

# D.B.M ARMY LISTS

For use with the De Bellis Multitudinis Wargames Rules

BOOK 2: 500 BC to 476 AD



Compiled by  
Phil Barker and Richard Bodley Scott

WARGAMES RESEARCH GROUP

2nd EDITION, NOV 1998

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

### **BOOK 2 - THE CLASSICAL PERIOD, 500 BC TO 476 AD**

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

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

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

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

An army must have a commander-in-chief (C-in-C) and at least one other general. No army can have more than four generals. All armies must also have two baggage elements for each general whose command is not initially entirely waterborne.

#### **ALLIES**

In most cases foreign allied contingents are specified by reference to their own list. Each such allied contingent must include a single general and two baggage elements. The general's type can be that of the allied contingent's list's specified C-in-C or sub-general. Unless otherwise stated in a particular list, the allied contingent can include only compulsory troop types, and must have at least a quarter of the specified minimum number of elements of each such type. It cannot include more than a third of the specified maximum number of each such type, or 1 element, whichever is greater. Allied troops have only those options specified in their own list for that date, and any minima or maxima for such upgrades are modified as above. An allied contingent cannot include allies of its own. Unless otherwise specified, only one foreign allied contingent of each nationality can be included.

In some cases the maximum total number of elements that can be included in the allied contingent, including the general and 2 baggage elements, is specified. If so, this is because allies of that origin never exceeded a quarter of the total force fielded by the allies in any historical campaign.

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

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

## NAVAL

Naval elements are included only if they played a significant part in a mainly land battle. Each replaces a land element of the list, of the type or types that follow it within brackets. For example, a Marian Roman quinquireme element Reg Gal (S) @ 4AP [Bd], replaces one of the compulsory or optional Blades elements of the army list, and also disembarks as that element. The AP quoted is for the quinquireme only. The blades must still be paid for. Naval elements with no landing troops specified cannot provide landing parties. Points spent on naval elements are wasted if they have no access on to the table. Their landing troops and baggage can still be deployed, however, being assumed to have disembarked and joined the army prior to the battle. Landing troops, whose number must be equal to the number of available vessels, such as marines, seaman or oarsmen, cannot be used unless their vessels have been paid for.

## CLIMATE, AGGRESSION AND TERRAIN

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

Terrain types are:

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

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

## FORTIFICATIONS

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

## COMPETITION PERIODS

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

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

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

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

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

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

## TROOP TYPE ABBREVIATIONS

The following abbreviations are used for troop types in these lists: El = Elephants. Kn = Knights. Cv = Cavalry. LH = Light Horse. Cm = Camelry. Exp = Expendables. Sp = Spears. Pk = Pikes. Bd = Blades. Wb = Warband. Ax = Auxilia. Bw = Bowmen. Ps = Psiloi. Art = Artillery. WWg = War Wagons. Hd = Hordes. Gal = Galleys. Shp = Ships. Bts = Boats. Bg = Baggage. TF = Temporary Fortifications. mtd = Mounted Infantry.

## ARMIES INCLUDED

1. Republican Indian. 500 BC - 321 BC.
2. Mountain Indian. 500 BC - 170 BC.
3. Classical Indian. 500 BC - 545 AD.
4. Warring States and Ch'in Chinese. 480 BC - 202 BC.
5. Later Hoplite Greek. 450 BC - 275 BC (235 BC if Siciliot or Italiot).
6. Bithynian. 435 BC - 74 BC.
7. Later Achaemenid Persian. 420 BC - 329 BC.
8. Campanian, Apulian, Lucanian or Bruttian. 420 BC - 203 BC.
9. Syracusan. 410 BC - 210 BC.
10. Camillan Roman. 400 BC - 275 BC.
11. Gallic. 400 BC - 50 BC.
12. Alexandrian Macedonian. 355 BC - 320 BC.
13. Samnite. 355 BC - 272 BC.
14. Ariarathid Kappadokian. 330 BC - 322 BC and 300 BC - 17 AD.
15. Alexandrian Imperial. 328 BC - 320 BC.
16. Asiatic Early Successor. 320 BC - 285 BC.
17. Lysimachid. 320 BC - 281 BC.
18. Macedonian Early Successor. 320 BC - 260 BC.
19. Seleucid. 320 BC - 83 BC.
20. Ptolemaic. 320 BC - 30 BC.
21. Ch'iang and Ti. 315 BC - 417 AD.
22. Arabo-Aramaean 312 BC - 240 AD.
23. Later Pre-Islamic Arab. 312 BC - 633 AD.
24. Bosporan. 310 BC -375 AD.
25. Early Rhoxolani Sarmatian. 310 BC - 100 AD.
26. Siracae, Iazyges, Later Rhoxolani Sarmatians. 310 BC-375 AD.
27. Pyrrhic. 300 BC - 272 BC.
28. Early Armenian and Gordyene. 300 BC - 627 AD.
29. Tien and K'un-Ming. 295 BC - 45 AD.
30. Galatian. 280 BC - 25 BC.
31. Hellenistic Greek. 275 BC - 146 BC.
32. Later Carthaginian. 275 BC - 146 BC.
33. Polybian Roman. 275 BC - 105 BC.
34. Attalid Pergamene. 263 BC - 129 BC.
35. Later Macedonian. 260 BC - 148 BC.
36. Graeco-Bactrian 250 BC - 130 BC and Graeco-Indian. 170 BC - 55 BC.
37. Parthian. 250 BC - 225 AD.
38. Hsiung-Nu or Juan-juan. 250 BC - 555 AD.
39. Ancient Spanish. 240 BC - 20 BC.
40. Numidian or Early Moorish. 215 BC - 25 AD.
41. Han Chinese. 202 BC - 189 AD.
42. Tamil Indian and Sinhalese. 175 BC - 1515 AD.
43. Maccabean Jewish. 168 BC - 104 BC.
44. Commagene. 163 BC - 17 AD and 38 AD - 72 AD.
45. Sicilian and Italian Slave Revolts. 135 BC - 71 BC.
46. Kushan. 135 BC - 477 AD.
47. Early German. 115 BC - 250 AD.
48. Mithridatic. 110 BC - 47 BC.
49. Marian Roman. 105 BC - 25 BC.
50. Hasmonean Jewish. 103 BC - 63 BC.
51. Late Judaeen. 63 BC - 6 AD.
52. Dacian. 60 BC - 106 AD and Carpi 106 AD - 380 AD.
53. Ancient British. 55 BC - 75 AD.
54. Scots-Irish. 55 BC - 846 AD.
55. Nobades and Blemmye or Beja. 30 BC - 1500 AD.
56. Early Imperial Roman. 25 BC - 197 AD.
57. Later Moorish. 25 AD - 696 AD.
58. Alan. 50 AD- 1500 AD.
59. Jewish Revolt. 66 AD - 70 AD and 132 - 135 AD.
60. Caledonian. 75 AD - 211 AD.
61. Hsien-Pi, Wu-huan, Pre-dynastic Khitan and Hsi. 90 AD - 1000 AD.
62. Abyssinian and Horn of Africa. 100 AD - 1529 AD.
63. Three Kingdoms and Western Ts'in Chinese. 189 AD - 316AD.
64. Middle Imperial Roman. 193 AD - 324 AD.
65. Early Visigothic. 200 AD - 419 AD.
66. Early Vandal. 200 AD - 442 AD.
67. Early Ostrogothic, Herul, Sciri or Taifali. 200 AD - 493 AD.
68. Pictish. 211 AD - 846 AD.
69. Sassanid Persian. 220 AD - 637 AD.
70. Burgundi or Limigantes. 250 AD - 534 AD.
71. Gepid. 250 AD - 566 AD.
72. Early Frankish, Alamanni, Quadi, Suevi, Rugian or Turcilingi. 250 AD to 496 AD, 506 AD, 406 AD, 584 AD, 487 AD and 493 AD.
73. Old Saxon, Frisian, Bavarian, Thuringian or Early Anglo-Saxon. 250 AD - 804 AD.
74. Palmyran. 260 AD - 273 AD.
75. Paekche and Kaya Korean. 300 AD - 660 AD.
76. Koguryo Korean. 300 AD - 668 AD.
77. Silla Korean. 300 AD - 935 AD.
78. Late Imperial Roman. 307 AD - 425 AD.
79. Chinese N. and S. Dynasties. 317 AD - 589 AD.
80. Hunnic. 356 AD - 570 AD.
81. Sub-Roman British. 407 AD - 945 AD.
82. Later Visigothic. 419 AD - 720 AD.
83. Patrician Roman. 425 AD - 493 AD.
84. African Vandal. 442 AD - 535 AD.

## 1. REPUBLICAN INDIAN 500 BC - 321 BC

Tropical. Ag 0. WW, Rv, Wd, E, RGo, M, Rd, BUA.	
C-in-C - in 4-horse 6-crew chariot, Irr Kn (S) @ 21AP or on horse, Irr Cv (O) @ 17AP	1
Sub-general - as above	0-2
Ally-general - in 4-horse 6-crew chariot, Irr Kn (S) @ 16AP	
or on horse, Irr Cv (O) @ 12AP	0-3
Chariots with 4 horses and 6 crew - Irr Kn (S) @ 11AP	0-4
Cavalry - Irr Cv (I) @ 5AP	6-12
Clubmen - Irr Bd (X) @ 6AP	0-3
Citizen archers - Irr Bw(O) @ 4AP	30-96
Upgrade citizen archers to mercenaries - Irr Bw (S) @ 5AP	0-6
Javelinmen - Irr Bd (I) @ 4AP	4-16
(Alternatively double base a javelinmen element as Irr Bw (X) @ 5AP with one of	
Irr Bw (O) @ 3AP. Each 2 double elements replace 1 element of javelinmen and 3 of archers. Any)	
Wagon laager - TF @ 2AP	0-24
<b>Only before 400 BC:</b>	
Replace 4-horse chariots with 2-horse 2-crew or if general 4-horse 2-crew	
V- Irr Cv (O) @ 16AP if C-in-C or sub-general, 11APP if ally-general, 6AP if not	All/0

This list covers the republican states of the Indus and Ganges basins until their incorporation into the Mauryan empire. Republican armies did not include elephants, presumably because only royalty could afford them. We postulate here that the 4 horse 6 man chariots attested for Poros' army in 326 BC originated as a less than ideal republican compensation for the lack of elephants and spread to some of their neighbours before being rejected as too clumsy. A few states may not have used chariots, and lighter chariots may have been used first. Charioteers can dismount either as Bw (O) archers or as Bd (X) clubmen, one of whom attacked Alexander. All citizens were nominally of the warrior class and expected to fight. We assume that they were better than the guild troops of other Indian nations, but worse than the full-time warriors of those states. The detestation of republicans by neighbouring kingdoms made alliances with these impractical. At least 3 generals must be used. Sub-generals and ally-generals cannot be used together. The Kathaioi used a triple ring of laagered wagons against Alexander.

## 2. MOUNTAIN INDIAN 500 BC - 170 BC

Cold. Ag 1. H(S), Rv, Wd, RGo, Rd, BUA.	
C-in-C - Irr Cv (O) @ 17AP or Irr Ax (X) @ 13AP or Irr El (O) @ 26AP	1
Sub-general - Irr LH (O) @ 15AP or Irr Ax (X) @ 13AP	0-1
Ally-general - Irr Cv (O) @ 12AP or Irr LH (O) @ 10AP or Irr Ax (X) @ 8AP	0-2
Elephants - Irr El (O) @ 16AP	0-2
Light horse - Irr LH (O) @ 5AP	11-16
Guardsmen with two-handed sword - Reg Bd (O) @ 7AP	0-1
Spearmen - Irr Ax (X) @ 3AP	24-54
SpearMen - Irr Ax (O) @ 3AP	0-4
Archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP or Irr Bw (O) @ 4AP	24-54
Indian mercenary javelinmen - Irr Bd (I) @ 4AP	0-16

This covers the north-western mountain border tribes of India, such as the Assakenoi and Paropamisdaei, from their first appearance in history until incorporation into Greek Bactria. Their best troops were their horse, those of the Paropamisdaei being good enough for both Darius and Alexander to brigade them with Arachosians. Their infantry used both long spears and bows against the Macedonians, but climbed hills when overmatched and were out-shot by Macedonian missile troops. Long spears were a favourite weapon of the area in later periods. The infantry of their similarly dressed Bactrian and Gandarian neighbours combined bows and short spears, so Bw (O) is an option. Men armed with short spears and round shields coming from this general area are depicted as tribute bearers at Persepolis and are classed here as Ax (O). Somewhat surprisingly, there is no mention of infantry javelins except when 7,000 Indian mercenaries are described by Diodorus fighting against Alexander with javelins and large but flimsy shields, these presumably being the warriors described by Nearchos as armed with javelins and heavy swords, protected by a long but narrow and light hide shield and fighting in a fairly static style.

### 3. CLASSICAL INDIAN 500 BC - 545 AD

Tropical. Ag 0. WW, Rv, H(G), Wd, E, RGo, M, Rd, BUA.	
C-in-C - on elephant Irr El (O) @ 26AP, chariot Irr Cv (O) @ 16AP, or horse Irr Cv (O) @ 17AP	1
Sub-general - as above	
- Mauryas or Guptas	1-2
- Others	0-1
Elephants - Irr El (O) @ 16AP	4-10
Upgrade elephants with escort infantry to Irr El (S) @ 30AP if general, otherwise 20AP	All/0
Chariots with 4 horses and 3 crew - Irr Cv (O) @ 6AP	0-8
Cavalry - Irr Cv (I) @ 5AP	2-9
Guardsmen with 2-handed sword - Reg Bd (O) @ 7AP	0-1
Clubmen - Irr Bd (X) @ 6AP	0-2
Hereditary & mercenary archers - Irr Bw (S) @ 5AP	12-30
Hereditary & mercenary javelinmen - Irr Bd (I) @ 4AP	0-1 per 3 hereditary & mercenary Bw
(Alternatively double base a javelinmen element as Irr Bw (X) @ 5AP with one of	
Irr Bw (S) @ 4AP. Each 2 double elements replace 1 element of javelinmen and 3 of archers. Any)	
Poor quality foot and followers - Irr Hd (O) @ 1AP	1 per 2 hereditary & mercenary Bw and Bd
Wild tribes archers or peasant slingers - Irr Ps (O) @ 2AP	0-2
"Yantra" - Reg Art (S) @ 10AP or Reg Art (O) @ 8AP or Reg Art (I) @ 4AP	0-1
Replace elephants and/or chariots by camel or bullock carts - Irr WWg (6) @ 8AP	0-8
Stampeding cattle or camel herds - Irr Exp (O) @ 7AP	0-2
Palisade to protect camp - TF @ 1AP	0-12
<b>Any except Mauryas or Guptas:</b>	
Ally-general - options as for C-in-C, but @ 5AP less	0-2
<b>Only before 321 BC (Pre-Maurya):</b>	
Upgrade chariots to 4-horse 6-crew, Irr Kn (S) @ 16AP if ally-general's,	
2IAP if other general's, otherwise 11AP	All/0
Rathamasaula - Irr WWg (X) @ 6AP	0-2
<b>Only from 321 BC to 180 BC (Mauryas):</b>	
Upgrade to regular - chariots to Reg Cv (O) @ 27AP if general, 7AP if not, cavalry to	
Reg Cv (O) @ 28AP if general, Reg Cv (I) @ 6AP if not, javelinmen to Reg Bd (I) @ 5AP,	
archers to Reg Bw (S) @ 7AP, double based front rank elements to Reg Bw (X) @ 7AP and	
rear rank elements to Reg Bw (S) @ 5AP	All/0
Guild troops - Irr Bw (I) @ 3AP	0-4
Mountain Indian cavalry - Irr LH (O) @ 5AP	0-2
Mountain Indian spearmen - Irr Ax (X) @ 3AP	0-4
Mountain Indian foot - Irr Ps (O) @ 2AP	0-4
<b>Only from 321 BC to 320 AD:</b>	
Maiden guard - Reg Bd (I) @ 5AP or Reg Cv (O) @ 8AP	0-1
<b>Only after 180 BC:</b>	
Downgrade Bw (S) archers to Irr Bw (O) @ 3AP if rear element of double base, 4AP if not	All
<b>Only from 179 BC to 320 AD:</b>	
Saka mercenaries - Irr LH (F) @ 4AP	0-3
Bactrian Greek mercenary guardsmen - Reg Sp (O) @ 5AP or Reg Ax (S) @ 5AP	0-2
<b>Only after 320 AD (Guptas):</b>	
Upgrade cavalry to lancers on armoured horses - Irr Cv (S) @ 19AP if general, otherwise 9AP	
1-4	
Horse archers - Irr LH (F) @ 4AP	1-2

This list covers the Indus and Ganges basins and Deccan from the development of a more practical view of warfare until the fall of the Guptas. Elephant escorts, advocated in Indian literature, are not mentioned in Poros's army. The 4-horse 6-man chariot is attested only for Poros, successors reverting to a lighter type carrying driver and 2 archers. The primary weapon of the "javelinmen" seems to have been the two-handed sword carried by both them and, until the end of the Mauryas, by archers. They sometimes provided archers with a front rank of tall shields, but also appear separately as shock troops. Rathamasaula are described as hooked and bladed man-pushed carts similar to Roman anti-elephant weapons. Camel or bullock carts, presumably manned by archers, could substitute if elephants and chariots were lacking. The Mauryan army was mainly of full-time paid troops with state issued arms.



#### 4. WARRING STATES AND CH'IN CHINESE 480 BC - 202 BC

Tropical if Ch'u or Yueh, otherwise Cold. Ag 3 if Ch'in, otherwise 1.	
WW, Rv, H(S), H(G), O, RGo, M, Rd, BUA. Only Ch'u or Yueh: WW, E.	
C-in-C - in 4-horse chariot, Reg Kn (O) @ 31AP	1
Sub-general - as above	1-2
Chinese ally-general - as above, Reg Kn (O) @ 21AP	0-2
Chariots - Reg Kn (O) @ 11AP	2-7
Close-fighting foot with "halberd" or spear - Reg Sp (O) @ 5AP or Reg Ax (X) @ 4AP	12-30
Archers or crossbowmen - Reg Bw (O) @ 5AP	6-24
Impressed POWs or massed levies - up to half Irr Bw (I) @ 3AP, remainder Irr Sp (I) @ 3AP	0-20
Skirmishers - Reg Ps (S) @ 3AP or Reg Ps (O) @ 2AP [Ps (O) can support Sp or Ax (X)]	4-10
Picked troops - Irr Bd (F) @ 5AP	0-6
Boats - Irr Bts (O) @ 2AP [Bw, Sp, Ax]	0-4
Large sailing rafts - Irr Shp (O) @ 3AP [Bd, Sp, Ax, Bw, Ps]	0-2
Horse rafts - Irr Shp (I) @ 2AP [Kn, Cv, LH]	0-4
Bolt-shooters - Reg Art (O) @ 8AP, or rope-pull stone-throwers Reg Art (I) @ 4AP	0-2
Ditch and rampart - TF @ 2AP	0-12
<b>Only after 307 BC:</b>	
Replace generals in chariots with generals on horses - Reg Cv (O) @ 18AP if ally, 28AP if not	Any
Heavy cavalry - with swords, halberds or crossbows, Reg Cv (O) @ 8AP	0-4
Light cavalry - Reg LH (F) @ 4AP	
- Chao armies	8-20
- other armies	0-6
<b>Only in Ch'u or Yueh armies:</b>	
Southern tribesmen - Irr Wb (F) @ 3AP	0-10
<b>Only in Ch'u armies:</b>	
Guard crossbowmen - Reg Bw (O) @ 5AP	0-4
Downgrade Sp to Reg Sp (I) @ 4AP or non-guard Bw to Reg Bw (I) @ 4AP	Any
<b>Only in Ch'in armies from 350 BC to 221 BC:</b>	
Reclassify close fighting foot as Irr Wb (S) @ 5AP and chariots as Irr Kn (O) @ 9AP	All/0
<b>Only in Ch'in, Chu or Yueh armies:</b>	
Upgrade Shp (O) to towered ship, Irr Shp (S) @ 4AP [Sp, Bw]	Any
<b>Only in Ch'in, Wei or Yen armies after 300 BC:</b>	
Hu barbarians - Irr LH (F) @ 4AP	0-10
<b>Only in Ch'i armies after 300 BC:</b>	
Stampeding cattle - Irr Exp (O) @ 7AP	0-3
<b>Only in Ch'in armies in 209 BC:</b>	
Hastily armed labourers - Irr Hd (O) @ 1AP	0-20
<b>Only in rebel armies from 209 BC to 206 BC:</b>	
Peasant rebels - Irr Hd (S) @ 2AP	0-30

This list covers all the armies of the Warring States period up to the final victory of Ch'in over its rivals in 221 BC, the Ch'in Empire from then until its collapse in 207 BC, and the succession wars leading to the establishment of the Han dynasty in 202 BC. It is likely that the troop-types known from the Ch'in terracotta army were typical of most of this period, and possible that sophisticated armour and weapons, far from being a reason for Ch'in's success, were borrowed from its neighbours after their subjugation. An army may not combine troops specified as belonging to different states, even if an ally-general is used. Note that the state of Yueh was destroyed in 333 BC, and so can never have cavalry. The option to class Ch'in troops as warband and non-generals' chariots as irregular reflects the fanaticism for individual combat encouraged by Lord Shang's system of promotion by numbers of heads taken. It was certainly no longer in evidence by 209 BC. In the 4th century Ch'u troops were regarded as of poor quality, but by the later 3rd they seem to have been better than the Ch'in. It would probably reflect the disaffection rife in Ch'in armies of the later Empire period (say 215 - 207 BC) to include large numbers of "massed levies" under ally-generals. Heavy cavalry can always dismount to fight on foot; they may be equipped either with crossbows (possibly associated with them in the terracotta army), dismounting as Bw (O), or with swords and halberds, dismounting as Ax (S).

## 5. LATER HOPLITE GREEK 450 BC - 275 BC (235 BC IF SICILIOT OR ITALIOT)

Warm. Ag 3 if all generals Spartan, 2 if all Athenian, 1 if not. WW, Rv, H(G), O, V, RGo, Rd, BUA.  
Unless Thessalian: H(S). If Aitolian: H(S). If Italiot or Siciliot: WW, Wd.

C-in-C

- Spartan or Theban, Reg Sp (S) @ 27AP	1
- Thessalian, Agesilaus from 396 BC to 394 BC, or Xenophon, Reg Cv (O) @ 28AP	1
- Tyrant, Reg Cv (I) @ 26AP or Reg Sp (S) @ 27AP	1
- Athenian after 338 BC or mercenary, Reg Sp (O) @ 25AP	1
- Other, Irr Sp (O) @ MAP	1
Spartan sub-general - Reg Sp (S) @ 27AP	0-2
Ally general - Irr Sp (O) @ 9AP	0-3
Upgrade ally general to Reg Sp (S) @ 17AP if Theban or Spartan, Reg Sp (O) @ 15AP if Athenian after 338BC or mercenary	Any
Upgrade Thessalian or Theban ally-general to Reg Cv (O) @ 18AP	0-1
Hoplites - Irr Sp (O) @ 4AP	
- if C-in-C Aitolian or Phokian	0-48
- otherwise	36-96
Upgrade Theban Sacred Band, Argive epilektoi or a tyrant's bodyguard to Reg Sp (S) @ 7AP	0-4
Upgrade hoplites to Reg Sp (S) @ 7AP as Spartan citizens	0-24
Upgrade hoplites to Reg Sp (O) @ 5AP as Spartan perioikoi, or as mercenaries, or, after 371 BC, as other Thebans, or, after 338 BC, as Athenians	0-40
Downgrade hoplites to Reg Sp (I) as Siciliot or Italiot citizens @ 24AP if C-in-C, 14AP if ally-general, otherwise 4AP	Any
Peltasts - Reg Ps (S) @ 3AP	0-16
Cretan and other mercenary archers - Reg Ps (O) @ 2AP or Reg Bw (I) @ 3AP	0-6
Slingers - Irr Ps (O) @ 2AP	0-12
Javelinmen - Irr Ps (I) @ 1AP	
- if C-in-C Aitolian, Phokian or Akarnanian	30-100
- otherwise	6-12
Cavalry - Reg Cv (I) @ 6AP	
- if C-in-C Thessalian, Theban or Italiot	2-12
- otherwise	0-6
Upgrade Theban, Thessalian, Italiot or Siciliot Cv to Reg Cv (O) @ 8AP, or Thessalian or Italiot to Irr LH (O) @ 5AP	0-12
Thracian foot - Irr Ax (O) @ 3AP or Irr Ax (S) @ 4AP	0-8
Triremes - Reg Gal (O) @ 3AP [Sp, Ps (O) or Ps (I)]	0-6
Athenian rowers - Irr Ps (I) @ 1AP	Up to 2/3 triremes
<b>Only Athenians and Spartans before 396 BC:</b>	
Thracian cavalry - Irr LH (O) @ 5AP	0-2 per 3 Thracian Ax
<b>Only Athenians before 365 BC:</b>	
Horse archers - Reg LH (F) @ 4AP	0-2
<b>Only after 400 BC:</b>	
Upgrade peltasts to Reg Ax (O) @ 4AP	All
<b>Only Agesilaus's Spartans in Asia from 396 BC to 394 BC:</b>	
Paphlagonian cavalry - Irr LH (O) @ 5AP	0-8
Paphlagonian foot - Irr Ax (O) @ 3AP	0-6
Spithridates's Persian deserters - Irr Cv (S) @ 9AP	0-1
<b>Only Athenians after 366 BC:</b>	
Prodromoi - Reg LH (O) @ 5AP	0-1
Upgrade cavalry as readers of Xenophon - Reg Cv (S) @ 10AP	0-1
Upgrade other cavalry to Reg Cv (O) @ 8AP	All
<b>Only Thessalians after 380 BC, Athenians after 365 BC, Spartans from 418 BC to 371 BC, Thebans or Siciliots:</b>	
Hamippoi supporting cavalry - Reg Ps (I) @ 1AP	0-1 per Cv

**Only after 379 BC:**

Upgrade peltasts as "Iphikratean" to Reg Ax (X) @ 4AP	0-6
Phokian 10 mina stone-thrower - Reg Art (S) @ 10AP	0-6

**Only Spartans from 369 BC to 368 BC:**

Syracusan cavalry - Reg LH (O) @ 5AP or Reg Cv (O) @ 8AP	1
Syracusan Spaniards - Irr Ax (S) @ 4AP	2-6
Syracusan Gauls - Irr Wb (S) @ 5AP	2-6

This list covers Greek city state armies from the first general use of good light troops and cavalry to support the hoplites until the mainland states largely replaced hoplites by thureophoroi and/or pikemen around 275 BC; and then only the minor Siciliot and Italiot states until 235 BC. An army must include a general of each nationality contributing at least 6 hoplite, or any Athenian, Theban, Thessalian, Siciliot or Italiot elements. Only an army with a Phokian C-in-C can include artillery or a Spartan ally-general, and it cannot include Thebans or Thracians. An army without a Phokian C-in-C and containing Spartan elements must have a Spartan C-in-C. Paphlagonians were used by Agesilaus in Asia. They cannot be used unless all the army's generals are Spartans. Agesilaus cannot have more than 12 elements of Sp (S). If Syracusan troops are used, Thebans cannot be used and the C-in-C must be Spartan. All Spartan, mercenary and Siciliot or Italiot citizen hoplites must be upgraded or downgraded as above if any of that origin are. Spartan "citizen" hoplites represent Spartiatai, hypomeiones and neodamodeis. Cv can be supported by hamippoi.

