

*When I first accepted the commission of subduing Africa
I depended much less on the numbers or upon the bravery of my troops,
than upon the friendly disposition of the natives,
and their immortal hatred to the Vandals.*

BYZANTIUM

AUTHORISED ARMY LISTS FOR

**MORTEM
ET GLORIAM**



ARMY LISTS

BYZANTIUM

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CREATING AN ARMY WITH THE MORTEM ET GLORIAM ARMY LISTS

Use the army lists to create your own customised armies using the Mortem et Gloriam Army Builder.

There are few **general rules** to follow:

1. An army must have at least 2 generals and can have no more than 4.
2. You must take at least the minimum of any troops noted, and may not go beyond the maximum of any.
3. No army may have more than two generals who are Talented or better.
4. Any UGs can be downgraded by one quality grade and/or by one shooting skill representing less strong, tired or understrength troops. If any bases are downgraded all in the TuG must be downgraded. So Average-Experienced skirmishers can always be downgraded to Poor-Unskilled.

Where **allies** are allowed they must conform to the following rules:

1. They must be a minimum of 2 and a maximum of 4 UGs.
2. They must take UGs sufficient to get them to at least 50% of the minimums in the list being used.
3. They can thereafter take any troops up to the maximum to create the rest of the allied contingent.
4. Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

HISTORICAL INTRODUCTION

The Byzantine Empire was the continuation of the Roman Empire in the East. Constantine I (r. 324-337) reorganised the empire and established his new capital at Byzantium which was renamed "Constantinople" in his honour. It remained the capital of the Eastern Roman Empire for over 1000 years. Theodosius I (r. 375-395) was the last emperor to rule both the eastern and western halves of the Roman Empire. The empire continued to use Latin until the reign of Heraclius (r. 610-641) when Greek was adopted for official use.

The 5th century saw the collapse of the Western Roman Empire as Britain was abandoned and then Gaul, Spain and Italy were overrun by various German and Gothic tribes. In 410 Rome was sacked. In 423 Aetius became Magister Militum. Although he never sought to become Emperor, backed by Hunnic troops and the Eastern court he was the most powerful figure in the Western Roman Empire for the next thirty years.

In 429 the Roman commander in North Africa, Boniface, invited the Vandals under King Geseric to cross over from modern Spain to Africa to aid him. Once there they could not be removed, and by 439 they had captured Carthage. The Vandal fleets pillaged the coasts of the western Mediterranean and in 455 Rome was sacked again.

In 444 the Huns were united under Attila. By 450 he had extorted huge sums from the Eastern Roman Empire. In 451 he invaded Gaul and was defeated by a combined force of barbarians settled within the Roman Empire led by Aetius. Attila invaded Italy in the following year but withdrew. He died a year later. Aetius was assassinated in 454.

In 468 the Eastern Empire assembled a large army to secure Italy and retake Africa. Geseric defeated this invasion force. In September 476, Odoacer forced the 16 year old Romulus Augustus to abdicate and installed himself as ruler of Italy. By convention, this is the point at which the Western Roman Empire ended. In 488 Theodoric, king of the Ostrogoths, invaded Italy at the orders of the Eastern Emperor Zeno, founded an Ostrogothic kingdom at Ravenna and killed Odoacer in 491. Theodoric ruled Italy until his death in 526.

In 527, Justinian I, became the Eastern Roman emperor. Under his rule, the Byzantine Empire reached its greatest extent after reconquering much of the western Mediterranean coast including North Africa, Italy and Rome. Part of his success was due to his general, Flavius Belisarius. Belisarius fought against the Sassanid Persians. From 533-534 he commanded the Byzantine expedition which recaptured North Africa. Between 535 and 540 he fought the Ostrogothic Kingdom of Italy, capturing Rome and Ravenna. He was then recalled to fight against the Persians. After an indecisive campaign he returned to Italy, but was starved of resources by Justinian. Justinian sent Narses to replace Belisarius who decisively defeated the Goths in 552 at Taginae. In 559 Belisarius was brought out of retirement to command against a Bulgar invasion that threatened Constantinople itself. Despite being severely outnumbered the Bulgars were defeated.

In 568 the Langobards (Lombards) invaded Italy joined by numerous Saxons, Heruls, Gepids, Bulgars and Thuringians. By late 569 they had conquered all of northern Italy as well as occupying parts of central and Southern Italy. They established the Lombard Kingdom which although conquered by Charlemagne, continued to rule southern parts of Italy until the 11th century when they were conquered by the Normans.

During the 6th and 7th centuries a series of epidemics struck which devastated the population and contributed to a significant weakening of the Empire. After the death of Justinian in 568 the Empire was threatened by the Avars and Slavs crossing the Danube and the Persians in the east. In 602 the Sassanid Khosrau II invaded and quickly conquered the eastern provinces of the Empire including Mesopotamia, Syria, Palestine and Egypt. In 626 Constantinople was besieged by Avars and Slavs to the north and Persians from the South. The Emperor Heraclius adopted the strategy of sailing up the Black Sea and invading the Persian heartland. The Persians withdrew and Khosrau II was assassinated (628). The lost provinces were restored to the Empire, but most of the Balkans was lost to the Slavs.

From 634, the Arabs, newly united by Mohammed, invaded and conquered Syria, Palestine, Egypt and Mesopotamia. These provinces were never to be recaptured. The Arabs sent frequent raiding parties into Asia Minor. In the 670s the Bulgars were pushed south of the Danube by the arrival of the Khazars. Between 674 and 678 the Arabs laid siege to Constantinople itself. The Arabs were eventually repulsed and a thirty year truce signed with the Umayyad Caliphate.

The 8th and 9th centuries saw a decline in urban culture. Only the accession of Basil I in 867, which marks the beginning of the Macedonian Dynasty, would see a revival and resurgence in the Empire. On the Eastern front the Empire rebuilt its defences and took the offensive against the Abbasid caliphate. Byzantine power in Southern Italy was consolidated and would remain in the Empire for the next 200 years. The 10th century saw slow but steady progress in Syria and the capture of Crete in 963 and Cyprus in 965.

In 894 the Bulgars invaded the Empire under Simeon I. In 896 the Byzantines were defeated at Boulgarophygon and agreed to pay annual subsidies. The Byzantines were defeated again in 917 and Constantinople faced another siege in 924. The sudden death of Simeon in 927 saw the collapse of the Bulgar threat. In 968 Bulgaria was overrun by the Rus, but they were defeated in 971 and Eastern Bulgaria re-incorporated into the Byzantine Empire. Bulgar revolts continued until the Bulgars were effectively annihilated at Kleidon in 1014. By 1018 the Empire had restored the Danube frontier which had not been held since the reign of the emperor Heraclius.

