

AUTHORISED ARMY LISTS FOR

**MORTEM
ET GLORIAM**



THE STEPPES AND EASTERN EUROPE



ARMY LISTS

THE STEPPES AND EASTERN EUROPE

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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

Prior to becoming known to the Roman world, Slavic-speaking tribes were part of the many multi-ethnic confederacies of the Sarmatian, Hun and Gothic empires. The Slavs settled the lands abandoned by Germanic tribes fleeing the Huns and their allies in the 5th and 6th centuries. The tribes coalesced into early states including Carantania and the Moravian principality. The expansion of the Magyars separated the northern and southern Slavs. The First Bulgarian Empire adopted the Slavic language in 864 and was instrumental in the spread of Slavic literacy and Christianity.

Eastern Europe was subject to a series of invasions from the Pontic steppe. The Avars emerged in the mid-6th century as a tribe wishing to escape the rule of the Göktürks. Around 568 they settled in what used to be the Roman province of Pannonia by allying with the Lombards against the Gepids. By 600 they had established an empire stretching from modern-day Austria to the Pontic steppe. In 631 the Bulgars through off Avar rule and established a khanate around the Sea of Azov. They were defeated in 675 by the Khazars who had migrated westwards. The Bulgars fled in two directions. One group moved westwards into the Danube valley establishing the First Bulgarian Empire. The second group moved eastwards up the

Volga valley where they survived until they were destroyed by the Mongols. The Khazars dominated the Steppes until they were destroyed by the Rus in 969. The Magyars were subjects of the Khazars who in the 890s migrated into the Carpathian basin (modern Hungary and Romania) and established the state that developed into Hungary. The Magyars were driven into Hungary by the Pechenegs. They controlled much of the steppes of southwestern Eurasia until defeated by the Byzantines in the 12th century.

The Rus were Vikings who traded and raided along the rivers of Russia. In 880 the Kievan Rus state was founded and controlled the trade routes from the Byzantine empire to the Baltic.

SOUTHERN SLAV



ARMY COMMANDER	1	Any Instinctive	DATES	476 A.D. to 896 A.D.
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Forest
INTERNAL ALLIED GENERALS	0-1	Any Instinctive	CAMP	Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL		MELEE		CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX			
Noble cavalry (only from 580 A.D.)	CAVALRY	Formed Loose	Average	Protected	Unskilled Javelin	Short Spear	-	-	-	-	4 12	4,6
Upgrade noble cavalry	CAVALRY	Formed Loose	Superior	Protected	Unskilled Javelin	Short Spear	-	-	-	-	0 6	4,6
Warriors	INFANTRY	Tribal Loose	Average	Unprotected	Experienced Javelin	Short Spear	-	Combat Shy	-	-	0 27	6,8,9
Skirmishers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	-	-	9 27	6,9
Javelinmen	INFANTRY	Skirmisher	Average	Unprotected	Experienced Javelin	Short Spear	-	Melee Expert	-	-	36 144	6,9

HISTORICAL NOTES

"Southern Slavs" includes the Slavs and Antes that fought the Byzantines and each other, and alternately fought and were dominated by steppe peoples such as the Avars, Magyars, Bulgars and Khazars.

TROOP NOTES

Maurikios describes the Slavs as all living in river-side villages, bordered by forests, swamps and beds of reeds, and being primarily armed with a pair of javelins. Some only, also had decorative but clumsy oblong "door" shields, and some used bows with short poisoned arrows. In the open, they would make feint attacks but only charge home if the enemy flinched. They were deadly fighters in woods, but their foot were easily ridden down in the open by cavalry.

CHANGES FROM LAST VERSION

New list.

EASTERN SLAV



ARMY COMMANDER	1	Any Instinctive	DATES	476 A.D. to 985 A.D.
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Forest
INTERNAL ALLIED GENERALS	0-1	Any Instinctive	CAMP	Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Noble cavalry (only from 580 A.D.)	CAVALRY	Formed Loose	Average	Protected	Unskilled Javelin	Short Spear	-	-	4 12	4,6
Upgrade noble cavalry	CAVALRY	Formed Loose	Superior	Protected	Unskilled Javelin	Short Spear	-	-	0 6	4,6
Warriors	INFANTRY	Tribal Loose	Average	Unprotected	Experienced Javelin	Short Spear	-	Combat Shy	0 27	6,8,9
Skirmishers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	9 27	6,9
Javelinmen	INFANTRY	Skirmisher	Average	Unprotected	Experienced Javelin	Short Spear	-	Melee Expert	36 144	6,9

HISTORICAL NOTES

"Eastern Slavs" include those tribes such as the Dregovichians, Drevlians, Dulebians, Ilman Slavs, Krivi-Chians, Polianians, Radimichians, Severians, Tivertsians, Ulichians and Vyatichans that successfully defended their native forests against the Rus until 985.

The Dregovichians were a tribal federation of Slavs living along the Pripiat River and in the more northerly regions of the right bank of the Dnieper. It is known only that in early times they had their own principality whose chief city was Turov.

The Drevlians were a tribe of Slavs between the 6th and the 10th century, which inhabited the territories of Polesia and Right-bank Ukraine, west of the eastern Polans and along the lower reaches of the rivers Teteriv, Uzh, Ubort, and Stviga. To the west, the Drevlians' territories reached the Sluch River. To the north, the Drevlians' neighbors were the Dregovichs. Their name may be rendered "the dwellers in the forest".