**6. BITHYNIAN 435 BC - 74 BC**

Warm. Ag 1. WW, Rv, H(S), H(G), Wd, O, RGo, Rd, BUA.	
C-in-C - Irr Cv(O) @ 17AP	1
Sub-general - as above	1-2
Cavalry- Irr Cv (O) @ 7AP	1-4
Light cavalry - Irr LH (O) @ 5AP	5-8
Peltasts - Irr Ax (O) @ 3 AP	30-104
Javelinmen - Irr Ps (S) @ 3AP	8-20
Archers - Irr Ps (O) @ 2AP	4-10
<b>Only before 335 BC:</b>	
Persian cavalry - Irr Cv (O) @ 7AP	0-4
<b>Only in 278 BC:</b>	
Galatian allies - List: Galatian (Bk 2)	
<b>Only after 278 BC:</b>	
Galatian mercenaries - Irr Wb (S) @ 5AP	0-6
<b>Only after 265 BC:</b>	
Upgrade Cv to Reg Cv (O) @ 28AP if general, otherwise 8AP	All/0
Citizen foot - Reg Ax (S) @ 5AP or Reg Pk (I) @ 3AP	*6-12
European Thracian mercenaries - Irr Ax (O) @ 3AP or Irr Ax (S) @ 4AP	0-12
Triremes or Quadriremes - Reg Gal (O) @ 3AP [Ax]	0-6
Only after 179 BC:	
Paphlagonian allies:	
Paphlagonian ally-general - Irr LH (O) @ 10AP	**1
Paphlagonian horse - Irr LH (O) @ 5AP	**2-6
Paphlagonian foot - Irr Ax (O) @ 3AP	**4-12

The Bithynians were a Thracian people occupying the NW corner of Asia Minor. The list runs from independence from Persia until Nikomedes III's bequest of his kingdom to Rome. A local dynast, Ziboetes, declared himself king in 297 BC. Successive kings increasingly Hellenised the country. The provision for citizen foot assumes this spread to the army, which is uncertain. The minimum marked \* applies only if citizen foot are used, in which case cavalry and generals must be upgraded. There is no evidence for the use of long spear or rhomphaia by Bithynian peltasts. There is no direct evidence for pikemen. If there were any at the Amnias (88 BC), where Nikomedes III deployed his entire army, they did not put up a very good showing. The Pontic general deemed it unnecessary to await the arrival of his phalanx before engaging, and defeated the much larger Bithynian army with his advance guard of light infantry, cavalry and scythed chariots. Persian cavalry were provided against the Ten Thousand. The Galatians were invited into Asia by Nikomedes I for a Bithynian civil war. Paphlagonia was a buffer against Pontus from 179 BC. Minima marked \*\* apply only if Paphlagonians are used. Bithynian Ps (S) can provide rear support to Bithynian Cv.

## 7. LATER ACHAEMENID PERSIAN 420 BC - 329 BC

Dry. Ag 1. WW, Rv, H(S), H(G), O, E, RGo, Rd, BUA.	
C-in-C - Reg Cv (O) on horse @ 28AP or in chariot @ 27AP or	
Reg Cv (S) on armoured horse @ 30AP	1
Persian sub-general - Reg Cv (O) on horse @ 28AP or Reg Cv (S) on armoured horse @ 30AP	1-2
Greek sub-general - Reg Cv (I) @ 26AP or Reg Sp (O) @ 25AP	0-1
Guard infantry - All Reg Sp (S) @ 7AP, or all Reg Bw (O) @ 5AP	0-2
Persian or Median cavalry - Irr Cv (O) @ 7AP	6-10
Upgrade Kinsmen cavalry (Royal Guard) to Reg Cv (O) @ 8AP or Reg Kn (F) @ 11AP	0-2
Satrapal guard, Armenians, Kappadokians, Bactrians or Massagetae - Irr Cv (S) @ 9AP	0-8
Upgrade Satrapal guard to Reg Cv (S) @ 10AP	0-2
Colonist cavalry - Irr Cv (I) @ 5AP	12-20
Paphlagonians, Arachosians etc. - Irr LH (O) @ 5AP	6-10
Bactrians - Irr LH (S) @ 7AP	0-10
Skythians and Parthians - Irr LH (F) @ 4AP	0-10
Greek hoplites: Mercenary or, in 351 BC, Theban allied, Reg Sp (O) @ 5AP	0-20
Greek mercenary peltasts - Reg Ax (O) @ 4AP	0-3
Karian or Ionian hoplites, Kardakes or Egyptians - Reg Sp (I) @ 4AP	0-24
Takabara "Persian peltasts" - Irr Ax (O) @ 3AP	0-20
Upgrade court takabara to Reg Ax (O) @ 4AP	0-4
Hillmen - Irr Ax (O) @ 3AP or Irr Ps (S) @ 3AP	0-6
Chalybes - Irr Ax (X) @ 3AP	0-4
Persian archers or slingers - Irr Ps (O) @ 2AP	0-12
Cretan mercenary archers - Reg Ps (O) @ 2AP	0-2
Mardian archers - Irr Bw (I) @ 3AP	0-3
Thracians - Irr Ax (O) @ 3AP or Irr Ax (S) @ 4AP	0-3
Levy and servants - Irr Hd (O) @ 1AP	0-20
Scythed chariots - Irr Exp (O) @ 7AP	0-4
Elephants - Irr El (O) @ 16AP	0-1
Indian cavalry - Irr Cv (I) @ 5AP	0-2
Trieres - Reg Gal (O) @ 3AP [Phoenician Ax (O)]	0-6
Phoenician marines - Reg Ax (O) @ 4AP	1 per Gal
Lykian allies - List: Lykian (Bk 1)	
<b>Only from 379 BC to 370 BC:</b>	
Downgrade Greek mercenary hoplites to "Iphikratean" peltasts - Reg Ax (X) @ 4AP	*6-12
<b>Only after 350 BC:</b>	
Artillery - Reg Art (O) @ 8AP	0-1
Stone or brush barricades - TF @ 2AP	0-6
Penteres and tetreres - Reg Gal (S) @ 4AP [Phoenician Ax (O)]	0-1
<b>Only Bessos in 329 BC:</b>	
Saka allies - List: Kimmerian, Skythian or Early Hu (Bk 1)	

This list represents the armies of Achaemenid Persia from the abandonment of sparabara infantry as the main heavy infantry type until the final defeats by Alexander of Darius and Bessos. The (S) cavalry represent those on armoured horses. A C-in-C's chariot element can be exchanged for an extra Kinsmen cavalry element if any command becomes demoralised. It cannot then change back. Persian psiloi (O) with bows can support takabara. A now common view of the origin of "Iphikratean" peltasts is that they were created specifically for Persian armies short of hoplites. The minimum marked \* applies only if any "Iphikratean" peltasts are used. If elephants are used or guard cavalry are upgraded to Kn - representing their re-arming with lance - Kardakes, Egyptians, Thracians, "Iphikratean" or other Greek peltasts and Cretans cannot be used, the maximum number of hoplite elements permitted is 6, and the King of Kings in his chariot, guard infantry and elephant are compulsory. This represents Darius' army at Gaugamela. If Lykian allies are used, no Guard infantry, Kinsmen cavalry, Elephants or Indians can be used. Bessos's army of 329 BC cannot include Greeks, Cretans, Indians, scythed chariots, elephants, artillery, naval or Lykian allies, nor its terrain include WW. Bolt-shooters were used to defend cities and also in 330 BC in field fortifications. Artillery can accordingly be used only in PF surrounding a BUA or behind TF.

## 8. CAMPANIAN, APULIAN, LUCANIAN OR BRUTTIAN 420 BC - 203 BC

Warm. Ag 1. WW, Rv, H(S), H(G), O, V, E, RGo, Rd, BUA. Bruttians only: H(S).	
C-in-C - Reg Cv (O) @ 28AP	1
Sub-general - as above	1-2
Cavalry - Reg Cv (O) @ 8AP	
- Bruttians	2-5
- Lucanians	2-7
- Campanians	4-10
- Apulians	6-19
Javelinmen - Reg Ax (O) @ 4AP	
- Campanians	16-60
- Others	24-85
Skirmishers - Irr Ps (I) @ 1AP	0-24
<b>Only Campanians:</b>	
Hoplites - Reg Sp (I) @ 4AP	16-40
Downgrade javelinmen to Reg Ax (I) @ 3AP	Any
Samnite allies - List: Samnite (Bk 2)	
<b>Only Campanians from 340 BC to 275 BC:</b>	
Upgrade javelinmen, 1/2 to Roman-style principes - Reg Sp (I) @ 4AP	
and 1/2 to hastati - Reg Bd (I) @ 5AP	All/0
<b>Only Campanians after 275 BC:</b>	
Upgrade javelinmen to Roman-style principes and hastati - Reg Bd (I) @ 5AP	All/0
<b>Only Lucanians:</b>	
Upgrade javelinmen including a substantial proportion of armoured men to Reg Ax (S) @ 5AP	Any
Bruttian allies - List: Campanian, Apulian, Lucanian or Bruttian (Bk 2)	
Roman allies - List: Camillan Roman (Bk 2)	
<b>Only Bruttians:</b>	
Peasants - Irr Hd (O) @ 1AP	0-12
Lucanian allies - List: Campanian, Apulian, Lucanian or Bruttian (Bk 2)	
<b>Only Bruttians in 215 BC:</b>	
Carthaginian allies - List: Later Carthaginian (Bk 2)	

This list covers Campanian, Apulian, Lucanian and Bruttian armies from the Oscan conquest of Greek Italy until Hannibal's retreat to Africa near the end of the 2nd Punic war. The Campanians were subjected by Rome in 340 BC, becoming unfranchised Roman citizens. It is uncertain whether the forces of Capua (the capital of Campania) allied with Hannibal against Rome during the 2nd Punic War were equipped and fought along traditional lines or had adopted Roman equipment and tactics. Like their cousins the Samnites, the Campanians had had a reputation for courage and ferocity in the 5th century. After a few generations of the good life in Campania, however, if Livy is to be believed, they lost much of their warlike ardour. Their cavalry remained effective, however, forming an important part of Roman armies after the subjection of Campania by Rome. The Apulians had even more cavalry than the Campanians. Some Apulians allied with Pyrrhos and subsequently Hannibal against Rome. Lucanians fought for Hannibal against Rome, capitulating in 206 BC. The Bruttians were Hannibal's first and staunchest Italian allies, independently raising an army of 15,000 men to attack the coastal Greek cities in 215 BC, which had to be bailed out by Hanno's Carthaginians. Bruttians fought in the third line with Hannibal's other veterans at Zama in 202 BC. We take references to "Bruttian bandits" as reflecting avocation rather than a distinct troop type.

9. SYRACUSAN 410 BC - 210 BC

Warm. Ag 2. WW, Rv, H(S), H(G), Wd, O, V, RGo, Rd, BUA.	
C-in-C - Reg Cv (O) @ 28AP or Reg Sp (S) @ 27AP or Reg Sp (O) @ 25AP	1
Sub-general - Reg Cv (O) @ 28AP or Reg Sp (O) @ 25AP or Reg Sp (I) @ 24AP	1-2
Mercenary bodyguard - Reg Sp (S) @ 7AP	0-6
Greek mercenary hoplites - Reg Sp (O) @ 5AP	12-20
Syracusan and allied hoplites - Reg Sp (I) @ 4AP	12-20
Mercenary peltasts - Reg Ax (O) @ 4AP	0-4
CaMpanian mercenary hoplites - Reg Sp (O) @ 5AP	0-6
Other Campanian or Samnite foot - Reg Ax (O) @ 4AP or Reg Ax (S) @ 5AP	0-6
Gauls - Irr Wb (S) @ SAP	0-4
Ligurians or Sikels - Irr Ax (O) @ 3AP	0-6
Spaniards - Irr Ax (S) @ 4AP	0-6
Archers or slingers - Reg Ps (O) @ 2AP	4-16
JavelinMen - Reg Ps (I) @ 1AP or Reg Ps (S) @ 3AP	0-10
Greek cavalry - up to 1/2 Tarantines - Reg LH (O) @ 5AP, rest Reg Cv (O) @ 8AP	4-10
Campanian cavalry - Reg Cv (O) @ 8AP	0-3
Triremes - Reg Gal (O) @ 3AP [Sp or Ps]	0-4
Lembi - Irr Bts (O) @ 2AP [Ps (O)]	0-1
<b>Only after 399 BC:</b>	
Bolt-shooters - Reg Art (O) @ 8AP	0-4
Upgrade Gal to Quadriremes/Quinquiremes - Reg Gal (S) @ 4AP [Sp or Ps]	*1-2
<b>Only Agathokles in Africa, from 310 BC to 307 BC:</b>	
Camp followers or rowers disguised as hoplites - Irr Hd (O) @ 1AP	0-8
Numidian allies - List: Numidian or Early Moorish (Bk 2)	
Libyan allies - List: Early Libyan (Bk 1)	
Kyrenean allies - List: Kyrenean Greek (Bk 1)	
<b>Only after 275 BC:</b>	
Upgrade mercenary peltasts to thureophoroi - Reg Ax (S) @ 5AP	All
<b>Only after 265 BC:</b>	
Carthaginian allies - List: Later Carthaginian (Bk 2)	

This covers Syracusan armies from the extension of the city's control over all of eastern Sicily, until the capture of the city by the Romans. Artillery and warships larger than triremes were both invented at Syracuse by engineers employed by Dionysios the Great, and used in his wars against Carthage. The minimum marked \* applies only if any triremes are used after 399 BC. Agathokles's army in Africa cannot include any Spaniards, Ligurians, Sikels, Campanian hoplites or cavalry, or artillery. His Kyrenean allies represent the army brought to his aid by Ophelias, the Macedonian ruler of Kyrene. Agathokles had him killed and took over his army. At Tunis, Agathokles used camp followers or the crews of his lighter galleys to imitate a distant reserve of hoplites. These should be represented as double-based hoplites, at least until they enter combat. Syracusan allied contingents can include Gauls and Spaniards, up to the full maxima in this . list, and need not contain any non-mercenary hoplites. Syracuse was allied to Carthage briefly during both the 1st and 2nd Punic wars, but on both occasions the Carthaginian and Syracusan armies failed to successfully co-operate. Syracusan cavalry allied to Sparta made a deep impression on the Greeks.

## 10. CAMILLAN ROMAN 400 BC - 275 BC

Warm. Ag 1. WW, Rv, H(S), H(G), O, V, RGo, M, Rd, BUA.

Roman C-in-C - Reg Cv (O) @ 28AP	1
Roman ally-general - Reg Cv (O) @ 18AP	0-1
Roman sub-general - Reg Cv (O) @ 28AP	0-2
Roman and Italian ally cavalry - Reg Cv (O) @ 8AP	2-6
Roman legions and Latin alae comprised 1/4 each of:	
Leves - Reg Ps (I) @ 1AP,	
Hastati - Reg Bd (O) @ 7AP,	
Principes - Reg Sp (O) @ 5AP,	
Triarii - Reg Sp (S) @ 7AP.	28-80
Non-Latin Italian infantry - Reg Ax (I) @ 3AP	0-10
Rorarii - Reg Ps (I) @ 1AP	0-12
Accensi - Reg Sp (I) @ 4AP	0-6
Italian Greek allies - Reg Gal (O) @ 3AP [Ps (I)]	0-1
Anti-elephant wagons - Reg WWg (X) @ 7AP	0-6
Incendiary pigs and handlers - Reg Art (I) @ 4AP	0-3
Ditch and palisade for camp(s) - TF @ 1AP	0-18

### Only in 340 BC:

Samnite allies - List: Samnite (Bk 2)

This list covers Roman armies from the reforms of Camillus until the changes made probably in response to the invasion of Pyrrhos of Epeiros. The infantry now usually fought in three lines, the first of hastati armed with pila, sword and scutum and screened by skirmishing leves, the second of principes with long spear, sword and scutum, and the third of veteran triarii armed as the principes and sometimes supported by the enigmatic rorarii and accensi. Rorarii and accensi had officers and standards, so are classed as regular. Accensi by their name should be servants and were considered less reliable than the rorarii, but on the one occasion they are mentioned in battle were mistaken at a distance for triarii, so must have been armed as spearmen. The rorarii were youngsters and are now usually considered to have provided additional skirmishers. Incendiary pigs and special wagons were a desperate attempt to counter elephants used with little success against Pyrrhos. The wagons were armed with pivoting beams tipped with large blades, spikes or incendiary grapnels and were manned by archers and slingers. Incendiary pigs do not fit the Exp (0) or Ps (X) categories since they are distance weapons, though inaccurate and having a mainly psychological effect. They are instead treated as analogous to hand-launched rockets, except that they cannot affect a target across water. We assume that they are kept tethered by their nose ring until ignited. The useage was of course cruel and inhumane, but blame the Romans, not us.

## 11. GALLIC 400 BC - 50 BC

Cold. Ag 3 until 225 BC, 0 after. WW, Rv, H(S), H(G), Wd, O, V, M, RGo, Rd, BUA.	
C-in-C - on foot, Irr Wb (S) @ 15AP or as warriors, Irr Wb (F) or (O) @ 13AP, or in chariot, Irr Cv (O) @ 16AP	1
Sub-general - as above	0-1
Ally-general - on foot, Irr Wb (S) @ 10AP or as warriors, Irr Wb (F) or (O) @ 8AP, or in chariot, Irr Cv (O) @ 11AP	1-2
Foot generals' soldurii bodyguards - Irr Wb (S) @ 5AP	0-3
Chariots - Irr Cv (O) @ 6AP	4-24
Replace chariots with cavalry, Irr Cv (O), @ 12AP if ally-general, 17AP if other general, otherwise 7AP	
- from 295 BC to 225 BC:	1/3-2/3
- from 224 BC to 100 BC:	1/2-A11
- after 100 BC:	All
Cavalry - Irr Cv (O) @ 7AP	0-10
Warriors - Irr Wb, all (F) or all (O) @ 3AP	45-70
Javelinmen - Irr Ps (S) @ 3AP	3-6
Archers or slingers - Irr Ps (O) @ 2AP	0-6
Elderly, slaves, women, children, unfit or unwilling - Irr Hd (O) @ 1AP	0-12
Set up wagon laager for camp - TF @ 1AP, or plashed wood edge - TF @ 2AP	0-12
<b>Only before 200 BC:</b>	
Gaesati mercenary sub-general - Irr Wb (S) @ 15AP	*1
Naked gaesati - Irr Wb (S) @ 5AP	* 11-19
<b>Only after 150 BC:</b>	
Veneti ships - Irr Shp (O) @ 3AP [Wb]	0-6
<b>Only Arverni and Sequani from 71 BC to 61 BC:</b>	
Ariovistus's German allies - List: Early German (Bk 2)	
<b>Only Aquitanians in 56 BC:</b>	
Iberian allies - List: Ancient Spanish (Bk 2)	

This list covers the western Celts of Gaul and North Italy from the rise of the La Tene culture until the completion of Caesar's conquest of Gaul. During their aggressive period up to 225 BC, the Gauls of North Italy handed the Romans a series of crushing disasters and were greatly feared by them. There is some controversy as to whether most western Gauls fought in close formation or loose. Since they are described as charging rapidly from difficult terrain and lacking staying power, we favour loose (F) as more likely. Soldurii were fanatically loyal bodyguards on the Iberian pattern, bound by oath not to survive their leader's death in battle, and may only have been found among the Aquitanians, who were of mixed Celtic and Iberian stock. Gaesati were a community of mercenary infantry warriors based in the Alps. Minima marked \* apply if any gaesati are used. All gaesati must be under the command of a gaesati sub-general, whose command cannot include any other troops. At Sentinum in 295, allied with the Samnites against Rome, the cavalry were stationed on the flank and the chariots kept in reserve, successfully intervening when the cavalry were beaten. At Telamon in 225, the chariots were on the flanks of the infantry and the cavalry used in a single independent mass, supported by the light troops. The infantry then proved vulnerable to Roman light troops, to which they had no reply. Plashing is the twisting together of branches to make a barrier. If there are insufficient woods, surplus plashing is lost. An army of miscellaneous Germans under Ariovistus was brought in by the Arverni and Sequani against other Gauls in 71 BC, but rebelled, won a decisive victory over a combined Gallic army in 60 BC and occupied part of Gaul until defeated by Julius Caesar in 58 BC.



## 12. ALEXANDRIAN MACEDONIAN 355 BC - 320 BC

Warm. Ag 4. WW, Rv, H(S), H(G), Wd, O, V, RGo, Rd, BUA.	
C-in-C - Reg Kn (F) @ 31AP	1
Sub-general - as above or Reg Cv (O) @ 28AP	1-2
Companions - Reg Kn (F) @ HAP	2-6
Prodromoi - Reg LH (O) @ 5AP	1-3
Thracians or Paionians - Irr LH (O) @ 5AP	1-3
Greek allied or mercenary cavalry - Reg Cv (1) @ 6AP	0-2
Pezetairoi - Reg Pk (O) @ 4AP	12-48
Replace pezetairoi's pikes with javelins - Reg Ax (O) @ 4AP	0-16
Agrianian, Illyrian or Thracian javelinmen - Irr Ps (S) @ 3AP	2-8
Agrianian slingers - Irr Ps (O) @ 2AP	0-1
Upgrade all Agrianians to Reg Ps (S) @ 3AP	0-4
Cretan or Macedonian archers or Rhodian slingers - Reg Ps (O) @ 2AP	2-4
Greek allied hoplites - Reg Sp (I) @ 4AP or Irr Sp (O) @ 4AP	0-16
Greek mercenary peltasts - Reg Ax (O) @ 4AP	0-10
Thracian peltasts - Irr Ax (O) @ 3AP or Irr Ax (S) @ 4AP	0-12
Bolt-shooters - Reg Art (O) @ 8AP	0-2
Trieres - Reg Gal (O) @ 3AP [Ax (O)]	0-2
<b>All except Antipater:</b>	
Thessalians - Reg Cv (O) @ 8AP	3-4
Hypaspists - all Reg Sp (S) @ 7AP or all Reg Ax (S) @ 5AP or all Reg Pk (S) @ 5AP	*4-12
<b>Only before 334 BC:</b>	
Regrade C-in-C as Hypaspists - Reg Sp (S) @ 27AP, Reg Ax (S) @ 25AP or Reg Pk (S) @ 25AP0-1	
<b>Only Philip II from 355 BC to 352 BC and Antipater from 334 BC to 321 BC:</b>	
Thessalian allies - List: Later Hoplite Greek (Bk 2)	
<b>Only if Alexander or Antipater after 335 BC:</b>	
Stone-throwers - Reg Art (S) @ 10AP	0-1
Penteres and tetteres - Reg Gal (S) @ 4AP [Ax (O)]	0-1
Artillery boats - Reg Bts (X) @ 6AP [Art (S)]	0-1
<b>Only if Alexander after 330 BC:</b>	
Asiatic Hippakontistai - Irr LH (O) @ 5AP	0-3

This list covers the armies of Philip II and Alexander the Great from Philip's reforms to Alexander's Skythian campaign of 329 BC, and that of the regent Antipater from 334 to 320 BC. It includes the battles of Chaironeia, Granikos, Issos and Gaugamela. There is still dispute as to how the Hypaspists were equipped. The weight of current evidence suggests that they can be equated to the Macedonians with hoplite shield on the Alexander sarcophagus and were not converted into pikemen armed with the sarissa until after the Skythian campaign. A similar shield was found in Philip's tomb. The minimum marked \* applies only if Philip or Alexander is present in person. Although there is no direct evidence for it, it has been suggested that on forced marches the pezetairoi sometimes left their pikes behind and took javelins instead, as they are recorded as doing at the siege of Halikarnassos. Not all of the pezetairoi were taken on such marches. If this option is used, all pezetairoi of a command using it must be Ax (O), its hypaspists must be Ax (S), it cannot include hoplites or artillery, and one such command must be that of the C-in-C. Philip II had a nasty experience with artillery fighting Phokis in 354 BC, and became a fanatic on the subject, joining the Syracusans and Phokians as the third great artillery power. Alexander used bolt-shooters in a few field battles, notably against the Skythians. Stone-throwers were first used at Halikarnassos in 334 BC. Towers were used in sieges, but were not mobile and had to be built in place. Alexander acquired Macedonia's first large warships during his conquest of Asia Minor. Kn (F) generals and Companions can dismount as Ax (S) to enter difficult going or to attack or defend fortifications. If Thessalian allies are used, other Thessalians cannot be.

### 13. SAMNITE 355 BC - 272 BC

Warm. Ag 1. Rv, H(S), H(G), Wd, O, RGo, Rd, BUA.	
C-in-C - Reg Cv (O) @ 28AP or Reg Ax (S) @ 25AP	1
Samnite sub-general - as above	0-2
Cavalry - Reg Cv (O) @ 8AP	2-5
Infantry - Reg Ax (S) @ 5AP	25-95
Ditch and palisade or rocks and felled trees - TF @ 2AP	0-12
Roman allies - List: Camillan Roman (Bk 2)	
Campanian allies - List: Campanian, Apulian, Lucanian or Bruttian (Bk 2)	
Apulian allies - List: Campanian, Apulian, Lucanian or Bruttian (Bk 2)	
Volsci and/or Hernici allies - List: Italian Hill Tribes (Bk 1)	
Etruscan allies - List: Etruscan League (Bk 1)	
Umbrian allies - List: Early Latin, Roman, Etruscan and Umbrian (Bk 1)	
Gallic allies - List: Gallic (Bk 2)	

This list covers Samnite armies from the foundation of the Samnite league. They fought long and hard against the Romans in a series of wars from 343 BC to 272 BC, and were the only Italian nation whose military qualities the Romans feared. According to Livy they were warlike, brave and resolute even in adversity. Their main strength was in fast moving javelin armed infantry, organised in cohorts and legions. Grading as (S) reflects not only their reputation but also many of them being armoured. Their preferred tactic was to surround an enemy and pelt him with javelins while avoiding hand-to-hand contact. If possible they would ambush the enemy rather than risk a pitched battle. The wooded hills of their home territory were ideally suited to such tactics. However, they were prepared to fight it out in the open if necessary. Roman allies cannot be used with any others. Campanians, Apulians, and Volsci/Hernici can be used together, as can Etruscans, Umbrians and Gauls.