LATER PRE-ISLAMIC BEDOUIN



ARMY COMMANDER	1	Any Instinctive	DATES	400 A.D. to 636 A.D.
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Desert, Plains if Lakhmid
INTERNAL ALLIED GENERALS	0-1	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Bedouin cavalry	CAVALRY Formed Flexible	Average	Unprotected	-	Long Spear	-	Combat Shy	24 32	4,6
Armoured cavalry	CAVALRY Formed Loose	Superior	Protected	-	Long Spear	-	-	0 24	4,6
Al Shahba (Only Lakhmids)	CAVALRY Formed Loose	Average	Protected	Experienced Bow	Short Spear	-	-	0 6	4,6
Camel riders	CAMELRY Formed Flexible	Average	Protected	-	Short Spear	-	Combat Shy	0 8	4,6
Foot	INFANTRY Tribal Loose	Average	Protected	Unskilled Javelin	Short Spear	-	-	0 60	6,8,9
Archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 12	6,9
Slingers	INFANTRY Skirmisher	Average	Unprotected	Experienced Sling	-	Combat Shy	-	0 9	6,9
Javelinmen	INFANTRY Skirmisher	Poor	Unprotected	Experienced Javelin	-	Combat Shy	-	0 12	6,9

HISTORICAL NOTES

This list covers the Bedouin armies of the Salih and Ghassanids, allied to the Romans from c. 420 to 636. It also covers the Lakhmids, allied to the Persians from c. 400 to 602.

EASTERN LATER FOEDERATE ROMAN



ARMY COMMANDER	1	Any Professional	DATES	441 A.D. to 493 A.D.
SUB-GENERALS	1-3	Any Professional	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Fortified; Poor, Average or Superior

NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Equites	CAVALRY Drilled Loose	Average	Protected	Unskilled Javelin	Short Spear	-	Melee Expert	0 6	4,6
Equites Illyricani	CAVALRY Drilled Flexible	Average	Protected	Experienced Javelin	Short Spear	-	-	0 4	4
Equites equipped as horse archers	CAVALRY Drilled Loose	Average	Protected	Experienced Bow	Short Spear	-	Melee Expert, Dismountable	0 12	4,6
Feoderate cavalry	CAVALRY Formed Loose	Average	Protected	- -	Charging Lancer	-	Melee Expert	0 8	4,6
Equites Clibinarii	CAVALRY Formed Close	Average	Fully Armoured	- -	Long Spear	Shove	-	0 6	4,6
Equites Alani or similar	CAVALRY Drilled Loose	Average	Protected	- -	Charging Lancer	-	Melee Expert	0 6	4,6
Alan or Hun mercenaries	CAVALRY Formed Flexible	Average	Unprotected	Experienced Bow	-	-	Melee Expert	0 6	4,6
Legionaries (before 461)	INFANTRY Drilled Close	Average	Protected	Experienced Javelin	Short Spear	-	Melee Expert	4 18	4,6,8
Legionaries (from 461)	INFANTRY Formed Close	Average	Protected	Experienced Javelin	Short Spear	-	Melee Expert	0 18	4,6,8
Auxilia Palatina	INFANTRY Drilled Flexible	Superior	Protected	Experienced Darts	Short Spear	-	Melee Expert, Orb/Square	0 8	6,8
Auxilia	INFANTRY Drilled Flexible	Average	Protected	Experienced Darts	Short Spear	-	Melee Expert, Orb/Square	6 16	6,8

EASTERN LATER FOEDERATE ROMAN



Auxiliary archers (before 461)	INFANTRY Drilled Loose	Average	Protected	Experienced Bow	-	Combat Shy	-	0 12	6,8
Auxiliary archers (from 461)	INFANTRY Formed Loose	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 12	6,8
Foederate infantry	INFANTRY Tribal Flexible	Average	Protected	- -	-	Devastating Chargers	-	0 24	6,8
Isaurians (from 466)	INFANTRY Tribal Loose	Average	Protected	Experienced Javelin	Short Spear	-	-	6 30	6,9
Equites Mauri or similar	CAVALRY Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Cantabrian	0 8	4,6
Equites Sagitarii	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	Cantabrian	0 12	4,6
Javelinmen	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	-	Combat Shy	-	0 9	6,9
Archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9

ALLIES

Ostrogothic allies - Later German Sarmatized (Any Instinctive)

Later Pre-Islamic Bedouin allies - (Any Instinctive)

NOTES

Up to half the units of Equites, Equites equipped as horse archers, Equites Illyricani, Equites Clibinarii, Equites Mauri, Equites Alani or Equites Sagitarii may be upgraded to Superior.

HISTORICAL NOTES

This list covers the Eastern Roman Empire from the failure of the expedition to retake Africa until the reforms of Anastasius I.

AFRICAN VANDAL



ARMY COMMANDER	1	Any Instinctive	DATES	442 A.D. to 535 A.D.
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Standard, Coastal, Mountains
INTERNAL ALLIED GENERALS			CAMP	Mobile or Fortified; Poor or Average

NAME	TYPE TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	
				WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	UG SIZE
Vandal cavalry	CAVALRY Formed Loose	Average	Protected	-	Short Spear	Devastating Chargers	Melee Expert	12	4,6
Best Vandal cavalry	CAVALRY Formed Loose	Superior	Protected	-	Short Spear	Devastating Chargers	Melee Expert	0	4
Alans (only before 500)	CAVALRY Formed Flexible	Average	Unprotected	Experienced Bow	-	-	Melee Expert	0	4,6
Moors	CAVALRY Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Cantabrian	0	4,6

ALLIES

Moorish allies - Late Moorish (Any Instinctive)

NOTES

A command may not have more than one TUG of Best cavalry.

HISTORICAL NOTES

The Vandals under Geiseric with some Alans crossed to Africa in 429 at the request of Boniface (Bonifacius), the military ruler of the region. Procopius asserts that the Vandals and Alans numbered 80,000 when they moved to North Africa. They quickly fell out with Boniface and by 432 had captured Numidia, despite Boniface receiving reinforcements from both Western and Eastern Roman Empires. Geiseric went on to capture Carthage in 439. Conquering Sicily, Sardinia, Corsica and the Balearic Islands, he built his kingdom into a powerful state. During the next thirty-five years, with a large fleet, Genseric looted the coasts of the Eastern and Western Empires and in 455 sacked Rome. In 460 and 468 the Vandals defeated Roman expeditions attempting to recapture Rome.

In 533 the Byzantine Emperor Justinian I declared war and sent an expedition under Belisarius. The Vandals were defeated twice and by 534 had surrendered. The choicest Vandal warriors were formed into five cavalry regiments, known as Vandali Iustiniani, and stationed on the Persian frontier.

SABIR



ARMY COMMANDER	1	Any Instinctive	DATES	450 A.D. to 582 A.D.
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Plains
INTERNAL ALLIED GENERALS			CAMP	Mobile; Poor or Average

NAME	TYPE TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
				WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Nobles and followers	CAVALRY Formed Loose	Superior	Protected	Experienced Bow	Short Spear	-	Melee Expert	0 18	4,6
Horse archers	CAVALRY Formed Flexible	Average	Unprotected	Experienced Bow	-	-	Melee Expert	10 36	4,6
Horse archers	CAVALRY Formed Flexible	Average	Unprotected	Skilled Bow	-	-	-	0 20	4,6
Foot	INFANTRY Tribal Loose	Average	Protected	- -	-	Devastating Chargers	Melee Expert	0 24	6,8,9
Archers	INFANTRY Tribal Loose	Average	Unprotected	Experienced Bow	-	-	-	0 24	6,8,9

NOTES

A command may not have more than one TUG of Nobles and followers.