TROOP NOTES

Maurikios describes the Slavs as all living in river-side villages, bordered by forests, swamps and beds of reeds, and being primarily armed with a pair of javelins. Some only, also had decorative but clumsy oblong "door" shields, and some used bows with short poisoned arrows. In the open, they would make feint attacks but only charge home if the enemy flinched. They were deadly fighters in woods.

CHANGES FROM LAST VERSION

New list.

WENDS



ARMY COMMANDER	1	Any Instinctive	DATES	476 A.D. to 1218 A.D.
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Forest
INTERNAL ALLIED GENERALS	0-3	Any Instinctive	CAMP	Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Noble cavalry (only from 580 A.D.)	CAVALRY	Formed Loose	Average	Protected	Unskilled Javelin	Short Spear	-	-	4 12	4,6
Danish, Old Saxon and Thuringian mercenaries	CAVALRY	Formed Loose	Average	Protected	- -	Short Spear	Devastating Chargers	Melee Expert, Dismountable	0 6	4,6
Warriors	INFANTRY	Tribal Loose	Average	Unprotected	Experienced Javelin	Short Spear	-	-	36 96	6,8,9
Best warriors	INFANTRY	Tribal Loose	Average	Unprotected	Experienced Javelin	Short Spear	Melee Expert	-	0 24	6
Archers (only after 1170 A.D.)	INFANTRY	Tribal Loose	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 16	6,8
Vikings (from 580 A.D. to 1056 A.D.)	INFANTRY	Tribal Close	Average	Protected	- -	Short Spear	Shieldwall, Integral Shooters	-	0 9	6,8,9
Peasants	INFANTRY	Tribal Close	Poor	Unprotected	- -	Short Spear	-	-	0 24	8,9,10
Skirmishers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	9 27	6,9
Javelinmen	INFANTRY	Skirmisher	Average	Unprotected	Experienced Javelin	Short Spear	-	Melee Expert	0 36	6,9

ALLIES

Saxon allies - Old Saxon (before 804 A.D.)

HISTORICAL NOTES

Wends is a historical name for Slavs living near Germanic settlement areas. It does not refer to a homogeneous people, but to various tribes or groups depending on where and

WENDS



TROOP NOTES

The Wends like other Slavs appear to have been led by chieftains with upper class warriors who constituted his Dhruzhina. These were supplemented by levies of infantry armed with 2 or 3 javelins and a heavy shield.

CHANGES FROM LAST VERSION

New list.

GOKTURK



ARMY COMMANDER	1	Any Instinctive	DATES	550 A.D. to 774 A.D.
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Plains
INTERNAL ALLIED GENERALS	0-3	Any Instinctive	CAMP	Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Nobles	CAVALRY	Formed Flexible	Superior	Unprotected	Experienced Bow	-	Melee Expert	-	8 16	4,6
Upgrade richest nobles	CAVALRY	Formed Flexible	Superior	Protected	Experienced Bow	-	Melee Expert	-	0 Up to half	4,6
Horse archers	CAVALRY	Formed Flexible	Average	Unprotected	Experienced Bow	-	-	Melee Expert	24 48	4,6
Upgrade horse archers	CAVALRY	Formed Flexible	Average	Unprotected	Skilled Bow	-	-	Melee Expert	0 Up to half	4,6
Levy	INFANTRY	Tribal Loose	Poor	Unprotected	-	-	-	-	0 10	8,9,10
Foot archers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9

ALLIES

Bulgar allies (576 A.D.) (Any Instinctive)

HISTORICAL NOTES

The Gokturks were a nomadic confederation of Turkic peoples in medieval Inner Asia. Under the leadership of Bumin Qaghan (d. 552) and his sons, the Ashina succeeded the Rouran Khaganate as the main power in the Mongolian Plateau and established a stronger empire, which rapidly expanded to rule huge territories in Central Asia. This khaganate exercised considerable control over the lucrative Silk Road trade for significant periods.

The origins of the first Türk Khanate trace back to 546, when Bumin Qaghan made a preemptive strike against the Uyghur and Tiele groups planning a revolt against their overlords, the Rouran Khanate. Having excelled both in battle and diplomacy, Bumin declared himself Illig Khagan of the new khanate at Otukan, but died a year later. His son, Muqan Qaghan, defeated the Hephthalite Empire, Khitan and Kyrgyz. The appearance of the Avars in the West been interpreted as a nomadic faction fleeing the westward expansion of the Gokturks. The first dynasty collapsed in 581, initiating a series of political conflicts and civil wars which fragmented the khanate in Eastern and Western actions. The Turkic Khanate split in two after the death of the fourth ruler, Taspar Qaghan, around 584 thus entering a period of civil war. A century later, a second, renewed, Turkic Khaganate emerged in 682. They revolted against the Tang Dynasty Chinese domination and, over the following decades, steadily gained control of the steppes. By 705, they had expanded as far south as Samarkand and threatened Arab control of Transoxiana. The Gokturks clashed with the Umayyad Caliphate in a series of battles (712–713) but the Arabs emerged as victors. The second Khaganate lasted until 744, when it was overthrown by the Uyghurs, themselves a Turkic group.

GOKTURK



TROOP NOTES

Contemporary depictions show lamellar-armoured cavalry with bow, sword, slung shield, and some show lance and/or horse barding in addition. It is now concluded that only the richest would have a substantial proportion of armoured horses and that it is even debateable whether armoured cavalry formed in solid bodies. They are not known to have used "shower-shooting".

CHANGES FROM LAST VERSION

New list.

