sh @ 6 pts...*0-8

Moorish Cavalry Irr C LC JLS, Sh @ 12 pts *8-24

Moorish Javelinmen Irr C LI JLS, Sh @ 6 pts...*12-48

Caltrops to cover 1 element frontage of Skutatoi @ 4 pts 0-8
6 elements width of dry ditch at 20 pts or ditched palisades @ 20 pts 0-4

Climate: Warm.
Boats: Yes.
List Rule: 1) Fire Syphoneers count double figures for shooting. 2) Units entirely of Slav Axemen not in Shieldwall fight 1.5 ranks in hand-to-hand combat if charging, countercharging or pursuing. 3) Skutatoi may not form Shieldwall.

Notes: This list begins with the fall of Cyprus to the Arabs and ends with the start of army reforms under the emperor Nikephoros Phokas. This period saw massive losses of lands to Arabs, Lombards and Bulgars. Twice in the late 7th and early 8th centuries, the Byzantines had been battered to the point of total collapse by Arab invaders, only to be rescued by skilled, canny emperors and the Thematic system itself. The Themes were military recruitment districts and free peasants were given land in the Themes in return for taxes and military service. As such, the local Themata were fairly well-motivated. They were backed up by a small but highly efficient corps of full time regular troops, the Tagma, that could be called up swiftly. Much of our information comes from the Tactica written by Emperor Leo VI. The syphoneers used Greek fire, a highly combustible mix of naptha, sulfur and saltpeter. Syphoneers are treated as if they have fire projectors. Hyperkerastai represent a variety of Byzantine light cavalry formations used on the battlefield or as scouts and raiders. The Khurrami were members of a rebellious sect from Azerbaijan who defected en masse to the Byzantines in the 830s. Their commander was honored by Emperor Theophilus and given regular command status in the Byzantine army. Initially they fought as a separate and distinct force alongside regular Byzantine troops, but in the 840s they were settled into the Thema and evolved into regular Byzantine cavalry. If Skutatoi are downgraded to Reg D, all elements in the same unit must be downgraded. The downgrading of Skutatoi reflects the gradual decline in the efficiency of the Thematic system toward the middle of the 10th century. Tagmatic Kataphraktoi were first used in the 950s as the prototype of those used during the later Nikephorian period. They can only be used in an army of 950 AD or later and cannot be used with Khurrami, Slavs or Moors. Minimums marked * apply only if troops of that nationality are used. Slavs, Khurrami Persians and Moors cannot be used together. A Khurrami Sub-general can command only Khurrami, and only he can command other Khurrami. Minimums marked ** apply and can only be used if ditches are used. Kavallarioi Lancers may have Kavallarioi Archer detachments; Skutatoi may have Psiloi Bowmen/Archers detachments. Slav Spearmen/Axemen may have Slav Archer detachments. Slav MI Spearmen and MI Bowmen may fight in mixed units.

25. Muslim North Africa & Sicily 702 AD – 1160 AD

CinC as HC L, Sh with PA standard + 2 Irr B HC L, Sh @ 133 pts 1
Extra to upgrade CinC's element to EHC @ 4 pts..0-1
Extra to upgrade HC CinC's element to Reg A @ 21 pts **1
Sub-general as HC L, Sh with P standard + 2 Irr B HC L, Sh @ 73 pts 0-2
Extra to upgrade Sub-general's element to Reg B @ 9 pts...**all
Arab Ally-general as HC L, Sh with P standard + 2 Irr B HC L, Sh @ 98 pts 0-2
Berber Ally-general as LC, JLS, Sh with P standard + 1 Irr B LC JLS, Sh @ 87 pts 0-2
Extra to camel-proof general's element @ 2 pts if EHC/HC, @ 1 pt if LC .... any
Arab or Berber Lancers Irr C HC L, Sh @ 24 pts 5-28
Extra to upgrade Lancers to Irr B as HC General's Bodyguard @ 3 pts 0-1/general
Extra to upgrade Bodyguard Lancers to Reg @ 6 pts.. **1/general
Extra to upgrade Irr C Lancers to Reg C @ 6 pts..**all
Reduction to downgrade Irr C Arab/Berber Lancers to Irr D @ -3 pts 1/2-all/none
Berber Light Cavalry Irr C LC L or JLS, Sh @ 12 pts 12-36
Extra to camel-proof Arab/Berber cavalry @ 3 pts if HC, @ 2 pts if LC.. any
Extra to upgrade Berber Light Cavalry to Irr B as Berber Ally-general's bodyguard @ 2 pts ...0-1/general
Berber or Negro Spearmen Irr C MI/LMI JLS, Sh @ 12 pts if MI, @ 9 pts if LMI...............................12-24
Extra to give Negro MI Spearmen LTS @ 4 pts .... any
Berber or Negro Bowmen Irr C MI/LMI B, Sh @ 12 pts if MI, @ 9 pts if LMI 0-12
Extra to upgrade Negro infantry to Reg C @ 4 pts if MI, @ 7 pts if LMI .... any
Berber Javelinmen Irr C LI JLS, Sh @ 6 pts...12-24
Berber Slingers and Archers Irr C LI S or B, Sh @ 6 pts..0-12
Arab Spearmen Reg D or Irr C MI LTS, Sh @ 12 pts...**2-9
Arab Bowmen Reg D or Irr C MI B @ 8 pts...**2-9
Extra to give Arab Bowmen Sh @ 4 pts .... any
Arab Archers Irr C LI B @ 4 pts..0-8
Abbasiyah Irr B EHC L, B, Sh @ 36 pts 0-12
Khurasanian Cavalry Irr C LC B @ 8 pts...0-6
Saharan Desert Nomads Irr A MCm L or JLS, Sh @ 21 pts..0-12

Andalusian Ally-general as HC/LC L, Sh with P standard + 2 Irr B HC L, Sh @ 98 pts,
or + 1 Irr B LC L, Sh @ 87 pts *1
Andalusian Bodyguard Cavalry Irr B HC/LC L, Sh @ 27 pts if HC, @ 14 pts if LC *0-1
Andalusian/Negro Cavalry Irr C LC L, Sh @ 12 pts...*6-12
Extra to upgrade Andalusian Cavalry to Reg C HC L, Sh @ 18 pts 0-3
Andalusian/Negro Horse Archers Irr C LC B, Sh @ 12 pts 0-8
Andalusian/Negro Spearmen Reg D MI LTS, JLS, Sh @ 16 pts..*6-12
Andalusian Bowmen/Archers Reg D MI B @ 8 pts or Irr C @ 4 pts *0-12

Negro Bowmen/Archers Reg C LMI/LI B @ 12 pts if LMI, @ 6 pts if LI..*0-8
Extra to give Negro Bowmen Sh @ 4 pts if MI/LMI, @ 2 pts if LI .... any
Andalusian/Negro Slingers Reg D or Irr C LI S or SS @ 4 pts...*0-12
Extra to give Sh to Andalusian/Negro Slingers @ 2 pts .... any
Extra to upgrade Andalusian/Negro Slingers/Archers to Reg C @ 2 pts... any

Byzantine Ally-general as EHC L, B, Sh with P standard + 2 Reg A EHC L, B,
Sh @ 117 pts *1
Byzantine Kavallarioi Reg C HC L, Sh @ 30 pts..*3-12
Extra to upgrade Byzantine Kavallarioi to Reg B as Veterans @ 3 pts .... any
Extra to upgrade to EHC and/or give Byzantine Kavallarioi B @ 6 pts.. any
Byzantine-paid Asiatic Mercenary Cavalry Irr C LC B @ 8 pts...*0-12
Extra to give Byzantine-paid Asiatic Mercenary Cavalry B @ 2 pts and/or Sh @ 4 pts........................ any
Byzantine Skutatoi Spearmen Reg D MI LTS Sh @ 12 pts..*0-12
Byzantine Skutatoi Bowmen Reg D MI B, Sh @ 12 pts *0-6
Byzantine Psiloi Bowmen/Archers Reg D LMI/LI B, Sh @ 12 pts if LMI, @ 6 pts if LI.......................*0-12
Byzantine Psiloi Skirmishers Reg D LI JLS or S, Sh @ 6 pts...*0-12
Extra to remove Sh from Skutatoi Bowmen or any Psiloi @ -4 pts if MI/LMI, @ -2 pts if LI................. any
Extra to upgrade any Byzantine infantry to Reg C @ 4 pts if MI, @ 2 pts if LI .... any

Climate: Warm.
Boats: Yes.
List Rule: Barbarian Infantry Rules do not apply to Arab Spearmen.

Notes: While the Arabs had campaigned along the North African coastline for much of the late 7th century AD, this list begins only at about the time when the native Berber tribes accepted Islam. Armies of the original invasion are covered in the early version of Arab Imperial (DAW #16). Nominal control of the North African area passed to the Abbasids when they assumed control of the caliphate in 750 AD, however their rule did not last long. The Idrisids in Morocco revolted first, founding a Shiite caliphate in 789 AD, followed shortly after by the Aghlabids in Tunisia in 800. The Aghlabids subsequently invaded Sicily in 827 AD, and by 880 AD had control of the heel and toe of the Italian peninsula. Their control of territory on the mainland was short-lived, as the Franks and Byzantines drove them out, but various Muslim groups controled Sicily until forced out by the Normans by 1090 AD. Early Fatimid conquests eventually overthrew the Aghlabids. The Fatimids were replaced by the Zirids, who had been client kings under Fatimid rule. The Idrisids were eventually conquered by Muslims coming back from Spain. Andalusian control was loose at best and subsequent civil wars made it easy for the Maghrawanid Berbers to declare independence in 1031 AD, as did the Zirids in Tunisia from the Fatimids during the same period. In turn, the Maghrawanids were overthrown by the fanatical Murabit Berbers between

1056 and 1064 AD. The Zirids were mostly overrun by equally fanatical Fatimid-backed tribes from the south. The cause of this proxy invasion was the Zirid conversion to Sunni Islam. The Zirids lingered on in the fortified seaports until 1160 AD. Andalusians fought in Sicily in 827 AD, while the Byzantines supported a North African campaign in 1035 AD. Minimums marked * apply only if any troops of that nationality are used. Minimums marked ** apply only if any troops so marked are used. Only one allied contingent can be used. The option to downgrade the Arab/Berber Lancers to Irr D reflects troops after 1054 AD in the diminished Zirid Emirates. Regular Berber/Negro Spearmen cannot be used with Abbasiya, Khurasanians, Byzantines, Irr D/Reg Arab/Berber Lancers, Arab Spearmen/Bowmen or regular generals. MI Berber/Andalusian/Negro Spearmen and MI Bowmen may fight in mixed units, as can Arab Spearmen and Bowmen. If any Arab or Berber cavalry is made camel-proof, including generals' elements, then all such cavalry must be upgraded.