HISTORICAL NOTES

The Sabirs although referred to as ancient sources as Huns, were probably of Turkic descent and related to the Khazars. They lived north of the Caucasus, on the eastern shores of the Black Sea. They fought for both the Byzantines and Sassanid Persians at different times and were skilled in fighting on foot and in seige warfare. They are first mentioned by Priscus in 463 and last mentioned in connection with the Byzantine conquest in Caucasian Albania c580. They were probably assimilated into the Khazar or Bulgar confederations.

LANGOBARD



ARMY COMMANDER	1	Any Instinctive	DATES	489 A.D. to 584 A.D.
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Standard, Coastal, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	UG SIZE
Noble cavalry	CAVALRY	Formed Loose	Superior	Protected	-	Short Spear	Devastating Chargers	Melee Expert	0	4
Cavalry	CAVALRY	Formed Loose	Average	Protected	-	Short Spear	Devastating Chargers	Melee Expert	12	4,6
Followers	INFANTRY	Tribal Flexible	Average	Protected	-	-	Devastating Chargers	-	0	6,8,9
Archers	INFANTRY	Tribal Loose	Average	Unprotected	Experienced	-	Combat Shy	-	0	6,8
Skirmishers	INFANTRY	Skirmisher	Average	Unprotected	Experienced	-	Combat Shy	-	0	6,9

ALLIES

- Suevi allies - Later Non-Sarmatized German - from 526 (Any Instinctive)
- Saxon allies - from 568 to 574 (Any Instinctive)
- Bulgar allies - from 568 (Any Instinctive)

NOTES

A command may not have more than one TUG of Noble cavalry.

HISTORICAL NOTES

The first mention of the Langobards (Long Beards) is by Paternulus who says that under Tiberius the power of the Langobardi was broken, a race surpassing even the Germans in savagery. They survived during the next four centuries. In 489 it is believed they migrated from the shores of the Elbe to former territories of the Burgundi possibly on the Oder. In the 540s, Audoin (ruled 546–560) led the Langobards across the Danube into Pannonia, where they received Imperial subsidies as Justinian encouraged them to battle the Gepids. In 552, the Byzantines aided by a large contingent of Foederati, notably Langobards, Heruls and Bulgars, defeated the last Ostrogoths led by Teia in the Battle of Taginae. Audoin was succeeded by his son Alboin. In 568 joined by numerous Saxons, Heruls, Gepids, Bulgars and Thuringians he invaded Italy. By late 569 they had conquered all of northern Italy as well as occupying parts of central and Southern Italy and established the Lombard Kingdom.

SASSANID PERSIAN



ARMY COMMANDER	1	Any	DATES	489 A.D. to 628 A.D.
SUB-GENERALS	1-3	Any	TERRAIN	Standard, Plains, Mountains
INTERNAL ALLIED GENERALS			CAMP	Mobile or Fortified; Poor, Average or Superior

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL		MELEE		CHARACTERISTICS		MIN	
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	UQ SIZE		
Elephants	ELEPHANTS	Tribal Loose	Average	Protected	-	-	-	-	Shove	-	0	2,3,4
					-	-	-	-			6	
Asvaran	CAVALRY	Formed Close	Average	Fully Armoured	-	Long Spear	-	-	Shove	-	0	4,6
					-		-	-			8	
Zhayedan	CAVALRY	Formed Close	Superior	Fully Armoured	-	Long Spear	-	-	Shove	-	0	4,6
					-		-	-			4	
Asvaran	CAVALRY	Formed Loose	Superior	Protected	Experienced	Short Spear	-	-	-	-	6	4,6
					Bow		-	-			12	
Asvaran	CAVALRY	Formed Loose	Average	Protected	Experienced	Short Spear	-	-	-	-	6	4,6
					Bow		-	-			18	
Armenian cavalry (from 596 to 617)	CAVALRY	Formed Loose	Average	Protected	-	Charging Lancer	-	Melee Expert	-	-	8*	4,6
					-		-				12	
Dailami guards (from 591)	INFANTRY	Drilled Flexible	Superior	Protected	-	Impact Weapon	-	-	-	-	0	6
					-		-	-			6	
Paighan	INFANTRY	Tribal Loose	Average	Protected	-	Short Spear	-	-	-	-	0	6,8,9
					-		-	-			24	
Kamandaran	INFANTRY	Tribal Loose	Average	Unprotected	Experienced	-	-	-	-	-	0	6,8
					Bow		-	-			18	
Levy	INFANTRY	Tribal Close	Poor	Protected	-	Long Spear	-	Combat Shy	-	-	0	8,9,10
					-		-				48	
Horse archers	CAVALRY	Skirmisher	Average	Unprotected	Experienced	-	-	Combat Shy	-	-	0	4,6
					Bow		-				12	

SASSANID PERSIAN



Archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 9	6,9
Slings	INFANTRY Skirmisher	Average	Unprotected	Experienced Sling	-	Combat Shy	-	0 9	6,9
Javelinmen	INFANTRY Skirmisher	Poor	Unprotected	Experienced Javelin	-	Combat Shy	-	0 9	6,9

ALLIES

Lahkmid allies - Later Pre-Islamic Bedouin - to 602 (Any Instinctive)

Armenian allies (Any Instinctive)

Daylamite allies (Any Instinctive)

Hepthalite allies - to 552 (Any Instinctive)

Sabir allies (Any Instinctive)

NOTES

The minima for Armenian cavalry only applies if non-allied Armenian cavalry are used.

Arab allies and Sabir Hun allies cannot be used with Hepthalite allies.

If any Sassanid generals are Professional then all must be.

A camp can be superior if it carries the Derafsh Kaviani.

HISTORICAL NOTES

In 488 Kavadh I came to the throne. With the support of the Hephtalites he launched a campaign against the Byzantine empire but a peace treaty was negotiated in 506. In 525 an attempt by the Iberians to switch their allegiance led to war a second war. The Byzantines were repulsed at Nisibis (527) but then under Belisarius beat the Persians at Dara (530). A second Persian army was defeated at Satala but the Persians defeated Belisarius at Callinicum (531) and a further peace treaty negotiated. In 540 Khosrau I, son of Kavadh, broke the treaty. After initial success, fighting concentrated on the region of Lazica, south of the Caucasus mountains by the Black Sea. A peace treaty in 562 recognised Lazica as part of the Byzantine sphere of influence. War again broke out when Armenia and Iberia revolted from Sassanid control in 571. After earlier successes, Khosrau was severely defeated outside Melitene (576). The Armenian revolt came to an end with Armenia back in the Sassanid Empire. War continued with the Byzantines until Khosrau II asked the Byzantine Emperor Maurice for assistance to defeat Bahram who had seized the throne. When restored to power Khosrau II handed control of western Armenia and Iberia to the Byzantines. When Maurice was overthrown Khosrau used this as a pretext for a new invasion. The Persians benefited from civil war in the Byzantine empire and conquered Syria in 611 and Eghpt by 621. The Persians however were overstretched and the Byzantine Emperor Heraclius led a successful counter-attack between 622 and 627. Khosrau II was overthrown and murdered by his son Kavadh II in 628.