BAVARIAN



ARMY COMMANDER	1	Any Instinctive	DATES	550 A.D. to 788 A.D.
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Forest
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		Poor	Protected	-	Short Spear	Devastating	Melee Expert	0	4,6
	Formed Loose				-		Chargers		12	
Noble warriors	INFANTRY		Superior	Protected	-	Impact Weapon	-	Dismountable	0	6,8
	Tribal Close				-				24	
Warriors	INFANTRY		Average	Protected	-	-	Devastating	-	36	6,8,9
	Tribal Close				-		Chargers		144	
Peasants	INFANTRY		Poor	Unprotected	-	Short Spear	-	-	0	8,9,10
	Tribal Close				-				24	
Skirmishing archers	INFANTRY		Average	Unprotected	Experienced	-	Combat Shy	-	9	6,9
	Skirmisher				Bow				18	
Scouts	INFANTRY		Average	Unprotected	Experienced	Short Spear	-	Melee Expert	0	6,9
	Skirmisher				Javelin				9	

NOTES

A command may only have one TUG of noble warriors.

HISTORICAL NOTES

The Bavarians are first mentioned in the mid 6th century A.D., in the foothills north of the Alps, on both sides of the Danube river. They emerge as the Alamanni (to their east) and Thuringii (to their north) come under Frankish control and the Italian Ostrogothic kingdom had come to an end.

TROOP NOTES

It is assumed that the Bavarians fought in a similar style to other Germanic tribes such as the Old Saxons, but influenced by the Franks.

CHANGES FROM LAST VERSION

New list.

AVAR



ARMY COMMANDER	1	Any	DATES	553 A.D. to 826 A.D.
SUB-GENERALS	0-3	Any	TERRAIN	Standard, Plains
INTERNAL ALLIED GENERALS	0-1	Any	CAMP	Mobile or Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
AVAR CAVALRY CONSISTING										
Avar nobles (1/2 TUG)	CAVALRY	Drilled Loose	Average	Protected	Experienced Bow	Charging Lancer	Shoot & Charge	Melee Expert	4 12	4,6
Avar nobles (1/2 TUG)	CAVALRY	Drilled Loose	Average	Protected	Experienced Bow	-	Shoot & Charge	Melee Expert		
UPGRADE AVAR CAVALRY										
Avar nobles (1/2 TUG)	CAVALRY	Drilled Loose	Superior	Protected	Experienced Bow	Charging Lancer	Shoot & Charge	Melee Expert	0 6	4,6
Avar nobles (1/2 TUG)	CAVALRY	Drilled Loose	Superior	Protected	Experienced Bow	-	Shoot & Charge	Melee Expert		

Subject cavalry	CAVALRY	Formed Flexible	Average	Unprotected	Experienced Bow	-	-	Melee Expert	0 36	4,6
BETWEEN 558 A.D. AND 631 A.D.										
Bulgar nobles	CAVALRY	Formed Loose	Superior	Protected	Unskilled Bow	Short Spear	-	Melee Expert	0 6	4,6
Bulgar cavalry	CAVALRY	Formed Flexible	Average	Protected	Experienced Bow	Short Spear	-	-	12 24	4,6
Slav Spearmen	INFANTRY	Tribal Loose	Average	Unprotected	Experienced Javelin	Short Spear	-	Combat Shy	0 48	6,8,9
Slav javelinmen	INFANTRY	Skirmisher	Average	Unprotected	Experienced Javelin	Short Spear	-	Melee Expert	18 36	6,9
Archers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	9 27	6,9

AVAR



AFTER 562 A.D.

Gepids	CAVALRY Formed Loose	Average	Protected	Unskilled Javelin	Short Spear	-	Melee Expert	0 6	4,6
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ALLIES

Sassanid allies (626 A.D.) (Any Instinctive)

Bulgar allies (From 675 A.D. to 805 A.D.) (Any Instinctive)

NOTES

The maxima and minima shown are for the combined front and rear ranks.

HISTORICAL NOTES

The Avars were a confederation of heterogeneous people consisting of Rouran, Hephthalites, and Turkic-Oghuric races who migrated to the region of the Pontic Grass Steppe. As the Gokturk Empire expanded westwards, the Khagan Bayan I led a group of Avars and Bulgars out of their reach, eventually settling around 568 in what used to be the Roman province of Pannonia.

They conquered the Kutrigur and Utigur remnants of Attila's Huns, the Gepids and many of the Southern Slavs, incorporating them into their army and then used them to lead the attack. After their failed attack on Constantinople in 626, the Avars lost face and were deserted by many of their subjects. The Bulgars revolted in 631, but some became allied again from 675 until eastern Avaria was attacked by Krum's Bulgarian empire in 805.

TROOP NOTES

Maurikios says that unlike other nomads "they concern themselves with military organisation, and this makes them more powerful in pitched battles" and "they prefer battles fought at long range, ambushes, encircling their adversaries, simulated retreats and sudden returns, and wedge-shaped formations". He also says that they wore armour and most were double-armed with lance and bow, the horses of the most important also being frontally armoured.

The Avars lived in fortified earthworks. Their armies consisted mainly of subject levies with the Avars themselves a minority group.

CHANGES FROM LAST VERSION

New list.