26. Magyar 737 AD – 1000 AD

CinC as HC L, B, Sh with PA standard + 2 Irr B HC L, B, Sh @ 135 pts.. 1
Sub-general as HC L, B, Sh with P standard + 2 Irr B HC L, B, Sh @ 75 pts 0-3
Magyar Nobles Irr C HC L, B, Sh @ 27 pts 2-18
Extra to upgrade Nobles to Irr B @ 3 pts.. any
Extra to upgrade Irr B Nobles to Irr A @ 2 pts if general's element, @ 3 pts if others........................ 0-1/2
Magyar Gentry Irr C MC/LC JLS, B, Sh @ 21 pts if MC, @ 14 pts if LC 0-18
Extra to upgrade Magyar Gentry to Irr B @ 3 pts if MC, @ 2 pts if LC 0-8
Extra to upgrade MC Magyar Gentry to HC @ 6 pts .... any
Magyar Skirmishers Irr C LC B @ 8 pts 12-96
Extra to give Magyar Skirmishers JLS @ 2 pts and/or Sh @ 4 pts .... any
Extra to upgrade entire units of shielded Magyar Skirmishers to Irr B as Szekely @ 2 pts 0-12
Slav Gentry Irr C MC JLS, Sh @ 18 pts *0-6
Extra to upgrade Slav Gentry to Irr B HC JLS, Sh as Nobles @ 9 pts .... any
Slav Spearmen Irr C MI/LMI JLS, Sh @ 12 pts if MI, @ 9 pts if LMI *6-48
Extra to exchange LMI Spearman JLS for 2HCW as Axemen @ 0 pts...*0-12
Slav Bowmen/Archers Irr C MI/LMI/LI B @ 8 pts if MI, @ 6 pts if LMI, @ 4 pts if LI *0-12
Slav Scouts Irr C LI JLS, Sh @ 6 pts *0-6

Climate: Cold.
Boats: No.
List Rule: Units entirely of Slav Axemen not in Shieldwall may fight 1.5 ranks in hand-to-hand combat if charging, countercharging or pursuing.

Notes: The Magyars migrated from the Urals to the northern Caucasus region in the mid 5th century AD, but little is known about their history up until the time they became allies, albeit subservient ones, of the Khazars around 650 AD. They were not related to other Asiatic peoples like the Huns, Mongols or Turks, as their language was Finno-Ugric. This list begins when the Magyars gained independence during massive invasions that seriously weakened the Khazar Khanate. The Magyars were forced westward by the Pechenegs beginning in 889 AD, and were noted in the Russian Chronicle for 890 AD passing by Kiev and camping on the banks of the Dnieper. This first migration into the Hungarian plain consisted of seven separate Magyar tribes, a couple of small Turk or Ugrian tribes plus the Kavars, a renegade Khazar clan. Led by Arpad, commander of the combined tribal armies, they defeated the Bulgars led by Simeon. However, Simeon bribed the Pechenegs who again attacked the Magyars driving them northward into modern day Hungary. For the next 50 years, the Magyars were the scourge of Eastern Europe, described as ferocious warriors even appearing at Constantinople in 934 AD and 959 AD. Defeated by the German emperor Otto I at the Lechfeld in 955 AD, the Magyars settled down and Arpad's grandson Vejak (St Stephen) converted to Christianity and applied for Rome as recognition

as a king in 1000 AD, when this list ends. The option to upgrade to Irr A reflects the Magyar reputation for ferocity. Nobles rode larger horses, but the bulk of the army remained horse archers on small, hardy Asian ponies. An army must have at least twice as many Magyar Horse Archers as Nobles and Gentry combined. Loose order Magyar Gentry may fight in mixed units with Magyar Nobles. The origins of the Szekely are debated, but they appear to be related to the Magyars. Minimum marked * apply only if more than 8 elements of such troops are used. The Slavs represent local tribes ruled by the migrating Magyars. Slav Spearmen/Axemen may have Slav Archer detachments. Slav MI Spearmen and MI Bowmen may fight in mixed units.

27. Viking 789 AD – 1263 AD

CinC as LHI 2HCW, Sh with PA standard + 2 Irr B LHI 2HCW, Sh @ 127 pts.. 1
Extra to give CinC sacred Raven S standard @ 85 pts 0-1
Sub-general as LHI 2HCW, Sh with P standard + 2 Irr B LHI 2HCW, Sh @ 67 pts 0-2
Extra to upgrade general's elements to HI @ 6 pts .... any
Extra to mount general's element on horses @ 6 pts if HI, @ 4 pts if LHI.. any

Viking Hirdsmen Irr B HI/LHI 2HCW or JLS, Sh, @ 24 pts if HI, @ 18 pts if LHI................................. 7-36
Viking Hirdsmen Bowmen Irr B HI/LHI B, Sh @ 24 pts if HI, @ 18 pts if LHI 0-8
Extra to give 2HCW or JLS to Viking Hirdsmen Bowmen @ 4 pts if HI, @ 3 pts if LHI .... any
Reduction to downgrade Hirdsmen to MI/LMI @ -8 pts if HI, @ -6 pts if LHI....................................... any
Viking Beserkir Irr A LMI 2SA @ 15 pts or 2HCW @ 12 pts.. 0-8
Extra to give Beserkir Sh @ 3 pts.. any
Viking Spearmen Irr C MI/LMI 2HCW or JLS, Sh @ 12 pts if MI, @ 9 pts if LMI............................... 11-72
Viking Bowmen Irr C MI/LMI B, Sh @ 12 pts if MI, @ 9 pts if LMI.. 6-18
Extra to give Viking Bowmen 2HCW or JLS @ 4 pts if MI, @ 3 pts if LMI.. any
Extra to upgrade any Viking Spearmen/Bowmen to HI/LHI @ 8 pts if MI, @ 6 pts if LMI..................... any
Viking Skirmishers Irr C LI JLS or B, Sh @ 6 pts... 0-18
Extra to mount Viking infantry on horses @ 8 pts if HI/MI, @ 6 pts if LHI/LMI, @ 4 pts if LI................. any
Gall Gael Mercenaries Irr A LMI JLS, Sh @ 15 pts 0-6
Irish Mercenaries Irr C LMI JLS @ 6 pts 0-9
Extra to upgrade Irish Mercenaries to Irr B @ 3 pts .... any

English Rebel Sub-general as HI 2HCW, Sh with P standard + 3 Irr B HI 2HCW, Sh @ 73 pts *1
English Rebel Thegns Irr C HI 2HCW or JLS, Sh @ 20 pts *5-12
Extra to upgrade English Rebel Thegns to Irr B as Huscarls @ 4 pts *3-6
English Rebel Fyrd Irr C MI JLS, Sh @ 12 pts *0-24
Englsh Rebel Skirmishers Irr C LI JLS or S, Sh @ 6 pts or B @ 4 pts *0-12

English-led Flemish Mercenaries Irr C MI LTS, Sh @ 12 pts *0-12
Extra to upgrade English-led Flemish Mercenaries to HI @ 8 pts .... any
Extra to mount HI/MI English Rebels or English-led Flemish Mercenaries on horses @ 8 pts............. any

Irish Ally-general as LHI 2HCW, JLS, Sh with P standard + 2 Irr B LHI 2HCW, JLS, Sh @ 94 pts....... **1
Extra to upgrade Irish Ally-general's element to HI @ 7 pts..0-1
Irish Allied Nobles Irr B MI/LMI JLS @ 12 pts if MI, @ 9 pts if LMI...**1-11
Extra to upgrade Irish Allied Nobles to HI/LHI @ 8 pts if MI, @ 6 pts if LMI.....................................0-1/2
Extra to give Irish Allied Nobles 2HCW @ 4 pts if HI/MI, @ 3 pts if LHI/LMI...................................... any
Irish Allied Bonnachts Irr C LMI JLS @ 6 pts **9-24
Extra to give Irish Bonnachts 2HCW @ 3 pts..0-1/4
Irish Allied Kerns Irr C LI JLS or S @ 4 pts **6-12
Extra to give Sh to any Irish @ 4 pts if HI/MI, @ 3 pts if LHI/LMI, @ 2 pts if LI .... any

Climate: Cold.
Boats: Yes.
List Rule: 1) The Viking player discards a major water feature only on a 1; any other roll allows the feature to be placed to either the Viking player's right or left. 2) Vikings purchased with boats count .5 scouting points per element if any water feature is present. 3) Flank marches on a flank having a major water feature that contain only Vikings may add or subtract 1 when dicing for arrival with a 7 allowing entry anywhere from the side edge of the enemy forward or rear zones.

Notes: This list begins with the mention in the Anglo-Saxon Chronicle of the first Viking raid in England on Portland and ends with the death of Haakon IV of Norway in Orkney after an indecisive skirmish with the Scots at Largs. Viking activity consisted of three phases, the first being seasonal raids in which small fleets returned home for the winter. This first phase lasted until about 830 AD. The second phase occurred mostly in France between 830 AD and the 860s. This phase was characterized by larger Viking fleets, often numbering over 100 longboats, raiding far inland via the Rhine, Seine and Loire Rivers. During this period, Viking "armies" over-wintered in Western Europe. The third phase began in 865 AD when the Danish "Great Army" invaded England, followed by large Viking expeditions into Flanders between 878 AD and 885 AD, followed in turn by attacks along the Seine between 885 AD and 892 AD. Norwegian and Danish Vikings competed in pillaging Ireland from 795 AD to 873 AD, and again between 914 AD and 1014 AD. In fact, the internecine warfare between Viking neighbors was so fierce that the Irish once found a group of Danish victors cooking supper atop piles of Norwegian dead. Although massive Viking raids diminished by the new millennium, large-scale forays led by Viking kings still took place. The most notable of these was one in 1016 AD by Cnut and another in 1066 AD by Harald Hardrada. During all of this, Viking fleets raided along the Iberian coastline, fighting (and usually losing to) Feudal Spanish and Andalusian armies. The term "hirdsmen" is a better description of a

king's followers than the more familiar (and Anglo-Saxon) word "huscarl". Note that "bondi" has been replaced by "warriors" since "boendr" (richer freemen) and poorer freemen both went "i viking". No distinction exists between Viking warriors who sailed to Western Europe and those who fought against each other during the numerous campaigns in Scandinavia, since armament and organization were similar. "Armies" up to the invasion of England in 865 AD should be all loose order, armies of later periods should be close order but given the fact that Vikings performed hit and run raids throughout the period, loose order is also appropriate. Thus, a "raiding" Viking army should be primarily loose order, a "conquering" Viking army primarily close order. Favored weapons among the elite differed by nationality, with the Danes and Norwegians preferring a slashing double-edged long sword. The ubiquitous axe was actually a cheaper alternative to the long sword and had a blade head up to 12 inches in length. Short spears were by far the most common weapon. The actual number of Beserkir elements remains somewhat higher than what was probably present on the battlefield. This has been done to portray more effectively their battlefield effect. The Irish allies represent any number of local chieftains all too willing to help Vikings battle each other or plunder a hapless neighbor. The English rebels and Flemish mercenaries represent those troops who fought with Harald Hardrada in his 1066 AD campaign in England that preceded the Norman invasion. English Rebel Thegns and Fyrd may fight in mixed units. Minimums marked * and ** apply only if such troops are used. Irish allies cannot be used with English or Flemish troops.