### 14. ARIARATHID KAPPADOKIAN 330 BC - 322 BC and 300 BC - 17 AD

Cold. Ag 0. Rv, H(S), H(G), O, RGo, Rd, BUA.	
C-in-C-Irr Cv(S) @ 19AP	1
Sub-general - as above	1-2
Noble cavalry on armoured horses - Irr Cv (S) @ 9AP	0-6
Cavalry - Irr Cv (O) @ 7AP	8-18
Light cavalry - Irr LH (O) @ 5AP	6-12
Foot - Irr Ax (O) @ 3AP	20-64
Archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	6-24
<b>Only Ariarathes I (330 BC - 322 BC):</b>	
Mercenary sub-general - Reg Sp (O) @ 25 AP	0-1
Mercenary hoplites - Reg Sp (O) @ 5AP	0-8
Mercenary peltasts - Reg Ax (O) @ 4AP	0-2
Mercenary slingers and archers - Reg Ps (O) @ 2AP	0-2
Thracian mercenaries - Irr Ax (O) @ 3AP or Irr Ax (S) @ 4AP	0-2
<b>Only Ariarathes II (300 BC - 255 BC):</b>	
Armenian allies - List: Early Armenian and Gordyene (Bk 2)	
<b>Only Ariarathes III and successors (255 BC - 17 AD):</b>	
Mercenary thureophoroi - Reg Ax (S) @ 5AP	0-4
Thracian mercenaries - Irr Ax (S) @ 4AP	0-2
Galatian mercenaries - Irr Wb (S) @ 5AP	0-2

Kappadokia was in central eastern Asia Minor, was famous for its horses and its fruit orchards, and worshipped the mother goddess Ma. This list covers Kappadokian armies from the collapse of the Achaemenid Persian monarchy until the defeat of Ariarathes by Perdikkas, one of Alexander the Great's successors, and then from the recovery of the country by Ariarathes II with Armenian aid until its incorporation as a Roman province by Tiberius. Ariarathes I used mercenaries against Perdikkas. Most of these may have been Greeks paid off by Alexander. The later kings used some mercenaries, although the nationality of these is uncertain.

## 15. ALEXANDRIAN IMPERIAL 328 BC - 320 BC

Dry. Ag 4. WW, Rv, H(S), H(G), Wd, O, V, RGo, Rd, BUA.	
C-in-C - Reg Kn(F)@31AP	1
Sub-general - as above	1-2
Companions - Reg Kn (F) @ 11AP	3-7
Thessalians or Thracians - Reg Cv (O) @ 8AP	0-1
Thracians, Hippakontistai, Arachosians or Paropamisadae - Irr LH (O) @ 5AP	4-6
Hypaspists - Reg Pk (S) @ 5AP	*4-8
Pezetairoi - Reg Pk (O) @ 4AP	12-24
Agrianians - Reg Ps (S) @ 3AP	2-8
Cretan and Macedonian archers - Reg Ps (O) @ 2AP	2-4
Greek mercenary hoplites - Reg Sp (O) @ 5AP	0-4
Greek mercenary peltasts - Reg Ax (O) @ 4AP	0-8
Thracian peltasts - Irr Ax (O) @ 3AP or Irr Ax (S) @ 4AP	0-8
Bolt-shooters - Reg Art (O) @ 8AP	0-2
Elephants - Irr El (O) @ 16AP	0-3
<b>Only before 324 BC:</b>	
Sogdians or Skythians - Irr LH (F) @ 4AP	2-3
Bactrians - Irr LH (S) @ 7AP	0-3
Triakonters - Irr Bts (O) @ 2AP [Ax (O)]	0-3
Triemiolae - Reg Gal (F) @ 2AP [Ax (O)]	0-1
Indian allies - List: Classical Indian (Bk 2)	
<b>Only from 324 BC:</b>	
Persian "Successors" - Reg Kn (F) @ 11AP	1-2
<b>Only from 324 BC to 323 BC:</b>	
Replace hypaspists with Persian guard - Reg Bw (O) @ 5AP	2/3
Replace pezetairoi with Experimental phalanx - Reg Bw, half (X) @ 7AP, half (O) @ 3AP, on double depth base, with 1 row of Macedonian pikemen and 1 of Persian archers.	All
<b>Only after 323 BC:</b>	
Replace hypaspists and pezetairoi with 1/3 Macedonian phalangites - Reg Pk (S) @ 5AP,	
2/3 pantodapoi - Reg Pk (O) @ 4AP	All
Persian slingers and archers - Irr Ps (O) @ 2AP	0-8
Hexeres - Reg Gal (S) @ 4AP [Ax]	0-3

This list covers the army of Alexander the Great from his invasion of India until the first phase of the Wars of the Successors ended with the murder of the regent Perdikkas. The prodromoi had been drafted into the Companions and replaced by Asiatic light horse, and the hypaspists were now certainly pike-armed. Most hypaspists were sent home in 324 and the remainder supplemented by a Persian guard dressed in a "flame-colour" (yellow?), scarlet and royal blue uniform. A 5th unit of Companions was formed entirely of Persians. Before his death Alexander was experimenting with a mixed phalanx comprising 3 ranks of Macedonians with pikes, then 12 ranks of Persians with bows and javelins, then a final rank of Macedonians with pikes. Alexander's death before his expedition to Arabia meant that it was never used in action, and his generals separated out the Asiatics and equipped them as pantodapoi pikemen with Macedonian and Greek officers and file leaders. Under DBM it is best represented as above, with each element representing 8 ranks instead of the usual 4. Triemiolae and triakonters were used on the Indus. Alexander ordered the construction of a fleet of hexeres in Phoenicia in his absence, which were ready by his return west. These were larger than any other warships of the time and may have been intended for use against Carthage. He was also considering a fleet of even larger hepteres to be built at Babylon, together with a navigable canal to get them to the Persian gulf. The minimum marked \* applies only if the army is led by the King or his Regent.

## 16. ASIATIC EARLY SUCCESSOR 320 BC - 285 BC

Warm. Ag 3. WW (unless Eumenes), Rv, H(S), H(G), Wd, O, RGo, Rd, BUA. Demetrios only: WW.	
C-in-C - Reg Kn (F) @ 31AP or Reg Pk (O) @ 24AP	1
Sub-general - Reg Kn (F) @ 31 AP or Reg Pk (O) @ 24AP	0-2
Xystophoroi - Reg Kn (F) @ 11AP	2-4
Asian colonist, satrapal, Thracian or other irregular heavy cavalry - Irr Cv (O) @ 7AP	0-6
Arachosian, Paropamisadae, Pisidian, Thracian or other irregular light cavalry - Irr LH (O) @ 5AP	0-5
Pantodapoi phalangites - Reg Pk (O) @ 4AP	8-20
Greek mercenaries - up to 1/2 Reg Pk (O) @ 4AP, rest Reg Ax (O) @ 4AP	8-20
Cretans - Reg Ps (O) @ 2AP	0-4
Persian archers and slingers - Irr Ps (O) @ 2AP	8-24
Javelinmen - Irr Ps (S) @ 3AP	0-6
Elephants - Irr El (O) @ 16AP	0-2
Bolt-shooters - Reg Art (O) @ 8AP	0-2
<b>Any except Eumenes:</b>	
Hepteres, Hexeres and Penteres - Reg Gal (S) @ 4AP [Ax]	0-4
<b>Only Antigonos from 320 BC to 301 BC:</b>	
Tarantines - Reg LH (O) @ 5AP	0-6
Mede and Parthian horse archers - Irr LH (F) @ 4AP	0-2
Macedonian phalangites - Reg Pk (O) @ 4AP	4-8
Lykians and Pamphylians - Irr Ax (O) @ 3AP	0-6
<b>Only Antigonos and Demetrios from 320 BC to 285 BC:</b>	
Greek mercenary or allied cavalry - Reg Cv (O) @ 8AP	0-2
<b>Only Demetrios from 315 BC to 285 BC:</b>	
Athenian and other Greek allied hoplites	
- Up to 1/2 Reg Sp (O) @ 5AP, rest Irr Sp (O) @ 4AP	0-16
Siege or sea towers - Reg WWg (S) @ MAP or Irr Shp (X) @ 6AP [Sp or Pk]	0-2
Stone-throwers - Reg Art (S) @ 10AP	0-2
Artillery ships - Reg Bts (X) @ 6AP [Art (S)]	0-1
Pirate lembi - Irr Bts (O) @ 2AP [Ps (S)]	0-4
Pirates - Irr Ps (S) @ 3AP	1 per lembi
Athenian trieres and tetreres - Reg Gal (O) @ 3AP [Ps]	0-2
Transports - Irr Shp (I) @ 2AP [Bg]	0-6
<b>Only Eumenes from 320 BC to 316 BC:</b>	
Upgrade sub-general to Reg Pk (S) @ 25AP	1
Argyraspids - Reg Pk (S) @ 5AP	3-7
Eudamos's Indian elephants - Irr El (O) @ 16AP	0-3
<b>Only Alketas in 320 BC:</b>	
Pisidians - Irr Ax (O) @ 3AP or Irr Ps (S) @ 3AP	12-24

This list represents the armies of all the Asia-based early successors to Alexander after the murder of the regent Perdikkas in 321 BC, except Ptolemy and Seleukos. The most important of these were Antigonos One-Eye, his son Demetrios the Besieger, and his great enemy Eumenes. Xystophoroi were lancers equivalent to Alexander's Companions, but often of Persian origin. Argyraspids were the old hypaspists re-enlisted by Eumenes despite their advancing age. Pantodapoi were mostly Persians and other asiatics with Macedonian and Greek officers and file leaders. Macedonian phalangites were new recruits, not Alexander's veterans. Demetrios briefly controlled Macedon, but not long enough to make use of its troops. Eumenes deployed his archers and slingers to support his elephants and it is usually assumed that Antigonos did the same. They seem to have been used in the intervals or as a screen rather than allocated to individual elephants. Eumenes was not a Macedonian, but a Greek, and had been Alexander's military secretary. He was regarded by the other Successors as "not one of us" and "too clever by half. He turned out to have much military talent, but became the victim of treachery in 316 when he was handed over to Antigonos by the Argyraspids in return for their baggage, which Antigonos had captured. He cannot use any elephants except those provided by Eudamos, but these can be split among his commands. Eudamos brought eastern cavalry west with his elephants, but not Indian foot. Alketas cannot use elephants nor more than the minima of other mounted troops. Siege or sea towers can only be deployed if the enemy has PF.

## 17. LYSIMACHID 320 BC - 281 BC

Cold. Ag 2. WW, Rv, H(S), H(G), Wd, O, V, RGo, Rd, BUA.	
C-in-C - Reg Kn (F) @ 31 AP	1
Sub-general - as above	1-2
Macedonian cavalry - Reg Kn (F) @ 11 AP	2-4
Greek cavalry - Reg Cv (O) @ 8AP or Reg LH (O) @ 5AP	0-2
Thracian noble cavalry - Irr Cv (O) @ 7AP	0-1
Thracian, Paionian or Greek light horse - Irr LH (O) @ 5AP	5-8
Macedonian or Thracian phalangites - Reg Pk (O) @ 4AP	12-24
Mercenary Greek peltasts - Reg Ax (O) @ 4AP	0-6
Coastal Greek subject hoplites - Reg Sp (I) @ 4AP	0-12
Upgrade hoplites to mercenaries - Reg Sp (O) @ 5AP	0-2
Mercenary archers or slingers - Reg Ps (O) @ 2AP	0-6
Mercenary javelinmen - Reg Ps (S) @ 3AP	0-6
Thracian peltasts - Irr Ax (O) @ 3AP or Irr Ax (S) @ 4AP	10-26
Thracian javelinmen - Irr Ps (S) @ 3AP	0-4
Thracian archers or slingers - Irr Ps (O) @ 2AP	0-4
Illyrians - Irr Ax (S) @ 4AP	0-4
Bolt-shooters - Reg Art (O) @ 8AP	0-2
Tetreres - Reg Gal (O) @ 3AP [Ax]	0-4
Thracian allies - List: Thracian (Bk 1)	
<b>Only in 302 BC:</b>	
Disaffected Lykians and Pamphylians - Irr Ax (I) @ 2AP	0-3
<b>Only in 301 BC:</b>	
Seleucid allies - List: Seleucid (Bk 2) [See below]	
<b>Only after 301 BC:</b>	
Lykians, Pamphylians, Mysians or similar - Irr Ax (O) @ 3AP	6-12
<b>Only after 288 BC:</b>	
Elephants - Irr El (O) @ 16AP	0-1

Lysimachos was governor of Thrace when Alexander died, and later took over Macedon and western Asia Minor. Thracians can be from the areas he controlled or subjects of an allied Thracian prince. This is the ideal army for a paranoid player who thinks his troops hate him, since Lysimachos worked extremely hard at being unpopular. One of his best moves was to slaughter 2,000 of his own mercenaries whose baggage had been looted by the enemy, in case this had made them discontented and prone to desert! He was regarded by his contemporaries as "a villain and a barbarian", yet was obviously an able politician and general. He was defeated and killed by Seleukos in 281 BC, deserted by most of his Asian subjects. He had divided Demetrios's elephants with Pyrrhos after they expelled the former from Macedon. Thracian Ps (S) can give rear support to Thracian Cv. The 800 Lykians and Pamphylians that deserted from Lysimachos to Antigonos in 302 BC were probably a captured Antigonid garrison choosing to return to a more popular employer. After 301 BC Lysimachos was the legitimate ruler of Lykia and Pamphylia so we assume his new recruits were more reliable. The alliance between Lysimachos, Seleukos and Kassandros that defeated Antigonos at Ipsos in 301 BC cannot be simulated with the usual restrictions applying to allied contingents. Instead, use half the minima but full maxima of both the Lysimachid and the Seleucid list and take half the AP from each list, including all 5 elephants from the Seleucid list. Only 3 generals are used. Lysimachos must control one wing as C-in-C, Seleukos the centre, including all Pk and at least 4 of the elephants, as a sub-general, and Seleukos's son Antiochos a second wing entirely of *Kn*, *Cv*, *LH* and *Ps* as sub-general. The alliance cannot include naval elements nor other allies.

## 18. MACEDONIAN EARLY SUCCESSOR 320 BC - 260 BC

Warm. Ag 1. WW, Rv, H(S), H(G), Wd, O, V, RGo, Rd, BUA.	
C-in-C - Reg Kn (F) @ 31AP	1
Sub-general - as above	1-2
Agema and Companions - Reg Kn (F) @ 11AP	0-3
Greek mercenary heavy cavalry - Reg Cv (I) @ 6AP	2-3
Upgrade Greek Cv to Thessalian Reg Cv (O) @ 8AP	0-2
Greek mercenary light cavalry - Irr LH (O) @ 5AP or Reg LH (O) @ 5AP	0-3
Phalangites - Reg Pk (O) @ 4AP	8-24
Upgrade Macedonian veteran Pk to Reg Pk (S) @ 5AP	0-12
Mercenary peltasts - Reg Ax (O) @ 4AP	12-24
Thracians - Irr Ax (O) @ 3AP or Irr Ax (S) @ 4AP	0-4
Archers or slingers - Reg Ps (O) @ 2AP	6-10
Javelinmen - Irr Ps (S) @ 3AP	6-20
Elephants - Irr El (O) @ 16AP	0-3
Bolt-shooters - Reg Art (O) @ 8AP	0-2
Stone-throwers - Reg Art (S) @ 10AP	0-2
Hexeres - Reg Gal (S) @ 4AP [Ax]	0-2
<b>Only Polyperchon in 310 BC:</b>	
Aitolian allies - List: Later Hoplite Greek (Bk 2)	
<b>Only Kassandros from 318 BC to 302 BC:</b>	
Allied hoplites - Reg Sp (I) @ 4AP or Irr Sp (O) @ 4AP	0-6
<b>Only Ptolemy Keraunos in 279 BC:</b>	
Upgrade C-in-C on elephant to Irr El (O) @ 26AP	0-1
<b>Only Antigonos Gonatas after 277 BC:</b>	
Galatians - Irr Wb (S) @ 5AP	0-12
Upgrade peltasts to thureophoroi - Reg Ax (S) @ 5AP	Any
<b>Only Antigonos Gonatas in 272 BC:</b>	
Spartan allies - List: Hellenistic Greek (Bk 2)	
Argive allies - List: Hellenistic Greek (Bk 2)	

This list represents those early successors of Alexander whose main power base was in Macedonia, even if they did not manage to retain it continuously. They include Antipatros, Polyperchon, Queen Olympias, Kassandros, Ptolemy Keraunos "The Thunderbolt" and Antigonos Gonatas "Knock-Knees", but not the latter's father Demetrios Poliorcetes "The Besieger". Polyperchon was nominated by Antipatros to succeed him as regent in 319 BC, but was never generally accepted. He was briefly allied with Queen Olympias, and later with the Aitolioan league, but was bought off by and ended as a subordinate to Kassandros. Kassandros was the son of Antipatros, and started in 318 with 4,000 men lent to him by Antigonos "One Eye". He seized control of Athens and was then accepted as King of Macedon. He was responsible for the murders of Alexander's mother, wife Roxane and 14 year old son. He died in 298 and his sons could not hold the Kingdom. Olympias was Alexander's mother. She made a bid for power in 317 but was captured and killed in 316. Ptolemy Keraunos was a son of Ptolemy I, but not his heir. He seized Macedon in 280, but was killed next year fighting Galatians when he fell off his elephant. Antigonos Gonatas became King of Macedon after defeating Galatians in 277 and reigned until 239. The latter part of his reign, after the remaining elephants had died of old age, is covered by the Later Macedonian list. Only Antipatros or Polyperchon before 317 BC can use more than 2 elephant elements. Spartan and Argive allies must include hoplites.

## 19. SELEUCID 320 BC-83 BC

Warm. Ag 2. WW, Rv, H(S), H(G), O, E, RGo, D, M, Rd, BUA, C-in-C-Reg Kn(F)@31AP	1
Sub-general - as above	1
Sub-general - as above or Reg Pk (S) @ 25AP	0-1
Companions - Reg Kn (F) @ 11AP	0-1
Agema-Reg Kn (F)@ 11AP	0-1
Line cavalry - Reg Kn (F) @ 11AP	2-7
Skythians - Irr LH (F) @ 4AP	1-3
Argyraspids - Reg Pk (S) @ 5AP	3-12
Phalanx - Reg Pk (O) @ 4AP	4-24
Scythed chariots - Irr Exp (O) @ 7AP	0-4
Cretans - Reg Ps (O) @ 2AP	0-4
Asiatic archers and slingers - Up to 1/2 Irr Bw (I) @ 3AP, rest Irr Ps (O) @ 2AP	6-20
Other levies - Irr Hd (O) @ 1AP	0-8
Kappadokian or other hillmen - Irr Ax (O) @ 3AP or Irr Ps (S) @ 3AP	0-4
Bedouin camelry - Irr LH (I) @ 3AP or Irr Cm (O) @ 6AP	0-3
Thracians - Irr Ax (O) @ 3AP or Irr Ax (S) @ 4AP	0-3
Heavy bolt-shooter - Reg Art (O) @ 8AP	0-2
<b>Only before 280 BC:</b>	
Asiatic light horse - Irr LH (O) @ 5AP	0-6
Peltasts - Reg Ax (O) @ 4AP	2-6
Elephants - Irr El (O) @ 16AP	0-5
<b>Only before 189 BC:</b>	
Tarantines - Reg LH (O) @ 5AP	0-2
<b>Only after 281 BC:</b>	
Thureophoroi and thorakitai - Reg Ax (S) @ SAP	2-6
<b>Only from 280 BC to 205 BC:</b>	
Elephants - Irr El (O) @ 16AP	0-3
<b>Only after 245 BC:</b>	
Galatian cavalry - Irr Cv (O) @ 7AP	0-3
Galatian foot - Irr Wb (S) @ 5AP	0-4
<b>Only after 205 BC:</b>	
Upgrade generals to Reg Kn (X) @ 33AP	0-2
Upgrade agema to Reg Kn (X) @ 13AP	All/0
Upgrade line cavalry to Reg Kn (X) @ 13AP	All
Hepteres, Hexeres and Penteres - Reg Gal (S) @ 4AP [Ax]	0-2
Trieres and Tetreres - Reg Gal (O) @ 3AP [Ax]	0-3
Lembi - Irr Bts (O) @ 2AP [Ps (S)]	0-1
<b>Only from 204 BC to 162 BC:</b>	
Elephants with escorts - Irr El (S) @ 20AP	0-3
<b>Only from 191 BC to 190 BC:</b>	
Aitolian allies - List: Hellenistic Greek (Bk 2)	
<b>Only after 167 BC:</b>	
City militia cavalry - Reg Cv (1) @ 6AP or Reg LH (O) @ 5AP	0-6
City militia thureophoroi - Reg Ax (I) @ 3AP	0-20
Upgrade argyraspids to "Roman Argyraspids" - Reg Bd (O) @ 7AP	Half/0
<b>Only from 145 BC to 125 BC:</b>	
African elephants - Irr El (I) @ HAP	0-3
<b>Only in 145 BC and from 131 BC to 129 BC and circa 90 BC:</b>	
Jewish auxiliary allies - List: Maccabean Jewish (Bk 2) or Hasmonean Jewish (Bk 2)	
<b>Only from 140 BC to 129 BC:</b>	
Elymaians and other Parthian rebel allies - List: Parthian (Bk 2)	0-30

This list covers the Seleucid Kingdom from its foundation by Alexander's general Seleukos until its abolition by the Romans. Its Hellenistic Xystophoroi cavalry were mostly converted into cataphracts after war with the Parthians, and half the elite Argyraspid pikemen into imitation legionaries after defeat by the Romans. As elephant numbers shrank, they were given large infantry escorts as a partial compensation. The Asiatic elephant herd was slaughtered by the Romans in 162, but African elephants were obtained in 145. Galatian mercenaries retained their fearsome reputation after those settled in Asia Minor deteriorated. Maccabean Jewish allies can include only troops marked \*.

## 20. PTOLEMAIC 320 BC - 30 BC

Dry. Ag 1. WW, Rv, E, RGo, M, D, Rd, BUA.	
C-in-C - Reg Kn (F) @ 31AP	1
Sub-general - as above	1-2
Cleruch cavalry - Reg Kn (F) @ 11AP	2-5
"Ethnic" cavalry - Reg LH (O) @ 5AP	1-4
Agema - Reg Ax (S) @ 5AP or Reg Pk (S) @ 5AP	0-4
Cretan archers - Reg Ps (O) @ 2AP	0-8
Thracians - Irr Ax (O) @ 3AP or Irr Ax (S) @ 4AP	0-5
Egyptian, Bedouin or Jewish garrisons and border guards - Reg Ax (I) @ 3AP	0-8
Bedouin camelry - Irr LH (I) @ 3AP	0-2
Heavy bolt-shooter - Reg Art (O) @ 8AP	0-3
Penteres - Reg Gal (S) @ 4AP [Ax]	0-4
Tetreres - Reg Gal (O) @ 3AP [Ax]	0-4
Transports - Irr Shp (I) @ 2AP [Bg]	0-6
<b>Only before 274 BC:</b>	
Macedonian phalangites - Reg Pk (O) @ 4AP	24-48
Peltasts - Reg Ax (O) @ 4AP	0-6
Egyptian or Syrian archers or slingers - Irr Ps (O) @ 2AP	0-12
Indian elephants - Irr El (O) @ 16AP	0-1
<b>Only from 274 BC to 54 BC:</b>	
Macedonian phalangites - Reg Pk (O) @ 4AP	24-48
Egyptian phalangites - Reg Pk (I) @ 3AP	0-24
Threophoroi and thorakitai - Reg Ax (S) @ 5AP	0-6
Galatians - Irr Wb (S) @ 5AP	0-4
Mercenary cavalry - Greek Reg Cv (O) @ 8AP and/or Nubian or Galatian Irr Cv (O) @ 7AP	0-3
African elephants - Irr El (I) @ MAP	0-2
<b>Only after 215 BC:</b>	
Cretan or Pisidian peltasts or pseudo-velites - Reg Ps (S) @ 3AP	0-4
Replace Pk (I) phalangites with Nubian axemen - Irr Bd (F) @ 5AP	0-4
<b>Only from 203 BC to 196 BC:</b>	
Aitolian mercenary cavalry - Irr LH (O) @ 5AP	0-2
Aitolian javelinmen - Irr Ps (S) @ 3AP	0-10
<b>Only after 167 BC:</b>	
Imitation legionaries - Reg Bd (I) @ 5AP	0-8
<b>Only after 54 BC:</b>	
Celtic bodyguard - Irr Cv (O) @ 7AP or Irr Wb (S) @ 5AP	0-1
Phalangites - Reg Pk (O) @ 4AP or Reg Pk (I) @ 3AP	0-12
Gabinian or Antonine remnant legionaries - Reg Bd (O) @ 7AP	0-10
Cilician and Syrian threophoroi - Reg Ax (S) @ 5AP	4-12
Rioting mob-Irr Hd(F) @ 1AP	0-20
River boats - Irr Bts (O) @ 2AP [Ps]	0-1

This list covers the armies of Macedonian Egypt from the death of Alexander to the deaths of Cleopatra and Marcus Antonius. African elephants of the small forest species were tamed to make up for a lack of Indian elephants after the line of supply was blocked by the Seleucids. The army was mostly of military settlers and mercenaries, native Egyptians being too unreliable to be trusted except in emergency. The non-Egyptian population of the capital,



Alexandria, was prone to riot. At some time after Pydna in 168 BC, some troops may have been equipped in Roman style as "imitation legionaries". The first evidence for this is from around 145 BC, but the Seleucids had reacted in the same way by 166 BC. However, few of the depictions identified as "imitation legionaries" show armour and none show pila or gladius, so possibly depict ordinary thureophoroi and thorakitai. Cretan and Pisidian peltast regiments were javelin-skirmishers with helmets and small round shields. Caesar reports that the Ptolemaic army of his day largely comprised brigands and ex-pirates from Cilicia and Syria, exiles and runaway slaves. The Gabinian legionaries left behind by a previous Roman expedition had once been good troops. Generals can always dismount as Pk (O). The provision for a river simulates a fordable branch of the Nile delta. A waterway can be the Nile or the sea.