EARLY BULGAR



ARMY COMMANDER	1	Any Instinctive	DATES	559 A.D. to 680 A.D.					
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Plains					
INTERNAL ALLIED GENERALS			CAMP	Mobile or Fortified; Poor or Average					
NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Bulgar boyars	CAVALRY Formed Loose	Average	Protected	Unskilled Bow	Short Spear	-	Melee Expert	8 32	4,6
Upgrade boyars	CAVALRY Formed Loose	Superior	Protected	Unskilled Bow	Short Spear	-	Melee Expert	0 Up to half	4,6
Bulgar skirmishers	CAVALRY Formed Flexible	Average	Protected	Experienced Bow	Short Spear	-	-	12 60	4,6

HISTORICAL NOTES

The Bulgars originated as a combination of Utigur and Kutrigur Hunnic remnants with the Sabirs and Onogur. They were conquered by the Avars in 558, but cast off Avar rule in 631 in the aftermath of the failed Avar siege of Constantinople of 626, and formed a new united khanate "Great Bulgaria" around the sea of Azov. They were defeated by the Khazars around 675, some moving up the Volga river, the bulk fleeing to the Danube basin where they drove the Avars westward and founded an empire that rivalled the Byzantines.

TROOP NOTES

The Bulgars were probably equipped in a similar fashion to the Avars but using shorter spears rather than the lance.

CHANGES FROM LAST VERSION

New list.

BOHEMIAN



ARMY COMMANDER	1	Any Instinctive	DATES	568 A.D. to 1003 A.D.
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Forest
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	
Cavalry	CAVALRY	Formed Loose	Average	Protected	Unskilled Javelin	Short Spear	-	-	6 18	4,6
Javelinmen	INFANTRY	Tribal Loose	Average	Unprotected	Experienced Javelin	Short Spear	-	Combat Shy	18 54	6,8,9
Peasants	INFANTRY	Tribal Close	Poor	Unprotected	- -	Short Spear	-	-	0 24	8,9,10
Skirmishers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Javelin	Short Spear	-	Melee Expert	0 108	6,9
Archers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 27	6,9
ONLY AFTER 830 A.D.										
Frankish knights	CAVALRY	Formed Loose	Average	Protected	- -	Short Spear	Devastating Chargers	Melee Expert, Dismountable	0 6	4,6
Horse archers	CAVALRY	Formed Flexible	Average	Protected	Experienced Bow	Short Spear	-	-	0 4	4
Regrade javelinmen	INFANTRY	Tribal Close	Average	Protected	- -	Short Spear	-	Combat Shy	 Any	6,8,9
Archers	INFANTRY	Tribal Loose	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 16	6,8

HISTORICAL NOTES

Bohemia was occupied by Slavic tribes arriving from the east in the sixth century when the Lombards left. It then became a part of the state of Great Moravia. On the collapse of the Moravian empire a native monarchy arose. They secured the kingdom by entering into a semi-vassal state with the East Frankish kingdom. In 995 it was seized by Poland but was secured for the Holy Roman Empire in 1004 when Jaromír of Bohemia was granted fief of the Kingdom of Bohemia by Emperor King Henry II.

TROOP NOTES

The Bohemians fought in a Slavic style. Frankish "knights" were employed as were horse archers under Magyar influence.

BOHEMIAN



CHANGES FROM LAST VERSION

New list.

CARANTANIAN



ARMY COMMANDER	1	Any Instinctive	DATES	626 A.D. to 788 A.D.
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Mountain, Forest
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		
Cavalry	CAVALRY	Formed Loose	Average	Protected	Unskilled	Javelin	Short Spear	-	-	6	18	4,6
Javelinmen	INFANTRY	Tribal Loose	Average	Unprotected	Experienced	Javelin	Short Spear	-	Combat Shy	18	54	6,8,9
Peasants	INFANTRY	Tribal Close	Poor	Unprotected	-	-	Short Spear	-	-	0	24	8,9,10
Skirmishers	INFANTRY	Skirmisher	Average	Unprotected	Experienced	Javelin	Short Spear	-	Melee Expert	0	108	6,9
Archers	INFANTRY	Skirmisher	Average	Unprotected	Experienced	Bow	-	Combat Shy	-	0	27	6,9

ALLIES

Bavarian allies (From 741 A.D.) (Any Instinctive)

NOTES

Carantinian armies can only supply allied contingents after 745 A.D.

HISTORICAL NOTES

Carantania was a Slavic kingdom that emerged after Avar control weakened in what is now parts of modern Austria and Slovenia. It became part of the Frankish empire in 745 A.D.

TROOP NOTES

The Carantanians were one of the earliest of the Slavic states.

CHANGES FROM LAST VERSION

New list.

EARLY KHAZAR



ARMY COMMANDER	1	Any Instinctive	DATES	630 A.D. to 737 A.D.
SUB-GENERALS	0-3	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	
Khazar nobles	CAVALRY	Formed Loose	Superior	Protected	Unskilled Bow	Short Spear	-	-	4 12	4,6
Upgrade Khazar nobles (only from 650 A.D.)	CAVALRY	Formed Loose	Superior	Protected	Unskilled Bow	Charging Lancer	-	-	All	4,6
Khazar horse archers	CAVALRY	Formed Flexible	Average	Protected	Experienced Bow	-	-	-	12 48	4,6
Auxiliary tribesmen	CAVALRY	Formed Flexible	Average	Protected	Experienced Bow	Short Spear	-	-	0 12	4,6
Volga Bulgars	CAVALRY	Formed Loose	Average	Protected	Unskilled Bow	Short Spear	-	Melee Expert	0 12	4,6
Foot guard	INFANTRY	Formed Close	Average	Protected	- -	Long Spear	-	Dismountable	6* 9	6,8,9
Levy	INFANTRY	Tribal Close	Poor	Unprotected	- -	Short Spear	-	Combat Shy, Dismountable	8* 18	8,9,10
Archers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9
Slav Javelinmen	INFANTRY	Skirmisher	Average	Unprotected	Experienced Javelin	-	Combat Shy	-	0 27	6,9

NOTES

Minimum marked * apply only if any foot are used.