28. Pecheneg 860 AD – 1122 AD

CinC as HC L or JLS, B, Sh with PA standard + 2 Irr B HC L or JLS, B, Sh @ 135 pts 1
Sub-general as HC L or JLS, B, Sh with P standard + 2 Irr B HC L or JLS, B, Sh @ 75 pts 0-3
Pecheneg Noble Cavalry Irr B HC L or JLS, B, Sh @ 30 pts 12-24
Extra to upgrade Noble Cavalry to EHC @ 4 pts if general's element, @ 6 pts if other 0-1/2
Pecheneg Horse Archers Irr C LC B @ 8 pts 36-72
Subject Horse Archers Irr D LC B @ 6 pts 0-18
Extra to give Pecheneg/Subject Horse Archers JLS @ 2 pts and/or Sh @ 4 pts .... any
Extra to upgrade Pecheneg Horse Archers to Irr B @ 2 pts .... any
Extra to upgrade Subject Horse Archers to Irr C @ 2 pts ....all/none

Russ Sub-general as HI 2HCW, Sh with P standard + 3 Irr B HI 2HCW, Sh @ 73 pts *1
Druzhina Irr C HI 2HCW or JLS, Sh @ 20 pts *0-5
Extra to exchange Sub-general's element 2HCW for LTS, JLS, Sh @ 3 pts 0-1
Russ Spearmen Irr D MI LTS Sh @ 8 pts *5-24
Extra to give Russ Spearmen JLS @ 4 pts .... any
Extra to upgrade Russ Spearmen to HI @ 8 pts .... any
Russ Bowmen/Archers Irr D MI/LMI/LI B @ 4 pts if MI, @ 3 pts if LMI, @ 2 pts if LI *0-18

Extra to give Russ Bowmen/Archers Sh @ 4 pts if MI, @ 3 pts if LMI, @ 2 pts if LI .... any
Extra to mount Russ Spearmen/Bowmen on horses @ 8 pts if MI, @ 6 pts if LMI.............................. any
Extra to upgrade Irr D Russ to Irr C @ 4 pts if HI/MI, @ 3 pts if LMI, @ 2 pts if LI.............................. any
Russ-led Slav Scouts Irr C LI JLS, Sh @ 6 pts or B @ 2 pts *0-8

Wagon Defenders Irr C MI/LMI B @ 8 pts if MI, @ 6 pts if LMI.. 0-24
6 elements width of wagon laager @ 20 pts... 0-8

Climate: Cold.
Boats: No.
List Rule: 1) Pecheneg Nobles armed with JLS (including general's elements incorporated into a unit with them) fight 1.5 ranks if charging, counter-charging or pursuing. 2) Up to two 6-element segments of wagon laager may be deployed in friendly forward zones. 3) Russ Druzhina not in Shieldwall armed with 2HCW (including general's elements incorporated into a unit with them) fight 1.5 ranks in hand-to-hand combat if charging, countercharging or pursuing.

Notes: The Pechenegs (also known as Patzinaks) were yet another set of nomadic horsemen displaced from the Russian steppes, only to appear in Europe and wreak havoc among the existing kingdoms. In this case, the Magyars and Khazars bore the brunt of the initial Pecheneg waves in the late 9th century. The Pechenegs drove a wedge between the Volga-based Bulgars and the Khazars to the south, controlling a broad swath of territory from north of the Caspian Sea west to the Dnieper River. After the conquest of Bulgaria, they began to raid across the Danube into Byzantine territory. They eventually settled south of the Danube, having forced the Byzantines to buy them off to obtain peace. However, by 1071 AD, the Pechenegs had, in turn, been pushed by the Cumans further west into the Balkans, specifically Thrace, where they were eventually destroyed by the Byzantine emperor John Comnenus at Berrhoia in 1122 AD. Their central location made them key players among the competing Russ, Byzantine, Bulgarian and remnant Khazar kingdoms. They threatened Constantinople in 934 AD and again in 1091 AD. The Byzantines often hired them as mercenaries and, although they served under a number of Kievan Russian princes, they ambushed and killed Duke Svyatoslav in 972 AD when he was returning home from campaigning south against the Byzantines. When fighting for their own self-interests, they fought hit and run battles. They used wagon laagers extensively and sources indicate they usually lost battles without them. The wagons themselves were large four-wheelers with high wooden sides pierced for archery. Wagons are large enough to contain one element of Wagon Defenders, who can also be deployed behind them. The option to upgrade Pechenegs to EHC reflects sources that suggest some Pecheneg cavalrymen were sufficiently well-armored to charge contemporary Byzantine cavalry. The option for arming cavalry with lances comes from a Byzantine account of the Emperor Alexius I being wounded by a cavalryman holding a lance in both hands. An army must have at least twice as many Pecheneg Horse Archers as Nobles and general's elements

combined. Minimums marked * apply only if any of such troops are used. A Russ Sub-general must be 2HCW-armed if any Druzhina are used. A Russ Sub-general can command only Russ, and Russ can be commanded only by him.

29. Norman/Western Frank 889 AD – 1072 AD

CinC as HC L, Sh with PA standard + 2 Irr B HC L, Sh @ 133 pts 1
Sub-general as HC L, Sh with P standard + 2 Irr B HC L, Sh @ 73 pts 0-3
Milites Irr B HC L or JLS, Sh @ 27 pts 7-24
Retainers Irr C MC L or JLS, Sh @ 18 pts 0-24
Extra to upgrade Retainers to HC @ 6 pts 0-1/2
Spearmen Irr D MI JLS, Sh @ 8 pts 0-18
Extra to upgrade Spearmen to HI @ 8 pts 0-1/2
Bowmen/Archers Irr D MI/LMI/LI B @ 4 pts if MI, @ 3 pts if LMI, @ 2 pts if LI...................................0-24
Extra to upgrade Spearmen/Bowmen/Archers to Irr C @ 4 pts if MI, @ 3 pts if LMI, @ 2 pts if LI .... any
Peasants Irr E LMI JLS or IPW @ 1.5 pts 0-12
Extra to upgrade JLS-armed Peasants to Irr D @ 1.5 pts 0-1/2
Extra to upgrade JLS-armed Peasants to Arriere-Ban as Irr D LMI JLS @ 1.5 pts .... any
Extra to upgrade to Irr C and/or give Sh to Arriere-Ban Peasants @ 3 pts 0-1/2
Crossbowmen/Staff Slingers Irr C LI CB or SS, Sh @ 6 pts..0-8
Gascon Light Cavalry Irr C LC JLS, Sh @ 12 pts..0-8
Gascon Javelinmen Irr C LI JLS, Sh @ 6 pts 0-12
Extra to upgrade any Gascons to Irr B @ 2 pts .... any
If CinC is Frank
     Extra to upgrade Sub-general to Ally-general @ 25 pts .... any
     Extra to upgrade Crossbowmen to LMI @ 2 pts .... any
     Viking Ally-general as HI 2HCW, Sh with P standard + 3 Irr B HI 2HCW, Sh @ 98 pts,
     or as LHI 2HCW, Sh with P standard + 2 Irr B LHI 2HCW, Sh @ 92 pts *1
     Viking Hirdsmen Irr B HI/LHI 2HCW or JLS, Sh, @ 24 pts if HI, @ 18 pts if LHI *3-11
     Viking Beserkir Irr A LMI 2SA or 2HCW @ 15 pts if 2SA, @ 12 pts if 2HCW.........................*0-2
     Extra to give Beserkir Sh @ 3 pts .... any
     Viking Spearmen Irr C MI/LMI 2HCW or JLS, Sh @ 12 pts if
     MI, @ 9 pts if LMI...*8-24
     Viking Bowmen Irr C MI/LMI B, Sh @ 12 pts if MI, @ 9 pts if LMI...*0-9
     Extra to give Viking Bowmen 2HCW or JLS @ 4 pts if MI, @ 3 pts if LMI............................... any
     Extra to upgrade Viking Spearmen/Bowmen to HI/LHI @ 8 pts if MI, @ 6 pts if LMI .... any
     Viking Skirmishers Irr C LI JLS or B, Sh @ 6 pts *0-6
If CinC is Norman

Climate: Cold.

Boats: Yes.

List Rule: 1) Up to two 6-element segments of ditched palisades may be deployed in friendly forward zones.

Notes: The Carolingian Empire splintered into five parts by 889 AD, with the western kingdom, Francia, further breaking up into large feudal duchies such as Anjou and Aquitaine. Between 889 and 898 AD, competing "kings" within Francia as well as the dukes of Burgundy fought for control of the western rump of the Carolingian Empire. Parisian count Odo, who had stopped the Vikings in the mid-880s, was anointed king in 888 AD, as was Wido in Burgundy. In 890 AD, Louis was crowned king of Provence. In 893 AD, Charles the Simple was anointed king to contest Odo; Odo then forced Charles to renounce his claim until after Odo died, which occurred in 898 AD. The ten years of civil war greatly weakened the western kingdom, a problem exacerbated by Viking raids. Francia would remain a collection of small kingdoms that paid lip service as vassals to the "royal" authority centered on Paris. As a result, central authority was weak in the best of times. In 911 AD, a Viking leader named Rollo unsuccessfully laid siege to Chartres and, although defeated, he was paid handsomely to settle in what would become Normandy, agreeing only to pay nominal homage to Charles the Simple and to accept Christianity. The Normans are grouped with their Frankish neighbors mainly because they adopted the feudal customs of the Frankish fiefdoms almost with a vengeance. Given the lack of central authority in the region, the Normans thrived and, within 100 years, Normandy became the strongest principality in western Francia. The list ends with William the Conqueror's consolidation of his English conquest and the reassertion of dominant central authority from Paris into the country. The term "milite" was a contemporary phrase specifically for the noble "knight" that dominated the Frank and Norman militaries. Although the couched lance had been used in Western Europe for several hundred years, the Normans (and most likely the Franks) adopted an innovative, almost straight-legged riding posture that led a Byzantine source to say that the strength of their blow could pierce the walls of Babylon. The Vikings were used mainly during the chaotic years after the final breakup of the Carolingian Empire and predated the use

of loose order crossbowmen. Thus, LI crossbowmen upgraded to LMI cannot be used with Vikings in a Frankish army. Minimums marked * apply only if any troops of that nationality are used. A Breton Sub-general may command only Bretons, and other Bretons can be commanded only by him. Milites and Retainers may fight in mixed units.