DAYLAMITE



ARMY COMMANDER	1	Any Instinctive	DATES	489 A.D. to 654 A.D.
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL		MELEE		CHARACTERISTICS		MIN	
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	UG SIZE		
Warriors	INFANTRY	Tribal Flexible	Average	Protected	-	-	-	-	Devastating Chargers	Melee Expert	0	6,8,9
Best Warriors	INFANTRY	Tribal Flexible	Superior	Protected	-	-	-	-	Devastating Chargers	Melee Expert	0	6
Archers	INFANTRY	Skirmisher	Average	Unprotected	Experienced	Bow	-	-	Combat Shy	-	0	6,9
Javelinmen	INFANTRY	Skirmisher	Average	Unprotected	Experienced	Javelin	-	-	-	-	0	6,9

NOTES

A command may not have more than one TUG of best warriors.

HISTORICAL NOTES

The highlands of Daylam were a mountainous region south of the Caspian Sea. During the Sassanian period, they were ruled by descendants of Gushnap who was a Parthian vassal who submitted to the Sassanid emperor Ardashir I. An elite unit of 4000 Dailami were employed by Khosrau II. Muslim sources maintain that following the Sassanid defeat at the Battle of al-Qadisiyyah the Dailami defected to the Arab side and converted to Islam. The Daylamites resisted the Arab invasion of their own homeland for several centuries under their own local rulers. The Abbasid Caliphate occupied parts of the region but their control was never very effective. The reliance of the Abbasid Caliphate for mercenary soldiers and the conversion of the Daylamites to Islam led to local Arab dynasties including the Buyids and Ziyarids.

ITALIAN OSTROGOTHIC



ARMY COMMANDER	1	Any Instinctive	DATES	493 A.D. to 561 A.D.
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Standard, Coastal, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Armoured cavalry	CAVALRY	Formed Loose	Superior	Protected	-	Short Spear	Devastating	Melee Expert,	0	4
					-		Chargers	Dismountable	8	
Cavalry	CAVALRY	Formed Loose	Average	Protected	-	Short Spear	Devastating	Melee Expert,	12	4,6
					-		Chargers	Dismountable	48	
Huns	CAVALRY	Formed Flexible	Average	Unprotected	Experienced	-	-	Melee Expert	0	4
					Bow				4	
Byzantine deserters (only from 544 to 552)	CAVALRY	Drilled Loose	Average	Protected	Experienced	Short Spear	-	Melee Expert,	0	4
					Bow			Dismountable	4	
Spearmen	INFANTRY	Tribal Close	Average	Protected	-	Long Spear	Shield Cover,	Combat Shy	0	6,8,9
					-		Integral		18	
Archers	INFANTRY	Tribal Loose	Average	Unprotected	Experienced	-	Combat Shy	-	0	6,8
					Bow				24	
Upgrade archers with mantlets	INFANTRY	Tribal Loose	Average	Unprotected	Experienced	-	Pavise, Combat	-	0	6,8
					Bow		Shy		8	
Levy	INFANTRY	Tribal Close	Poor	Protected	-	Short Spear	Shield Cover,	Combat Shy	0	6,8,9
					-		Integral		9	
Skirmishers	INFANTRY	Skirmisher	Average	Unprotected	Experienced	-	Combat Shy	-	0	6,9
					Bow				18	

ALLIES

Burgundian allies - from 548 (Any Instinctive)

ITALIAN OSTROGOTHIC



HISTORICAL NOTES

In 488 Theoderic and his Ostrogoths set out to invade Italy under an agreement with the Eastern Roman emperor Zeno. After 5 years of war, a peace treaty was arranged between Odoacer and Theoderic, but at a banquet to celebrate the treaty Theoderic killed Odoacer and a massacre of his supporters followed.

Theoderic and his Goths were masters of Italy, but retained the Roman system of administration. All military matters remained the exclusive preserve of the Goths who mostly settled in northern Italy and kept themselves distinct from the Roman population.

In 506 Theoderic found himself at war with the Franks who had attacked the Visigothic dominions in Gaul. Through his successes he extended Ostrogothic rule into Provence at the expense of the Burgundians.

In 535 the Byzantine emperor Justinian resolved to reclaim Italy. Between 535 and 554 a series of wars was fought between the Goths and Byzantines. In 540 the Byzantines captured Ravenna and held much of Italy, but the Goths continued to resist. By the end of the conflict Italy was devastated. As a consequence the Byzantines couldn't resist the invasion of the Lombards in 568.

EARLY BYZANTINE



ARMY COMMANDER	1	Any Professional	DATES	493 A.D. to 578 A.D.
SUB-GENERALS	1-3	Any Professional	TERRAIN	Standard, Coastal, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Kavallarioi	CAVALRY Drilled Loose	Average	Protected	Experienced Bow	Short Spear	-	Melee Expert, Dismountable	8 30	4,6
Clibinarii (before 518)	CAVALRY Formed Close	Average	Fully Armoured	- -	Long Spear	Shove	-	0 8	4,6
Boukellarioi (from 518)	CAVALRY Drilled Loose	Superior	Protected	Experienced Bow	-	Devastating Chargers	Melee Expert, Dismountable	4 16	4,6
Huns	CAVALRY Formed Flexible	Average	Unprotected	Experienced Bow	-	-	Melee Expert	4 12	4,6
Foederate/Symmachoi cavalry	CAVALRY Formed Loose	Average	Protected	- -	Charging Lancer	-	Melee Expert	0 6	4,6
Vandal Justiniani	CAVALRY Drilled Loose	Average	Protected	- -	Short Spear	Devastating Chargers	Melee Expert	0 6	4,6
Skutatoi	INFANTRY Formed Close	Average	Protected	Experienced Javelin	Short Spear	-	Shield Cover	0 48	6,8
Archers	INFANTRY Formed Loose	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 8	6,8
Isaurians	INFANTRY Tribal Loose	Average	Protected	Experienced Javelin	Short Spear	-	-	0 18	6,8,9
Moorish or similar cavalry	CAVALRY Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Cantabrian	0 8	4,6
Skirmishing archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9

EARLY BYZANTINE



Slingers	INFANTRY Skirmisher	Average	Unprotected	Experienced Sling	-	Combat Shy	-	0 9	6,9
Javelinmen	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	-	Combat Shy	-	0 9	6,9

ALLIES

Frankish allies (only from 530 to 552) (Any Instinctive)

Sabir allies (only from 518 to 575) (Any Instinctive)

Later Pre-Islamic Bedouin allies (Any Instinctive)

Armenian allies (Any Instinctive)

Lombard allies (Only from 551 to 552) (Any Instinctive)

HISTORICAL NOTES

This list covers the period of Byzantine resurgence after the collapse of the western Roman empire.