## 21. CH'ANG AND TI 315 BC - 417 AD

Cheng-Han from 302 AD to 347 AD: Warm. Others: Cold. Ag 3.	
Rv, H(S), H(G), Wd, RGo. After 302 AD, also O, E, Rd, BUA.	
C-in-C - Irr LH (F) @ MAP or Irr Cv (O) @ 17AP or Irr Ax (S) @ HAP	1
Ally-general - Irr LH (F) @ 9AP or Irr Cv (O) @ 12AP or Irr Ax (S) @ 9AP	1-3
Cavalry - all Irr LH (F) @ 4AP or all Irr Cv (O) @ 7AP	4-15
Armoured infantry - Irr Ax (S) @ 4AP	12-32
Unarmoured infantry - Irr Ax (O) @ 3AP	24-64
Archers - Irr Bw (I) @ 3AP or Irr Ps (O) @ 2AP	12-32
<b>Only from 110 AD to 214 AD:</b>	
Hsiung-nu allies - List: Hsiung Nu (Bk 2)	
Chinese frontier peasant rebels - Irr Hd (S) @ 2AP	0-6
<b>Only after 302 AD:</b>	
Upgrade generals to Irr Kn (X) @ 21AP if C-in-C, 16AP if ally, or to Irr Kn (F) @ 19AP if C-in-C, MAP if ally	Any
Upgrade cavalry to Irr Kn (X) @ 11AP or Irr Kn (F) @ 9AP	0-1/2
<b>Only Former Ch'in from 351 AD to 394 AD:</b>	
Chinese cavalry - Reg Kn (F) @ 11AP	1-4
Chinese conscript spearmen or halberdiers - Reg Sp (I) @ 4AP	6-16
Chinese conscript crossbowmen - Reg Bw (1) @ 4AP	6-16
Chinese conscript skirmishing archers - Reg Ps (O) @ 2AP	0-6
Camp defences to protect baggage - TF @ 1AP	0-12
Hsien-pi allies - List: Hsien-pi, Wu-huan, Pre-Dynastic Khitan or Hsi (Bk 2) [may include regular infantry]	
Hsiung-nu allies - List: Hsiung-nu or Juan-juan (Bk 2)	
<b>Only Former Ch'in in 383 AD:</b>	
Chinese mass levy - Irr Hd (O) @ 1AP	0-12

The Ch'iang were a group of tribes on the hilly western borders of China, stretching from Szechwan and Kansu into Tibet. They were never united, and fought both for and against Han China. The Ti of N. Szechwan are often associated with them and may have been related; both are sometimes thought to be related to the Tibetans. (The Ti of this list are not the same nation as the Ti of the Early Northern Barbarian Book 1 list.) Ch'iang and Ti fought mostly as infantry. Their weaponry is described as "bows, spears, swords, short knives and armour". 4th-century AD Ch'iang and Ti troops are said to have scattered easily, suggesting that they did not fight in close formations. They had some horsemen, since the Han recruited Ch'iang cavalry and some Ti cavalry are attested under Former Ch'in, but it is not clear how they fought. They may have fought as nomad-style horse archers or closer to the Chinese style. It is probable that 4th-century AD Ch'iang adopted the cataphract equipment used by the Hsien-pi and some other tribal cavalry in N. China. In the 2nd century AD, Hsiung-nu groups frequently assisted Ch'iang rebellions. As some Ch'iang infiltrated into Han territory in N.W. China, local Chinese joined Ch'iang revolts in 111 AD and, along with Hsiung-nu and others, in 184 - 214 AD. One Ti group founded the kingdom of Cheng-Han in Szechwan (302 - 347 AD), the first barbarian kingdom to be set up on Imperial soil as the Western Chin collapsed. It was eventually reconquered by the Eastern Chin of S. China. Another Ti clan set up the Former Ch'in dynasty (351 - 394 AD), which briefly ruled all N. China. Its king Fu Chien failed in an attempt to conquer the south in 383, and the kingdom collapsed soon after. Other Ti and Ch'iang states, successors to Former Ch'in in the north, were Later Ch'in (384 - 417 AD) and Later Liang (385 - 403 AD). The partly fictionalised "Chronicle of Fu Chien" describes a huge army of low quality troops levied by the Former Ch'in for the battle of the Fei River in 383, which also included a large number of ethnic Chinese cavalry levied from the rich and the nobility. An account of an earlier Former Ch'in battle describes cavalry officers with Chinese names charging repeatedly to close quarters with' no concern for their flanks and capturing standards.

## 22. ARABO-ARAMAEAN 312 BC - 240 AD

Dry. Ag 0. H(G), O, RGo, D, BUA. Nabataea only: H(S). Characene only: WW, M. All but Nabataea: Rv.

C-in-C - Irr Cv(O) @ 17AP	1
Sub-general - as above or Irr LH (O) @ 15AP or Irr Bd (O) @ 15AP	1-2
Cavalry - Irr Cv (O) @ 7AP	2-4
Horse archers - Irr LH (F) @ 4AP	6-24
Camel mounted scouts - Irr LH (I) @ 3AP, or caravan guards - Irr Cm (O) @ 6AP	0-3
Swordsmen - Irr Bd (I) @ 4AP	0-8
Javelinmen - Irr Ps (S) @ 3AP or Irr Ax (O) @ 3AP	8-24
Archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP or Irr Bw (O) @ 4AP	45-96
Slingers - Irr Ps (O) @ 2AP	0-10
<b>Only Nabataea from 312 BC to 106 AD:</b>	
Stampeding camels - Irr Exp (O) @ 7AP	0-2
Rafts or reed boats - Irr Bts (I) @ 1AP [Ps, Bw]	0-4
Dry stone wall - TF @ 2AP	0-24
<b>Only Nabataea from 250 BC to 106 AD:</b>	
Upgrade sub-generals to Reg Bd (O) @ 27AP	Any
Upgrade other generals and cavalry to all Reg Kn (F) @ 31AP if general, 11AP if not, or all Reg Cv (O) @ 28AP if general, 8AP if not	All
Upgrade archers to Reg Bw (O) @ 5AP	0-12
Upgrade horse archers to Reg LH (F) @ 4AP	1 per 2 Reg Bw
<b>Any except Nabataea or Emesa from 126 BC to 225 AD:</b>	
Upgrade generals and cavalry to cataphracts - Irr Kn (X) @ 21AP if general, 11AP if not	Any
Parthian allies - List: Parthian (Bk 2)	
<b>Only Hatra from 126 BC to 225 AD:</b>	
Cataphract camels - Irr Cm (S) @ 11AP	0-6
<b>Only Hatra from 100 AD to 240 AD:</b>	
Bolt-shooters - Reg Art (O) @ 8AP	0-4
Naphtha and scorpion-pot hurlers - Irr Ps (X) @ 6AP	0-2
<b>Only Hatra from 200 AD:</b>	
Stone-throwers - Reg Art (S) @ 10AP	0-2
<b>Only Hatra from 235 AD to 240 AD:</b>	
Roman auxiliaries - Reg Ax (O) @ 4AP	2-4
<b>Only Characene:</b>	
Northern Arabian nomad allies - List: Later Pre-Islamic Arab (Bk 2)	
<b>Only Emesa from 51 BC to 72 AD:</b>	
Upgrade generals and cavalry to cataphracts - Reg Kn (X) @ 33AP if general, 13AP if not	Any
Upgrade sub-general to Reg Ax (S) @ 25AP	0-1
Guard infantry - Reg Ax (S) @ 5AP	2-4

This covers most of the Aramaic-speaking, but Parthian and Hellenistic influenced, Arab-ruled city states of Syria and Mesopotamia. It includes the Nabataean kingdom 312 BC - 106 AD, the Arabayan kingdom of Hatra 150 BC - 240 AD, Edessa 150 BC - 197 AD, Singara 147 BC - 198 AD, Characene/Mesene 127 BC - 222 AD, Adiabene 126 BC - 115 AD, and Emesa 126 BC - 72 AD, but not Palmyra, which has its own list. The Nabataeans defeated Antigonids, Maccabees and Seleucids, burnt the remnants of Cleopatra's fleet and fought fiercely against Herod the Great. The kingdom was centred on the rock-city of Petra and was renowned for its wealth, derived from myrrh, frankincense and bitumen. The majority of Nabataean troops were archers and some at least were regulars, since one officer from the period of the Kingdom had the title "qntryn" - centurion - and several are known with the Greek titles "strategos", "chiliarchos" and "hipparchos". On annexation, Nabataea provided at least 6 cohortes equitatae for the Roman army, some at least of which were sagittarii and had their cavalry component also armed with bows. There are also several inscriptions that refer to cavalry companions and one to a chiliarch of the Hephæstions, suggesting Hellenistic-style xystophoroi rather than Parthian-style cataphracts. Camels were not much used except for baggage, scouting and possibly trade route protection. Stampeding camels were used by King Obodas against the Judæan infantry of Alexander Yannai. Allied contingents supplied by Nabataeans to other nations can include camel mounted scouts, and

need not include any infantry unless the total number of elements in the allied contingent exceeds 12 including baggage. Emesa was always willing to help out the Romans with an allied contingent of 1,000 cavalry and 2-3,000 mainly archer foot, especially against its neighbours. The full name of the Late Roman auxilia palatina unit Regii was Regii Emeseni Iudaei, the "Royal Judaeans from Emesa". Hatra was defended by an exceptionally powerful force of artillery. Since there is no record of its use in the field, it can only be used from PF. The cataphract camels used by the Parthians in 217 AD may have been Hatrene. A Hatrene allied contingent can therefore include Cm (S).

### 23. LATER PRE-ISLAMIC ARAB 312 BC - 633 AD

Dry. Ag 3 if nomad C-in-C, 0 if not. WW, H(S), Rd if Yemen or Oman, D if not, all H(G), O, E, RGo, BUA.	
C-in-C - Irr Cv (O) @ 17AP or Nomad Irr LH (O) @ 15AP	1
Sub-general - as above	0-2
Nomad ally-general - Irr LH (O) @ 10AP	0-1
Non-nomad armoured cavalry - Irr Cv (O) @ 7AP	0-5
Nomad horsemen - Irr LH (O) @ 5AP	4-16
Nomad or other scouting camel riders - Irr LH (I) @ 3AP	3-9
Nomad or other foot warriors - Irr Ax (O) @ 3AP if Yemen, Irr Bd (I) @ 4AP if not	30-66
Upgrade non-nomad foot warriors as armoured swordsmen - Irr Bd (O) @ 5AP	0-6
Nomad or other archers - Irr Bw (O) @ 4AP or Irr Ps (O) @ 2AP	2-16
Nomad or other slingers - Irr Ps (O) @ 2AP	0-12
Mercenary javelinmen - Irr Ps (S) @ 3AP	0-12
Replace nomad horsemen and/or foot warriors by nomad camel warriors - Irr Cm (O) @ 6AP	0-30
Old men, youths, women and slaves with staves guarding baggage - Irr Hd (O) @ 1AP	0-6
<b>Only if Yemen or Oman:</b>	
Dhow - Irr Shp (O) @ 3AP [Ax, Bd]	0-3
<b>Only if Lakhmids 240 AD to 602 AD, Yemen 575 AD to 602 AD or Oman 531 AD to 630 AD:</b>	
Upgrade generals to Irr Cv (S) @ 19AP	Any
Sassanid allies - List; Sassanid Persian (Bk 2)	0-18
<b>Only if Ghassanids in 586 AD:</b>	
Byzantine allies - List: Maurikian Byzantine (Bk 3)	

This covers all minor independent Arab peoples between the widespread introduction of the horse and the final conversion of most Arabians to Islam. It includes wealthy Arabian commercial/religious centres such as Yathrib (later called Medina), Mecca and the cities of Oman, the Sabean-Himyaritic agricultural kingdoms of the Yemen, and desert nomads including major tribal dynasties such as the Kinda, Lakhmids and Ghassanids. The Roman collective name for all these peoples was Saraceni ("people of the tents"). Different nomad tribes could not easily be combined due to jealousy and blood feuds. Nomad horsemen are assumed to be largely unarmoured and to skirmish with light lances for loot and honour, in that order. Foot warriors fought as individuals but keeping in line. Those from Yemen favoured javelins, but other peoples emphasized the sword, sometimes with bow or spear, as is attested by rock art throughout Arabia. Allied contingents from this list can include nomad horsemen or camel-riders, and need not include otherwise compulsory foot. If the latter are used, their normal minima apply. Allied contingents specified as nomad cannot include non-nomads. Nomad generals, horsemen, camel-riders and foot all count as Bedouin. Al-Wada'i were not Sassanids, but Arab cavalry levied by the Lakhmids from their vassals,

### 24. EARLY RHOXOLANI SARMATIANS 310 BC - 100 AD

Cold. Ag 3. Rv, H(G), RGo.	
C-in-C - Irr Kn (F) @ 19AP or Irr Cv (O) @ 17AP	1
Sub-general - as above	1-2
Nobles - Irr Kn (F) @ 9AP	0-12
Cavalry - Irr Cv (O) @ 7AP	23-50
Adolescent scouts - Irr LH (F) @ 4AP	0-6
Peasants - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	0-20
Skythian allies - List: Kimmerian, Skythian or Early Hu (Bk 1)	

The Rhoxlani were among the earliest of the Sarmatian nations to contact the classical world, and were late in converting to the armoured lancer. This list covers the early period when most of them relied on bow and light spear.

## 25. BOSPORAN 310 BC - 107 BC and 46 BC - 375 AD

Cold. Ag 0. WW, H(S), H(G), V, RGo, BUA.	
C-in-C - Irr Kn (F) @ 19AP	1
Sub-general - as above	1-2
Noble lancers - Irr Kn (F) @ 9AP	18-40
Bosporan Greek citizen militia - Reg Ax (S) @ 5AP	*3-12
Sindi or Maiotian javelinmen - Irr Ps (S) @ 3AP	*4-16
Sindi or Maiotian archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	*8-16
<b>Only in 310 BC:</b>	
Thracian mercenaries - Irr Ax (O) @ 3AP or Irr Ax (S) @ 4AP	**5-10
Greek mercenaries - Reg Ax (O) @ 4AP	**4-8
Skythian allies - List: Kimmerian, Skythian or Early Hu (Bk 1)	
<b>Only from 310 BC to 41 AD:</b>	
Siracae allies - List: Siracae, Iazyges, Later Rhoxolani Sarmatians (Bk 2)	
<b>Only after 41 AD:</b>	
Roman Auxilia - Reg Ax (S) @ 5AP	0-6
Bolt-shooters - Reg Art (O) @ 8AP or Reg Art (F) @ 10AP	0-3
Alan allies - List: Alan (Bk 2)	

This list covers the Bosporan kingdom of the Crimea from the civil war of 310 BC until its fall to the Huns, excluding the period of rule by Mithridates of Pontus and his son Pharnaces. It consisted of a Hellenized Skythian aristocracy, heavily influenced by the Sarmatians, ruling Greek colonies. It remained a kingdom after incorporation into the Roman sphere, the last known king acceding in 342 AD. From 41 AD, Bosporan Greek city militia should be armed as auxiliaries "in the Roman style", instead of, as previously, thureophoroi. This does not affect grading. Minima marked

\* or \*\* apply if any troops so marked are used. Bolt-shooters on fast carts were used by the defenders of Cherson to lure a 4th C. Gothic army into an ambush.

## 26. SIRACAE, IAZYGES, LATER RHOXOLANI SARMATIANS 310 BC - 375 AD

Cold. Ag 3. Rv, H(G), RGo. Only after 41 AD or if Siracae: Wd, M, BUA.	
C-in-C - Irr Kn (F) @ 19AP	1
Sub-general - as above	1-2
Lancers - Irr Kn (F) @ 9AP	18-55
Adolescent scouts - Irr LH (F) @ 4AP	0-6
Peasant skirmishers - Irr Ps (O) @ 2AP	0-10
Mass levy - Irr Hd (O) @ 1AP	0-12
<b>Only Rhoxolani after 100 AD:</b>	
Alan allies - List: Alan (Bk 2)	
<b>Only Iazyges from 250 AD to 334 AD:</b>	
Limigantes subject allies - List: Burgundi or Limigantes (Bk 2)	
<b>Only Iazyges after 285 AD:</b>	
Ditch and bank frontier line - TF @ 2AP	0-24
<b>Only Iazyges in 358 AD:</b>	
Taifali allies - List: Early Ostrogothic, Herul, Sciri or Taifali (Bk 2)	0-12
<b>Only Iazyges after 373 AD:</b>	
Quadi allies - List: Early Frankish, Alamanni, Quadi, Suevi, Rugian or Turcilingi (Bk 2)	

This list covers the Siracae and Iazyges Sarmatians from their first contact with the classical world, and the Rhoxolani from their change to similar equipment around 100 AD. Tacitus wrote that the Iazyges sole effective strength was in their cavalry, but that they also on one occasion offered to raise a mass levy of foot. Although originally nomadic, some had already started to farm and by the 4th century AD, most lived in villages and some even in hill forts. Although carrying a weak bow, Sarmatian cavalry depended on their formidable fast charge with a heavy lance, the Kontos ("barge pole"). They were considered useless when dismounted. They carried no shield, but most rode horses in light horn or leather armour. Their character is illustrated by the following description of a Roman general. "Although a Sarmatian by birth, he was prudent and cautious." These were evidently not expected qualities.

## 27. PYRRHIC 300 BC - 272 BC

Warm. Ag 4. WW, Rv, H(S), Wd, O, V, RGo, Rd, BUA.	
C-in-C - Reg Kn (F) @ 31AP or Reg Cv (O) @ 28AP	1
Sub-general - as above	1-2
Epeirot or Macedonian cavalry - Reg Kn (F) @ 11AP	2-3
Thessalian, Oscan or Greek ally cavalry - Reg Cv (O) @ 8AP or Reg Cv (I) @ 6AP	2-5
Aitolian, Acarnanian and Athamanian cavalry - Irr LH (O) @ 5AP	1-3
Epeirot or Macedonian phalangites - Reg Pk (O) @ 4AP	12-48
Hoplites: Italiote, Reg Sp (I) @ 4AP or Greek ally, Irr Sp (O) @ 4AP	*2-16
Archers or slingers - Reg Ps (O) @ 2AP	8-16
Aitolian, Acarnanian, Athamanian and/or Italian javelinmen - Irr Ps (S) @ 3AP	0-12
Ditch and palisade for camp - TF @ 1AP	0-12
Warships - Up to 1/3 Reg Gal (S) @ 4AP, rest Reg Gal (O) @ 3AP [Ps (S), Sp, Ax]	0-3
<b>Only after 280 BC:</b>	
Elephants - Irr El (O) @ 16AP	0-2
<b>Only in Italy from 280 BC to 275 BC:</b>	
Tarantine cavalry - Reg LH (O) @ 5AP	*2-4
Downgrade phalangites to Tarantine - Reg Pk (I) @ 3AP	* 12-24
Oscan foot - Up to half Reg Ax (S) @ 5AP, rest Reg Ax (O) @ 4AP	*2-12
<b>Only after 275 BC:</b>	
Downgrade non-general Kn (F) and upgrade Cv (I) to Reg Cv (O) @ 8AP	All
Galatians - Irr Wb (S) @ 5AP	0-8

This is the army of Pyrrhos of Epeiros, rated by Hannibal as the best general of all time, but also the origin of the term "Pyrrhic victory". He was probably responsible for the spread of shield use among Hellenistic cavalry, having become familiar with the use of shields by his Tarentine allies. This was not compatible with the long xyston formerly used by Epeirot and Macedonian cavalry. However, Plutarch describes him still personally using the xyston in his later battles. Italiotes are from the Greek cities of S. Italy, who invited him to protect them from the Romans. Oscans are native Italians. Minima marked \* apply only if any Oscans are used. Galatians cannot be used with Italiotes or Oscans. Pyrrhos was credited by the Romans with teaching them how to lay out camps.

## 28. EARLY ARMENIAN AND GORDYENE 300 BC - 627 AD

Cold. Ag 3 from 83 BC to 69 BC, 1 at other dates. Rv, H(S), Wd, O, RGo, Rd, BUA.	
C-in-C - Irr Kn (X) @ 21 AP	1
Sub-general (crown prince) - as above	0-1
Ally-general of same nation - Irr Kn (X) @ 16AP	1-2
Cataphracts - Irr Kn (X) @ 11AP	6-12
Horse archers - Irr LH (F) @ 4AP	10-24
Archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	12-24
Javelinmen - Irr Ax (O) @ 3AP	8-48
Slingers - Irr Ps (O) @ 2AP	0-6
<b>Only if Gordyene from 147 BC to 225 AD:</b>	
Bolt-shooters - Art (O) @ 10AP	0-4
<b>Only if Armenian:</b>	
Hiberian cavalry - Irr Kn (F) @ 9AP	0-3
Hiberian longchophoroi - Irr Ax (S) @ 4AP	0-6
Albanian cataphracts - Irr Kn (I) @ SAP	0-4
Albanian infantry - up to 1/2 Irr Ps (O) @ 2AP, rest Irr Ps (S) @ 3AP	0-8
<b>Only if Armenian from 83 BC to 69 BC (Tigranes the Great):</b>	
Imitation legionaries - Reg Bd (I) @ 5AP	0-6
Ex-Seleucid Phalangites - Reg Pk (I) @ 3AP	4-8
Pioneers and camp servants - Irr Hd (O) @ 1AP	4-8
Gordyene allies - List: Early Armenian and Gordyene (Bk 2)	
Media Atropatene allies - List: Parthian (Bk 2)	
Nomadic Arab allies - List: Later Pre-Islamic Arab (Bk 2)	0-12

**Only if Armenian in 230 AD:**

Parthian remnant or Media Atropatene allies - List: Parthian (Bk 2)

Alan allies - List: Alan (Bk 2)

**Only if Armenian after 244 AD:**

Replace Irr Kn (X) with Irr Cv (S) @ 19AP if C-in-C or sub-general, HAP if ally-general,

9AP if not, or with Irr Cv (O) @ 7AP

All

**Only if Armenian from 450 AD to 451 AD:**

Hun allies - List: Hunnic (Bk 2)

This list covers Armenia from its foundation as an independent kingdom until Heraklios established Byzantine control in 627 AD towards the end of the last great Byzantine war against the Sassanids, and Gordyene from coming under Parthian influence around 147 BC until subjection by the Sassanids around 225 AD. After the failure of their attempt at empire under Tigranes the Great, the Armenians survived by playing off their Roman and Parthian or Sassanid neighbours against each other. Exasperation with their slipperiness may have been the cause of the kingdom's partitioning between Rome and Sassanid Persia in 386 AD. The Roman half had a Roman garrison but the Sassanid part was ruled semi-independently by a Persian marzban. The installation of a fire-altar in 571 or 572 AD led to a revolt which was put down with difficulty, but sapped native support. The last involvement of an Armenian allied contingent on behalf of the Sassanids was in 604, after which unified Armenian native forces carried on a semi-guerilla war against the Sassanids independently of the Byzantine army. The Hiberians were the extrovert inhabitants of present-day Georgia. Their infantry were especially prized by Armenian kings. Albanians were neighbours of the Hiberians and are described as having cataphracts and psiloi, and as armed with javelins and bows, no mention being made of lancers. Shields were thureous, and helmets, like those of the Hiberians, were covered in beast skins. Their cavalry are several centuries later described as riding horses covered in iron, but fighting only with swords. However, a contemporary Albanian general attacked Pompey with a javelin. We suggest using cataphract figures but with lances cut away or cut down. Armenian cataphracts were probably replaced by armoured horse archers under Sassanid influence, since, while the Notitia Dignitatum includes units of Parthian, Persian and Palmyran clibanarii, the only Armenian cavalry unit is of noble sagittarii, and in 373 AD an Armenian king and his bravest men are described charging while "pouring in arrows like a shower of sparks". An Armenian ally-general's command in this army, or an allied contingent taken from this list, can include Hiberians and/or Albanians and need not include otherwise compulsory foot. Hun allies cannot include subjects. Gordyene was ethnically mostly Kurdish and is remarked upon by Pliny as an example of Hellenisation, which had turned the barbaric Kardouchoi tribesmen who fought Xenophon into civilised Gordyeneians, noted constructors of artillery. Phalangites and imitation legionaries must be in the C-in-C's command.

**29. TIEN AND K'UN-MING 295 BC - 45 AD**

Tropical. Ag 0. WW, Rv, H(S), H(G), Wd, O, E, RGo, M, Rd, BUA.

C-in-C-Irr Cv (O) @ 17AP

1

Sub-general - as above

1-2

Cavalry - Irr Cv (O) @ 7AP

6-10

Light cavalry - Irr LH (O) @ 5AP or Irr LH (F) @ 4AP

0-6

Axe and dagger-axe men - Irr Bd (I) @ 4AP

12-36

Pikemen - Irr Pk (I) @ 3AP

16-52

Crossbowmen - Irr Ps (O) @ 2AP or Irr Bw (O) @ 4AP

5-12

Skirmishing archers - Irr Ps (O) @ 2AP

0-4

Skirmishing spearmen - Irr Ps (I) @ 1AP

0-6

Tribal foot - Irr Wb (F) @ 3AP

0-6

War boats - Irr Bts (O) @ 2AP [Bd, Pk or Ps]

0-2

**Only Tien:**

Upgrade all troops except Ps and Wb to regular - @ 28AP if general, 8AP if other Cv (O),

5AP if LH (O), 4AP if LH (F), 5AP if Bd (I), 3AP if Pk (I), 5AP if Bw (O)

All/0

Tien is a lake in the remote tropical south-west of China, treated here as a waterway. Chuang Chiao, a general of the Chinese state of Ch'u, proclaimed the independent kingdom of Tien circa 295 BC. In 109 BC the Han emperor Wu Ti sent an army against Tien. The king of Tien submitted peacefully and became a client ruler. Tien was incorporated as a province in 45 AD. The K'un-Ming were their less civilised enemies, distinguished by long pig-tails. Apart from rich

weapon finds in graves, our main source for the warriors of the kingdom are dioramas of bronze figures in 60mm scale which were used to decorate the lids of bronze vessels. Axemen had a variety of disk, crescent and dagger axes and some wore cumbersome armour. Pikemen are depicted with long weapons thrusting two-handed, some with shields. Cavalry in battle scenes are depicted armoured and with sword and spear. Some in other art are unarmoured but may be huntsmen or herders. Nomad influence cannot be completely ruled out, however, hence the option for horse archers.