30. Russ and Varangian 830 AD – 1054 AD

CinC as HI 2HCW, Sh with PA standard + 3 Irr B HI 2HCW, Sh @ 133 pts **1
Sub-general as HI LTS, JLS, Sh with P standard + 3 Irr B HI LTS, JLS, Sh @ 76 pts 0-2
Extra to mount general's element on horses @ 6 pts..all/none
Russ Druzhina Irr B HI 2HCW or JLS, Sh @ 24 pts.. **3-7
Russ Spearmen Irr C MI LTS Sh @ 12 pts 18-72
Extra to give Russ Spearmen JLS @ 4 pts .... any
Extra to upgrade Russ Spearmen to HI @ 8 pts .... any
Russ Bowmen/Archers Irr C MI/LMI/LI B @ 8 pts if MI, @ 6 pts if LMI, @ 4 pts if LI 12-36
Extra to give Russ Bowmen/Archers Sh @ 4 pts if MI, @ 3 pts if LMI, @ 2 pts if LI .... any
Extra to mount Russ Spearmen/Bowmen on horses @ 8 pts if HI/MI, @ 6 pts if LMI .... any
Russ-led Slav Scouts Irr C LI JLS, Sh @ 6 pts or B @ 4 pts 0-24
Russ-led Bulgar/Turkish/Magyar Mercenary Cavalry Irr C LC B @ 8 pts.. 0-12
Extra to give Bulgars/Turks/Magyars JLS @ 2 pts and/or Sh @ 4 pts .... any

Varangian Ally-general as LHI 2HCW, Sh with P standard + 2 Irr B LHI 2HCW, Sh @ 92 pts............... *1
Extra to upgrage Varangian Ally-general to CinC @ 35 pts ***1
Varangian Sub-general as LHI 2HCW, Sh with P standard + 2 Irr B LHI 2HCW, Sh @ 67 pts ***0-2
Extra to upgrade Varangian general's element to HI @ 6 pts .... any
Varangian Warriors Irr B HI/LHI 2HCW or JLS, Sh @ 24 pts if HI, @ 18 pts if LHI *3-11
Varangian Beserkir Irr A LMI 2SA @ 15 pts, or 2HCW @ 12 pts *0-4
Extra to give Beserkir Sh @ 3 pts .... any
Varangian Spearmen Irr C MI/LMI 2HCW or JLS, Sh @ 12 pts if MI, @ 9 pts if LMI *8-18
Varangian Bowmen Irr C MI/LMI B, Sh @ 12 pts if MI, @ 9 pts if LMI *0-8
Extra to give Varangian Bowmen 2HCW or JLS @ 4 pts if MI, @ 3 pts if LMI .... any
Extra to upgrade Varangian MI/LMI to HI/LHI @ 8 pts if MI, @ 6 pts if LMI .... any
Varangian Skirmishers Irr C LI JLS or B, Sh @ 6 pts.. *0-6
Extra to upgrade Irr C Varangians to Irr B @ 4 pts if HI/MI, @ 3 pts if LHI/LMI, @ 2 pts if LI.............. any
Extra to mount close/loose order Varangians on horses @ 8 pts if HI/MI, @ 6 pts if LHI/LMI or HI
general's element, @ 4 pts if LHI general's element .... any

Bulgar Ally-general as HC L, B, Sh with P standard + 2 Irr B HC L, B, Sh @ 100 pts............................ *1
Bulgar Nobles Irr C HC L, B, Sh @ 27 pts... *1-12
Extra to upgrade Bulgar Nobles to Irr B @ 3 pts .... any
Bulgar Horse Archers Irr D LC B @ 6 pts.. *4-16
Extra to give Bulgar Horse Archers JLS @ 2 pts and/or Sh @ 4 pts.. any
Extra to upgrade Bulgar Horse Archers to Irr C @ 2 pts .... any

Pecheneg Ally-general as HC JLS, B, Sh with P standard + 2 Irr B HC JLS, B, Sh @ 100 pts..............*1
Pecheneg Nobles Irr B HC JLS, B, Sh @ 30 pts *1-5
Extra to upgrade Noble Cavalry to EHC @ 4 pts if general's element, @ 6 pts if other 0-1/2
Pecheneg Horse Archers Irr C LC B @ 8 pts *8-18
Extra to give Pecheneg Horse Archers JLS @ 2 pts and/or Sh @ 4 pts .... any
Pecheneg Wagon Defenders Irr C LMI B @ 6 pts *0-16
6 elements width of wagon laager @ 20 pts...*0-2

Climate: Cold.
Boats: Yes.
List Rule: 1) Pecheneg Nobles armed with JLS (including a general's element inorporated into a unit with them) fight 1.5 ranks if charging, counter-charging or pursuing. 2) Up to two 6-element segments of setup wagon laager may be deployed in friendly forward zones. 3) Russ Druzhina not in Shieldwall armed with 2HCW (including a general's elements inorporated into a unit with them) fight 1.5 ranks in hand-to-hand combat if charging, countercharging or pursuing.

Notes: Viking movement eastward was dominated by the Swedes, who established trading posts on the shores of Lake Ladoga by around 750 AD. By 830 AD, the Swedes ruled a small principality at Novgorod and had established themselves as traders along the Volga and even contacted the Arab and Byzantine worlds. The word "Russ" describes Scandinavians settled in Slavic Russia. Rurik, a Danish Viking, came to rule Novgorod and expanded its control over much of northwest Russia by around 860 AD. Shortly thereafter, two Novgorod chieftains, Askold and Dir, traveled south, pausing long enough to capture the Slavic town of Kiev, on their way to raid Constantinople. The Kievan Russ principality grew to rival Novgorod, until Rurik's successor, Oleg, captured Kiev and created a single principality stretching from the Gulf of Finland almost to the Black Sea. The Russ themselves were never numerous, despite a steady stream of Swedish immigrants. They formed a merchant and warrior elite and were gradually assimilated by the native Slavs despite their strong ties to Scandinavia. The first Slavic-named ruler, Svyatoslav, added large amounts of territory to the Kievan Russ kingdom. He defeated the Khazars in 965 AD, and subdued the Danubian Bulgars in 967 AD, but was turned back by the Byzantines in 971 AD and defeated and killed by the Pechengs the following year on his way back to Kiev. In 1015 AD, the kingdom fractured upon the death of his son, Vladimir I, into three competing principalities with Kiev/Novgorod being dominant. The original Russ principality reunited in 1036 AD, under Yaroslav, but then fell apart upon his death in 1054 AD. Throughout the period, Russ rulers relied heavily on native Slavic infantry. The Varangians (the term is derived from an Old Norse word and means "men of the pledge") were Swedish Vikings who continued to move into and through the Russ principality. They retained a "viking" way of fighting, while the native Russ adopted the closer formation methods of the subject Slavs. The option of using close order Varangians reflects a general Viking practice of fighting in tighter ranks in situations other than raids. The Druzhina were recruited

mainly from the Varangians, but became something akin to "native" troops and most likely also fought in close order formations, though they retained the axe as a primary weapon. The Bulgar contingent reflects their conquest by Svyatoslav, although smaller groups of Bulgar and other Turkic horsemen fought as mercenaries thereafter. The Pechenegs often fought with and against Kievan Russ rulers after they settled in the area during the 10th century. Pecheneg and Bulgar allies cannot be used together. If any Pechenegs are used, there must be at least twice as many Pecheneg Horse Archers as Pecheneg Nobles and general's elements combined. Minimums marked * apply only if any troops of that nationality are used. The CinC must be designated as either Russ or Varangian. Troops marked ** may be used only if the CinC is Russ, and those marked *** may be used only if the CinC is Varangian. If the CinC is Varangian, then all Russ minimums/maximums are halved, all Varangian minimums/maximums are doubled and, if the CinC is more than a single element body, he must be in a body entirely of Varangian Warriors. Russ Spearmen and Bowmen may fight in mixed units of the same order.

31. Pre-Feudal German 889 AD – 1106 AD

CinC as HC L, Sh with PA standard + 2 Irr B HC L, Sh @ 133 pts 1
Extra to give S standard to CinC if the Pope is present @ 85 pts 0-1
Sub-general as HC L, Sh with P standard + 2 Irr B HC L, Sh @ 73 pts 0-2
Milites Irr B HC L, Sh @ 27 pts 9-28
Extra to upgrade Milites to HK @ 4 pts if general's element, @ 6 pts if other .... any
Retainers or Bohemian Cavalry Irr C MC L or JLS, Sh @ 18 pts 0-18
Extra to upgrade Retainers/Bohemians to HC @ 6 pts .... any
Extra to upgrade Retainers/Bohemians to Irr B @ 3 pts 0-1/2
German Spearmen Irr D MI LTS, Sh @ 8 pts *8-36
Extra to upgrade German Spearmen to HI @ 8 pts .... any
German Bowmen/Archers Irr D MI/LI B @ 4 pts if MI, @ 2 pts if LI *4-24
German Crossbowmen Irr D MI/LMI CB @ 4 pts if MI, @ 3 pts if LMI *4-12
Extra to upgrade German infantry to Irr C @ 4 pts if HI/MI, @ 3 pts if LMI, @ 2 pts if LI .... any
Extra to upgrade Irr C HI/MI/LMI German infantry to Reg C @ 4 pts if HI/MI, @ 6 pts if LMI .... any
Peasants Irr E LMI JLS or IPW @ 1.5 pts 0-24
Extra to upgrade JLS-armed Peasants to Irr D @ 1.5 pts 0-1/2
Extra to uprade to Irr C and/or give Sh to Irr D Peasants @ 3 pts .... any
Swabians Irr C HI 2HCW, Sh @ 20 pts 0-8
Frisian Spearmen Irr B MI/LMI JLS, Sh @ 16 pts if MI, @ 12 pts if LMI 0-12
Extra to mount Swabians or Frisians on horses @ 8 pts if HI/MI, @ 6 pts if LMI .... any