HISTORICAL NOTES

The Khazars were a semi-nomadic Turkic people, who created what for its duration was the most powerful polity to emerge from the breakup of the western Turkish steppe empire, known as the Khazar Khanate or Khazaria. Astride a major artery of commerce between northern Europe and southwestern Asia, Khazaria became one of the foremost trading emporia of the medieval world, commanding the western marches of the Silk Road and playing a key commercial role as a crossroad between China, the Middle East and Kievan Rus.

EARLY KHAZAR



TROOP NOTES

The Khazars fought in a similar style to other steppes armies.

CHANGES FROM LAST VERSION

New list.

MAGYAR



ARMY COMMANDER	1	Any Instinctive	DATES	650 A.D. to 997 A.D.
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, 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	
Kavars	CAVALRY	Formed Loose	Superior	Protected	Unskilled	Charging Lancer	-	-	4	4,6
					Bow				12	
Magyar clan horsemen	CAVALRY	Formed Flexible	Average	Protected	Experienced	-	-	-	12	4,6
					Bow				60	
Scouts	CAVALRY	Skirmisher	Average	Unprotected	Skilled	-	Combat Shy	-	0	4,6
					Bow				12	

FROM 896 A.D.

Slav Spearmen	INFANTRY	Tribal Close	Average	Protected	-	Short Spear	-	Combat Shy	9*	6,8,9
					-				18	
Slav foot	INFANTRY	Tribal Close	Poor	Unprotected	-	Short Spear	-	-	0	8,9,10
					-				10	
Skirmishers	INFANTRY	Skirmisher	Average	Unprotected	Experienced	-	Combat Shy	-	0	6,9
					Bow				9	
Slav Javelinmen	INFANTRY	Skirmisher	Average	Unprotected	Experienced	Short Spear	-	Melee Expert	0	6,9
					Javelin				9	

ALLIES

Bohemian allies (From 912 A.D. to 932 A.D.)

NOTES

Minimum marked * apply only if any foot are used.

HISTORICAL NOTES

The Magyars were subjects of the Khazars who joined by some Khazars migrated west from the Don valley to modern Ukraine in the middle of the 9th century. From 862 they launched a series of raids on the East Frankish Empire, Great Moravia and Bulgaria. In the 890s they moved into the Carpathian basin (modern Hungary and Romania). For the next sixty years they continued to raid central Europe. Their defeat by the Germans at Lechfeld in 955 ended the threat to Western Europe. In 1000 their High Prince, Vajk, accepted Christianity and was recognised as Stephen I, king of Hungary.

MAGYAR



TROOP NOTES

The Kavar were rebel Turkic mercenaries who joined the Magyars and held a pre-eminent position. They probably provided the bodyguard to the Kende.

CHANGES FROM LAST VERSION

New list.

VOLGA BULGAR



ARMY COMMANDER	1	Any Instinctive	DATES	675 A.D. to 1237 A.D.
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Forest, Plains
INTERNAL ALLIED GENERALS	0-2	Nomad - Any Instinctive	CAMP	Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Bulgar boyars	CAVALRY	Formed Loose	Superior	Protected	Unskilled Bow	Short Spear	-	Melee Expert	8 16	4,6
Bulgar cavalry	CAVALRY	Formed Loose	Average	Protected	Unskilled Bow	Short Spear	-	Melee Expert	12 60	4,6
Bulgar skirmishers	CAVALRY	Formed Flexible	Average	Protected	Experienced Bow	Short Spear	-	-	0 12	4,6
Town levy	INFANTRY	Tribal Close	Poor	Unprotected	- -	Short Spear	-	-	0 10	8,9,10
Archers	INFANTRY	Tribal Loose	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 8	6,8
Skirmishers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 9	6,9
FINNISH OR UGRIAN FOREST PEOPLE CONTINGENT:										
Cavalry	CAVALRY	Formed Loose	Average	Protected	Unskilled Bow	Short Spear	-	Melee Expert	0 6	4,6
Warriors	INFANTRY	Tribal Loose	Average	Protected	Unskilled Javelin	Impact Weapon	-	-	6* 12	6,8,9
Archers	INFANTRY	Tribal Loose	Average	Unprotected	Experienced Bow	-	Combat Shy	-	6* 12	6,8
Skirmishers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Javelin	-	Combat Shy	-	0 12	6,9

VOLGA BULGAR



ALLIED NOMAD CONTINGENT:

Nobles	CAVALRY Formed Loose	Superior	Protected	Unskilled Bow	Short Spear	-	Melee Expert	0 6	4,6
Nomads	CAVALRY Formed Flexible	Average	Protected	Experienced Bow	Short Spear	-	-	6* 16	4,6

ALLIES

Yemek Cuman allies - Kipchak (From 1183 A.D. to 1184 A.D.) (Any Instinctive)

NOTES

A Finnish or Ugrian contingent must be under its own sub-general. A nomad contingent must be under its own ally general. Minima marked * are only compulsory if a contingent is taken.

HISTORICAL NOTES

One group of Bulgars moved east when they were attacked by the Khazars around 675 and set up a new state in the middle of the Volga and Kama valleys. The state became a trading centre. They were subordinate to the Khazars until the fall of the Khazar empire in 965. They fought against the expanding Rus principalities until the Volga Bulgar capital and state were destroyed by the Mongols in 1237.