MAURIKIAN BYZANTINE



ARMY COMMANDER	1	Any Professional	DATES	575 A.D. to 650 A.D.
SUB-GENERALS	1-3	Any Professional	TERRAIN	Standard, Coastal, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
				WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
ELITE CAVALRY									
Front rank (1/2 TUG)	CAVALRY Drilled Loose	Superior	Protected	Experienced Bow	Charging Lancer	Shoot & Charge	Melee Expert	0 6	4,6
Rear rank (1/2 TUG)	CAVALRY Drilled Loose	Superior	Protected	Experienced Bow	-	Shoot & Charge	-	= See note	
PHOIDERATOI									
Front rank (1/2 TUG)	CAVALRY Drilled Loose	Average	Protected	Experienced Bow	Charging Lancer	Shoot & Charge	Melee Expert	4 12	4,6
Rear rank (1/2 TUG)	CAVALRY Drilled Loose	Average	Protected	Experienced Bow	-	Shoot & Charge	-	= See note	
LINE CAVALRY									
Front rank (1/2 TUG)	CAVALRY Drilled Loose	Average	Protected	Experienced Bow	Charging Lancer	Shoot & Charge	-	8 48	4,6
Rear rank (1/2 TUG)	CAVALRY Drilled Loose	Average	Protected	Experienced Bow	-	Shoot & Charge	-	= See note	

Optimates	CAVALRY Formed Loose	Average	Protected	- -	Charging Lancer	-	Melee Expert	0 12	4,6
Detached Koursoures	CAVALRY Drilled Flexible	Average	Protected	Experienced Bow	-	-	Combat Shy	0 See note	4,6
Skutatoio	INFANTRY Drilled Close	Poor	Protected	- -	Long Spear	Shield Cover, Integral Shooters	-	8* 24	6,8
Archers	INFANTRY Formed Loose	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 8	6,8

MAURIKIAN BYZANTINE



Lazoi, Abasgoi, Tzanoi and similar javelinmen	INFANTRY Tribal Loose	Average	Protected	Experienced Javelin	Short Spear	-	-	0 9	6,8,9
Skirmishing archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9
Javelinmen	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	-	Combat Shy	-	0 9	6,9

ALLIES

Moorish allies - 681 (Any Instinctive)
 Slav allies - Early Slav

NOTES

Troops with front and rear ranks specified must have equal numbers of each in the TUG. The maxima and minima shown are for the combined front and rear ranks.
 The maximum for Koursos is 1 per 2 elite or line cavalry.
 The minimum for Skutatoi only applies if any foot are used.

HISTORICAL NOTES

The Byzantine emperor Maurikios codified current military practice in the Strategikon at the end of the 6th century.

ITALIAN LOMBARD



ARMY COMMANDER	1	Any Instinctive	DATES	584 A.D. to 774 A.D.
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Standard, Coastal, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
				WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
GASTALDI COMPRISING									
Lesser Nobles (1/2 TUG)	CAVALRY Formed Loose	Superior	Protected	- -	Short Spear	Devastating Chargers	Melee Expert	8 24	4,6
Followers (1/2 TUG)	CAVALRY Formed Loose	Superior	Protected	- -	Short Spear	-	Combat Shy	= See note	
GASINDI COMPRISING									
Retainers (1/2 TUG)	CAVALRY Formed Loose	Average	Protected	- -	Short Spear	Devastating Chargers	Melee Expert	8 48	4,6
Followers (1/2 TUG)	CAVALRY Formed Loose	Average	Protected	- -	Short Spear	-	Combat Shy	= See note	

Bulgar settlers (from 668 to 700)	CAVALRY Formed Flexible	Average	Protected	Experienced Bow	Short Spear	-	-	0 4	4
Italian town militia (from 650)	INFANTRY Formed Close	Poor	Protected	- -	Long Spear	-	Combat Shy	0 18	6,8,9
Archers	INFANTRY Tribal Loose	Average	Protected	Experienced Bow	-	-	Combat Shy	0 16	6,8
Skirmishers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9

ALLIES

Avar allies - from 590 to 601 (Any Instinctive)

Slav allies - Early Slav - 603 (Any Instinctive)

NOTES

Troops with front and rear ranks specified must have equal numbers of each in the TUG. The maxima and minima shown are for the combined front and rear ranks.

ITALIAN LOMBARD



HISTORICAL NOTES

In 568 the Langobards (Lombards) invaded Italy joined by numerous Saxons, Heruls, Gepids, Bulgars and Thuringians. By late 569 they had conquered all of northern Italy as well as occupying parts of central and Southern Italy. They established the Lombard Kingdom which although conquered by Charlemagne, continued to rule southern parts of Italy until the 11th century when they were conquered by the Normans. This list covers Italian Lombard armies until the conquest by Charlemagne.

EARLY CROATIAN



ARMY COMMANDER	1	Any Instinctive	DATES	627 A.D. to 1089 A.D.
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Standard, Coastal, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Cavalry	CAVALRY	Formed Loose	Average	Protected	-	Short Spear	Devastating Chargers	Melee Expert	6	4,6
Warriors	INFANTRY	Tribal Loose	Average	Unprotected	Experienced Javelin	Short Spear	-	Combat Shy	16	6,8,9
Replace warriors with spearmen (only after 798)	INFANTRY	Tribal Close	Average	Protected	-	Short Spear	-	Combat Shy	2/3	0
Warriors with axes	INFANTRY	Tribal Loose	Average	Unprotected	Experienced Javelin	Short Spear	-	Melee Expert	0	6,8,9
Skirmishers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	18	6,9
Skirmishing javelinmen	INFANTRY	Skirmisher	Average	Unprotected	Experienced Javelin	-	Combat Shy	-	18	6,9

HISTORICAL NOTES

The origin of the Croats is uncertain. They are recorded as being ruled by Carolingian Lothar I in 828 but agreed a peace treaty with Venice in 839. They also successfully resisted an invasion by the Bulgars. They also resisted both the Arabs and Byzantines and in the early 10th century united the Dalmatian and Pannonian Croats into a single state. Another invasion by the re-emergent Bulgars was defeated and better relations established with the Byzantines. Croatia was united with the Hungarian crown in the early 12th century.

EARLY SERBIAN



ARMY COMMANDER	1	Any Instinctive	DATES	627 A.D. to 1042 A.D.
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Standard, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Cavalry	CAVALRY	Formed Loose	Average	Protected	-	Short Spear	Devastating Chargers	Melee Expert	6	4,6
Fiercest cavalry	CAVALRY	Formed Loose	Average	Protected	-	Charging Lancer	-	Melee Expert	0	4,6
Javelinmen	INFANTRY	Tribal Loose	Average	Unprotected	Experienced Javelin	Short Spear	-	Combat Shy	16	6,8,9
Replace javelinmen with spearmen (only after 798)	INFANTRY	Tribal Close	Average	Protected	-	Short Spear	-	Combat Shy	2/3	0
Archers	INFANTRY	Tribal Loose	Average	Unprotected	Experienced Bow	-	Combat Shy	-	8	6,8,9
Skirmishers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0	6,9
Skirmishing javelinmen	INFANTRY	Skirmisher	Average	Unprotected	Experienced Javelin	-	Combat Shy	-	0	6,9

NOTES

A command may not have more than one TUG of fiercest cavalry.

HISTORICAL NOTES

The Serbs were Slavs who probably mixed with the indigenous population. They occupied an area comprising roughly to modern Serbia. This area had been subjected to raids throughout the early period of the Eastern Roman Empire and in 7th century small Serb states start to emerge. By the mid-10th century the state had emerged into a tribal confederation ruled by the Vlastimirović dynasty. The tribes most likely consolidated due to the spreading of the Bulgarian Khanate towards their borders in the 9th century. The Bulgars were successfully resisted and Serbia converted to Christianity. In the late 10th century Serbia was contested between the Byzantines and the Bulgars. It is independent again by 1042.