Italian Mercenary Knights Reg C HC L, Sh @ 30 pts *2-6

Extra to upgrade Italian Knights to HK @ 6 pts .... any
Italian Mercenary Spearmen Reg C MI LTS, Sh @ 16 pts *4-16
Extra to upgrade Mercenary Spearmen to HI @ 8 pts.. any
Italian Mercenary Crossbowmen Reg C MI/LMI CB @ 12 pts...*4-12
Extra to upgrade Mercenary Crossbowmen to HI/LHI @ 8 pts.. any
Extra to give Pa to HI/MI Mercenary Crossbowmen @ 4 pts.. any
Italian Mercenary Archers Reg D or Irr C LI B @ 4 pts..*0-12

Slav Nobles Irr B HC JLS, Sh @ 27 pts *0-4
Slav Spearmen Irr C MI/LMI JLS, Sh @ 12 pts if MI, @ 9 pts if LMI *8-18
Extra to exchange LMI Slav Spearmen JLS for 2HCW as Axemen @ 0 pts 0-6
Slav Bowmen/Archers Irr D MI/LMI/LI B @ 4 pts if MI, 3 pts if LMI, @ 2 pts if LI *6-16
Slav Scouts Irr D LI JLS, Sh @ 4 pts...*0-8

Burgundian Ally-general as HC L or JLS, Sh with P standard + 2 Irr B HC L or JLS, Sh @ 98 pts *1
Burgundian Milites Irr B HC L or JLS, Sh @ 27 pts *1-18
Extra to upgrade Burgundian Milites to HK @ 4 pts if general's element, @ 6 pts if other .... any
Burgundian Spearmen Irr C MI JLS, Sh @ 12 pts...*8-16
Extra to upgrade Burgundian Spearmen to HI @ 8 pts .... any
Burgundian Bowmen/Archers Irr D LMI/LI B @ 3 pts if LMI, @ 2 pts if LI *0-8
Extra to upgrade Burgundian Bowmen/Archers Irr C @ 3 pts if LMI, @ 2 pts if LI .... any

Polish Ally-general as HC L or JLS, Sh with P standard + 2 Irr B HC L or JLS, Sh @ 98 pts.................*1
Polish Nobles Irr B HC L or JLS, Sh @ 27 pts...*1-6
Extra to upgrade L-armed Polish Nobles to HK @ 4 pts if general's element, @ 6 pts if other .... any
Polish Spearmen Irr C MI LTS or JLS, Sh @ 12 pts..*4-18
Polish Bowmen Irr C MI/LMI B, Sh @ 12 pts if MI, @ 9 pts if LMI *6-18
Polish Slingers Irr C LI S, Sh @ 6 pts..*0-12
Polish Archers Irr C LI B, Sh @ 6 pts or B @ 4 pts *0-12

Climate: Cold.
Boats: No.
List Rule: 1) Barbarian Infantry Rules do not apply to German, Frisian, Mercenary or Polish Spearmen or to Swabians. 2) Units entirely of Slav Axemen or Swabians not in Shieldwall fight 1.5 ranks in hand-to-hand combat if charging, countercharging or pursuing.

Notes: Eastern Francia was the German successor kingdom after the Carolingian Empire broke up by about 889 AD. Carolingian kings continued to rule until 911 AD, when the first German Saxon king,

Henry the Fowler, was crowned. Throughout the 10th century, the Saxon German kingdom expanded, most notably under Otto I, who famously defeated the Magyars at the Lechfeld in 955 AD. By 962 AD, Otto had conquered Italy from Rome northward and was crowned Holy Roman Emperor in that same year. Unlike its Frankish neighbor to the west, the pre-Feudal German Empire initially maintained a fairly centralized feudal power structure, mainly because the Holy Roman Emperors retained control over ducal and ecclesiastical appointments and let the church administer much of the land instead of ambitious territorial nobility. Nonetheless, those same nobles were responsible for electing the king at a time when the Papacy considered that to be its prerogative in a disputed succession. The end result was that during the reign of a weak king, such as occurred when Henry IV came to the throne as a minor in 1056 AD, the papacy and the nobles quarreled and the German Empire began its swift breakup into competing fiefdoms and minor principalities. This process accelerated when Henry was assassinated in 1106 AD, which marks the end point for this list. The Germans began armoring their cavalry earlier than most of their Western European contemporaries, in this case by putting chain mail over most of the cavalryman, as a result of Magyar incursions during the 10th century. The option to mount the Swabians or Frisians reflects the times when such troops did fight mounted, usually ineffectually. Slavs cannot be used with Italians, any allies or any troops upgraded to HK. If any troops are upgraded to HK, then all generals' elements must also be upgraded. Only one allied contingent can be used, and only Burgundian allies can be used if Italian mercenaries are present. If Pope Leo is present (as the sacred standard), then Italians must be used. Slav Spearmen/Axemen may have Slav Archer detachments. Slav MI Spearmen and MI Bowmen may fight in mixed units. Minimums marked * apply only if any troops of that nationality are used. Milites and Retainers may fight in mixed units of the same nationality.

32. Pre-Feudal Scots 846 AD – 1124 AD

CinC as HC JLS, Sh with PA standard + 2 Irr B HC JLS, Sh, or as HI 2HCW or
JLS, Sh with PA standard + 3 Irr B HI 2HCW or JLS, Sh @ 133 pts 1
Sub-general as HC JLS, Sh with P standard + 2 Irr B HC JLS, Sh, or as HI 2HCW or
JLS, Sh with P standard + 3 Irr B HI 2HCW or JLS, Sh @ 73 pts 0-2
Scottish Heavy Cavalry Irr B HC JLS, Sh @ 27 pts 0-4
Scottish Light Cavalry Irr C LC JLS, Sh @ 12 pts 0-12
Scottish Thegns Irr B HI 2HCW or JLS, Sh @ 24 pts... 3-16
Scottish Lowland Spearmen Irr C MI LTS, Sh @ 12 pts 12-72
Scottish Lowland Skirmishers Irr C LI JLS, Sh @ 6 pts... 0-12
Scottish Lowland Archers Irr C LI B @ 4 pts 6-12
Extra to mount Scottish Thegns/Spearmen on horses @ 8 pts... any
Norman Mercenaries Irr B HC L, Sh @ 27 pts 0-4
Extra to upgrade Normans to HK @ 6 pts .... any

Highland Ally-general as LMI 2HCW or JLS, Sh with P standard + 2 Irr B LMI
2HCW or JLS, Sh @ 88 pts..*1
Highland Warriors Irr C LMI 2HCW or JLS, Sh @ 9 pts *3-24
Extra to upgrade Highland Warriors to Irr A @ 6 pts 0-1/2
Extra to upgrade other Highland Warriors to Irr B @ 3 pts .... any
Highland Scouts Irr C LI JLS, Sh @ 6 pts *0-12
Highland Archers Irr C LI B, Sh @ 6 pts or B @ 4 pts *0-8

Isleman Ally-general as MI/LMI 2HCW or JLS with P standard + 3 Irr B MI
2HCW or JLS @ 89 pts if MI or + 2 Irr B LMI 2HCW or JLS @ 86 pts if LMI...*1
Islemen Irr B MI/LMI 2HCW or JLS @ 12 pts if MI, @ 9 pts if LMI *5-18
Extra to give Islemen Sh @ 4 pts if MI, @ 3 pts if LMI or MI general's element, @ 2 pts if
LMI general's element .... any
Extra to upgrade Islemen to HI/LHI @ 8 pts if MI, @ 6 pts if LMI or MI general's element,
@ 4 pts if LMI general's element .... any
Islemen Skirmishers Irr C LI JLS, Sh @ 6 pts or B @ 4 pts *0-6

Galwegian Ally-general as LHI 2HCW, JLS or Sh with P standard + 2 Irr B
LHI 2HCW, JLS or Sh @ 88 pts *1
Galwegian Warriors Irr C LMI 2HCW, JLS or Sh @ 9 pts *5-36
Extra to upgrade Irr C Galwegian Warriors to Irr A @ 6 pts 0-1/4
Extra to mount Galwegians on horses, @ 4 pts if general's element, @ 6 pts if Warriors.................... any
Galwegian Skirmishers Irr C LI JLS, Sh @ 6 pts or B @ 4 pts *0-6

Viking Ally-general as HI 2HCW, Sh with P standard + 3 Irr B HI 2HCW, Sh @ 98 pts, or
as LHI 2HCW, Sh with P standard + 2 Irr B LHI 2HCW, Sh @ 92 pts....................................*1
Viking Hirdsmen Irr B HI/LHI 2HCW or JLS, Sh, @ 24 pts if HI, @ 18 pts if LHI...............................*3-11
Viking Beserkir Irr A LMI 2SA or 2HCW @ 15 pts if 2SA, @ 12 pts if 2HCW.....................................*0-2
Extra to give Beserkir Sh @ 3 pts... any
Viking Spearmen Irr C MI/LMI 2HCW or JLS, Sh @ 12 pts if MI, @ 9 pts if LMI...............................*8-24
Viking Bowmen Irr C MI/LMI B, Sh @ 12 pts if MI, @ 9 pts if LMI.......................................*0-9
Extra to give Viking Bowmen 2HCW or JLS @ 4 pts if MI, @ 3 pts if LMI............................ any
Extra to upgrade Viking Spearmen/Bowmen to HI/LHI @ 8 pts if MI, @ 6 pts if LMI .... any
Viking Skirmishers Irr C LI JLS or B, Sh @ 6 pts..*0-6

Climate: Cold.
Boats: Yes.

List Rule: Islemen and Galwegians not in Shieldwall armed with 2HCW fight 1.5 ranks in hand-to-hand combat if charging, countercharging or pursuing.