### 30. GALATIAN 280 BC - 25 BC

Cold. Ag 4 before 189 BC, 1 after.	
Before 278 BC: Rv, H(G), Wd, E, RGo, M, BUA.	
After 278 BC: Rv, H(S), H(G), RGo, Rd, BUA.	
C-in-C - Irr Cv (O), on horse @ 17AP, or in chariot @ 16AP, or Irr Wb (S) @ 15AP	1
Sub-general - as above	1-2
Cavalry - Irr Cv (O) @ 7AP	6-16
Warriors - Irr Wb (S) @ 5AP	40-96
Skirmishers - Irr Ps (S) @ 3AP [can support Cv]	0-6
<b>Only before 48 BC:</b>	
Light Chariots - Irr Cv (O) @ 6AP	0-6
<b>Only in 279 BC:</b>	
Greek allies:	
Greek ally general - Reg Cv (O) @ 18AP	*1
Greek cavalry - Reg Cv (O) @ 8AP or Reg LH (O) @ 5AP	*1-2
Greek infantry - Reg Ps (S) @ 3AP or Reg Ax (O) @ 4AP or Reg Ax (S) @ 5AP	*2-4
Greek slingers - Reg Ps (O) @ 2AP	*2-3
Paionian allies - List: Paionian (Bk 1)	0-24
<b>Only in 273 BC:</b>	
Scythed chariots - Irr Exp (O) @ 7AP	0-3
<b>Only after 228 BC:</b>	
Downgrade warriors to Irr Wb (O) @ 3AP	All/0
<b>Only in 189 BC:</b>	
Kappadokians or Paphlagonians - Irr Ax (O) @ 3AP	0-6
Dry stone walls to defend camp - TF @ 1AP	0-12
<b>Only after 48 BC:</b>	
Downgrade warriors to Irr Wb (O) @ 3AP	All
Imitation legionaries - Reg Bd (I) @ 5AP	0-16

This list covers the branch of the Celts that went east through the Danubian plains and invaded Greece, causing many upsets before they settled down in central Asia Minor. They defeated several armies based on pike phalanxes, fighting naked and displaying fanatic fervour and indifference to wounds, but proved unable to cope with javelin-armed skirmishers in difficult terrain. Their own few skirmishers were normally used to support their cavalry. Galatian fanaticism waned after their initial wave of conquest was brought to a halt by Pergamon 241 - 228 BC. In the battles of 189 BC they still fought naked, but mostly stood to receive attack and broke quickly, convincing their Roman opponents that they had deteriorated. This does not apply to the more adventurous spirits who went abroad as mercenaries. These retained their fearsome reputation. Galatian cavalry can always dismount as Wb (S), as at Mount Magaba in 189 BC. Minima marked \* apply if any Greeks are used. These represent the Thessalian and Aenianian nobles and followers recorded as joining the invasion of Greece in 279 BC. Aenianians probably provided javelinmen and slingers, Thessalians cavalry and peltasts. Captured Seleucid scythed chariots are described by Lucian in a battle against the Seleucids in 273 BC. There must be at least twice as many light chariots as scythed chariots. Kappadokians and Paphlagonians helped against Rome in 189 BC. Two imitation legions raised by tetrarch Deiotarus in the 1st century BC fought with the Romans against Pharnaces of Pontus, breaking after minimal resistance, and were formed into Legio XXII Deiotariana when Galatia became a Roman province in 25 BC.

### 31. HELLENISTIC GREEK 275 BC - 146 BC

Warm. Ag 0. WW, Rv, H(S), H(G), O, V, RGo, Rd, BUA. Aitolian only: H(S).	
C-in-C - if Spartan, Reg Sp (S) @ 27AP, if Aitolian, Irr LH (O) @ 15AP, if not, Reg Cv (O) @ 28AP	1
Ally-general - if Aitolian, Irr LH (O) @ 10AP, if not, Reg Cv (O) @ 18AP	1-3
Citizen or mercenary thureophoroi - Reg Ax (S) @ 5AP	10-60
Unreformed citizen hoplites - Irr Sp (O) @ 4AP	0-18
Archers or slingers - Reg or Irr Ps (O) @ 2AP	6-12
Javelinmen - Reg or Irr Ps (S) @ 3AP	0-24
Cavalry - Reg Cv (O) @ 8AP	1-4
Tarantine mercenaries - Reg LH (O) @ 5AP	3-6
Bolt-shooters - Reg Art (O) @ 8AP	0-2
Tetreres and trieres - Reg Gal (O) @ 3AP [Ax]	0-2
Incendiary pigs and their handlers - Reg Art (I) @ 4AP	0-1
<b>Only if Aitolian C-in-C:</b>	
Downgrade Aitolian cavalry to Irr LH (O) @ 5AP	All
Replace thureophoroi with Aitolian javelinmen - Irr Ps (S) @ 3AP	1/2-A11
<b>Only if Spartan C-in-C:</b>	
Spartan sub-general - Reg Cv (O) @ 28AP or Reg Sp (S) @ 27AP	0-2
Upgrade Spartan citizen hoplites to Reg Sp (S) @ 7AP	All
Spartan perioikoi hoplites - Reg Sp (O) @ 5AP	0-2 per Spartan citizen Sp (S) or Pk (O)
<b>Only if Eleian, Spartan or Boiotian C-in-C:</b>	
Aitolian mercenary or allied javelinmen - Irr Ps (S) @ 3AP	*6-16
Aitolian mercenary or allied cavalry - Irr LH (O) @ 5AP	0-4
<b>Only if Achaian C-in-C:</b>	
Illyrians - Irr Ax (S) @ 4AP	0-12
Thracian cavalry - Irr LH (O) @ 5AP	0-6
<b>Only if Boiotian after 270 BC or Achaian:</b>	
Upgrade hoplites to thureophoroi, Reg Ax (S) @ 5AP	All
<b>Only if Boiotian after 246 BC or Achaian after 208 BC:</b>	
Upgrade hoplites and citizen thureophoroi to phalangites, Reg Pk (O) @ 4AP	All
<b>Only if Spartan C-in-C after 225 BC:</b>	
Upgrade Spartan Sp (S) to phalangites, Reg Pk (O) @ 24AP if general, 4AP if not	All
<b>Only if Achaian after 223 BC:</b>	
Upgrade Megalopolitan citizen thureophoroi to phalangites, Reg Pk (O) @ 4AP	0-4
<b>Only if Spartan C-in-C after 222 BC:</b>	
Upgrade Spartan Sp (O) to phalangites, Reg Pk (O) @ 4AP	All
<b>Only if Achaian after 208 BC or Athenian:</b>	
Upgrade Achaian or Athenian Cv (O) to Reg Kn (F) @ 31AP if C-in-C, 21AP if ally-general, otherwise 11AP	All/0
<b>Only if Eleian C-in-C in 207 BC:</b>	
Roman allies - List: Polybian Roman (Bk 2)	
<b>Only if Achaian C-in-C in 146 BC:</b>	
Freed slaves - Reg Pk (1) @ 3AP	0-20

This list covers the period during which the mainland Greek states progressively abandoned the traditional hoplite, first for peltasts carrying the long shield called the thureos, then for Macedonian-style pike phalanxes. It ends with Greece a Roman province. Boiotia adopted the thureos about 270 and changed to pikes about 245. The Achaian league used the thureos till 208 before changing to pikes. Sparta started to change directly from hoplites to pikes in 225. The Greek states do not seem to have upgraded their fleets to the new penteres, but produced some tetreres. Incendiary pigs were used on one occasion to frighten elephants. Except that they cannot affect a target across water, they are treated as if hand-launched rockets. Athenian, Achaian, Boiotian, Eleian or Spartan troops must be commanded by a general of their own nation. Aitolians in other states' armies can be either mercenaries, or allies under their own general. The minimum marked \* applies only if an Aitolian allied command is used, in which case the contingent can also include thureophoroi, to a maximum of 1 element per 2 elements of javelinmen. Aitolian javelinmen are always irregular.



### 32. LATER CARTHAGINIAN 275 BC - 146 BC

Warm. Ag 3. WW, Rv, H(G), Wd, O, RGo, D, Rd, M, BUA.	
C-in-C - Reg Cv (O) @ 28 AP	1
Sub-general - as above or Reg LH (O) @ 5AP	0-2
Poeni or Libyan cavalry - Reg Cv (O) @ 8AP	0-4
Numidian mercenary cavalry - Irr LH (O) @ 5AP	6-8
Poeni citizen infantry - all Reg Sp (I) @ 4AP or all Reg Ax (O) @ 4AP	0-8
Libyan spearmen - Reg Sp (O) @ 5AP	8-16
Libyan, Moorish or Numidian mercenary javelinmen - Reg or Irr Ps (S) @ 3AP	6-12
Heavy bolt-shooters - Reg Art (O) @ 8AP	0-2
Ditch and palisade for camp - TF @ 1AP	0-12
Quinquiremes - Reg Gal (S) @ 4AP [Sp or Ax]	0-2
<b>Only before 235 BC:</b>	
Convert general to Greek mercenary - Reg Sp (O) @ 25AP	0-1
Mercenary Greek hoplites - Reg Sp (O) @ 5AP	0-12
Mercenary Greek thureophoroi - Reg Ax (S) @ 5AP	0-4
Campanian or other Italian mercenaries - Up to 1/2 Reg Sp (O) @ 5AP, rest Reg Ax (O) @ 4AP	0-8
Siciliot Greek allies - List: Later Hoplite Greek (Bk 2)	
<b>Only in Sicily from 265 BC to 263 BC and 215 BC to 211 BC:</b>	
Syracusan allies - List: Syracusan (Bk 2)	
<b>Only before 200 BC:</b>	
Spanish mercenary cavalry - Irr Cv (O) @ 7AP or Irr LH (O) @ 5AP	0-4
Gallic cavalry - Irr Cv (O) @ 7AP	0-6
Spanish mercenary scutarii - Irr Ax (S) @ 4AP	0-8
Spanish mercenary caetrati - Irr Ps (S) @ 3AP	0-4
Balearic slingers - Irr Ps (O) @ 2AP or Reg Ps (O) @ 2AP	0-6
Gallic infantry - Irr Wb (F) @ 3AP	0-20
Ligurians - up to 1/3 with axes as Irr Ax (S) @ 4AP, rest Irr Ax (O) @ 3AP	0-12
African Elephants - Irr El (I) @ 14AP	0-6
Numidian allies - List: Numidian or Early Moorish (Bk 2)	
<b>Only from 235 BC to 201 BC:</b>	
Upgrade Spanish mercenaries to regular	
- @ 8AP if Cv (O), 5AP if LH (O), 5AP if Ax (S) or 3 AP if Ps (S)	All
Celtiberian mercenary scutarii - Irr Wb (F) @ 3AP	0-8
Iberian Spanish allies - List: Ancient Spanish (Bk 2)	
<b>Only Hannibal in Italy from 216 BC to 203 BC:</b>	
Upgrade Libyan spearmen as veterans - Reg Sp (S) @ 7AP	All
Roman deserters - Reg Bd (I) @ 5AP	0-2
Other Italian infantry - Reg Sp (I) @ 4AP or Reg Ax (O) @ 4AP	0-8
Bruttian allies - List: Campanian, Apulian, Lucanian or Bruttian (Bk 2)	
Lucanian allies - List: Campanian, Apulian, Lucanian or Bruttian (Bk 2)	
Campanian allies - List: Campanian, Apulian, Lucanian or Bruttian (Bk 2)	
<b>Only Hannibal in Africa in 202 BC:</b>	
Upgrade Libyan spearmen as veterans - Reg Sp (S) @ 7AP	4-8
Bruttian veterans - Reg Ax (S) @ 5AP	4-8
Moorish archers - Irr Ps (O) @ 2AP	0-4

This list covers Carthaginian armies from just after the war against Pyrrhos of Epeiros until the destruction of Carthage by the Romans. Numidian allies between 213 and 203 can include Syphax and his Roman-trained infantry, but not Masinissa. Hannibal's army in Italy cannot include Numidian or Spanish allies, Celtiberians, artillery, nor more than 1 elephant. Hannibal's army in Africa cannot include Spanish allies. Spanish Ps (S) can give rear support to Spanish Cv. There is no evidence for Carthaginians using pikes or horse armour, and Livy's tale of 6,000 Macedonians being sent to Hannibal's assistance and fighting at Zama is later Roman propaganda fiction. Carthaginian spearmen had big shields but relatively short spears. Poeni is the Carthaginians' own term for themselves and is used here for native troops as opposed to subjects and mercenaries. Poeni foot were usually restricted to Africa. Only Bruttian and Lucanian allies can be used together.

### 33. POLYBIAN ROMAN 275 BC - 105 BC

Warm. Ag 1 before 202 BC, then 4. WW, Rv, H(S), H(G), O, V, RGo, M, Rd, BUA.	
C-in-C - Reg Cv (O) @ 28AP	1
Sub-general - as above or Reg Bd (O) @ 27AP	0-1
Roman ally general - Reg Cv (O) @ 18AP	0-1
Roman or Italian allied cavalry - Reg Cv (O) @ 8AP	2-5
Numidian or Illyrian cavalry - Irr LH (O) @ 5AP	0-2
Gallic or Spanish cavalry - Irr Cv (O) @ 7AP	0-1
Italian Tarantine cavalry - Reg LH (O) @ 5AP	0-1
Roman and Latin hastati and principes - Reg Bd (O) @ 7AP	16-40
Roman and Latin leves - Reg Ps (I) @ 1AP	1 per 2 Bd
Roman and Latin triarii - Reg Sp (S) @ 7AP	1 per 4 - 6 Bd
Other Italian allied infantry or Macedonian or Thracian volunteers	
- Up to 1/4 Extraordinarii, Reg Ax (S) @ 5AP, remainder Reg Ax (I) @ 3AP	0-24
Cretan or other Greek archers - Reg Ps (O) @ 2AP	0-6
Syracusan or Trallian slingers - Irr Ps (O) @ 2AP	0-4
Gallic infantry - Irr Wb (F) @ 3AP	0-6
Spanish or Illyrian infantry - Irr Ax (S) @ 4AP	0-4
Spanish allies - List: Ancient Spanish (Bk 2)	
Warships - Reg Gal (S) @ 4AP [Bd]	0-4
Corbitae - Irr Shp (O) @ 3AP [Bd]	0-4
Corbitae - Irr Shp (I) @ 2AP [Bg or Cv]	0-6
Ditch and palisade for camp(s) - TF @ 1AP	6-18
<b>Only from 216 BC to 201 BC:</b>	
Downgrade hastati and principes of slave, penal, reluctant Latin ally or raw legion to Reg Bd (I) @ SAP, and its triarii to Reg Sp (I) @ 4AP	0-25
<b>Only after 210 BC:</b>	
Upgrade Roman and Latin leves to velites, Reg Ps (S) @ 3AP	All
<b>Only from 202 BC:</b>	
Upgrade Roman ally-general to sub-general - Reg Cv (O) @ 28AP	0-1
Ligurian infantry - Irr Ax (O) @ 3AP	0-4
Achaian peltasts - Reg Ax (S) @ 5AP	0-6
Elephant - Irr EI (I) @ HAP	0-1
Numidian allies - List: Numidian or Early Moorish (Bk 2)	
Aitolian allies - List: Hellenistic Greek (Bk 2)	
Pergamene allies - List: Attalid Pergamene (Bk 2)	
Rhodian penteres - Reg Gal (S) @ 4AP [Marines]	0-1
Rhodian trieres - Reg Gal (O) @ 3AP [Marines]	0-2
Rhodian marines - Reg Ax (O) @ 4AP	1 per Gal

This list, based on Polybios, covers the Roman wars with Carthage, Macedonia and the Seleucids. The exact time of the change from the Camillian system is unknown, but we have set it at the last year of war against Pyrrhos of Epeiros, on the assumption that it may have been in response to the new problems posed by an opponent with pikemen and elephants. The option for a Roman ally general represents both consuls being present and commanding on alternate days. We assume that Latin allies are indistinguishable from Romans, but that other Italian allies fought in traditional looser formation. Legions now fought in four lines, with leves/velites in front, then hastati, principes and triarii. In the 2nd Punic war two legions were recruited from slave volunteers after the Roman defeat at Cannae in 216 BC, and 6,000 debtors and convicts were armed partly with Gallic weapons captured at Telamon. At the battle of Beneventum in 214 BC, freedom was offered to any slave who took an enemy head. This proved a mistake, as the bravest, having killed an enemy, stopped fighting to cut off his head, and were then unable to take further part for fear of dropping their prizes. Fortunately the Roman commander noticed, and declaring that they had already proved their valour, ordered them to drop the heads and attack. Up to 4 elements of slingers and 4 of Cretans can be used with any allies. Numidians, Aitolian allies, Pergamene allies, Rhodians and Ligurians can be used together; otherwise only one nationality of non-Italians other than Ps (O) can be used. Velites can support Roman or Italian allied Cv. Aitolian allies are chosen as specified for an Aitolian allied contingent within the Hellenistic Greek list, and not in the usual manner. Bd (I) cannot provide rear support for Bd (O).

### 34. ATTALID PERGAMENE 263 BC - 129 BC

Warm. Ag 1. WW, Rv, H(S), H(G), O, RGo, Rd, BUA.	
C-in-C-Reg Kn(F) @ 31 AP	1
Sub-general - as above	1-2
Pergamene lancers - Reg Kn (F) @ 11AP	3-7
Pergamene light cavalry - Reg LH (O) @ 5AP	0-6
Galatian cavalry - Irr Cv (O) @ 7AP	1-4
Mercenary peltasts - Reg Ps (S) @ 3AP or Reg Ax (S) @ 5AP	14-24
Cretans - Reg Ps (O) @ 2AP	6-12
Trallian slingers - Irr Ps (O) @ 2AP	6-8
Galatian foot - Irr Wb (S) @ 5AP	0-8
Pergamene citizen infantry - Reg Ax (I) @ 3AP	0-8
Mysians or Masdyenes - Irr Ax (O) @ 3AP or Irr Ps (S) @ 3AP	0-20
Bolt-shooters - Reg Art (O) @ 8AP	0-4
Stone-throwers - Reg Art (S) @ 10AP	0-2
Hexeres - Reg Gal (S) @ 4AP [Ax]	0-2
<b>Only in 190 BC:</b>	
Achaian allies - List: Hellenistic Greek (Bk 2)	
<b>Only after 190 BC:</b>	
Ex-Seleucid cavalry - Reg Kn (X) @ BAP	*1-3
Ex-Seleucid phalanx - Reg Pk (O) @ 4AP	*4-8
Ex-Seleucid elephants - Irr El (S) @ 20AP	0-2
Thracian cavalry - Irr Cv (O) @ 7AP or Irr LH (O) @ 5AP	0-2
Kappadokian allies - List: Ariarathid Kappadokian (Bk 2)	

This army represents the army of Pergamon from Eumenes I's assumption of independence until the defeat of Aristonicus's revolt after Attalos III bequeathed the kingdom to Rome. Achaian allies cannot include Pk. The ex-Seleucids are settlers from Lydia and Phrygia, taken over after the battle of Magnesia. Minima marked \* apply if any ex-Seleucid troops are used. Peltasts at Magnesia may have been of the old lighter type.

### 35. LATER MACEDONIAN 260 BC - 148 BC

Warm. Ag 1. WW, Rv, H(S), H(G), Wd, O, V, RGo, Rd, BUA.	
C-in-C - Reg Cv (O) @ 28AP	1
Sub-general - as above	1-2
Macedonian, Thessalian or Greek cavalry - Reg Cv (O) @ 8AP	2-6
Galatian or Thracian cavalry - Irr Cv (O) @ 7AP	0-3
Illyrian or Greek cavalry - Irr LH (O) @ 5AP	0-3
Guard phalangites - Reg Pk (S) @ 5AP	4-12
Other phalangites - Reg Pk (O) @ 4AP	16-36
Thureophoroi and Thorakitai - Reg Ax (S) @ 5AP	2-16
Thracians or Illyrians - Irr Ax (S) @ 4AP	2-12
Agrianians, Thracians or similar - Irr Ps (S) @ 3AP	2-12
Galatians - Irr Wb (S) @ 5AP	0-6
Cretans - Reg Ps (O) @ 2AP	6-12
Bolt-shooter - Reg Art (O) @ 8AP	0-2
Ocetes and Hepteres - Reg Gal (S) @ 4AP [Ax or Ps]	0-2
Lembi - Irr Bts (O) @ 2AP [Ps]	0-3
<b>Only from 222 BC to 202 BC:</b>	
Achaian allies - List: Hellenistic Greek (Bk 2)	

This list covers the period from the presumed death from old age of the last Macedonian elephants to the incorporation of Macedonia as a Roman province. Guard phalangites include the Agema and the other pikemen somewhat confusingly called "Peltasts". Thracian Ps (S) can give rear support to Thracian Cv. The fleet of Philip V was an interesting combination of unusually large warships supported by open lembi which harassed their giant opponents by tricks such as attacking their rudders or roping themselves to the oars!

### 36. GRAECO-BACTRIAN 250 BC - 130 BC and GRAECO-INDIAN 170 BC - 55 BC

Dry. Ag 1. Rv, H(S), O, RGo, Rd, BUA. Only Graeco-Bactrian: D. Only Graeco-Indian: Wd, M.	
Arachosian or similar light cavalry - Irr LH (O) @ 5AP	3-10
Saka light cavalry - Irr LH (F) @ 4AP	0-5
Phalanx - Reg Pk (O) @ 4AP	*8-16
Pisidian colonists and peltasts - Reg Ax (O) @ 4AP or Reg Ax (S) @ 5AP	0-8
Cretans - Reg Ps (O) @ 2AP	0-4
Mountain Indian spearmen - Irr Ax (X) @ 3AP	*4-12
Mountain Indian archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP or Irr Bw (O) @ 4AP	*4-12
<b>Only if Graeco-Bactrian:</b>	
C-in-C - Reg Kn (F) @ 31AP	1
Sub-general - as above	1-2
Greek or bodyguard cavalry - Reg Kn (F) @ 11AP	0-3
Iranian lancers - Irr Kn (F) @ 9AP	5-14
Bactrian light cavalry - Irr LH (S) @ 7AP	4-12
Elephants - Irr El (O) @ 16AP	0-3
Saka allies - List: Kimmerian, Skythian or Early Hu (Bk 1)	
<b>Only if Graeco-Bactrian after 151 BC:</b>	
Upgrade Iranian lancers to cataphracts - Reg Kn (X) @ 13AP	1/2-A11
<b>Only if Graeco-Indian:</b>	
C-in-C - Reg Cv (O) @ 28AP	1
Sub-general - as above	1-2
Greek or bodyguard cavalry - Reg Cv (O) @ 8AP	0-3
Indian cavalry - Irr Cv (I) @ 5AP	2-4
Indian archers - Irr Bw (O) @ 4AP	8-24
Indian javelinmen - Irr Bd (I) @ 4AP	0-8
(Alternatively double base a javelinmen element as Irr Bw (X) @ 5AP with one of	
Irr Bw (O) @ 3AP. Each 2 double elements replace 1 element of Indian javelinmen	
and 3 of Indian archers.	Any)
Elephants - Irr El (O) @ 16AP	1-5
Indian allies - List: Classical Indian (Bk 2)	
Kushan allies - List: Kushan (Bk 2)	

This list covers the Greek states in Bactria and India from Diodotos's revolt against the Seleucids and establishment of an independent Bactrian kingdom, until the fall of the last Greek state in India. The Bactrian revolt was subsequent to the adoption of the thureophoros in the Seleucid army, and the thureophoros appears in Bactrian art. It is likely that colonist infantry were now similarly armed. A Bactrian army raised by Euthydemus in 208 BC to foil an attempted Seleucid reconquest consisted entirely of cavalry. The Greek cavalry were probably originally standard Hellenistic lancers, adopting the bow later in response to enemy horse archers and elephants. A Graeco-Indian coin depicts a rider in Greek armour with a bow, but also a short spear carried in his quiver. This could have been shortened to fit the available space, but the method of carriage makes it unlikely to have been long enough to be classified as a lance. Another cavalryman in Iranian dress is depicted on a silver dish with a cased bow, but using a long lance in both hands as his primary weapon. This could be one of the Iranian nobility, but has also recently been interpreted both as a Chionite Hun and as a Sassanid Persian, both of whom occupied Bactria in the 4th-5th centuries AD. A find of cataphract equipment in a government armoury dates to around 150 BC. More than half the non-allied elements of a Graeco-Indian army must be of non-allied Indian troops including any elephants. Minima marked \* apply only if any infantry or elephants are used.

### 37. PARTHIAN 250 BC - 225 AD

Dry. Ag 2. Rv, H(G), O, E, RGo, Rd, BUA. Only after 126 AD: WW, M.	
C-in-C - Irr Kn (X) @21AP	1
Sub-general - as above	1-2
Cataphracts - Irr Kn (X) @ 11AP	7-20
Horse archers - Irr LH (F) @ 4AP	20-100
Mountain tribesmen - Irr Ax (O) @ 3AP or Irr Ps (S) @ 3AP or Irr Ps (O) @ 2AP	0-5
Greek city militia or garrison troops - Reg Ax (i) @ 3AP	*3-6
Other city dwellers with javelins, bows or slings - Irr Ps half (S) @ 3AP, half (O) @ 2AP	* 10-30
<b>Only Elymais from 147 BC to 205 AD:</b>	
Guard thureophoroi - Reg Ax (S) @ 5AP	0-2
Archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP or Irr Bw (O) @ 4AP	*8-48
<b>Only Parthian from 129 BC to 35 BC:</b>	
Commagene allies - List: Commagene (Bk 2)	0-15
<b>Only Parthian in 129 BC:</b>	
Seleucid allies - List: Seleucid (Bk 2)	
<b>Only Parthian after 127 BC:</b>	
Armenian or Gordyene allies - List: Early Armenian and Gordyene (Bk 2)	
Hatrene, Adiabene or Edessan subject allies - List: Arabo-Aramaean (Bk 2)	
Media-Atropene allies - List: Parthian (Bk 2)	
Elymaian allies - List: Parthian (Bk 2)	
Nomadic Arab allies - List: Later Pre-Islamic Arab (Bk 2)	0-12
<b>Only Parthian in 35 AD:</b>	
Sarmatian allies - List: Siracae, Iazyges, Later Rhoxolani Sarmatians (Bk 2)	0-8
<b>Only Parthian in 130 BC, 30 BC, 9 AD to 12 AD, 35 AD and 39 AD to 41 AD:</b>	
Skythian allies - List: Kimmerian, Skythian or Early Hu (Bk 1)	
<b>Only Parthian after 216 AD:</b>	
Cataphract camels - Irr Cm (S) @ 11AP [Only if no Hatrene Cm (S) present.]	0-2
Upgrade mountain tribesmen to Daylami - Irr Ax (S) @ 4AP	0-4
<b>Only Suren Indo-Parthian, from 95 BC to 75 AD:</b>	
Hill tribe spearmen - Irr Ax (X) @ 3AP	**2-4
Hill tribe archers - Irr Ps (O) @ 2AP	**1-2
Indian levies - Irr Hd (O) @ 1AP	0-8
Arachosian and hill tribe cavalry - Irr LH (O) @ SAP	0-6
Elephants - Irr El (O) @ 16AP	0-2
Saka allies - List: Kimmerian, Skythian or Early Hu (Bk 1)	

This list covers Parthian armies from the foundation of the Parthian kingdom to the replacement of the Arsacid dynasty by the Sassanid Persians, and also the vassal states of Media-Atropatene from 300 BC to 225 AD and Elymais from 147 BC to 205 AD. Minima marked \* apply only if any troops so marked are used or before 100 BC. The Armenian ally general is assumed to be a puppet whom the Parthians are trying to put on the throne. The Seleucid allies represent the captured army of Antigonos Sidetes, used against the Skythians after his death. It changed sides. Sarmatian allies were hired for an intervention in Armenia in 35 AD, though they failed to link up. A large force of other allies did join and may have been Dahae, who also took part in a civil war from 39 AD to 41 AD. Armenians, mountain tribesmen, city troops, Seleucids and Sarmatians, cannot be used together. The fully armoured cataphracts with metal face masks and complete arm and leg defences, mounted on horses whose head, neck, chest and sides were similarly protected by metal armour, were the most impressive part of the army. However, the least successful Parthian armies were those using most cataphracts and fewest horse archers. A Sassanid triumphal sculpture shows the defeat in 224 AD of Parthian dignitaries who are fully armoured in cataphract style, but mounted on apparently unarmoured horses, but close examination shows that horse armour is in fact depicted. Cataphract camels used in 217 AD may have been Hatrene. The Suren were one of the great families of Parthia, who, after the reconquest of Parthia's eastern provinces from the Saka, took over management of the eastern provinces then co-operated with the Saka in conquering various Indian and Bactrian Greek territories. At the start of the 1st century AD, Gondophares declared himself king, and the kingdom survived in defiance of Parthia until conquered by the Kushans. Indo-Parthian options cannot be used with any allies except Saka. Minima marked \*\* apply only if any Indo-Parthian option is used.