LATE SASSANID PERSIAN



ARMY COMMANDER	1	Any	DATES	629 A.D. to 654 A.D.
SUB-GENERALS	1-3	Any	TERRAIN	Standard, Plains, Mountains
INTERNAL ALLIED GENERALS			CAMP	Mobile or Fortified; Poor, Average or Superior

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Elephants	ELEPHANTS	Tribal Loose	Average	Protected	-	-	Shove	-	0	2,3
					-				3	
Asvaran	CAVALRY	Formed Loose	Superior	Protected	Experienced	Short Spear	-	-	0	4,6
					Bow				6	
Asvaran	CAVALRY	Formed Loose	Average	Protected	Experienced	Short Spear	-	-	6	4,6
					Bow				24	
Dailami guards (to 636)	INFANTRY	Drilled Flexible	Superior	Protected	-	Impact Weapon	-	-	0	6
					-				6	
Paighan	INFANTRY	Tribal Loose	Average	Protected	-	Short Spear	-	-	12	6,8,9
					-				36	
Kamandaran	INFANTRY	Tribal Loose	Average	Unprotected	Experienced	-	-	-	0	6,8
					Bow				18	
Levy	INFANTRY	Tribal Close	Poor	Protected	-	Long Spear	-	Combat Shy	0	8,9,10
					-				48	
Horse archers	CAVALRY	Skirmisher	Average	Unprotected	Experienced	-	Combat Shy	-	0	4,6
					Bow				12	
Archers	INFANTRY	Skirmisher	Average	Unprotected	Experienced	-	Combat Shy	-	0	6,9
					Bow				9	
Slingers	INFANTRY	Skirmisher	Average	Unprotected	Experienced	-	Combat Shy	-	0	6,9
					Sling				9	
Javelinmen	INFANTRY	Skirmisher	Poor	Unprotected	Experienced	-	Combat Shy	-	0	6,9
					Javelin				9	

LATE SASSANID PERSIAN



ALLIES

Armenian allies - to 643 (Any Instinctive)

Daylamite allies - to 643 (Any Instinctive)

NOTES

A camp can be superior if it carries the Derafsh Kaviani.

HISTORICAL NOTES

The death of Khosrau II led to chaos and civil war with six kings in five years. In 632 the first raids from Arab tribes, unified by Islam, occurred. The Sassanids never mounted a truly effective resistance to the pressure applied by the early Arab armies. In 637, a Muslim army under the Caliph Umar ibn al-Khattāb defeated a larger Persian force at the plains of al-Qādisiyyah and advanced on Ctesiphon, which fell after a prolonged siege. The Arabs captured the vast Sassanid treasury. The Arabs gained another victory at the battle of Nihawānd. The Sassanid emperor fled to the eastern province of Khorasan but was killed in 651 and the Arab conquest of remaining Sassanid territory swiftly followed.

RSHTUNI ARMENIAN



ARMY COMMANDER	1	Any	DATES	638 A.D. to 705 A.D.
SUB-GENERALS	1-2	Any	TERRAIN	Plains, Mountains
INTERNAL ALLIED GENERALS	0-2	Any	CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL		MELEE		CHARACTERISTICS		MIN	UG SIZE
				WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX			
NAKHARARKS AND FOLLOWERS COMPRISING											
Front ranks (1/2 TUG)	CAVALRY Formed Loose	Average	Protected	Experienced Bow	Charging Lancer	-	Melee Expert	6 24		4,6	
Rear ranks (1/2 TUG)	CAVALRY Formed Loose	Average	Protected	Experienced Bow	-	-	-	= See note		0	

Spearmen	INFANTRY Tribal Close	Average	Protected	- -	Short Spear	-	Integral Shooters, Combat Shy	24 64		6,8,9	
Local horse archers	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18		4,6	
Archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 27		6,9	
Slingers	INFANTRY Skirmisher	Average	Unprotected	Experienced Sling	-	Combat Shy	-	0 9		6,9	

ALLIES

Byzantine allies - 652 and 654 to 661 (Any Professional)

Arab allies - Arab Conquest 653 (Any)

Abbasid allies - From 661 (Any)

NOTES

Troops with front and rear ranks specified must have equal numbers of each in the TUG. The maxima and minima shown are for the combined front and rear ranks.

Allied contingents do not need to take compulsory foot.

RSHTUNI ARMENIAN



HISTORICAL NOTES

Theodoros Rshtuni was prince of Armenia from 638 to 655 and had the difficult task of ensuring Armenia's survival between Byzantine and Arab ambitions. The dynasty had ruled parts of Armenia since the 4th century. He defended, alongside the Byzantine General Procopius, against the first, unsuccessful, Arab attack into Armenia in 640. In 652 Rshtuni was able to negotiate a treaty that accepted Arab suzerainty but that left Armenia with a relatively high level of autonomy. In response the Byzantine emperor invaded Armenia. The Byzantines were initially successful but could not hold on to Armenia. Armenia remained independent but nominally under the Arabs until 700. A revolt in 703 was suppressed and in 705 Armenia incorporated into a larger Emirate called al-Arminiya.

THEMATIC BYZANTINE



ARMY COMMANDER	1	Any Professional	DATES	650 A.D. to 963 A.D.
SUB-GENERALS	1-3	Any Professional	TERRAIN	Standard, Coastal, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE		PROTECTION	SHOOTING SKILL		MELEE		CHARACTERISTICS		MIN MAX	UG SIZE
	TRAINING AND	QUALITY		WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL				

TAGMATA CAVALRY (ONLY FROM 740) COMPRISING											
Front rank (1/2 TUG)	CAVALRY	Average	Protected	Experienced	Charging Lancer	Shoot & Charge	Melee Expert	4	32	4,6	
	Drilled Loose			Bow							
Rear rank (1/2 TUG)	CAVALRY	Average	Protected	Experienced	-	Shoot & Charge	-	=			
	Drilled Loose			Bow							See note

FIRST CLASS THEMATIC CAVALRY COMPRISING											
Front rank (1/2 TUG)	CAVALRY	Average	Protected	Experienced	Charging Lancer	Shoot & Charge	-	4	32	4,6	
	Drilled Loose			Bow							
Rear rank (1/2 TUG)	CAVALRY	Average	Protected	Experienced	-	Shoot & Charge	-	=			
	Drilled Loose			Bow							See note

2nd class Thematic cavalry	CAVALRY	Poor	Protected	-	Charging Lancer	-	Melee Expert, Dismountable	0	12	4,6	
	Formed Loose			-							
Detached Koursoures from Tagmata or 1st class cavalry	CAVALRY	Average	Protected	Experienced	-	-	Combat Shy	0		4,6	
	Drilled Flexible			Bow							See note
Detached Koursoures from 2nd class cavalry	CAVALRY	Poor	Protected	Experienced	-	-	Combat Shy	0		4,6	
	Drilled Flexible			Bow							See note

KATAPHRAKTOI (ONLY FROM 904) COMPRISING											
Front rank (1/2 TUG)	CAVALRY	Superior	Fully Armoured	Experienced	Long Spear	Shoot & Charge	-	0	4	4	
	Drilled Close			Bow							
Rear rank (1/2 TUG)	CAVALRY	Superior	Fully Armoured	Experienced	-	Shoot & Charge	-	=			
	Drilled Close			Bow							See note