Notes: The Viking incursions into Scotland in the 9th century upended the existing power structure among Picts, Gaels, Britons and Angles and, as a result, threw the north into chaos. The kings of the Picts were killed and their warlords and chieftains vied for power. Kenneth Mac Alpine was king of the Scots-Irish kingdom of Dal Riada. During the terror and chaos that followed the Viking campaigns, Kenneth defeated various Pictish warlords and absorbed their lands, eventually moving his seat to Pictland as the Vikings were overrunning his native Dal Riada in the middle 840s, and forming the new kingdom of Alba. The fact that Kenneth's grandmother happened to be a Pict helped him in gaining Pictish acceptance, as the Picts traced royal descent through matrilineal succession. Although "unified" more than before the Viking conquests, most people in the north were isolated and remained largely independent of central authority, hence the allied designation, though smaller numbers of them could and did appear as mercenaries in the armies of others. Kenneth's successors gradually merged the various Gael and Pict groups, and simply conquered the Britons and Angles, to form a more unified kingdom by 1034 AD. This unified kingdom was by no means feudal, along the lines of Frankish Europe or Norman England, and the clan system dominated both lowland and highland groups until David I's accession to the throne in 1124 AD, marking the end of this list. Throughout the period, the Vikings remained a constant threat and various Scottish chieftains were as likely to fight each other as anybody else. The Viking Earl of Orkney controlled the Orkneys, Caithness (north of the river Oykel), the Hebrides, and much of the western coast by 1000 AD. Minimums marked * apply only if more than 8 elements of troops of that nationality are used. Although all "nationalities" of troops can be used with each other, Normans, Highlanders and Islemen were not available to the Lowland Scottish leaders until after 1050 AD. Scottish Cavalry may have Scottish Lowland Skirmisher detachments.

33. Norman Conquest Welsh 1039 AD – 1136 AD

CinC as HC L or JLS, Sh with PA standard + 2 Irr B HC L or JLS, Sh @ 133 pts, or as
LHI LTS or JLS, Sh with PA standard + 2 Irr B LHI LTS or JLS, Sh @ 127 pts 1
Sub-general as HC L or JLS, Sh + 2 Irr B HC L or JLS, Sh @ 68 pts, or as LHI LTS or
JLS, Sh + 2 Irr B LHI LTS or JLS, Sh @ 62 pts.. 0-2
Extra to upgrade Sub-general to Ally-general with P standard @ 30 pts .... any
Cavalry Irr B LC JLS, Sh @ 14 pts 4-12
Extra to upgrade Cavalry to HC L or JLS, Sh @ 13 pts 0-1/2
Extra to upgrade lance-armed HC to HK @ 4 pts if general's element, @ 6 pts if other .... any
Teulu Bodyguard Irr B LHI each unit all LTS or all JLS, Sh @ 18 pts 0-4/general
Welsh Spearmen Irr C MI/LMI each unit all LTS or all JLS, Sh @ 12 pts if MI, @ 9 pts if LMI.......... 12-72
Extra to upgrade LMI Spearmen to Irr A @ 6 pts 0-1/4
Welsh Bowmen Irr C MI/LMI each unit all LB or all B @ 8 pts if MI, @ 6 pts if LMI.............................. 6-24

Welsh Javelinmen Irr C LI JLS, Sh @ 6 pts 6-24
Welsh Archers Irr C LI each unit all LB or all B @ 4 pts 8-16
Extra to give Sh to Bowmen/Archers @ 4 pts if MI, @ 3 pts if LMI, @ 2 pts if LI................................0-1/2

Ostmen Irr B LHI 2HCW, Sh @ 18 pts 0-18
Extra to give JLS to Ostmen @ 3 pts .... any
Irish Mercenaries Irr C LMI JLS @ 6 pts 0-18
Extra to give Irish Mercenaries 2HCW @ 3 pts 0-1/3
Extra to give Sh and/or upgrade Irish Mercenaries to Irr B @ 3 pts .... any

English Rebel Sub-general as HI 2HCW, Sh with P standard + 3 Irr B HI 2HCW, Sh @ 73 pts *1
English Rebel Thegns Irr C HI 2HCW or JLS, Sh @ 20 pts *1-12
Extra to upgrade English Rebel Thegns to Irr B as Huscarls @ 4 pts 0-8
English Rebel Fyrd Irr C MI JLS, Sh @ 12 pts *0-24
English Rebel Skirmishers LI JLS or S, Sh @ 6 pts or B @ 4 pts *0-8

Viking Ally-general as HI 2HCW, Sh with P standard + 3 Irr B HI 2HCW, Sh @ 98 pts, or
as LHI 2HCW, Sh with P standard + 2 Irr B LHI 2HCW, Sh @ 92 pts....................................*1
Viking Hirdsmen Irr B HI/LHI 2HCW or JLS, Sh, @ 24 pts if HI, @ 18 pts if LHI...............*3-11
Viking Beserkir Irr A LMI 2SA or 2HCW @ 15 pts if 2SA, @ 12 pts if 2HCW......................*0-2
Extra to give Beserkir Sh @ 3 pts... any
Viking Spearmen Irr C MI/LMI 2HCW or JLS, Sh @ 12 pts if MI, @ 9 pts if LMI................*8-24
Viking Bowmen Irr C MI/LMI B, Sh @ 12 pts if MI, @ 9 pts if LMI.......................................*0-9
Extra to give Viking Bowmen 2HCW or JLS @ 4 pts if MI, @ 3 pts if LMI........................... any
Extra to upgrade Viking Spearmen/Bowmen to HI/LHI @ 8 pts if MI, @ 6 pts if LMI .... any
Viking Skirmishers Irr C LI JLS or B, Sh @ 6 pts...*0-6

6 elements width of woods plashing @ 10 pts..0-6

Climate: Cold.
Boats: Yes, if Vikings are present.
List Rule: Ostmen not in Shieldwall armed with 2HCW (whether or not they also have JLS) fight 1.5
ranks in hand-to-hand combat if charging, countercharging or pursuing.

Notes: By 1039 AD, the various Welsh principalities were beset by the Saxon kingdoms to the east and
the Norse Irish along the western coastline. Although the Welsh shared a common language and
culture, it wasn't until Gruffyd ap Llewelyn defeated a Mercian army at Rhydywoes that some
semblance of unity began to appear in the face of the first real threat to Welsh independence since

Roman times. Gruffyd ap Llewelyn started off as king of Gwynedd and Powys and struggled for years to subdue southern Wales, eventually mounting allied campaigns with Vikings and English rebels in the 1050s, taking until 1055 AD to finish off the last of the southern Welsh kinglets. Other alliances included one with Swain of Hereford in 1046 AD and Aelfgar in 1055 AD. Aelfgar was an English rebel who came with 18 ships of Vikings from Ireland and burned the church in Hereford. He is said to have been a son of Leofgar of Mercia and a former earl of East Anglia until outlawed on a charge of treason. Gruffyd ap Llewelyn died at the hands of his own men, after being defeated by the Anglo-Danish ruler Harold Godwinson and his brother Tostig. The result was that northern Wales was divided among Welsh puppets of the Normans and the south squabbled over by competing Welsh kings. However, the southern rulers maintained nominal independence throughout the period. In 1067 AD, the English rebel Edric fought alongside Welsh kings Bleddyn and Rhiwallon. The Welsh eventually adopted a longer thrusting spear, but since they also operated primarily from terrain unsuitable for such a weapon, the option to have a lighter one is provided. The adoption of the longbow occurred around 1100 AD, although there is some evidence it was used sporadically prior to that. Nonetheless, its battlefield presence most likely wasn't felt until toward the end of this list.   The Welsh were particularly fierce at the onset of a battle, but were notoriously brittle, hence the Irr A upgrade. The English rebels provided both household troops and, in some cases, Thegns and levied Fyrd. The Ostmen and Irish served as freebooting mercenaries throughout the period; the Vikings were more of a professional force. The Teulu (pronounced taylee) were the Welsh equivalent of Saxon Huscarls. They consisted of the sons of wealthier families and as such were better armed and trained than the mass of Welsh infantry. The option to upgrade some cavalry to HK is a result of interaction with the Normans. If any HK or LB are used, then no Rebels, Vikings or Irish Mercenaries can be used. Minimums marked * apply only if any troops of that nationality are used. An English Rebel Sub-general can command only English Rebels, and only he can command other English Rebels.   Bodies including a mounted Welsh general's element may have a detachment of Teulu Bodyguard.   Welsh Spearmen/Teulu Bodyguard may have LI detachments. English Rebel Huscarls/Thegns/Fyrd may fight in mixed units of the same order.

34. Norse-Irish 846 AD – 1250 AD

CinC as HI/LHI 2HCW, JLS, Sh with PA standard + 3 HI Irr B 2HCW, JLS, Sh
@ 136 pts if HI, or + 2 LHI Irr B 2HCW, JLS, Sh @ 129 pts if LHI 1
Irish Sub-general as HI 2HCW, JLS, Sh with P standard + 3 HI Irr B 2HCW, JLS, Sh @ 76 pts, or as
LHI 2HCW, JLS, Sh with P standard + 2 LHI Irr B 2HCW, JLS, Sh @ 69 pts 0-2
Extra to upgrade Irish Sub-general to Ally-general @ 25 pts .... any
Extra to mount general's element on horses @ 6 pts if HI, @ 4 pts if LHI... any
Irish Nobles Irr B MI/LMI JLS @ 12 pts if MI, @ 9 pts if LMI 4-11
Extra to upgrade Irish Nobles to HI/ LHI @ 8 pts if MI, @ 6 pts if LMI.. 0-1/2
Extra to give Irish Nobles 2HCW @ 4 pts if HI/MI, @ 3 if LHI/LMI .... any

Irish Bonnachts Irr C LMI JLS @ 6 pts 12-72
Reduction to downgrade Bonnachts to Irr D as unwilling @ -3 pts... any
Extra to give Irish Bonnachts 2HCW @ 3 pts 0-1/3
Irish Kerns Irr C LI JLS @ 4 pts...12-24
Irish Kerns Irr C LI S @ 4 pts...0-12
Extra to give Irish Nobles/Bonnachts/Kerns Sh @ 4 pts if HI/MI, @ 3 pts if LHI/LMI, @ 2 pts If LI ...... any
Irish Garrison or Rising Out Irr E LMI up to ½ JLS, rest IPW @ 1.5 pts 0-36
Extra to upgrade JLS-armed Irish Garrison/Rising Out to Irr D @ 1.5 pts .... any
Extra to upgrade to Irr C and/or give Sh to Irr D Irish Garrison/Rising Out @ 3 pts............................. any

Gall Gael Mercenaries Irr A LMI JLS, Sh @ 15 pts 0-8
Scottish or Flemish Mercenaries Irr C MI LTS, Sh @ 12 pts 0-12
Extra to upgrade Scottish or Flemish Mercenaries to HI @ 8 pts .... any