TROOP NOTES

The Volga Bulgars became settled but could draw on more nomadic tribesmen in their armies. They could also draw on tribes occupying the forests to the north.

CHANGES FROM LAST VERSION

New list.

FIRST BULGARIAN EMPIRE



ARMY COMMANDER	1	Any Instinctive	DATES	681 A.D. to 1018 A.D.
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Plains, Mountain
INTERNAL ALLIED GENERALS			CAMP	Mobile or Flexible; Poor or Average

NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Bulgar boyars	CAVALRY Formed Loose	Average	Protected	Unskilled Bow	Short Spear	-	Melee Expert	8 32	4,6
Upgrade boyars	CAVALRY Formed Loose	Superior	Protected	Unskilled Bow	Short Spear	-	Melee Expert	0 Up to half	4,6
AFTER 804 A.D. REGRADE BOYARS INCORPORATING BYZANTINE THEMATA									
Front rank (1/2 TUG)	CAVALRY Formed Loose	Average	Protected	Experienced Bow	Charging Lancer	Shoot & Charge	-	0 12	4,6
Rear rank (1/2 TUG)	CAVALRY Formed Loose	Average	Protected	Experienced Bow	-	Shoot & Charge	-		

Bulgar skirmishers	CAVALRY Formed Flexible	Average	Protected	Experienced Bow	Short Spear	-	-	12 32	4,6
BEFORE 853 A.D.									
Slav cavalry	CAVALRY Formed Loose	Average	Protected	Unskilled Javelin	Short Spear	-	-	0 12	4,6
Slav Javelinmen	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	Short Spear	-	Melee Expert	18 36	6,9
Slav archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	9 27	6,9

FIRST BULGARIAN EMPIRE



FROM 853 A.D.

Town Militia Spearmen	INFANTRY Formed Close	Poor	Protected	-	Short Spear	Shieldwall	-	24 48	6,8,9
Archers	INFANTRY Tribal Loose	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 8	6,8
Skirmishers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 9	6,9

ALLIES

Avar allies (812 A.D.) (Any Instinctive)

Pecheneg allies (896 A.D.) (Any Instinctive)

NOTES

The maxima and minima shown for Boyars are for the combined front and rear ranks.

HISTORICAL NOTES

In around 680, Khan Asparukh conquered Scythia Minor, opening access to Moesia, and established the First Bulgarian Empire. In the time of Tervel (700–721) the Bulgars helped Byzantines two times, in 705 the Emperor Justinian II to regain his throne, and 717–718 defeating the Arabs during the siege of Constantinople. Sevar (738–753) was the last ruler from the Dulo clan, and the period until c. 768-772 was characterized by the Byzantino-Bulgar conflict and internal crisis. In the short period followed seven rulers from the Uokil and Ugain clan. Telerig (768–777) managed to establish a pacific policy with Byzantium, and restore imperial power.

During the reign of Khan Krum (803-814), the Empire doubled its size, including new lands in Macedonia and Serbia. He also successfully repelled the invading force of the Byzantines, as well defeated the Pannonian Avars where additionally extended the Empire size. The greatest expansion of the Empire and prosperity during the time of Simeon I (893–927) is considered as the Bulgarian Golden Age. However, from the time of Peter I (927–969) their power declined. The Hungarians, Kievan Rus' Slavs, as well Pechenegs and Cumans held many raids into their territory, and so weakened were eventually conquered in 1018 by the Byzantine Empire.

TROOP NOTES

Bulgar armies were largely Slavicised led by a Bulgar military aristocracy. Nobles and their retinues constituted the only regular standing army.

CHANGES FROM LAST VERSION

New list.

KHAZAR



ARMY COMMANDER	1	Any Instinctive	DATES	738 A.D. to 968 A.D.
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Plains
INTERNAL ALLIED GENERALS			CAMP	Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL		MELEE		CHARACTERISTICS		MIN	MAX	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL					
Royal Army lancers	CAVALRY	Drilled Loose	Superior	Protected	Unskilled	Bow	Charging Lancer	-	Melee Expert	4	12	4,6	
Royal Army horse archers	CAVALRY	Drilled Flexible	Average	Protected	Experienced	Bow	-	-	-	8	24	4,6	
Khazar nobles	CAVALRY	Formed Loose	Superior	Protected	Unskilled	Bow	Charging Lancer	-	-	0	12	4,6	
Khazar horse archers	CAVALRY	Formed Flexible	Average	Protected	Experienced	Bow	-	-	-	0	12	4,6	
Arsiyah	CAVALRY	Drilled Flexible	Average	Protected	Experienced	Bow	-	-	Melee Expert	0	24	4,6	
Upgrade Arsiyah	CAVALRY	Drilled Flexible	Average	Protected	Skilled	Bow	-	-	-	0	Up to half	4,6	
Volga Bulgars	CAVALRY	Formed Loose	Average	Protected	Unskilled	Bow	Short Spear	-	Melee Expert	0	12	4,6	
Foot guard	INFANTRY	Formed Close	Average	Protected	-	-	Long Spear	-	Dismountable	6*	9	6,8,9	
Levy	INFANTRY	Tribal Close	Poor	Unprotected	-	-	Short Spear	-	Combat Shy, Dismountable	8*	18	8,9,10	
Archers	INFANTRY	Skirmisher	Average	Unprotected	Experienced	Bow	-	Combat Shy	-	0	18	6,9	
Slav Javelinmen	INFANTRY	Skirmisher	Average	Unprotected	Experienced	Javelin	Short Spear	-	Melee Expert	0	27	6,9	

ALLIES

Oghuz allies (Only from 780 A.D. to 965 A.D.)