Georgian cavalry	CAVALRY	Average	Protected	-	Charging Lancer	-	Melee Expert	0	4	4	
	Formed Loose			-							

THEMATIC BYZANTINE



Bulgar or Alan mercenaries	CAVALRY Formed Flexible	Average	Unprotected	Experienced Bow	-	-	Melee Expert	0 4	4
Skutatoi	INFANTRY Drilled Close	Poor	Protected	-	Long Spear	Shield Cover, Integral Shooters	-	0 16	6,8
Archers	INFANTRY Formed Loose	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 8	6,8
Skirmishing archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 9	6,9
Slingers	INFANTRY Skirmisher	Average	Unprotected	Experienced Sling	-	Combat Shy	-	0 9	6,9
Javelinmen	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	-	Combat Shy	-	0 9	6,9

NOTES

Troops with front and rear ranks specified must have equal numbers of each in the TUG. The maxima and minima shown are for the combined front and rear ranks. The maximum for Koursoures is 1 per 2 elements of Tagmata or 1st class Thematic cavalry.

The maximum for 2nd Class Koursoures is 1 per 2 elements of 2nd class Thematic cavalry.

Cavalry dismounting replace Charging Lancer with Short Spear.

Georgians, Bulgars or Alans cannot be used with Moorish allies.

Slav and Moorish allies cannot be used together.

HISTORICAL NOTES

The Thematic system was introduced by the Emperor Heraclius which had been overrun by Bulgars and Slavs in the north and Arabs from Syria. The empire was divided into provinces called Theme and run by a commander who combined both the military and civil role. Soldiers were given plots of land in return for part-time service and their descendents were expected to follow them. This both reduced the cost of the army and reduced the need for conscription.

LOMBARD PRINCIPALITIES



ARMY COMMANDER	1	Any Instinctive	DATES	775 A.D. to 1076 A.D.
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Standard, Coastal, Mountains
INTERNAL ALLIED GENERALS	0-1	Any Instinctive	CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Gastaldi, Gasinidi etc.	CAVALRY	Formed Loose	Average	Protected	-	Short Spear	Devastating Chargers	Melee Expert	0 60	4,6
Italian town militia	INFANTRY	Formed Close	Poor	Protected	-	Long Spear	-	Combat Shy	9 36	6,8,9
Norman mercenaries (from 1018 to 1028)	CAVALRY	Formed Loose	Superior	Protected	-	Charging Lancer	Devastating Chargers	Melee Expert	0 4	4
Magyar mercenaries (from 900 to 997)	CAVALRY	Formed Flexible	Average	Protected	Experienced Bow	Short Spear	-	-	0 4	4
Archers	INFANTRY	Tribal Loose	Average	Protected	Experienced Bow	-	-	Combat Shy	0 16	6,8
Italian levies	INFANTRY	Tribal Close	Poor	Protected	-	Short Spear	Shield Cover, Integral Shooters	Combat Shy	0 9	6,8,9
Skirmishers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9

ALLIES

Aghlabid allies - North African dynasties - 835 to 870 (Any Professional)

Byzantine allies - from 835 to 1040 (Any Instinctive)

Frankish allies - Carolingian, East Frankish or Early Holy Roman Empire - from 860 (Any Instinctive)

Norman allies - from 1018 (Any Instinctive)

NOTES

Byzantine and Frankish allies may be used together before 915. Otherwise only one allied contingent may be taken.

LOMBARD PRINCIPALITIES



HISTORICAL NOTES

After the conquest of the main Lombard kingdom by Charlemagne, Duke Arechis II of Benevento claimed that Benevento was the successor state of the kingdom. Charlemagne forced Arechis II to submit but he was for practical purposes independent. The Beneventan dukes took the title *princeps* (prince) instead of that of king. The Lombards of southern Italy were thereafter in the anomalous position of holding land claimed by two empires: the Carolingian Empire to the north and west and the Byzantine Empire to the east.

Benevetan power grew until 839 when a civil war erupted. A peace enforced by East Frankish king Louis II divided the kingdom into two states: the Principality of Benevento and the Principality of Salerno.

The threat of the Arabs helped to unite the Lombards, Franks and Byzantines and in 915 the Arabs were ousted from Italy. During the 9th century Capua declared itself as a third Lombard principality but in 900 was united with Benevento. Apart from brief unification in 977, Salerno and Benevento remained divided. The Beneventan principality declined and fell under the control of the Papacy, while Salerno flourished briefly until shrinking and falling into the hands of the Norman, Richard Guiscard, in 1078.

BAGRATID ARMENIAN



ARMY COMMANDER	1	Any Instinctive	DATES	885 A.D. to 1045 A.D.
SUB-GENERALS	0-1	Any Instinctive	TERRAIN	Plains, Mountains
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Nakhararks and followers	CAVALRY		Superior	Protected	-	Charging	-	-	4	4,6
	Formed Loose				-	Lancer			12	
Azatks	CAVALRY		Average	Protected	Experienced	Short Spear	-	Combat Shy	8	4,6
	Formed Flexible				Bow				24	
Warriors	INFANTRY		Average	Protected	-	Short Spear	-	Integral Shooters, Combat Shy	12	6,8,9
	Tribal Close				-				45	
Peasant levy	INFANTRY		Poor	Protected	-	Short Spear	Combat Shy	-	0	8,9,10
	Tribal Close				-				24	
Archers	INFANTRY		Average	Unprotected	Experienced	-	Combat Shy	-	0	6,8
	Tribal Loose				Bow				16	
Local horse archers	CAVALRY		Average	Unprotected	Experienced	-	Combat Shy	-	0	4,6
	Skirmisher				Bow				8	
Archers	INFANTRY		Average	Unprotected	Experienced	-	Combat Shy	-	0	6,9
	Skirmisher				Bow				18	
Slings	INFANTRY		Average	Unprotected	Experienced	-	Combat Shy	-	0	6,9
	Skirmisher				Sling				9	

HISTORICAL NOTES

The Emirate of Armenia lasted until 884, when the Bagratuni Ashot I, declared himself "King of the Armenians". He received recognition by Caliph Al-Mu'tamid of the Abbasid dynasty in 885 and Byzantine Emperor Basil I of the Macedonian dynasty in 886. In 892 the city of Dvin was captured from the Arabs, but this provoked the Arabs into attacking Armenia and weakened the Bagratid control. However the longer term decline of the Abbasid dynasty benefitted Armenia. In the 11th century the Byzantines started encroaching on Armenian territory. By 1045 the Byzantines were in control of the entire kingdom.