Ostmen Ally-general as LHI 2HCW, Sh with P standard + 2 Irr B LHI 2HCW, Sh @ 92 pts...................*1
Ostmen Warriors Irr B LHI 2HCW, Sh @ 18 pts...*7-12
Extra to give JLS to Ostmen @ 2 pts if general's element, @ 3 pts if Warriors .... any
Ostmen-led Irish Skirmishers Irr C LI JLS or S, Sh @ 6 pts *0-6

Viking Ally-general as HI/LHI 2HCW, Sh with P standard + 3 Irr B HI 2HCW, Sh
@ 98 pts if HI, + 2 Irr B LHI 2HCW, Sh @ 92 pts if LHI...*1
Extra to upgrade Viking Ally-general to CinC @ 25 pts 0-1
Extra to give Viking CinC sacred Raven S standard @ 85 pts 0-1
Viking Hirdsmen Irr B HI/LHI 2HCW or JLS, Sh, @ 24 pts if HI, @ 18 pts if LHI................................*3-11
Viking Beserkir Irr A LMI 2SA or 2HCW @ 15 pts if 2SA, @ 12 pts if 2HCW......................................*0-2
Extra to give Beserkir Sh @ 3 pts.. any
Viking Spearmen Irr C MI/LMI 2HCW or JLS, Sh @ 12 pts if MI, @ 9 pts if LMI *8-24
Viking Bowmen Irr C MI/LMI B, Sh @ 12 pts if MI, @ 9 pts if LMI *0-9
Extra to give Viking Bowmen 2HCW or JLS @ 4 pts if MI, @ 3 pts if LMI... any
Extra to upgrade Viking Spearmen/Bowmen to HI/LHI @ 8 pts if MI, @ 6 pts if LMI .... any
Viking Skirmishers Irr C LI JLS or B, Sh @ 6 pts...*0-6

Norman Mercenary Ally-general as HC L, Sh with P standard + 2 Irr B HC L, Sh @ 98 pts **1
Norman Mercenaries Irr B HC L, Sh @ 27 pts **1-5
Extra to upgrade Normans to HK @ 4 pts if general's element, @ 6 pts if others ....all/none
Norman-led Welsh Mercenaries Irr C MI/LMI each unit all LTS or all JLS, Sh @ 12 pts if MI,
@ 9 pts if LMI **0-12
Norman-led English Mercenaries Irr C MI JLS, Sh @ 12 pts **0-12

Extra to upgrade English Mercenaries to HI @ 8 pts .... any
Extra to upgrade HI English Mercenaries to Irr B @ 4 pts.. any
Extra to give 2HCW to English Mercenaries @ 4 pts .... any
Extra to mount Welsh/English Mercenaries on horses @ 8 pts if HI/MI, @ 6 pts if LMI .... any

6 elements width of woods plashing @ 10 pts 0-12

Climate: Cold.
Boats: Yes.
List Rule: 1) Ostmen not in Shieldwall armed with 2HCW (whether or not they also have JLS) fight 1.5 ranks in hand-to-hand combat if charging, countercharging or pursuing. 2) Up to two 6-element segments of plashing may be deployed in friendly forward zones.

Notes: The first Viking raids in Ireland occurred in 795 AD, but there wasn't a permanent Norse presence until the 840s. By that time, the Vikings had built fortified camps, the most notable of which was at Dublin, and gradually became embroiled in internecine Irish conflicts. Viking armies were led by their chief earl, or jarl, who often commanded integrated Norse-Irish field armies. Conversely, heads of Irish clans also used mercenary Vikings to further their own ambitions. The Vikings gradually lost their Norse identity through intermarriage, conversion and adoption of Gaelic. Although many Irish noblemen carried two-handed axes, much of the rank and file still relied on the light spear and sword. The general character of Norse-Irish armies lasted until well after total assimilation of the Norse invaders. Armies didn't fundamentally change until the aftermath of English invasions that began under Henry II and the eventual control of most of Ireland by English-installed nobles during the 13th century. Bonnacht infantry didn't have armor, although their chieftains and some nobles did. They made great use of woods and plashing and depended on an initial impetuous attack to break their enemy. The Vikings fought under their own leaders, either as the CinC or simply an allied mercenary. The sacred standard was carried by Sigurd of Orkney. The Normans were adventurers who ranged over most of Western Europe, sometimes leading small armies. Toward the end of the period, their armor gradually increased, thus HK cannot be used with Vikings. Ostmen are assimilated Vikings, the phrase being used by the native Irish to distinguish them from the Scandinavians. The Gall Gael, or "Sons of Death" were introduced by the Irish High King Maelsechnaill in 856 AD. Originally they were renegades and outlaws, but later were Irish adopted by Norse settlers and raised to be fierce fighters. They were hated by the native Irish, although that didn't stop the clan chieftains from using them. Minimums marked * apply only if more than 8 elements of troops of that nationality are used. Minimums marked ** apply only if any troops so marked are used. Irish Nobles and Bonnachts may fight in mixed units of the same order. Only Vikings are affected by the sacred standard. Irish Nobles may have Irish Kern detachments.

35. Boran Norse-Irish 975 – 1014 AD

CinC as HI/LHI 2HCW, JLS, Sh with PA standard + 3 HI Irr B 2HCW, JLS, Sh @ 136 pts if HI,
or + 2 LHI Irr B 2HCW, JLS, Sh @ 129 pts if LHI 1
Extra to give CinC sacred relic S standard @ 85 pts..0-1
Irish Sub-general as HI 2HCW, JLS, Sh with P standard + 3 HI Irr B 2HCW, JLS, Sh @ 76 pts
if HI, or + 2 LHI Irr B 2HCW, JLS, Sh @ 69 pts if LHI..0-3
Extra to upgrade Irish Sub-general to Ally-general @ 25 pts .... any
Extra to upgrade Irish general's element to Irr A @ 3 pts if HI, @ 2 pts if LHI.................................... any
Irish Nobles Irr B MI/LMI JLS @ 12 pts if MI, @ 9 pts if LMI 4-18
Extra to give Irish Nobles 2HCW @ 4 pts if HI/MI, @ 3 if LHI/LMI.. any
Extra to upgrade Irish Nobles to Irr A as Kings' Sons @ 4 pts if HI/MI, @ 3 pts if LHI/LMI 0-3/general
Extra to upgrade other Irish Nobles to HI/LHI as Luchtighe @ 8 pts if MI, @ 6 pts if LMI .... any
Irish Bonnachts Irr C LMI JLS @ 6 pts 12-36
Extra to upgrade Irish Bonnachts to Irr B as King's Clansmen @ 3 pts...0-1/2
Reduction to downgrade Irr C Bonnachts to Irr D as unwilling @ -3 pts.. any
Extra to give Irish Bonnachts 2HCW @ 3 pts 0-1/3
Irish Kerns Irr C LI JLS @ 4 pts 12-36
Irish Kerns Irr C LI S @ 4 pts..0-16
Extra to give Irish Nobles/Bonnachts/Kerns Sh @ 4 pts if HI/MI, @ 3 pts if LHI/LMI, @ 2 pts If LI ...... any
Irish Garrison or Rising Out Irr E LMI up to ½ JLS, rest IPW @ 1.5 pts 0-12
Extra to upgrade JLS-armed Irish Garrison/Rising Out to Irr D @ 1.5 pts .... any
Extra to upgrade to Irr C and/or give Sh to Irr D Irish Garrison/Rising Out @ 3 pts............................. any

Gall Gael Mercenaries Irr A LMI JLS, Sh @ 15 pts 0-4
Scottish or Flemish Mercenaries Irr C MI LTS, Sh @ 12 pts 0-18
Extra to upgrade Scottish or Flemish Mercenaries to HI @ 8 pts .... any

Ostmen Sub-general as LHI 2HCW, Sh with P standard + 2 Irr B LHI 2HCW, Sh @ 67 pts..................*1
Ostmen Warriors Irr B LHI 2HCW, Sh @ 18 pts...*7-24
Extra to give JLS to Ostmen @ 2 pts if general's element, @ 3 pts pts if Warriors .... any
Ostmen-led Irish Skirmishers Irr C LI JLS or S, Sh @ 6 pts *0-6

Viking Sub-general as HI 2HCW, Sh with P standard + 3 Irr B HI 2HCW, Sh @ 73 pts, or as
LHI 2HCW, Sh with P standard + 2 Irr B LHI 2HCW, Sh @ 67 pts.. **1
Viking Hirdsmen Irr B HI/LHI 2HCW or JLS, Sh, @ 24 pts if HI, @ 18 pts if LHI................................**3-5
Viking Spearmen Irr C MI/LMI 2HCW or JLS, Sh @ 12 pts if MI, @ 9 pts if LMI..............................**4-12
Viking Bowmen Irr C MI/LMI B, Sh @ 12 pts if MI, @ 9 pts if LMI..**0-6

Extra to give Viking Bowmen 2HCW or JLS @ 4 pts if MI, @3 pts if LMI... any
Extra to upgrade Viking Spearmen/Bowmen to HI/LHI @ 8 pts if MI, @ 6 pts if LMI .... any
Viking Skirmishers Irr C LI JLS or B, Sh @ 6 pts **0-6

Climate: Cold.
Boats: Yes.
List Rule: 1) Ostmen not in Shieldwall armed with 2HCW (whether or not they also have JLS) fight 1.5 ranks in hand-to-hand combat if charging, countercharging or pursuing. 2) Up to two 6-element segments of plashing may be deployed in friendly forward zones.

Notes: Brian Boru was a king of Munster who, by dint of relentless military activity, became the High King (Ard Ri) of the five traditional kingdoms of Ireland by the late 10th century. At most times, the Ard Ri was opposed by the Irish clan chiefs and Brian's rule was no exception. Relations with Brian deteriorated to the point that the Irish chieftains allied themselves with a large number of Vikings in order to topple him. The resulting battle at Clontarf resulted in Brian's biggest victory. However, the aging king was killed in the battle and Ireland never again had a strong central Irish ruler.   General comments on army tactics and composition from Norse-Irish (DAW #34) apply here. Major exceptions between the two lists reflect the nature of troops available to the Ard Ri. The "King's Sons" were one such troop type and represent hostages of rival clan chiefs. Although not always completely loyal, these hostages were apparently bound to Brian. His son, Murchad, led a band of them at Clontarf in which they broke every enemy they encountered and forced Brodir's Vikings to rout. They can only be in a body with the CinC or with a single Irish Sub-general. The other unique troop type is the Luchtighe guards. The Ard Ri was also able to raise close clansmen as Bonnachts with a loyalty and fighting enthusiasm that was higher than the average Irish peasant. Brian also hired Viking mercenaries, although he was unable to attract as many as his rival nobles, hence no allowance for Beserkirs or Skirmishers as are found in the Norse-Irish list. He also used the Gall Gael, albeit in fewer numbers than available to other Irish nobles.   They accompanied him on his English raid of 1005 AD, and were wiped out at Clontarf. He also actively recruited mercenary Ostmen and Scots. The sacred standard is not reported to have been actually used by Brian, but literary evidence suggests all Irish High Kings had access to this relic, called Battler. It was carried by priests, but if used it is assumed to be on the CinC's element; no priests need be depicted. Only Irish troops are affected by it. Minimums marked * apply only if more than eight elements of such troops of that nationality are used. A Viking Sub-general can command only Vikings and, if present, only he can command other Vikings. Irish Nobles and Bonnachts may fight in mixed units of the same order. Irish Nobles/Luchtighe may have Irish Kern detachments.