### 38. HSIUNG-NU OR JUAN-JUAN 250 BC - 555 AD

Cold. Ag 2. Rv, H(G), RGo. Only Chih-Chih Hsiung-nu from 43 BC to 36 BC: BUA. Only Southern Hsiung-nu after 304 AD: Rd, BUA.	
C-in-C - Irr Cv (O) @ 17AP	1
Sub-general - as above or Irr LH (S) @ 17AP or Irr LH (F) @ MAP	1-2
Nobles - Irr Cv (O) @ 7AP	3-12
Horse archers - Irr LH, all (F) @ 4AP or all (S) @ 7AP	24-100
Foot archers - Irr Ps (O) @ 2AP	0-12
Slaves or other foot - Irr Hd (O) @ 1AP	0-12
<b>Only from 220 BC to 100 BC</b>	
Tung-hu or other subjugated nomads - Irr LH (F) @ 4AP	0-30
Ch'iang allies - List: Ch'iang and Ti (Bk 2)	
Rebel Han Chinese allies - List: Han Chinese (Bk 2)	
<b>Only Chih-Chih Hsiung-nu from 43 BC to 36 BC:</b>	
Kang-chu allies -	
Kang-chu ally-general - Irr Cv (O) @ 12AP or Irr Kn (F) @ HAP	*1
Kang-chu nobles - equipped as their general, Irr Cv (O) @ 7AP or Irr Kn (F) @ 9AP	0-4
Kang-chu horse archers - Irr LH (F) @ 4AP	*12-24
Kang-chu infantry - Irr Sp (O) @ 4AP or Irr Ax (S) @ 4AP	*1-2
<b>Only Southern Hsiung-nu from 304 AD to 439 AD:</b>	
Ch'iang or Ti armoured infantry - Irr Ax (S) @ 4AP	0-12
Ch'iang or Ti unarmoured infantry - Irr Ax (O) @ 3AP	*12-60
Ch'iang or Ti archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	*6-24
<b>Only Southern Hsiung-nu after 312 AD:</b>	
Upgrade Cv generals and nobles to Irr Kn (X) @ 21 AP if general, 11 AP if not, or Irr Kn (F) @ 19AP if general, 9 if not	All/0
<b>Only Juan-juan:</b>	
Upgrade Cv generals and nobles to Irr Cv (S) @ 19AP if general, 9AP if not	All
<b>Only Juan-juan from 545 AD to 552 AD:</b>	
Gök allies - List: Central Asian Turkish (Bk 3)	

The Hsiung-nu established rule over other nomad tribes in the 3rd century BC. Their empire was weakened by Han Chinese attacks in the 2nd century BC, and broke up after a civil war about 50 AD. The northern horde was forced by Hsien-pi attacks to migrate west in 91AD and may have been among the ancestors of the Huns. The southern horde survived to found several kingdoms on Chinese soil, starting with the Former Chao (304 - 329 AD). Three clans re-combined as the Juan-juan in 308 AD and formed a large steppe empire until conquered by their former Gok Turk allies 552 - 555 AD. Surprisingly, most major battles against the Chinese were fought at home on the steppe. Minima marked \* apply if any troops of that origin are used in that time period.

### 39. ANCIENT SPANISH 240 BC - 20 BC

Warm. Ag 0. WW, Rv, H(S), H(G), Wd, O, V, RGo, Rd, BUA. Only if Celtiberians: H(S).	
C-in-C - Irr Cv (O) @ 17AP	1
Ally general - Irr Cv (O) @ 12AP	1-3
Long shield cavalry - Irr Cv (O) @ 7AP	0-3
Round shield cavalry - Irr LH (O) @ 5AP	5-10
Slingers - Irr Ps (O) @ 2AP	0-10
Flaming ox-wagons - Irr Exp (O) @ 7AP	0-3
<b>Only Iberians:</b>	
Scutarii - Irr Ax (S) @ 4AP	22-64
Caetrati - Irr Ps (S) @ 3AP	16-48
Mercenary Celtiberian scutarii - Irr Wb (F) @ 3AP	0-16
<b>Only Celtiberians:</b>	
Scutarii - Irr Wb (F) @ 3AP	26-86
Caetrati - Irr Ps (S) @ 3AP	20-64

**Only Lusitanians:**

Caetrati - up to 1/3 Irr Ax (S) @ 4AP, remainder Irr Ps (S) @ 3AP 46-122

Mercenary Celtiberian scutarii - Irr Wb (F) @ 3AP 0-16

**Only Sertorius's Lusitanians from 80 BC to 72 BC:**

Upgrade C-in-C with Moorish bodyguard to Reg LH (O) @ 25AP 1

Upgrade ally-generals to sub-generals, Reg Cv (O) @ 28AP or Reg Bd (O) @ 27AP 0-2

Upgrade Cv to Reg Cv (O) @ 8AP or Ax to Reg Ax (S) @ 5AP Any

Populares Legionarii - Reg Bd (O) @ 7AP 0-6

This list extends from the Carthaginian expansion into Spain until the last Spanish revolt against Roman rule. Assistant generals are classified as allies rather than subordinates because large armies were made up from coalitions of tribes. Celtiberians were acknowledged as more warlike than other tribes, though similarly equipped, and frequently served them as mercenaries. Most tribes' foot comprised around two-thirds "long shield" scutarii to one-third "round shield" caetrati. The Lusitanians were the exception to this, using only caetrati, although some of these wore armour and greaves, and may therefore have been equivalent to other tribes' scutarii. Spanish Ps (S) can give rear support to Spanish Cv. Celtiberian Cv can always dismount as Wb (S), other Cv as Ax (S), LH as Ps (S). Flaming ox-wagons successfully broke Carthaginian lines on one occasion, leading to the death of Hamilcar Barca. Sertorius was a disaffected Roman governor who fought successfully against Sulla and Pompeius. He was joined by Roman exiles of the Populares political persuasion and according to Plutarch introduced Roman weapons, formations and signals. We assume that only his heavier troops would have been transformed.

**40. NUMIDIAN OR EARLY MOORISH 215 BC - 25 AD**

Warm. Ag 1. Rv, H(S), H(G), Wd, RGo.

C-in-C - Irr LH (O) @ 15AP or Irr Cv (O) @ 17AP 1

Sub-general - as above 1-2

Ally general - Irr LH (O) @ 10AP 0-1

Cavalry - Irr LH (O) @ 5AP 18-50

Javelinmen - Irr Ps (S) @ 3AP or Irr Ax (I) @ 2AP 18-64

Archers or slingers - Irr Ps (O) @ 2AP 0-10

Elephants - Irr El (I) @ 14AP

- Syphax, Bogud or Tacfarinas 0

- Jugurtha 0-2

- Juba I 1-3

- Others 0-1

**Only Syphax, 213 BC to 203 BC, Masinissa, 203 BC to 148 BC or Micipsa, 148 BC to 118 BC:**

Roman-trained infantry - Reg Ax (O) @ 4AP 5-20

**Only Jugurtha, from 118 BC to 105 BC:**

Gaetuli - Reg Ax (I) @ 3AP 0-20

Ligurian deserters - Irr Ax (O) @ 3AP 0-2

Thracian deserters - Irr LH (O) @ 5AP 0-1

**Only after 56 BC:**

Imitation legionaries - Reg Bd (I) @ 5AP \*6-24

**Only Juba I, from circa 55 BC to 46 BC:**

Gallic and Spanish bodyguard - Irr Cv (O) @ 7AP 1-3

**Only Bogud in 47 BC:**

Spanish foot - Irr Ax (S) @ 4AP 0-8

**Only Juba II from 3 AD to 6AD:**

Roman allies - List: Early Imperial Roman (Bk 2)

This list covers the period from just before the first Roman mission trained King Syphax's infantry till the suppression of Tacfarinas's revolt. Training Syphax's infantry proved to be a strategic error since he then joined the side of the Carthaginians! Jugurtha fought against Rome at the end of the 2nd century BC. Juba I supported the Pompeians and Bogud supported Caesar in the Roman civil wars of the 1st century BC. The minimum marked \* applies only if the army represents that of Juba I, Bogud or Tacfarinas. Deserters and Gaetuli cannot be used together. An ally general can only command cavalry, javelinmen and archers or slingers.

41. HAN CHINESE 202 BC - 189 AD

Cold. Ag 3. WW, Rv, H(S), H(G), O, RGo, M, Rd, BUA.	
C-in-C - Reg Cv (O) @ 28AP	1
Sub-general - as above	1-2
Cavalry with spear, halberd or crossbow - Reg Cv (O) @ 8AP	*6-16
Horse archers - Reg LH (F) @ 4AP	*4-16
Light cavalry with lance or halberd - Reg LH (O) @ 5AP	0-8
Dependent state cavalry - Irr LH (F) @ 4AP or Irr Cv (O) @ 7AP	0-16
Spearmen - Reg Sp (O) @ 5AP	**8-16
Crossbowmen - Reg Bw (O) @ 5AP	**8-16
Downgrade spearmen to Reg Sp (I) @ 4AP and/or crossbowmen to Reg Bw (I) @ 4AP	Any
or	
Replace spearmen and crossbowmen by mixed formations - Reg Bw (X) @ 7AP	All/0
Archers - Reg Ps (O) @ 2AP [can support Sp]	**4-6
Swordsmen with parrying weapons, Reg Bd (F) @ 7AP and/or	
two-handed swordsmen, Reg Bd (O) @ 7AP	0-4
Convict labour troops - Irr Hd (I) @ 0.5AP	0-6
Peasant rebels - Irr Hd (S) @ 2AP	0-10
Southern tribal fighters - Irr Wb (F) @ 3AP	***4-8
Southern tribal archers - Irr Bw (I) @ 3AP or Irr Ps (O) @ 2AP	***2-4
Small rope-pull stone-throwers - Reg Art (I) @ 4AP	0-2
Bolt-shooters - Reg Art (O) @ 8AP	0-2
Wagon laager for camp - TF @ 1AP	0-12
Boats - Irr Bts (O) @ 2AP [Sp, Bw]	0-8
Towered war junks, Irr Shp (S) @ 4AP or "stomach strikers", Reg Gal (O) @ 3AP [Sp, Bw]	0-4
Horse-transporters - Irr Shp (I) @ 2AP [Cv, LH]	0-4
<b>Only Western Han, from 202 BC to 9 AD:</b>	
Upgrade generals in 4-horse chariots - Reg Kn (O) @ 31AP	Any
Four-horse chariots - Reg Kn (O) @ 11AP	0-4
<b>Only Eastern Han, from 25 AD to 189 AD:</b>	
Southern Hsiung-nu allies - List: Hsiung-nu (Bk 2)	
Wu-huan or Hsien-pi allies - List: Hsien-pi, Wu-huan, Predynastic Khitan or Hsi (Bk 2)	

This list covers the Han dynasty from victory in the civil wars after the fall of Ch'in, until the warlord Tung Cho effectively seized power at court. Minima marked \* apply if any mounted troops apart from Cv generals are used. Minima marked \*\* apply if any infantry, chariots or artillery are used (and must be used before 150 BC). All-cavalry forces, usually depending heavily on tribal auxiliaries, were often used in the steppes from about 150 BC. Some "spearmen" used halberds descended from the long dagger-axes of the Warring States period. They are classified as Sp because these were primarily long weapons used to keep off cavalry, were used with shields, and the point was more important than the edge. Mixed formations of spearmen and crossbowmen were occasionally used, as by Li Ling against the Hsiung-nu in 99 BC, but the two types were more usually used separately. Infantry seem to have been of variable quality; some were well-equipped and competent, others were conscripted from convicts or vagabonds and did not perform well - hence the (I) option. Regular Cv can always dismount; up to half the elements in the army can be armed with crossbow and dismount as Bw (O), the rest with sword or halberd as Ax (S). Dependent state cavalry were levied from various minor settled states and lesser nomad tribes of the northern frontier and "western regions", such as the Ch'iang. The Han suffered several major peasant rebellions, notably the Red Eyebrows and the Green Woodsmen around the end of the Western Han, and the Yellow Turbans after 184 AD. Peasant rebels are graded as Hd (S) because they had to be very desperate men to revolt at all. They cannot be used with chariots, artillery, southern tribal or dependent state troops, nor any allied contingents. Minima marked \*\*\* apply if any southern tribal troops are used. They cannot be used with dependent state troops, nor with any allied contingents. Stone-throwers are man-powered engines, bolt-shooters can be weapons shooting multiple arrows.



## 42. TAMIL INDIAN AND SINHALESE 175 BC - 1515 AD

Tropical. Ag 3 if Chola empire, 0 if others. WW, Rv, H(S), H(G), Wd, E, RGo, Rd, BUA.	
C-in-C - on elephant, Irr El (O) @ 26AP	1
Sub-general - as above	0-1
Ally-general - Irr El (O) @ 21AP	0-2
Elephants - Irr El (O) @ 16AP	3-9
Chariots - Irr Cv (O) @ 6AP	0-2
Kudirai-sevakar cavalry - Irr Cv (I) @ SAP	0-6
Valperra swordsmen - Irr Wb (F) @ 3AP	12-48
Clubmen - Irr Bd (X) @ 6AP	0-3
Wild tribes - Irr Ps (O) @ 2AP or Irr Ax (I) @ 2AP	0-16
Villikal archers - Irr Bw (O) @ 4AP	4-16
Maiden guard - Reg Bd (I) @ 5AP	0-2
Ships - Irr Shp (O) @ 3AP [Bd, Bw(O)]	0-6
<b>Only if Tamil from 140 BC to 320 AD:</b>	
Greek mercenary guardsmen - Reg Sp (O) @ 5AP or Reg Ax (S) @ 5AP	0-4
<b>Only after 300 AD:</b>	
Upgrade Wb to Irr Bd (F) @ 5AP	All
<b>Only Pallavas from 642 AD to 660 AD:</b>	
Sinhalese allies - List: Tamil Indian and Sinhalese (Bk 2)	
<b>Only Chola empire from 980 AD to 1279 AD:</b>	
Upgrade ally general to sub-general - Irr El (O) @ 26AP	0-1
Upgrade Cv to Reg Cv (I) @ 6AP, Bd to Reg Bd (F) @ 7AP and Bw to Reg Bw (O) @ 5AP	All
"Left hand" troops - 1/2 Irr Bw (I) @ 3AP, rest Irr Hd (O) @ 1AP	0-24
Hoysala allies - List: Hindu Indian (Bk 3)	
<b>Only Later Pandyas from 1190 AD to 1370 AD:</b>	
Chavers - Irr Wb (S) @ 5AP	4-12
<b>Only if Sinhalese:</b>	
Replace generals' elephants with palanquins - Irr WWg (I) @ 8AP if ally-general, 13AP if not	Any
Replace each of non-generals' elephants and swordsmen with militia - Irr Bw (I) @ 3AP	1/3-2/3
Replace chariots, cavalry and Villikal archers with militia - Irr Bw (I) @ 3AP	All
Upgrade archers with pavises to Irr Bw (O) @ 4AP	0-6

This covers the armies of southern India from the rise of the kingdoms of Cholas, Pandyas, Satiyaputras and Kerelaputras until final conquest by Vijayanagar in 1370 AD, and those of Ceylon (Sri Lanka) until the introduction of firearms. Horses were hard to come by in the south, but elephants more plentiful than in the north. Chariots with 2 or 4 horses and crew of 2 are still mentioned in an epic account of the battle of Kalingam in 1110 AD, but not in mundane records. We assume at most a few noble enthusiasts. Cavalry had bows or spears. The best foot were swordsmen, but javelins were also used and spears favoured on shipboard. Archers are described shooting down cavalry. Greek women were preferred for the maiden guard, being bigger as well as more exotic. The Sangam age before 300 AD was the Tamil "heroic age", with kingdoms and feudal lordships almost constantly engaged in cattle-raiding and fierce internecine wars. Warriors inspired by huge drums borne on elephants went into battle garlanded by flowers and ate slain enemies. The Tamil kingdoms were next dominated by the Kalabhra; then from 575 AD to 897 AD by the Pallavas. A new Chola dynasty founded in 846 overthrew the Pallavas and in 920 conquered the Pandyas, exiling their last king to Ceylon. They lost power from 950 to 980, then regained it, establishing an empire extending to the Ganges, Ceylon, the Andamans and the Maldives, and invading Sumatra. The Pandyas regained independence from 1190. The last Chola king died in 1279. The Chola army was organised into permanent regiments, and their literature stressed the value of training and practice in manoeuvre. "Left hand" troops were probably conquered vassals. Tamil dress was a knee-length kilt and a shawl, sometimes body armour and small red wooden shield. Hair was worn long or as a scalp-lock. Wild tribes dressed in skins, grass skirts and bark-cloth. They were usually skirmishing archers, though one Sinhalese ruler once issued some with spears, with unknown effect on their behaviour. Chavers wore only loin cloths, oiled their bodies and shaved their heads. Sinhalese armies consisted of paid royal troops, including many Tamil and some other mercenaries, and a very numerous bow-armed militia who may have been responsible for the abysmal reputation abroad. Sinhalese elephants were smaller but fiercer than others. Horses were not used. Large hide shields are attested protecting disembarked troops.

#### 43. MACCABEAN JEWISH 168 BC - 104 BC

Warm. Ag 1. Rv, H(S), H(G), O, V, RGo, Rd, BUA.	
C-in-C - Irr LH (O) @ 15 AP or Irr Ax (O) @ BAP	1
Sub-general - as above	1-2
Upgrade generals to Reg Kn (F) @ 31 AP	*1-2
Upgrade generals to Reg LH (S) @ 27AP	*1-2
Guerillas - Irr LH (O) @ 5AP	0-2
Guerillas - Irr Ax (I) @ 2AP or Irr Ax (O) @ 3AP	**18-45
Guerilla skirmishers - Irr Ps (I) @ 1AP or Irr Ps (S) @ 3AP	**5-40
Guerilla slingers - Irr Ps (O) @ 2AP	**5-15
Guerilla archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	**10-20
Guerilla dregs - Irr Hd (S) @ 2AP	0-20
Cavalry of the army - Reg Kn (F) @ 11AP	*2-4
Cavalry of the phalanx - Reg LH (S) @ 7AP	*4-16
Foot of the phalanx - Reg Ax (S) @ 5AP	*12-36
<b>Only after 149 BC:</b>	
Regrade foot of the phalanx as Reg Pk (I) @ 3AP	0-24

This list covers the period from initial revolt against the Seleucids until the death of John Hyrcanus. The varied classification of the guerillas reflects the initial difficulty in obtaining an adequate supply of weapons, and the rapid shrinking of the army from 3,000 to 800 men on sighting the enemy at Elasa, contrasted with a generally high state of morale fostered by religious enthusiasm. The course of other later battles implies the presence of more solid troops, and it has been dubiously suggested that these might initially have been supplied by ex-cleruchs from the Ptolemaic and other Hellenistic armies. Although phalanxes are mentioned by the sources, it is probable that the word is used to mean bodies of formed infantry, rather than of pikemen, which are first doubtfully attested under Jonathan. The Jewish regulars here are taken from a description of an ideal army's equipment, organisation and tactics in the Dead Sea Scrolls, available in a Penguin translation. The only infantry described, who make up the mass of the army, are armed with 12 foot spear and 7 javelins each and carry a long oval shield. They can be taken as equivalent to standard Hellenistic thureophoroi. There is also a reference to slingers passing through the ranks. Two types of cavalry are described, the older men being in the armoured cavalry stationed on the army's wings, and the younger in smaller bodies of unarmoured cavalry supporting each infantry unit. The text covering the heavier cavalry is slightly corrupt, but appears to mention body armour for man and horse, helmet, greaves, a small shield and a 12 foot spear. Prayer, exhortation and blasts from sacred trumpets figure prominently. One set of trumpets are called "trumpets of massacre". The great standard is 14 cubits long, standards of the camps 13, unit standards 10. The army's main heraldic symbol seems to be an ear of wheat, so this might appear on the standard, but there was a great deal of writing on them as well. Minima marked \* or \*\* apply only if any troops so marked are used.

#### 44. COMMAGENE 163 BC - 17 AD and 38 AD - 72 AD

Warm. Ag 1. Rv, H(S), H(G), O, RGo, Rd, BUA.	
C-in-C - Reg Kn (X) @ 33AP or Reg Pk (I) @ 23AP	1
Sub-general - Reg Kn (X) @ 33AP	1-2
Cataphracts - Reg Kn (X) @ 13AP	2-5
Tarantines - Reg LH (O) @ 5AP	0-4
Horse archers - Irr LH (F) @ 4AP	8-16
Macedonians and similar - Reg Pk (I) @ 3AP	7-24
Mercenary thureophoroi - Reg Ax (S) @ 5AP	0-6
Archers - Irr Bw (I) @ 3AP	20-70
Slingers - Irr Ps (O) @ 2AP	0-12
Javelinmen - Irr Ps (S) @ 3AP	0-8
Thracian mercenaries - Irr Ax (S) @ 4AP	0-2
Galatian mercenaries - Irr Wb (S) @ 5AP	0-2

This list covers the armies of the kingdom of Commagene from the secession of the Seleucid governor Ptolemaios until the kingdom's annexation by Tiberius, and then from its restoration by Caligula until its final demise under Vespasian. Commagene sided with Parthia during Pacorus's Western expedition, but subsequently became a client-state of Rome, often contributing troops. During the Jewish revolt, Antiochos IV led his pikemen personally. An ally contingent drawn from this list need not include Pk unless the C-in-C is Pk.

#### 45. SICILIAN AND ITALIAN SLAVE REVOLTS 135 BC - 71 BC

Warm. Ag 0. WW, Rv, H(S), H(G), Wd, O, V, RGo, Rd, BUA.	
Ex-slaves - Irr Hd (S) @ 2AP	32-96
Shepherds and herdsmen - Irr Ps (I) @ 1AP	8-24
<b>Only First Servile War, from 135 BC to 132 BC:</b>	
C-in-C - Irr Ax (S) @ HAP	1
Ally-generals - Irr Ax (O) @ 8AP	1-2
Antiochos's Syrians - Irr Ax (S) @ 4AP	*2
Cilician and Syrian ex-slaves - Irr Ax (O) @ 3AP	24-72
Slingers - Irr Ps (O) @ 2AP	4-12
Axemen - Irr Bd (F) @ 5AP	0-2
Bandits - Irr Ax (I) @ 2AP	4-16
<b>Only Second Servile War, from 103 BC to 99 BC:</b>	
C-in-C - Irr Cv (O) @ 17AP	1
Ally-generals - Irr Cv (O) @ 12AP	1-2
Cavalry - Irr Cv (O) @ 7AP	2-8
Light horse - Irr LH (O) @ 5AP	0-6
Ex-slaves armed with captured Roman equipment - Irr Bd (I) @ 4AP	16-40
Bandits - Irr Ax (I) @ 2AP	0-8
<b>Only Revolt of Spartacus, from 74 BC to 71 BC:</b>	
C-in-C - Irr Bd (O) @ 15AP or Irr Cv (O) @ 17AP	1
Sub-general - Irr Bd (O) @ 15AP or Irr Cv (O) @ 17AP	1
German or Gallic sub-general - Irr Cv (O) @ 17AP	0-1
Ex-gladiators and veteran war prisoners armed with Roman equipment - Irr Bd (O) @ 5AP	2-4
Other ex-slaves armed with captured equipment - Irr Bd (I) @ 4AP	24-60
Gallic and German cavalry - Irr Cv (O) @ 7AP	0-1
German ex-slaves - Irr Wb (O) @ 3AP	0-4
Gallic ex-slaves - Irr Wb (F) @ 3AP	0-4

This list covers the three major slave revolts against the Romans in Sicily and Italy. The Sicilian revolts were marked by extreme rivalry and teachery between slave commanders; Spartacus seems not to have had this problem. Diodorus's account suggests a strong Hellenistic Asian background to the first revolt. He mentions axemen and slingers, but not the use of horses or captured equipment. The Ax (S) are the elite bodyguard of the slave-king Antiochos, who all suicided rather than surrender. The option marked \* applies only if "King" Antiochos himself commands. The second revolt made good use of cavalry, as well as captured arms. Gauls and Germans formed distinct units in Spartacus's force, and probably fought in their native style. All the slave revolts were marked by extreme fanaticism by the slaves, who would fight to the death rather than surrender. Unfortunately for figure-converters, Plutarch says that Spartacus's gladiators threw away their gladiatorial equipment as soon as they captured Roman arms - presumably they felt it would be too humiliating to wear any longer. However, an odd gladiator figure on each base could be rationalised as a die-hard expert and serve to identify the elite elements. Classification of the majority of the ex-slaves as Hordes (S) represents the combination of desperation and shortage of arms. Hd elements should probably include women, children and old men. Plutarch mentions the use of herdsmen and shepherds as skirmishers.