NIKEPHORIAN BYZANTINE



ARMY COMMANDER	1	Any Professional	DATES	960 A.D. to 1058 A.D.
SUB-GENERALS	0-3	Any Professional	TERRAIN	Standard, Coastal, Mountains
INTERNAL ALLIED GENERALS	0-1	Any Professional	CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Prokoustatores	CAVALRY Drilled Flexible	Average	Protected	Experienced Bow	-	African	Melee Expert	4 12	4,6
TAGMATA CAVALRY COMPRISING									
Front rank (1/2 TUG)	CAVALRY Drilled Loose	Superior	Protected	Experienced Bow	Charging Lancer	Shoot & Charge	Melee Expert	4 16	4,6
Rear rank (1/2 TUG)	CAVALRY Drilled Loose	Superior	Protected	Experienced Bow	-	Shoot & Charge	-	= See note	
VETERAN THEMATIC CAVALRY COMPRISING									
Front rank (1/2 TUG)	CAVALRY Drilled Loose	Average	Protected	Experienced Bow	Charging Lancer	Shoot & Charge	-	4 16	4,6
Rear rank (1/2 TUG)	CAVALRY Drilled Loose	Average	Protected	Experienced Bow	-	Shoot & Charge	-	= See note	
KATAPHRAKTOI COMPRISING									
Front rank (1/2 TUG)	CAVALRY Drilled Close	Superior	Fully Armoured	Experienced Bow	Long Spear	Shoot & Charge	-	0 6	4,6
Rear rank (1/2 TUG)	CAVALRY Drilled Close	Superior	Fully Armoured	Experienced Bow	-	Shoot & Charge	-	= See note	

2nd grade Thematic cavalry	CAVALRY Formed Loose	Average	Protected	- -	Charging Lancer	-	Melee Expert, Dismountable	0 12	4,6
Frankish/Norman mercenaries (from 988)	CAVALRY Formed Loose	Superior	Protected	- -	Charging Lancer	Devastating Chargers	Melee Expert	0 6	4,6
Horse archers	CAVALRY Formed Flexible	Average	Protected	Experienced Bow	Short Spear	-	-	0 12	4,6

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Varangians	INFANTRY Formed Close	Average	Protected	-	Long Spear	Shieldwall	-	0	6,8
				-				12	
Varangian guard (from 988)	INFANTRY Drilled Close	Superior	Fully Armoured	-	Long Spear	-	Melee Expert, Shieldwall, Dismountable	0	6
				-				6	
Skutatoi	INFANTRY Drilled Close	Average	Protected	-	Long Spear	Shield Cover, Integral Shooters	-	0	6,8
				-				36	
Menaulatoi	INFANTRY Drilled Close	Average	Protected	-	2-H Cut-Crush	Shieldwall	-	0	6
				-				12	
Armenian mercenaries	INFANTRY Formed Flexible	Average	Protected	-	Long Spear	-	-	0	6,8,9
				-				9	
Slav mercenaries	INFANTRY Formed Loose	Average	Unprotected	Experienced	Short Spear	-	-	0	6,8,9
				Javelin				9	
Skirmishing archers	INFANTRY Skirmisher	Average	Unprotected	Experienced	-	Combat Shy	-	0	6,9
				Bow				9	
Rus javelinmen	INFANTRY Skirmisher	Average	Unprotected	Experienced	Short Spear	-	-	0	6
				Javelin				6	
Skirmishing javelinmen	INFANTRY Skirmisher	Average	Unprotected	Experienced	-	Combat Shy	-	0	6,9
				Javelin				9	
Slingers	INFANTRY Skirmisher	Average	Unprotected	Experienced	-	Combat Shy	-	0	6
				Sling				6	

NOTES

Troops with front and rear ranks specified must have equal numbers of each in the TUG. The maxima and minima shown are for the combined front and rear ranks. Cavalry dismounting replace Charging Lancer with Short Spear.

HISTORICAL NOTES

During the late 9th and 10th centuries the Byzantine empire went on the offensive. By 1018 the Danube frontier was restored.

LATER NIKEPHORIAN BYZANTINE



ARMY COMMANDER	1	Any Professional	DATES	1059 A.D. to 1071 A.D.
SUB-GENERALS	0-3	Any Professional	TERRAIN	Standard, Coastal, Mountains
INTERNAL ALLIED GENERALS	0-1	Any Professional	CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Prokoustatores	CAVALRY Drilled Flexible	Average	Protected	Experienced Bow	-	African	Melee Expert	4 12	4,6
TAGMATA CAVALRY COMPRISING									
Front rank (1/2 TUG)	CAVALRY Drilled Loose	Average	Protected	Experienced Bow	Charging Lancer	Shoot & Charge	Melee Expert	4 12	4,6
Rear rank (1/2 TUG)	CAVALRY Drilled Loose	Average	Protected	Experienced Bow	-	Shoot & Charge	-	= See note	
KATAPHRAKTOI COMPRISING									
Front rank (1/2 TUG)	CAVALRY Drilled Close	Superior	Fully Armoured	Experienced Bow	Long Spear	Shoot & Charge	-	0 6	4,6
Rear rank (1/2 TUG)	CAVALRY Drilled Close	Superior	Fully Armoured	Experienced Bow	-	Shoot & Charge	-	= See note	

Thematic cavalry	CAVALRY Drilled Loose	Average	Protected	- -	Charging Lancer	-	Melee Expert, Dismountable	6 12	4,6
2nd grade Thematic cavalry	CAVALRY Formed Loose	Average	Protected	- -	Charging Lancer	-	Melee Expert, Dismountable	4 18	4,6
Frankish/Norman mercenaries	CAVALRY Formed Loose	Average	Protected	- -	Charging Lancer	Devastating Chargers	Melee Expert	0 12	4,6
Upgrade Frankish/Norman mercenaries	CAVALRY Formed Loose	Superior	Protected	- -	Charging Lancer	Devastating Chargers	Melee Expert	0 Half	4,6
Horse archers	CAVALRY Formed Flexible	Average	Protected	Experienced Bow	Short Spear	-	-	4 16	4,6
Varangians	INFANTRY Formed Close	Average	Protected	- -	Long Spear	Shieldwall	-	0 12	6,8

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Varangian guard	INFANTRY Drilled Close	Exceptional	Fully Armoured	-	Long Spear	-	Melee Expert, Shieldwall, Dismountable	0 6	6
Skutatoi	INFANTRY Drilled Close	Poor	Protected	-	Long Spear	Shield Cover, Integral Shooters	-	0 36	6,8
Upgrade Skutatoi	INFANTRY Drilled Close	Average	Protected	-	Long Spear	Shield Cover, Integral Shooters	-	0 Half	6,8
Menaulatoi	INFANTRY Drilled Close	Average	Protected	-	2-H Cut-Crush	Shieldwall	-	0 12	6
Armenian mercenaries	INFANTRY Formed Flexible	Average	Protected	-	Long Spear	-	-	0 9	6,8,9
Slav mercenaries	INFANTRY Formed Loose	Average	Unprotected	Experienced Javelin	Short Spear	-	-	0 9	6,8,9
Skirmishing archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 9	6,9
Rus javelinmen	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	Short Spear	-	-	0 6	6
Skirmishing javelinmen	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	-	Combat Shy	-	0 9	6,9
Slings	INFANTRY Skirmisher	Average	Unprotected	Experienced Sling	-	Combat Shy	-	0 6	6

NOTES

Troops with front and rear ranks specified must have equal numbers of each in the TUG. The maxima and minima shown are for the combined front and rear ranks. Cavalry dismounting replace Charging Lancer with Short Spear.

HISTORICAL NOTES

After the death of Basil II, the expensive native army was reduced and the army relied more on mercenaries. It was decisively defeated in 1071 at Manzikert.