36. Anglo-Danish 886 AD – 1075 AD

CinC as HI 2HCW, Sh with PA standard + 3 HI Irr B 2HCW, Sh, or as HC L or JLS Sh with
PA standard + 2 Irr B HC L or JLS, Sh @ 133 pts.. 1
Saxon Sub-general as HI 2HCW, Sh with P standard + 3 HI Irr B 2HCW, Sh @ 73 pts 0-3
Norman Sub-general as HC L, Sh with P standard + 2 Irr B HC L, Sh @ 73 pts.................................0-1
Extra to upgrade Norman Sub-general to Ally-general @ 25 pts...0-1
Saxon Thegns Irr C HI JLS, Sh, @ 20 pts...11-48
Extra to upgrade Saxon Thegns to Irr B as Huscarls @ 4 pts 0-24
Extra to exchange Huscarls JLS for 2HCW @ 0 pts .... any
Extra to exchange other Thegns JLS for 2HCW @ 0 pts 0-1/2
Reduction to downgrade Saxon Huscarls/Thegns to LMI, JLS, Sh @ -12 pts if Huscarls,
@ -11 pts if Thegns ....all/none
Saxon Fyrd Spearmen Irr D MI JLS, Sh @ 8 pts..8-64
Saxon Fyrd Bowmen Irr D MI B @ 4 pts 0-12
Extra to upgrade Saxon Fyrd Spearmen/Bowmen to Irr C @ 4 pts .... any
Extra to upgrade Saxon Huscarls, Thegns or Fyrd Spearmen/Bowmen to mounted infantry
@ 8 pts if HI/MI, @ 6 pts if LMI or general's element .... any
Ill-equipped Saxon Fyrd Irr D MI JLS @ 4 pts or as Irr E LMI IPW @ 1.5 pts 0-36
Saxon Javelinmen Irr C LI JLS, Sh @ 6 pts 0-12
Saxon Slingers Irr C LI S, Sh @ 6 pts 0-8
Saxon Archers Irr C LI B @ 4 pts 0-8
Norman Adventurers Irr B HC L, Sh @ 27 pts...0-6

Scottish Exile Ally-general as HC JLS, Sh with P standard + 2 Irr B HC JLS, Sh, @ 73 pts,
or as HI 2HCW or JLS, Sh with P standard + 3 Irr B HI 2HCW or JLS, Sh @ 73 pts *1
Scottish Exile Thegns Irr B HI 2HCW or JLS, Sh @ 24 pts *3-8
Scottish Exile Spearmen Irr C MI LTS, Sh @ 12 pts *0-16
Scottish Exile Skirmishers Irr C LI JLS, Sh @ 6 pts *0-8
Scottish Exile Archers Irr C LI B @ 4 pts..*0-8
Scottish Exile Galwegians Irr C LMI 2HCW, JLS or Sh @ 9 pts..*0-12
Extra to upgrade Scottish Exile Galwegians to Irr A @ 6 pts..0-1/4
Extra to mount Scottish infantry on horses @ 8 pts if HI/MI, @ 6 pts if LMI, @ 4 pts if LI .... any

Welsh Ally-general as HC L or JLS, Sh + 2 Irr B HC L or JLS, Sh @ 93 pts, or as LHI
LTS or JLS, Sh + 2 Irr B LHI LTS or JLS, Sh @ 87 pts *1
Welsh Cavalry Irr B LC JLS, Sh @ 14 pts *4-8
Extra to upgrade Welsh Cavalry to HC L or JLS, Sh @ 13 pts.. 0-1/2
Welsh Spearmen Irr C MI/LMI each unit all LTS or all JLS, Sh @ 12 pts if MI, @ 9 pts if LMI *8-24
Welsh Bowmen Irr C MI/LMI B @ 8 pts if MI, @ 6 pts if LMI *4-12

Welsh Javelinmen Irr C LI JLS, Sh @ 6 pts *0-18
Welsh Archers Irr C LI B @ 4 pts *0-8
Extra to give Sh to Welsh Bowmen/Archers @ 3 pts if LMI, @ 2 pts if LI...0-1/2

Viking Ally-general as HI 2HCW, Sh with P standard + 3 Irr B HI 2HCW, Sh
@ 98 pts, or as LHI 2HCW, Sh with P standard + 2 Irr B LHI 2HCW, Sh @ 92 pts *1
Viking Hirdsmen Irr B HI/LHI 2HCW or JLS, Sh @ 24 pts if HI, @ 18 pts if LHI................................*3-11
Reduction to downgrade Hirdsmen to MI or LMI @ -8 pts if HI, @ -6 pts if LHI .... any
Viking Beserkir Irr A LMI 2SA @ 15 pts, or Irr A LMI 2HCW @ 12 pts..*0-2
Extra to give Beserkir Sh @ 3 pts .... any
Viking Spearmen Irr C MI/LMI 2HCW or JLS, Sh @ 12 pts if MI, @ 9 pts if LMI...............................*8-24
Viking Bowmen Irr C MI/LMI 2HCW or JLS, B, Sh @ 16 pts if MI, @ 12 pts if LMI.............................*0-9
Extra to upgrade Viking MI to HI or LMI to LHI @ 8 pts if MI, @ 6 pts if LMI....................................... any
Extra to mount Vikings @ 8 pts if HI/MI, @ 6 pts if LHI/LMI .... any
Viking Skirmishers Irr C LI JLS or B, Sh @ 6 pts *0-6

Climate: Cold.
Boats: Yes.
List Rule: Scottish Exile Galwegians not in Shieldwall armed with 2HCW fight 1.5 ranks in hand-to-hand combat if charging, countercharging or pursuing.

Notes: By 886 AD, Saxon king Alfred the Great had organized effective resistance to Viking incursions both in his kingdom of Wessex and in western Mercia. Mercia finally accepted Alfred's leadership after suffering 20 years of raiding and plundering. Although this resulted in greater Anglo-Saxon cooperation than before, Wessex and Mercia were still on the defensive. Alfred's son Edward fought rebel Saxons and Vikings from 903 to 910 AD. At that time, large areas of eastern England (the "Danelaw") had been occupied by Vikings, mainly Danes, who intermingled with the local population and settled down, living as famers and townsmen under their own laws. In 916 AD, in cooperation with his sister Aetheflaed, widowed queen of a Mercian ealdorman known the "Lady of Mercia", Edward began the reconquest of the Danelaw, a task which was completed by 920 AD. In the north, the independent Viking kingdoms of York and Danish Mercia existed until 954 AD and 942 AD, respectively. In 954 AD, Eric Bloodaxe, the exiled Norwegian Viking king, was driven out of York and killed in an ambush at Stainmore and control reverted to the Saxon king Eadred. However, the Danish king Svein Forkbeard began raiding Saxon England, first in 993 AD, again in 1003-4 AD, and one more time in 1006-7 AD. Each time, Svein was bought off with a handsome bribe, raised from a special tax, the Danegeld, and returned home. However, between 1007 and 1013 AD, his aims in England changed from extortion to outright conquest. Other Viking armies also ravaged the country during this period, so much so that when Svein returned in 1013 AD, the Northumbrians and Five Boroughs recognized him as king instead of the current ruling

Saxon monarch, Aethelred. After forcing the latter to flee to Normandy in late 1013 AD, Svein died early the following year. His son, Cnut, fled back to Denmark, only to return in 1015 AD. He defeated the Saxon king Edmund at Ashington in October 1016 AD. Both leaders agreed to share the kingdom, but when Edmund died shortly thereafter, Cnut became the sole ruler of England. Viking control of England passed back to Aethelred's son Edward the Confessor in 1042 AD, when he returned from exile in Normandy. Upon his death in 1066 AD, three pretenders to his throne, William of Normandy, Harald Hardrada King of Norway and the native Harold Godwinson, Earl of Wesex, fought for the crown. Harold defeated Harald at Stamford Bridge, but was then killed at Hastings by William's army 19 days later. William spent the next nine years fighting native English rebels and invading Viking armies, most notably that of Cnut Estrithson, son of the Danish king Svein. This list begins with the Alfred's alliance with the west Mercian Saxons, moves onto the Saxon takeover in York in 954 AD and ends with Cnut's sacking of York. Before 1016 AD, the CinC would have been Saxon; between 1016 and 1042 AD, Viking; and between 1042 and 1066 AD, Saxon or Norman. After 1066 AD, the CinC would have been Saxon, Norman or Viking, depending on the campaign. Throughout the period, the Saxon Fyrd constituted the backbone of the army. They were sometimes mounted for mobility in chasing Viking raiders. The Fyrd were augmented with Viking allies, most often used by Aethelred but also by other Saxon or Viking rulers. The Fyrd also fought alongside rebellious Norman earls in the years after William's victory at Hastings or supporting the exploits of the Norman earl Ralph the Timid, who led an Anglo-Danish army on behalf of Edward the Confessor against another Anglo-Danish army consisting of native English, Welsh and Vikings. The Welsh were used almost routinely as mercenaries throughout the period whereas the Scots were active starting only with Edward's accession in 1042 AD, Scots also fought with Siward against Macbeth in 1054 AD. Saxon armies from 886-953 AD cannot include any non-Saxon troops and a HC CinC must be armed with JLS. Scots, Welsh, Normans or loose order Saxon Huscarls/Thegns, cannot be used together. The latter reflects an apparent one-time use of "lightened" Huscarls/Thegns by Harold Godwinson against the Welsh. Saxon Huscarls, Thegns, Fyrd Spearmen/Bowmen and Ill-equipped Fyrd of the same order may fight in mixed units. Minimums marked * apply only if troops of that nationality are used.