#### 46. KUSHAN 135 BC - 477 AD

Dry. Ag 2. Rv, H(S), H(G), Wd, E, RGo, M, Rd, BUA.	
C-in-C - Irr Kn (X) @ 21AP or Irr El (O) @ 26AP	1
Sub-general - as above	1-2
Kushan cataphracts - Irr Kn (X) @ 11AP	6-12
Kushan horse archers - Irr LH (F) @ 4AP	16-36
Kushan foot - up to half archers, Irr Ps (O) @ 2AP, rest spearmen, Irr Ax (O) @ 3AP	0-12
<b>Only before 300 AD:</b>	
Skythian allies - List: Kimmerian, Skythian or Early Hu (Bk 1)	
<b>Only from 130 BC to 100 AD:</b>	
Remnant Bactrian Greeks - Reg Pk (I) @ 3AP	0-8
<b>Only after 100 BC:</b>	
Elephants - Irr El (O) @ 16AP	0-4
Swordsmen and axemen in quilted armour - Irr Bd (I) @ 4AP	0-6
Mountain cavalry - Irr LH (O) @ 5AP	0-3
Mountain archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP or Irr Bw (O) @ 4AP	0-4
Mountain spearmen - Irr Ax (X) @ 3AP	0-4
<b>Only from 50 BC to 410 AD</b>	
Maiden guard - Reg Bd (I) @ 5AP	0-1
Indian 4-horse 3-man chariots - Irr Cv (O) @ 6AP	0-2
Indian cavalry - Irr Cv (I) @ 5AP	*1-5
Indian archers - Irr Bw (O) @ 4AP	*6-12
Indian javelinmen - Irr Bd (I) @ 4AP	*2-4
(Alternatively double base a javelinmen element as Irr Bw (X) @ 5AP with one of Irr Bw (O) @ 3AP. Each 2 double elements replace 1 element of Indian javelinmen and 3 of Indian archers.	Any)
Indian wild tribe archers - Irr Ps (O) @ 2AP	0-2
Indian poorly-armed foot or followers - Irr Hd (O) @ 1 AP	0-3
<b>Only from 40 AD to 100 AD:</b>	
Rebel Hyrkanian allies - List: Parthian (Bk 2)	
<b>Only from 356 AD to 358 AD and from 370 AD to 390 AD:</b>	
Chionite allies - List: Hunnic (Bk 2)	
<b>Only after 390 AD:</b>	
Upgrade horse archers to Chionites - Irr LH (S) @ 7AP	All

The Kushans were originally one of the five Yueh-chi clans who occupied Sogdia and overran the Bactrian Greek kingdom shortly before 130 BC. In the 1st century AD the Kushans conquered the other clans and established the Great Kushan empire over northern India, eastern Iran and much of central Asia. The Kushans became Sassanid vassals in 262 AD, revolted in 356 with Chionite help but were defeated in 358, revolted again in 370 and established their independence by 390 under Kidara, again with Chionite aid. The Chionites settled among the Kushan and became known to the Romans as "Kidarite Huns". This new "Little Kushan" state lost its northern territories to the Sassanids after a defeat in 468, but remained in being south of the Hindu Kush until it fell to the Hephthalite Huns sometime after 477. Frescoes from a Yueh-chi palace at Khalchayan show a cataphract cavalryman and several horse archers, looking very like Parthian types. Figures equipped as Hellenistic phalangites are shown on the rare "Macedonian soldier" type of Kushan coin, suggesting that remnants of the Bactrian or Indo-Greek forces were incorporated in early Kushan armies. Minima marked \* apply if any Indian troops are used. "Mountain" troops are from Indo-Iranian border countries such as modern Afghanistan.

#### 47. EARLY GERMAN 115 BC - 250 AD

Cold. Ag 2. WW, Rv, H(S), H(G), Wd, RGo, M, BUA.	
C-in-C - Irr Cv (O) @ 17AP or Irr Wb (S) @ 15AP	1
Sub-general of same tribe, as above, or ally-general of different tribe,	
Irr Cv(O)@ 12AP or Irr Wb(S)@ 10AP	1-2
Ariovistus's or Cimbri and Teutones cavalry - Irr Cv (O) @ 7AP	3-10
Batavian cavalry - Irr Cv (O) @ 7AP	0-8
Tencteri horse - Irr LH (O) @ 5AP	0-6
Other tribes' cavalry - Irr Cv (O) @ 7AP	0-3
Foot warriors	45-130
- Cherusci or Batavian - Irr Wb (F) @ 3AP	
- Chatti - Irr Wb (S) @ 5AP	
- Other tribes' or Ariovistus's - Irr Wb (O) @ 3AP	
Foot skirmishers - Irr Ps (S) @ 3AP	5-15
Archers - Irr Ps (O) @ 2AP	0-10
Set-up wagon laager for camp - TF @ 1AP, or ditch and bank field fortification - TF @ 2AP	0-12
<b>Only Cimbri and Teutones from 113 BC to 102 BC:</b>	
Tigurini allies - List: Gallic (Bk 2)	
Ambrones allies - List: Gallic (Bk 2) or Early German (Bk 2)	
<b>Only after 25 AD:</b>	
Sarmatians - Irr Kn (F) @ 9AP	0-3
<b>Only if Batavian C-in-C in 69 AD:</b>	
Batavian deserters from Roman army - Reg Cv (O) @ 8AP	*1-3
Batavian deserters from Roman army - Reg Ax (S) @ 5AP	*4-16
Ballistae - Reg Art (O) @ 8AP	0-1
Liburnians - Reg Gal (F) @ 2AP [Ax (S)]	0-2
Chatti, Usipi and Mattiaci allies - List: Early German (Bk 2)	
<b>Only Bructeri in 12 BC, Batavi in 69 AD or Chauci from 41 AD to 200 AD:</b>	
Boats - Irr Bts (O) @ 2AP [Wb (F)]	0-3

This list covers German tribes from the first Roman encounter with the Cimbri and Teutones until the effect on German military techniques of contact with Rome had become significant. The provenance of the Cimbri and Teutones is disputed, some considering them "Trans-Danubian Celts", despite a reported origin in Scandinavia, and Julius Caesar twice calling them German. Their foot had more in common with Germans, fighting in close formation "chained together", but the cavalry are described as having animal crested helmets, mail, long sword, javelins, white shields, and lacking supporting infantry, which sounds Celtic. They may have picked up such ways while wandering through Gaul and Spain, but they had Celtic allies, who may have provided most cavalry. They destroyed four Roman armies before being crushed by Marius, but the Germans' most famous victory was that of Teutoburger Wald in 9 AD. The successful Roman punitive expeditions are less known since everyone loves a good disaster! The usual weapon was the light spear called the framea. While the Cherusci and Batavi specialised in ambushes from forests or marsh, most tribes were known as stubborn toe-to-toe fighters and the Chatti had a great reputation for exceptional ferocity. An ala and cohorts of Roman-trained and equipped auxiliaries spearheaded Civilis's Batavian revolt of 69 AD, fighting in conjunction with untamed Germans. Roman legions also gave reluctant allegiance to Civilis, but could not be used against the Romans that were his only enemies. Minima marked \* apply only if deserters are used, in which case the C-in-C should be a big man with one eye, dressed as a Roman general, but with long bright red hair! A Batavian flotilla captured the Roman flagship while the general was absent entertaining his mistress. The Chauci raided as extensively along the coasts of northern Gaul and south-east Britain as the Saxons did later. The Bructeri fought a river mouth battle against the Romans in 12 BC. A sub-general can only command troops of the same tribe as the C-in-C. Any other tribe present must be commanded by its own ally-general. No command can include troops of more than one tribe, except that an allied contingent of Chatti in 69 AD must be half Usipi and Mattiaci. Chatti, Usipi and Mattiaci cannot provide rear support for each other. Sarmatians cannot be used with Chatti, Tencteri or deserters. An army representing Ariovistus's confederacy in 58 BC cannot include any troops from the Batavi, Tencteri, Cherusci, Chatti, Sarmatia or "other tribes". German cavalry were usually supported by elite light infantry who gave them superiority over Gallic cavalry. Accordingly, Ps (S) can give rear support to Cv other than Cimbri and Teutones. Cv can always dismount as Wb (S). German allied contingents in other lists can include non-compulsory cavalry.

#### 48. MITHRIDATIC 110 BC - 47 BC

Warm. Ag 3. WW, Rv, H(S), H(G), Wd, O, RGo, Rd, BUA.	
C-in-C - Irr Cv (O) @ 17AP or, if on armoured horse, Irr Cv (S) @ 19AP	1
Sub-general - as above	1-2
Upgrade mercenary generals to Reg Cv (O) @ 28AP	0-2
Pontic heavy cavalry - Irr Cv (O) @ 7AP	3-4
Pontic light cavalry - Irr LH (O) @ 5AP	5-8
Skythian cavalry - Irr LH (F) @ 4AP	0-4
Bosporans, Iazygians or Rhoxolani nobles - Irr Kn (F) @ 9AP or	
Rhoxolani cavalry - Irr Cv (O) @ 7AP	0-5
Thureophoroi - Reg Ax (S) @ 5AP	6-12
Javelinmen - Irr Ax (O) @ 3AP or Irr Ps (S) @ 3AP	6-28
Archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	6-12
Slingers - Irr Ps (O) @ 2AP	0-5
Thracians - Irr Ax (S) @ 4AP	0-4
Bastarnae foot - Irr Bd (F) @ 5AP	0-4
Galatians - Irr Wb (O) @ 3AP	0-6
Scythed chariots - Irr Exp (O) @ 7AP	*2-4
Decked ships - Reg Gal (S) @ 4AP [Ax, Bd (F)]	0-3
Biremes - Reg Gal (F) @ 2AP [Ax, Bd (F)]	0-1
Ditch and bank - TF @ 2AP	0-12
Armenian allies - List: Early Armenian and Gordyene (Bk 2)	
<b>Only before 84 BC:</b>	
Brazen shields - Reg Pk (O) @ 4AP	0-8
Ex-slave phalangites - Reg Pk (I) @ 3AP	0-8
Imitation legionaries - Reg Bd (I) @ 5AP	0-2
<b>Only after 84 BC:</b>	
Imitation legionaries - Reg Bd (I) @ 5AP	8-20
Chalybes - Irr Ax (X) @ 3AP	0-4

This list extends from the accession of Mithridates the Great to the throne of Pontus until the final defeat of his son Pharnaces. The minimum marked \* applies only if any brazen shields or slave phalangites are used. The option to mount generals and their bodyguards on armoured horses is by analogy with neighbouring closely-related Kappadokia. It is not known whether the large contingent of cavalry from Armenia Minor, by then a vassal province of Pontus, commanded by Mithridates' son Arkathios in the initial phase of the 1st Mithridatic War included cataphracts. If so, they can be treated as an Armenian allied contingent. A contingent of 4,000 men was later sent by Tigranes of Armenia to aid Mithridates with an additional 4,000 of his own troops to re-occupy Pontus following Lucullus' invasion of Armenia. Although ultimately defeated by the Romans, Pontic armies won several victories over lesser Roman generals, only coming unstuck against Sulla, Lucullus, Pompey and, finally, Caesar. Mithridates relied on mercenary generals in his early days, only personally commanding his army in open battle after 84 BC. Pontic armies of the earlier part of his reign used standard Hellenistic tactics, though making full use of their scythed chariots and superior cavalry; indeed defeating the Bithynians with only these and light infantry near the River Amnias in 88 BC, the Pontic general Archelaos having joined battle without waiting for the phalanx to arrive. Appian describes the effect of the successful scythed chariot charge: "The army of Nikomedes was terrified at seeing men cut in halves and still breathing, or mangled in fragments, or hanging on the scythes. Overcome rather by the hideousness of the spectacle than by loss of the fight, fear disordered their ranks." In later battles against the Romans scythed chariots proved less effective, but continued to be used right up until the final defeat of Pharnaces. After Mithridates' defeat in the 1st Mithridatic War the infantry were re-organised as imitation legionaries. He was finally defeated by Pompey in 66 BC, fleeing to his Bosporan kingdom. There he raised a new army, based, according to Appian, around 36,000 freemen and slaves trained as legionaries, with the intention of marching round the north-west coast of the Black Sea and invading Italy in alliance with the Gauls. This was too much for his remaining subjects, however, and a revolt by his son Pharnaces in 63 BC led to Mithridates's suicide at the hand of a loyal Celtic officer. Pharnaces re-occupied Pontus from Bosphorus during the Roman Civil War. According to Caesar's biographer, Pharnaces's customary deployment comprised a single main battle line, with three lines of reserves strengthening each wing, and the same in the centre. Against Domitius he protected the flanks of his infantry with ditches, the cavalry being deployed outside these. Alfred Duggan's biography of Mithridates, "He Died Old", is recommended reading.

#### 49. MARIAN ROMAN 105 BC - 25 BC

Warm. Ag 3. WW, Rv, H(S), H(G), O, V, RGo, M, Rd, BUA.	
C-in-C - Reg Cv (O) @ 28AP or Reg Bd (O) @ 27AP	1
Sub-general - as above	1-2
Roman ally general - Reg Cv (O) @ 18AP	0-1
Legionaries - Reg Bd (O) @ 7AP	18-32
Raw legionaries - Reg Bd (I) @ 5AP	0-16
Gallic, German, Spanish, Italian or Macedonian cavalry - Irr Cv (O) @ 7AP	0-6
Numidian, Spanish, Thracian, Illyrian or Kappadokian cavalry - Irr LH (O) @ 5AP	0-6
Syrian horse archers - Irr LH (F) @ 4AP	0-1
Balearic, Greek or Numidian slingers, or Numidian, Syrian, Gallic, Greek or Pontic archers - Irr Ps (O) @ 2AP	0-12
Cretan archers - Reg Ps (O) @ 2AP	0-4
German, Numidian, Greek or Spanish javelinmen - Irr Ps (S) @ 3AP	0-10
Rhaetian, Spanish, Illyrian or Thracian foot - Irr Ax (S) @ 4AP	0-6
Ligurian foot - Irr Ax (O) @ 3AP	0-4
Thureophoroi/Peltasts - Reg Ax (S) @ 5AP	0-6
Mixed gladiators - Irr Bd (O) @ 5AP	0-4
African elephants - Irr El (I) @ 14AP	0-1
Bolt-shooters - Reg Art (O) @ 8AP	0-6
Ditch and rampart for camp(s) - TF @ 1AP, or as field entrenchments - TF @ 2AP	6-24
Quinquiremes - Reg Gal (S) 2 4AP [Bd]	0-3
Triremes and Quadriremes - Reg Gal (O) @ 3AP [Bd]	0-3
Despatch vessels - Reg Bts (F) @ 2AP	0-1
<b>Only before 80 BC:</b>	
Roman velites - Reg Ps (S) @ 3AP	0-1 per 2 Bd
<b>Only from 88 BC to 75 BC:</b>	
Bithynian allies - List: Bithynian (Bk 2)	
<b>Only from 74 BC to 31 BC:</b>	
Galatian allies - List: Galatian (Bk 2)	
<b>Only from 64 BC to 53 BC:</b>	
Arab nomad allies - List: Later Pre-Islamic Arab (Bk 2)	
<b>Only from 63 BC - 38 BC:</b>	
Judaeae allies - List: Late Judaeae (Bk 2)	
<b>Only from 53 BC to 36 BC:</b>	
Armenian allies - List: Early Armenian and Gordyene (Bk 2)	
<b>Only from 49 BC to 46 BC:</b>	
Numidian or Moorish allies - List: Numidian or Early Moorish (Bk 2)	
<b>Only alliance of Cassius and Brutus in 42 BC:</b>	
Eastern client or Thracian horse archers - Irr LH (F) @ 4AP	3-15
Eastern client foot archers - Irr Bw (O) @ 4AP, Irr Bw (I) @ 3AP or Irr Ps (O) @ 2AP	0-8

This list covers Roman armies from the reforms of Marius until those of Augustus, including those of Marius himself, Sulla, Pompey, Crassus and Julius Caesar. Legionaries were now uniformly armed with pilum and short sword and protected by mail shirt and oval scutum. Auxiliary infantry and cavalry had not yet been regularised, and were equipped and fought in their own native styles. Generals could fight mounted, or on foot at the head of legionaries or bodyguards. The option to use a Roman ally represents the temporary alliance of rival leaders in civil war, such as Cassius with Brutus, or Anthony with Octavian. Only one non-Roman allied contingent can be used, and then not with gladiators. Numidian allies can represent Juba's army, in which case no other elephants are allowed in the army. Moorish allies can represent Bogud's army. Cassius and Brutus cannot have elephants, Numidians nor Armenian allies. Galatian allies can include imitation legionaries. Spanish or German Ps (S) can give rear support to Cv of their own nation. Newly recruited raw legionaries were usually kept back in reserve or to defend the camp. Rhaetian foot are graded as (S) because they are associated with a reputedly heavy throwing spear called a gaesum. Warships' fighting crews were overwhelmingly of legionaries. Bd (I) cannot provide rear support for Bd (O). This was an army much given to digging.

## 50. HASMONEAN JEWISH 103 BC - 63 BC

Warm. Ag 1. Rv, H(S), H(G), O, V, RGo, Rd, BUA.	
C-in-C - Reg Kn (F) @ 31AP	1
Jewish ally-general - Reg Kn (F) @ 21AP	1-2
Mercenary sub-general - Reg Ax (S) @ 25AP	0-1
Cavalry of the Army - Reg Kn (F) @ 11AP	1-2
Cavalry of the Phalanx and other Judaeen cavalry - Reg LH (S) @ 7AP	2-6
Foot of the Phalanx and similar infantry - Reg Ax (S) @ 5AP	16-30
Archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	10-24
Slingers - Irr Ps (O) @ 2AP	7-20
Javelinmen - Irr Ps (I) @ 1AP	9-24
Pisidian, Kilikian and Greek mercenary thureophoroi - Reg Ax (S) @ 5AP	0-30
Regrade Foot of the Phalanx and/or mercenary thureophoroi as Reg Pk (I) @ 3AP	0-20
Cretan mercenary archers - Reg Ps (O) @ 2AP	0-2
Palisade and ditch for camp - TF @ 1AP	0-12
Rioting mob - Irr Hd (F) @ 1AP	0-4
Boats - Irr Bts (I) @ 1AP [Ps(I)]	0-2
Only from 66 BC to 64 BC:	
Nabataean allies - List: Arabo-Aramaean (Bk 2)	

This list covers the armies of the Hasmoneans from the accession of Alexander Yannai until the sack of Jerusalem by Pompey. During this period the Hasmoneans fought Seleucids, Ptolemies, Nabataeans and, incessantly, each other. Alexander was widely hated by the Judaeans and maintained himself in power by using large numbers of Hellenistic mercenaries. Judaeen subordinates are rated as ally-generals because of the possibility of treachery. Only the C-in-C or a mercenary general can command mercenaries. A mercenary general's command cannot include rioting mob. Cavalry were relatively few in number during this period. Hekatontomachi "100 killers" are described as carrying long brass thureoi like those specified for "Foot of the Phalanx" in the "Rule of War" in the Dead Sea Scrolls. A Nabataean army assisted Hyrcanus, father of Herod the Great, in a civil war from 66 BC, although they were normally bitter enemies of the Jews.



## 51. LATE JUDAEAN 63 BC - 6 AD

Warm. Ag 1. Rv, H(S), H(G), O, V, RGo, Rd, BUA.	
C-in-C - as "Spearbearers", Reg Kn (F) @ 31AP or Reg Ax (S) @ 25AP	1
Sub-general - as above	1-2
Spearbearers - all Reg Kn (F) @ 11AP or all Reg Ax (S) @ 5AP	1-2
Germans - Irr Cv (O) @ 7AP	0-1
Celts - all Irr Cv (O) @ 7AP or all Irr Wb (O) @ SAP	0-2
Babylonian Jewish horse archers - Reg LH (F) @ 4AP	0-4
Thracian horse - all Irr LH (O) @ 5AP or all Reg Cv (O) @ 8AP	0-8
Thracian foot - all Irr Ax (S) @ 4AP or all Reg Ax (S) @ 5AP	0-6
Judaeen and Idumaeen cohorts - all Reg Ax (S) @ SAP or all Reg Bd (I) @ 5AP	12-16
Archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	8-12
Slingers - Irr Ps (O) @ 2AP	6-10
Javelinmen - Irr Ps (I) @ 1AP	8-16
Other Judaeen foot - Irr Hd (O) @ 1AP	0-12
Idumaeen or Iturean hillmen - Irr Ax (O) @ 3AP	0-6
Mercenary thureophoroi - Reg Ax (S) @ 5AP	0-4
Religious mob - Irr Hd (S) @ 2AP	0-4
Rioting mob - Irr Hd (F) @ 1AP	0-8
Requisitioned ships - Irr Shp (O) @ 3AP [Ax (S) or Bd (I)]	0-3
Boats - Irr Bts (I) [Ps (I)] @ 1AP	0-2
Bandit ally-general - Irr Ax (I) @ 7AP	0-1
Bandits - Irr Ax (I) @ 2AP	0-12
Upgrade bandits to Itureans - Irr Ax (O) @ 8AP if general, otherwise 3AP	1/2 or 0
Roman allies - List: Marian Roman (Bk 2) or Early Imperial Roman (Bk 2)	
<b>Only from 48 BC to 47 BC:</b>	
Arabo-Aramaean and Syrian horse archers - Irr LH (F) @ 4AP	4-6
Nomadic Arabs - Irr LH (O) @ 5AP	4-6
<b>Only from 40 BC to 38 BC:</b>	
Parthian allies - List: Parthian (Bk 2)	

This list covers the armies of the later Hasmoneans and Herodians from Pompey's sack of Jerusalem until Augustus's annexation. The "spear bearers" could have been Hellenistic style xystophoroi or Roman style lanciarii. It has been fairly convincingly postulated that the three Thracian cohorts and three Thracian alae of the Roman army of Syria in 88 AD may have been Herod's old Thracian units. Judaeen and Idumaeen infantry were also organised as cohorts, possibly as imitation legionaries. Judaea could not field a large army without assistance from allies, which is reflected in the list's maxima. Rome regularly intervened in Judaeen affairs and a Judaeen allied contingent under Antipater saved a Roman army from defeat in 47 BC. An allied contingent from this list can include cavalry and light horse. All the legionaries of a Roman allied contingent can be downgraded to raw Reg Bd (I) @ 5AP. The Parthians intervened in a Judaeen civil war during the great western expedition of Pacorus. Romans cannot be used with Parthians. Religious mob cannot be used with rioting mob or Romans. Celts, Germans or Thracians cannot be used with Parthians, bandits or more than 2 elements of mercenary thureophoroi. A bandit general can only control bandits. Herod the Great requisitioned ships to aid Agrippa in the Black Sea. Itureans lived intermingled with Arabs in the Lebanese hills and are one source of bandit allies. However, they are not merely bandits by profession, but by tribal tradition, hence are given a higher rating.

## 52. DACIAN 60 BC - 106 AD AND CARPI 106 AD - 380 AD

Cold. Ag 1. WW, Rv, H(S), Wd, O, V, RGo, BUA.	
C-in-C - Irr Wb (S) @ 15AP, Irr Wb (F) @ 13AP or Irr Cv (I) @ 15AP	1
Sub-general - Irr Wb (S) @ 15AP, Irr Wb (F) @ 13AP or Irr LH (O) @ 15AP	0-2
Cavalry - Irr LH (O) @ 5AP	2-5
Javelinmen - Irr Wb (F) @ 3AP	36-100
Falxmen - Irr Bd (F) @ 5AP	6-10
Archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	10-20
Skirmishers - Irr Ps (S) @ 3AP	0-15
Only Dacians before 107 AD:	
Bastarnae ally-general - Irr Bd (F) @ 10AP or Irr Cv (O) @ 12AP	*1
Bastarnae cavalry - Irr Cv (O) @ 7AP	0-2
Bastarnae javelinmen supporting Bastarnae cavalry - Irr Ps (S) @ 3AP	1 per Bastarnae Cv
Bastarnae warriors - Irr Bd (F) @ 5AP	*6-16
Captured Roman artillery - Reg Art (O) @ 8AP	0-1
lazyges allies - List: Siracae, Iazyges, Later Rhoxolani Sarmatians (Bk 2)	

Dacia was always a source of raids into the lands south of the Danube, but became a greater menace under two ambitious kings, Burebistas and Decebalus. This list covers armies from the accession of the former until the death of the latter. Although Julius Caesar was planning a campaign against the Dacians at the time of his death in 44 BC, the first serious Roman punitive expedition was by Domitian in 85 AD, repeated equally disastrously in 87 AD. A minor success was scored in 88 AD, but raiding continued, necessitating two major wars under Trajan in 101 - 102 AD and 105 - 106 AD, ending in annexation. Remnant tribes continued to give trouble at least until 380 AD as Carpi or Carpodacae. The part of the army that made most impression on Roman minds were the Dacians and Bastarnae armed with the falx, a murderous curved blade on a long haft swung two-handed and probably identical to the Thracian rhomphaia. The minima marked \* apply if more than 5 elements of Bastarnae are used.

## 53. ANCIENT BRITISH 55 BC - 75 AD

Cold. Ag 0. WW, Rv or Wd, H(S), H(G), E, RGo, M, Rd, BUA.	
C-in-C - in chariot, Irr Cv (O) @ 16AP or on foot, Irr Wb (F) @ 13AP or Irr Wb (S) @ 15AP	1
Sub-General - as above	0-1
Ally General - Irr Cv (O) @ 11AP or on foot, Irr Wb (F) @ 8AP or Irr Wb (S) @ 10AP	0-2
Chariots - Irr Cv (O) @ 6AP	0-21
Replace all foot except Ps with same AP of extra chariots - Irr Cv (O) @ 6AP	All/0
Cavalry - Irr LH (O) @ 5AP	10-16
Naked fanatics - Irr Wb (S) @ 5AP	0-4
Foot warriors - Irr Wb (F) @ 3AP	40-80
Slingers - Irr Ps (O) @ 2AP	0-36
Adolescent javelin skirmishers - Irr Ps (I) @ 1AP	0-20
Women, slaves, elderly & children - Irr Hd (O) @ 1AP	0-6
Wagon laager camp to defend families - TF @ 1AP	0-12
Sacrificing druids and screaming women - Irr Hd (S) @ 2AP	0-1
Roman allies - List: Early Imperial Roman (Bk 2)	

This list covers British armies south of the Forth-Clyde line from Julius Caesar's expedition until final pacification. The prestige arm was light chariotry which Caesar describes driving around, hurling javelins and disordering opponents by the noise of their wheels and terror of being struck. Tacitus also refers to noisy manoeuvring and Dio describes them breaking up groups of enemy by deliberately running into them. They frequently dismounted to support cavalry. Accordingly charioteers can always dismount as Wb (S). Cassivellaunus is said by Caesar to have mustered 4,000 chariots under his command in a semi-guerilla campaign, dismissing most of his infantry. However, the Romans all agree that the strength of a British army lay in its infantry rushes. The pony-riding cavalry are described in a document from Vindolanda as "contemptible little Britons" and as lacking swords. The tribes of the South-West were especially fond of the sling. Retreat was hindered at Boudicca's defeat in 61 AD by families brought as spectators and their wagons. Sacrificing druids tried to demoralise Suetonius's invasion of Mona in the same year. A Roman auxiliary grouping intervened in a Brigantian internal dispute in favour of Queen Cartimandua. If used, it cannot include legionaries, no British ally generals can be used, nor more than 20 elements of slingers.