KHAZAR



NOTES

Minimum marked * apply only if any foot are used.

HISTORICAL NOTES

Khazaria served as a buffer state between the Byzantine empire and both the nomads of the northern steppes and the Umayyad empire. The alliance was dropped around 900. Byzantium began to encourage the Alans to attack Khazaria and weaken its hold on Crimea and the Caucasus, while seeking to obtain an entente with the rising Rus' power to the north, which it aspired to convert to Christianity. Between 965 and 969, the Kievan Rus' ruler Sviatoslav I of Kiev conquered the capital Atiland destroyed the Khazar state.

TROOP NOTES

The Khaganate maintained a standing "Royal Army" of full time paid cavalry. Most armed with bow, but some with lance "like the Muslims". Khazar nobles themselves carried bows, but are reported to have preferred to use their lances. The Royal Army was supplemented for major campaigns with levies from the Khazars' numerous subject tribes. Arsiyah was the name used for a group of Muslim mercenaries in the service of the Khazar Khaganate. According to Muslim sources, the Arsiyah formed the core of the Khazar army and were extremely influential in Khazar politics, but these assertions may be designed to exaggerate the importance of the Muslim community in Khazaria. The Arsiyah did often act independently of their government. Part of the treaty binding them to Khazar service guaranteed that they would not be used to fight other Muslims.

CHANGES FROM LAST VERSION

New list.

MORAVIAN



ARMY COMMANDER	1	Any Instinctive	DATES	833 A.D. to 907 A.D.
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Forest
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	
Cavalry	CAVALRY	Formed Loose	Average	Protected	Unskilled Javelin	Short Spear	-	-	6 18	4,6
Frankish knights	CAVALRY	Formed Loose	Poor	Protected	- -	Short Spear	Devastating Chargers	Melee Expert	0 6	4,6
Spearmen	INFANTRY	Tribal Close	Average	Protected	- -	Short Spear	-	Combat Shy	24 124	6,8,9
Horse archers	CAVALRY	Formed Flexible	Average	Protected	Experienced Bow	Short Spear	-	-	0 4	4
Archers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 27	6,9
Scouts	INFANTRY	Skirmisher	Average	Unprotected	Experienced Javelin	Short Spear	-	Melee Expert	0 18	6,9

ALLIES

East Frankish allies - Carolingian or East Frankish (Any Instinctive)

Magyar allies (Any Instinctive)

Pecheneg allies (Any Instinctive)

NOTES

Between 840 and 907 a single Moravian sub-commander may use troops drawn from the Bohemian list, but maxima for troops in common between the two lists may not be exceeded.

HISTORICAL NOTES

The Great Moravian Empire was a Slavic state founded by Mojmir I in 833. At its greatest extent in the 890s it included the Czech Republic, Slovakia and parts of Hungary, Poland, Germany and Poland. It was overran by the Magyars in 907.

TROOP NOTES

Moravian armies were Slavic but also included small elements of Franks and Magyars.

MORAVIAN



CHANGES FROM LAST VERSION

New list.

PECHENEG



ARMY COMMANDER	1	Any Instinctive	DATES	850 A.D. to 1122 A.D.
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Plains
INTERNAL ALLIED GENERALS			CAMP	Mobile or Fortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL		MELEE		CHARACTERISTICS		MIN	MAX	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL					
Pecheneg nobles	CAVALRY	Formed Loose	Superior	Protected	Unskilled	Bow	Charging Lancer	-	-	-	0	12	4
Pecheneg horse archers	CAVALRY	Skirmisher	Average	Unprotected	Experienced	Bow	-	-	Combat Shy	-	16	90	4,6
Upgrade horse archers	CAVALRY	Skirmisher	Average	Unprotected	Skilled	Bow	-	Combat Shy	-	-	0	Up to half	4,6
Infantry	INFANTRY	Tribal Loose	Average	Unprotected	Experienced	Bow	-	Combat Shy	-	-	8	16	6,8
Replace all infantry and camp with war wagons	BATTLE WAGONS	Tribal Loose	Average	Protected	Experienced	Bow	-	-	-	-	8*	12	4

NOTES

Minimum marked * applies only if Wagons are taken. Allied contingents do not need to take foot or war wagons.

HISTORICAL NOTES

The Pechenegs or Patzinaks moved west from their Central Asian homeland during the first half of the 9th century. In the latter half of the 9th century they drove the Magyars into Hungary and controlled much of the steppes of southwestern Eurasia and the Crimean Peninsula. For more than two centuries they fought the Rus. In the late 10th and early 11th centuries they were defeated by the Rus and forced by other tribes towards the Danube. They were defeated in 1091 at the Battle of Levounion by a combined Byzantine and Cuman army and destroyed by the Byzantines at Berrhoia in 1122. The remnants were absorbed by the Hungarians and Bulgars.

TROOP NOTES

The Pechenegs were typical horse archers, their main tactic being to concentrate on encirclement and picking off isolated bodies. The unusual feature of their armies was the use of large numbers of wagons which with high wooden sides pierced for archery.

CHANGES FROM LAST VERSION

New list.

RUS



ARMY COMMANDER	1	Any Instinctive	DATES	860 A.D. to 1054 A.D.
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Plains, Forest
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	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	
Druzhina	CAVALRY	Formed Loose	Superior	Protected	-	Short Spear	-	Melee Expert, Dismountable	0 8	4,6
Mercenaries (only from 960 A.D.)	CAVALRY	Formed Flexible	Average	Protected	Experienced Bow	Short Spear	-	-	0 12	4,6
Dismounted Druzhina	INFANTRY	Tribal Close	Superior	Protected	-	Short Spear	Shieldwall, Integral Shooters	Melee Expert	0 12	*see note
Spearmen	INFANTRY	Tribal Close	Average	Protected	-	Short Spear	Shieldwall, Integral Shooters	-	32 128	6,8,9
Skirmishing archers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9

ALLIES

Bulgar allies (From 968 A.D. to 971 A.D.) (Any Instinctive)

Pecheneg allies (From 968 A.D.) (Any Instinctive)

Viking allies (Any Instinctive)

Polish allies - Early Polish (1018 A.D.) (Any Instinctive) - Pecheneg allies must also be used

NOTES

Druzhina dismount as Dismounted Druzhina. Dismounted Druzhina can replace up to half the elements in a TUG of spearmen.

HISTORICAL NOTES

The Rus were Vikings who traded and raided along the rivers of Russia. In 860 A.D. they sailed across the Black Sea with 200 ships and raided Constantinople. The Kievan Rus state founded in 880 A.D. controlled the trade routes from the Byzantine empire to the Baltic. Around 968 A.D. they decisively defeated the Khazar Khaganate. They also inflicted a series of defeats on the Bulgar empire. After the death of Yaroslav the wise in 1054 A.D. the Kievan state broke up into a number of rival principalities.

RUS



TROOP NOTES

Rus largely fought in the Scandinavian style.

CHANGES FROM LAST VERSION

New list.

EARLY POLISH



ARMY COMMANDER	1	Any Instinctive	DATES	960 A.D. to 1100 A.D.
SUB-GENERALS	0-1	Any Instinctive	TERRAIN	Standard, Forest
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Noble cavalry	CAVALRY	Formed Loose	Superior	Protected	Unskilled Javelin	Short Spear	-	-	0 12	4,6
Cavalry	CAVALRY	Formed Loose	Average	Protected	Unskilled Javelin	Short Spear	-	-	8 30	4,6
Spearmen	INFANTRY	Tribal Close	Average	Protected	- -	Short Spear	-	Combat Shy	16 54	6,8,9
Archers	INFANTRY	Tribal Loose	Average	Unprotected	Experienced Bow	-	Combat Shy	-	16 72	6,8
Skirmishers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 30	6,9
Slings	INFANTRY	Skirmisher	Average	Unprotected	Experienced Sling	-	Combat Shy	-	0 30	6,9

ALLIES

- Viking allies (Only in 960 A.D.) (Any Instinctive)
- Rus allies (From 1024 A.D. to 1025 A.D.) (Any Instinctive)
- Eastern Slav allies (Any Instinctive)
- Bohemian allies (Any Instinctive)

HISTORICAL NOTES

Poland was established as a nation state under the Piast dynasty, which ruled the country between the 10th and 14th centuries. Historical records of an official Polish state begin with Duke Mieszko I in the second half of the 10th century. Mieszko began his rule sometime before 963 and continued until his death in 992. Mieszko completed a unification of the West Slavic tribal lands. Following its emergence, the Polish nation was led by a series of rulers who converted the population to Christianity.

TROOP NOTES

The core of the army were cavalry, spearmen and archers.

EARLY POLISH



CHANGES FROM LAST VERSION

New list.

EARLY HUNGARIAN



ARMY COMMANDER	1	Any Instinctive	DATES	997 A.D. to 1100 A.D.
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Plains
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL		MELEE		CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX			
Hungarian nobles	CAVALRY		Superior	Protected	-	Charging	-	Melee Expert	0	4,6	6	
	Formed Loose	-			Lancer							
Hungarian gentry	CAVALRY		Superior	Protected	Unskilled	Charging	-	-	4	4,6	8	
	Formed Loose	Bow			Lancer							
"Saxon" knights	CAVALRY		Average	Protected	-	Short Spear	Devastating	Melee Expert, Dismountable	0	4	4	
	Formed Loose	-			Chargers							
Horse archers	CAVALRY		Average	Protected	Experienced	-	-	-	12	4,6	44	
	Formed Flexible	Bow										
Szekely borderers	CAVALRY		Average	Protected	Experienced	Short Spear	-	-	0	4,6	12	
	Formed Flexible	Bow										
Scouts	CAVALRY		Average	Unprotected	Skilled	-	Combat Shy	-	0	4,6	12	
	Skirmisher	Bow										
Spearmen	INFANTRY		Average	Protected	-	Short Spear	-	Combat Shy	8*	6,8,9	18	
	Tribal Close	-										
Archers	INFANTRY		Average	Unprotected	Experienced	-	Combat Shy	-	0	6,8	8	
	Tribal Loose	Bow										
Serbs	INFANTRY		Average	Unprotected	Experienced	Short Spear	-	Melee Expert	0	6	6	
	Skirmisher	Javelin										
Skirmishers	INFANTRY		Average	Unprotected	Experienced	-	Combat Shy	-	0	6,9	9	
	Skirmisher	Bow										

NOTES

Minimum marked * apply only if any foot are used.

HISTORICAL NOTES

Hungary was recognised as a Catholic kingdom under Stephen I. By 1006 he had eliminated all his rivals and he then introduced reforms to convert Hungary into a feudal state, divided into counties (megyék).

EARLY HUNGARIAN



TROOP NOTES

The army was a development of the Magyar army.

CHANGES FROM LAST VERSION

New list.