#### 54. SCOTS-IRISH 55 BC - 846 AD

Cold. Ag 3. WW, Rv, H(S), H(G), Wd, RGo, M, BUA.	
C-in-C - in 2-horse chariot as Irr Cv (O) @ 16AP or on foot as Irr Ax (O) @ 13AP	1
Sub-general - as above	0-1
Irish ally-general - in 2-horse chariot as Irr Cv (O) @ 11AP or on foot as Irr Ax (O) @ 8AP	0-3
Warriors - Irr Ax (O) @ 3AP	30-150
Skirmishers - Up to half Irr Ps (S) @ 3AP, remainder Irr Ps (I) @ 1AP	5-20
Slings - Irr Ps (O) @ 2AP	0-2
Plashed wood edge - TF @ 2AP	0-10
Curraghs - Irr Bts (I) @ 1AP [Wb, Ax, Ps]	0-6
<b>Only before 432 AD:</b>	
Chariots - Irr Cv (O) @ 6AP	*10-24
<b>Only before 407 AD:</b>	
Replace chariots with Attecotti warriors - all Irr Ax (S) @ 4AP or all Irr Wb (S) @ 5AP	0-8
<b>Only from 81 AD to 406 AD:</b>	
Roman Auxilia - Reg Ax (S) @ 5AP	0-2
<b>Only after 432 AD:</b>	
Upgrade generals on foot to Irr Wb (F) @ 8AP if ally, 13AP if not	Any
Upgrade warriors to fianna - Irr Wb (F) @ 3AP	0-1 per Wb general
Saint and/or praying monks - Irr Hd (I) @ 0.5AP	0-2
<b>Only in 629 AD:</b>	
Northumbrian exiles - Irr Wb (S) @ 5AP	0-4
<b>Only in 637 AD and from 682 AD to 709 AD:</b>	
British exiles - Irr Cv (O) @ 7AP or Irr Wb (S) @ 5AP	0-4

This list covers Irish armies, then usually called Scots, from the time of Caesar's invasions of Britain until Irish methods changed in response to Viking raids and settlement. The first actual Roman contact with them was probably in 81 AD, when Agricola was requested to help an Irish ruler regain his throne. Such interventions may have taken place under Hadrian and again in the 4th century, since Irish legends mention the wizard Clan Calatan and his 27 sons, all of whom together formed a multiple Siamese twin with 28 heads, 56 arms and legs and throwing a simultaneous volley of 28 spears! This sounds very like a distorted oral account of drilled Auxilia Palatina intervening in a civil war. On a somewhat stronger historical footing, a deposed king of Tara, Lugaid Laga Mac Conn, fled to the "King of Britain" in 186 AD, and with his help regained his throne in 195 AD. He was killed by Cormac Mac Art in 226 AD, who then built a large fleet and raided extensively, presumably in Roman lands, possibly out of irritation with Roman interference. Only the C-in-C can command such Romans. The large number of ally generals reflects the divided state of Ireland throughout the period. A sub-general can be the High King's heir, or a champion such as Cuchulain, who might accordingly be represented by a small dark-haired warrior and red-haired driver in a chariot drawn by 1 gray and 1 black pony. Irish sea raiding was a major pest during the 4th century, and settlements were also made in Pembroke and Galloway, the latter becoming the kingdom of Dal Riata and bequeathing their tribal name to the future kingdom of Scotland. Saint Columba was given the main credit by contemporaries for the Ui Neill victory over King Diarmait in 561 AD, decisively out-praying Saint Finnian on the other side. The occasional decrepit elderly general may still have been carried in a chariot up to the end of the period, but most would have fought on foot with their fianna of professional followers to add punch to the battle line. The minimum marked \* applies only if any chariots except those of generals are used. Irish infantry equipment was lighter than that of the other Celtic nations, comprising a short light sword, a small shield and light javelins. In later eras, they specialised in skirmishing from difficult terrain despite rather heavier arms, so there is no reason to suppose they fought differently in this earlier period. The idea of riding horses on the battlefield would not catch on for several hundred years yet among the Irish, though the exiled warband of Rheged might have brought theirs over from 682 - 709. Plashing is the interlacing of branches to make an obstacle. If there are insufficient wood edges, surplus plashing is lost. For Attecotti, see the notes to the Pictish list on P. 59.

## 55. NOBADES AND BLEMMYE OR BEJA 30 BC - 1500 AD

Dry. Ag 2.	
Desert Blemmyes or Beja: WW, H(G), RGo, D.	
Nobades or Nile Valley Blemmyes: Rv, H(G), E, RGo, M, D, BUA.	
C-in-C - Irr Cv (O) @ 17AP	1
Sub-general - as above	1-2
Archers - Irr Bw (I) @ 3AP or Irr Ps (O) @ 2AP	16-84
Boats - Irr Bts (I) @ 1AP [Ax, Bw, Ps]	0-3
<b>Only desert Blemmyes until 642 AD or Beja after 642 AD:</b>	
Cavalry - Irr Cv (O) @ 7AP	2-8
Spearmen - Irr Ax (O) @ 3AP	6-20
<b>Only Nobades before 550 AD or Nile valley Blemmyes from 400 AD to 540 AD:</b>	
Cavalry - Irr Cv (O) @ 7AP	12-36
Blemmye spearmen - Irr Ax (O) @ 3AP	0-12
Nobades or subject Kushite spearmen - Irr Sp (I) @ 3AP	16-40
<b>Only after 200 AD:</b>	
Mount Blemmye, Nobades or Beja spearmen on camels as Irr Cm (S) @ 11AP	0-12
Camel-mounted scouts - Irr LH (I) @ 3AP	*1-3
<b>Only Nobades from 500 AD to 642 AD or Nile valley Blemmyes from 500 AD to 540 AD:</b>	
Upgrade generals to Irr Cv (S) @ 19AP with horse armour	Any
Upgrade cavalry to Irr Cv (S) @ 9AP with horse armour	0-1/2
<b>Only Beja after 831 AD:</b>	
Convert C-in-C to Bedouin Arab, Irr Cv (O) @ 17AP or Irr LH (O) @ 15AP, or convert one sub-general to Arab ally-general, Irr Cv (O) @ 12AP or Irr LH (O) @ 10AP	**1
Arab sub-general - Irr Cv (O) @ 17AP or Irr LH (O) @ 15AP	0-1
Arab cavalry - Irr LH (O) @ 5AP	**8-24
Arab swordsmen and spearmen - Irr Bd (F) @ 5AP	0-12
Arab archers - Irr Ps (O) @ 2AP or Irr Bw (O) @ 4AP	0-6
Camels to mount Arab foot @ 1AP	0-12
<b>Only Beja from 846 AD to 861 AD:</b>	
Christian Nubian allies - List: Christian Nubian (Bk 3)	

The 6th edition WRG Blemmye list can now be seen to have telescoped two successive cultures, Meroitic Kushite, which is now the subject of a separate list, and the enigmatic "X" or Ballana culture which is included here as Nobades and/or Nile valley Blemmyes. The Blemmyes were nomads of the desert east of Egypt and Nubia, subject to the Kushites of Meroe in the 1st century BC. Their name may derive from the Coptic "Balehmu" meaning "speakers of an unintelligible language". They began to raid Roman Egypt after the introduction of the camel in the 3rd century AD, and conquered its southern frontier, and Lower Nubia, in the 5th century. They were ejected by the partly Christianised Nobades at Byzantine instigation about 540 AD, but remained in their ancestral desert where the medieval Arabs knew them as Beja. A 4th-5th century source describes them as bold fighters using long spears and bows. Arab sources describe them as "camel people" and as "camel riders wrapped in wild animal skins and carrying long seven-pointed [multiple-barbed?] spears". The rulers of the Nobades and Blemmye wrote each other complaining letters in bad Greek about their mutual misbehaviour. The ideal equipment aimed at by the cavalry of both was a scale or mail corselet, bow, short spear and shield, though probably not all achieved this. Chamfrons are known, so other horse armour may have been used as well. A wood carving from Egypt shows very similar warriors fighting Late Romans. They ride unarmoured horses, are bareheaded with stylised Negroid hair, wear long mail and scale shirts extending to mid thigh and elbow, split in front but not behind, over a long-sleeved tunic, and carry 18" diameter dished round shields with pointed boss. They have tight trousers and shoes or half boots. Belts and sometimes baldric are worn. Saddle cloths are sheepskins like that found dyed blue at Ballana. What we have previously interpreted as standards are now thought to be prisoners crucified on forked poles! Claudian mentions Nubian archers with short arrows in their hair and this may be illustrated by a carving on the Arch of Constantine. Other foot are depicted in Roman Egypt with javelins and round shields. After their submission to the Abbasids in 831 AD, some Beja came under the influence of Bedouin Arab tribes migrating south from Egypt. The minimum marked \* applies only if any non-Arab camels are used. Minima marked \*\* apply only if any Arabs are used. An Arab sub-general can only be used if the C-in-C is Arab. Desert Blemmyes, Beja and Arabs all count as Bedouin.

## 56. EARLY IMPERIAL ROMAN 25 BC - 197 AD

Warm. Ag 3. WW, Rv, H(S), H(G), O, V, RGo, M, Rd, BUA.	
C-in-C - Reg Cv (O) @ 28AP or Reg Bd (O) @ 27AP or Reg Ax (S) @ 25AP	1
Sub-general - Reg Cv (O) @ 28AP or Reg Bd (O) @ 27AP	1-2
Legionaries or cohortes praetoriae - Reg Bd (O) @ 7AP	12-30
Equites alares - Reg Cv (O) @ 8AP	3-8
Replace equites alares with equites sagittarii - Reg LH (F) @ 4AP or Reg Cv (O) @ 8AP	0-1
Equites cohortales - Reg Cv (I) @ 6AP	0-4
Auxiliary infantry - Reg Ax (S) @ 5AP	8-20
Auxiliary archers - Reg Bw (O) @ 5AP or Reg Ps (O) @ 2AP [Ps can support Bd or Ax]	0-6
Numidian or Moorish cavalry - Irr LH (O) @ 5AP	0-4
Bolt-shooters - Reg Art (O) @ 8AP or (F) on cart @ 10AP	0-4
Stone-throwers - Reg Art (S) @ 10AP	0-1
Quinqueremes and larger - Reg Gal (S) @ 4AP [Marines, Bd]	0-1
Triremes - Reg Gal (O) @ 3AP [Marines] or Liburnians - Reg Gal (F) @ 2AP [Marines]	0-3
Marines - Irr Ax (O) @ 3AP	0-1 per Gal
Ditch and palisade for camp - TF @ 1AP	6-12
<b>Only in Germany in 16 AD:</b>	
Batavian allies - List: Early German (Bk 2)	
<b>Only in the Civil Wars of 69 AD or by Petillius Cerialis in 70AD:</b>	
Gallic volunteers - Irr Cv (I) @ 5AP [V,C]	0-3
Mixed gladiators - Irr Bd (O) @ 5AP [V,O]	0-4
Raw volunteer recruit infantry - Reg Ax (I) @ 3AP [V,C]	0-4
Stone-throwing peasants - Irr Ps (I) @ 1AP [O]	0-4
Downgrade legionaries recently converted from marines to Reg Bd (I) @ 5AP [V, O, C]	0-12
<b>Only after 100 AD:</b>	
Equites contariorum/catafractarii - Reg Kn (F) @ 11AP	0-2
<b>Only in western armies:</b>	
Spanish slingers - Irr Ps (O) @ 2AP	0-4
British or similar symmachiararii - Irr Wb (F) @ 3AP	0-4
Sarmatian allies - List: Siracae, Iazyges or Later Rhoxolani Sarmatians (Bk 2)	0-10
<b>Only in Britain in 43 AD:</b>	
Claudian elephants and camels - Irr El (I) @ 14AP	0-1
<b>Only in eastern armies:</b>	
Judaeen client allies - List: Late Judaeen (Bk 2)	0-15
Nabataean, Edessan or Emesan allies - List: Arabo-Aramaean (Bk 2)	
Commagene client allies - List: Commagene (Bk 2)	0-15
Armenian allies - List: Early Armenian and Gordyene (Bk 2)	
<b>Only in eastern armies after 100 AD:</b>	
Dromedarii camelmen - Reg LH (I) @ 3AP	0-2

This covers the period from Augustus' reorganisation until the defeat of Albinus by Septimius Severus. This is the period of the rectangular semi-cylindrical shield and lorica segmentata popularly thought of as legionary equipment, though these were not used throughout and not universally. Auxiliary units were now uniformly equipped and drilled. The option to class the C-in-C's bodyguard as Ax (S) represents a provincial governor's lanciarii. A few alae of contarii/catafractarii were formed by Trajan and Hadrian. These did not have horse armour, but were armed with the long contus. Most equites carried shields and shorter spears and javelins. Equites of mixed cohortes were identically equipped, but not expected to be as efficient. They were usually combined into ala-sized units in battle. Dromedarii were first raised by Trajan and both used as independent units for border patrols and as camel detachments for mixed cohortes. Claudius used elephants and camels in the invasion of Britain in 43 AD, represented here by a single element including both but counting as elephants. Although its cavalry is quite good, the strength of this army lies in its legionaries, with one proviso. The legionaries can be swept away by warbands, and it is best to engage these first with a front line of auxilia, as was normal Roman practice. Equites alares and cohortales can always dismount as Ax (S). Bd (I) cannot provide rear support for Bd (O). Troops marked [V] can only be used by Vitellius, those marked [O] by Otho, those marked [C] by Petillius Cerialis.

## 57. LATER MOORISH 25 AD - 696 AD

Warm. Ag 1. Rv, H(S), H(G), RGo.	
C-in-C - Irr LH (O) @ 15AP or Irr Cv (O) @ 17AP	1
Sub-general - as above or Irr Ps (S) @ 13AP	1-2
Bodyguard - Irr Cv (O) @ 7AP	0-1
Cavalry - Irr LH (O) @ 5AP	18-58
Javelinmen - Irr Ps (S) @ 3AP or Irr Ax (I) @ 2AP	28-54
Upgrade javelinmen fighting from behind tethered camels to Irr Cm (I) @ 5AP	0-25
Archers or slingers - Irr Ps (O) @ 2AP	0-12
Women, children, elderly and slaves - Irr Hd (O) @ 1AP	0-16
<b>Only from 373 AD to 374 AD:</b>	
Deserting Roman equites sagittariorum - Reg LH (F) @ 4AP	2
Deserting Roman legio pseudocomitatensis - Reg Bd (O) @ 7AP	1-2
Archers to support legion - Reg Ps (O) @ 2AP	0-1
<b>Only from 533 AD to 548 AD:</b>	
Vandal fugitive allies - List: African Vandal (Bk 2)	0-8
<b>Only from 546 AD to 548 AD:</b>	
Byzantine deserter allies - List: Early Byzantine (Bk 3)	0-12

This list covers Moorish armies from the initial Roman attempt at annexation until the Arab conquest. Attempts to convert them into a province from 25 AD on were resisted, and a major campaign was fought to compel them from 40 to 42. They revolted again from 372 to 374, gained independence following the Vandal invasion of 429, lost it again with the Byzantine reconquest of 534, and revolted again in from 535 to 539 and from 546 to 548. Part of the country then stayed independent until absorbed by the Arab conquest. Firmus's revolt of 372 was joined by all the Equites Quarto Sagittarii and part of the Constantiniani, both of whose shield patterns are illustrated in Phil's "Armies and Enemies of Imperial Rome". The camel trick is first recorded against the Romans between 363 and 367, worked well against the Vandals of Trasamundus (498 to 525), but failed disastrously in 534 against Byzantines who responded by dismounting.

## 58. ALAN 50 AD - 1500 AD

Cold. Ag 1. Rv, H(G), RGo. Only after 400 AD: also H(S), Wd, BUA.	
C-in-C - Irr Kn (F) @ 19AP or Irr LH (S) @ 17AP	1
Sub-general - as above	1-3
Nobles - Irr Kn (F) @ 9AP	0-24
Cavalry - Irr LH (S) @ 7AP	20-50
Axemen - Irr Bd (I) @ 4AP	0-16
Archers - Irr Ps (O) @ 2AP	0-10
Set-up wagon laager for camp - TF @ 1AP	0-12

The Alans were the most easterly of the Sarmatian nations and the most durable, occupying the northern part of the lands between the Black Sea and the Caspian at least until the end of our period, subjugated in turn by the Huns, Khazars and Mongols, but always re-emerging. This list starts with their first appearance in this homeland. They differed from the other Sarmatians in being blonde instead of dark, and in that not all ever became armoured lancers. Arrian's 2nd century AD "Order of Battle Against the Alans" assumes that all Alans will charge, but will be vulnerable to infantry missiles while doing so, which implies that most did not have horse armour. Some did, since it was reported later among Alans settled in Brittany. Elsewhere, Arrian says of Roman cavalry "some carry conti and charge in the Alan and Sarmatian fashion". Alans were still charging desperately against the Catalan company in the 14th century, although by then certainly mostly light horse. Although not themselves especially aggressive as a nation, they frequently sent contingents to help others that were, leading to various short lived settlements of conquerors or foederati scattered over the later Roman west and in due course absorbed by neighbouring cultures. They are typified by Claudian as the "restless Alans". Thus, while they are listed as having no allies, they appear as allies in several other lists. Alan ally contingents can include nobles, foot and/or wagon laager.

## 59. JEWISH REVOLT 66 AD - 70 AD and 132 AD - 135 AD

Warm. Ag 0. Rv, H(S), H(G), O, V, RGo, Rd, BUA.	
C-in-C - Irr Ax (S) @ HAP or, if Zealot, Irr Wb (F) @ 13AP	1
Jewish ally-general - Irr Ax (S) @ 9AP or, if Zealot, Irr Wb (F) @ 8AP	1-3
Sicari - Irr Wb (F) @ 3AP	0-4
Zealot warriors - Irr Wb (F) @ 3AP	** 11-39
Zealot archers - Irr Ps (O) @ 2AP or Irr Bw (O) @ 4AP	**6-16
Zealot slingers - Irr Ps (O) @ 2AP	0-8
Other archers - Irr Ps (O) @ 2AP	6-15
Other slingers - Irr Ps (O) @ 2AP	0-20
Masses - Irr Hd (S) @ 2AP	24-80
Upgrade masses with adequate equipment to Irr Ax (O) @ 3AP	0-3/4
<b>Only from 66 AD to 70 AD:</b>	
Upgrade general if Josephus to Reg Ax (S) @ 25 AP if C-in-C, 1 SAP if ally-general	*1
Josephus' cavalry - Irr Cv (I) @ 5AP	*1-2
Josephus' bodyguard of picked men - Reg Ax (O) @ 4AP or, with looted armour, Reg Ax (S) @ 5AP	*1-2
Josephus' regulars - Reg Ax (I) @ 3AP	*10-24
Josephus' regular archers - Reg Ps (O) @ 2AP or Reg Bw (I) @ 4AP	*6-12
<b>Only from 132 AD to 135 AD:</b>	
Upgrade ally-generals to sub-generals - Irr Ax (S) @ HAP	Any

This list depends heavily on Josephus' account of the earlier rebellion. The various Jewish leaders were mostly at daggers drawn, and often fought each other's men simultaneously with the Romans. Even classing them as allies may be too kind. The early part of the rising saw great masses of rebels ridden down by Roman cavalry flank charges. Josephus implies that there may have been proper weapons for only half his supporting irregulars. He wrote that it was impossible to bring the regulars up to Roman standards in the time available because of their preoccupation with theft, banditry, looting, fraud and rejoicing in friends' misfortunes. Sicari were bands of fanatic terrorist dagger men. Zealots were fierce but ill-disciplined sectarians who looked down on the rest of the army and disobeyed orders. Minima marked \* apply only if one of the generals is Josephus. Troops so marked cannot be used unless in his own command. Minima marked \*\* apply only if any Zealots are used. The option to "upgrade" masses to Ax (O) reflects a decrease in fanaticism in the face of disaster and shrinkage through desertion, with the remainder now fighting effectively with javelins from a distance, but reluctant to close with Romans. This army was historically good at holding fortifications but vulnerable to Romans in the open. It might be very effective in hilly terrain. Shimon Bar Kochba was the recognised single leader of the later revolt and surviving letters to his subordinates are clearly couched as orders. Although the Zealots as an organised sect had been extirpated at Masada, zealotry with a small "z" remained a perennial feature of Jewish rebellions, so we retain the name for this revolt.

## 60. CALEDONIAN 75 AD - 211 AD

Cold. Ag 1. WW, Rv, H(S), H(G), Wd, RGo, M, Rd, BUA.	
C-in-C - in 2-horse chariot, Irr Cv (O) @ 16AP or on foot, Irr Wb (S) @ 15AP or Irr Wb(F) @ 13AP	1
Ally-general - in 2-horse chariot, Irr Cv (O) @ 11AP or on foot, Irr Wb (S) @ 10AP or Irr Wb (F) @ 8AP	1-3
2-horse chariots - Irr Cv (O) @ 6AP	9-15
Warriors - Irr Wb (F) @ 3AP	38-130
Skirmishers - Irr Ps (S) @ 3AP	0-25

This list covers the armies of the Caledones from their first serious conflicts with the Romans until their defeat in the campaigns of Septimius Severus. These had a similar effect on the Caledones to that of William the Conqueror's "Harrying of the North" on Northumbria in the 11th century AD, but over a much greater area and duration, ravaging their heartland for 4 years. The Caledones differed from the British tribes south of the Forth-Clyde line in apparently not using cavalry or slingers. Roman monuments from the area show warriors naked to the waist or all over, with sword and either short rectangular or normal sized oval shields. Tacitus' account of Agricola's battle of Mons Graupius in 84 AD, the only open battle of which we have a description, mentions only chariots and warband, the latter inferior

in close combat with Roman auxiliaries due to their over-long pointless swords, which prevented them from fighting in close formation, and small shields. The chariots were left unsupported to perish alone, while the warband, instead of charging, sat ineffectually on high ground throwing showers of javelins until attacked. It was these errors, typical of wargaming beginners, that doomed the army, rather than its innate qualities. Its commander was described as "one of their many leaders".

**61. HSIEN-PI, WU-HUAN, PRE-DYNASTIC KHITAN OR HSI 90 AD - 1000 AD**

Cold. Ag 1 if Wu-huan, 2 if Khitan or Hsi, 3 if Hsien-pi.	
Hsien-pi before 300 AD and others at all dates: Rv, H(G), H(S), RGo	
Hsien-pi from 300 AD: Rv, H(G), H(S), RGo, O, Rd, BUA	
C-in-C - Irr Cv (O) @ 17AP	1
Sub-general - as above or Irr LH (S) @ 17AP or Irr LH (F) @ MAP	1-2
Nobles - Irr Cv (O) @ 7AP	3-16
Horse archers - Irr LH (F) @ 4AP	30-80
Foot archers - Irr Ps (O) @ 2AP	0-12
<b>Only Hsien-pi from 300 AD to 431 AD:</b>	
Upgrade Cv generals and nobles - Irr Kn (F) @ 19AP if general, 9AP if not, or Irr Kn (X) @ 21AP if general, 11AP if not	All
<b>Only Mu-jung Hsien-pi from 300 AD to 431 AD:</b>	
Regrade Kn generals and nobles as double-based Irr Kn (I) @ 18AP if general, 8AP if other front rank element, 7AP if rear rank element	All/0
Spearmen or halberdiers - Reg Sp (I) @ 4AP	*6-18
Crossbowmen - Reg Bw (I) @ 4AP	*6-18
Skirmishers - Reg Ps (O) @ 2AP	0-6
Women mounted on oxen - Irr Hd (O) @ 1AP	0-8
<b>Only Khitan, Hsi and other successor tribes after 350 AD:</b>	
Upgrade generals and nobles to Irr Cv (S) @ 19AP if general, 9AP if not	Any
<b>Only Mu-jung Hsien-pi in 369 AD:</b>	
Former Ch'in allies - List: Ch'iang and Ti (Bk 2)	

The Tung-hu split up into the Hsien-pi and Wu-huan, living in Manchuria. The Wu-huan were closer to the Chinese border and were loyal allies until their disappearance around 316 AD. The Hsien-pi were united in the mid-2nd century AD by Tan-shi-huai, who defeated the Hsiung-nu and briefly dominated the Mongolian steppe. Generally, however, they were disunited, in feuding clans such as the Mu-jung, Yu-wen, Tuan and T'o-pa. They set up kingdoms in China in the 4th century AD, the last of which fell in 431. Their steppe descendents include the Khitan before their amalgamation into the Khitan-Liao centralised monarchy from 907 and the Hsi before their absorption by the Khitan-Liao around 1000. We assume that the cataphract cavalry adopted in the 4th century were similar to those of the Northern Wei dynasty founded in 386 AD by the To-pa in China. These are all depicted on armoured horses, but some riders had unarmoured lower legs and lower arms and carried bows as a secondary weapon in addition to their lance, so are classed as Kn (F), while others were more completely armoured and are classed as Kn (X). Whether the lighter-armoured riders had a separate tactical role or filled in the back ranks of the more fully protected and whether the latter are sufficiently armoured to be classed as cataphracts is uncertain, so all these interpretations are allowed. However, on one occasion in the 4th century, the Mu-jung clan of the Hsien-pi is reported to have chained together 5,000 elite cataphract archers in a square formation in an unsuccessful attempt to resist shock cavalry, which is best simulated as double-based Kn (I). The Former Yen state of the Mu-jung (337 AD to 370 AD) was the first "barbarian" state to raise Chinese-style infantry. These were led by Chinese officers. Minima marked \* apply if any regular infantry are used. The women mounted on oxen (and possibly horses) advanced carrying poles to simulate standards and throwing dust from bags into the air to hide the reality and spread panic and confusion.



## 62. ABYSSINIAN AND HORN OF AFRICA 100 AD - 1529 AD

Dry. Ag 3. WW, Rv, H(S), H(G), RGo, Rd, BUA.	
C-in-C - Irr LH (O) @ 15AP	1
Sub-generals - Irr LH (O) @ 15AP	1-2
Swordsmen and axemen - Irr Bd (F) @ 5AP	6-8
Upgrade swordsmen to Reg Bd (F) @ 7AP	Any
Dembus wielders - Irr Bd (X) @ 6AP	0-4
Spearmen - Irr Wb (F) @ 3AP	30-76
Archers - Irr Bw (I) @ 3AP or Irr Ps (O) @ 2AP	4-30
Javelin skirmishers - Irr Ps (S) @ 3AP or Irr Ps (I) @ 1AP	8-12
Camel scouts - Irr LH (I) @ 3AP	0-3
Thorn boma or drystone wall to protect baggage camp - TF @ 1AP	0-12
<b>Only before 703 AD:</b>	
Dhows - Irr Shp (O) @ 3AP [Bd, Wb, Bw, Ps]	0-4
<b>Only before 971 AD:</b>	
Cavalry - Irr LH (O) @ 5AP	2-8
<b>Only Axumites from 100 AD to 970 AD:</b>	
Mount C-in-C on elephant - Irr El (I) @ 24AP	0-1
Elephant - Irr El (I) @ 14AP	0-1
<b>Only Axumites in Arabia from 180 AD to 575 AD:</b>	
Yemeni Arab allies - List: Later Pre-Islamic Arab (Bk 2)	
<b>Only Axumites in Africa from 330 AD to 375 AD:</b>	
Desert Blemmye or Beja allies - List: Nobades and Blemmye or Beja (Bk 2)	
Meroitic Kushite allies - List: Meroitic Kushite (Bk 1)	
<b>Only Axumites in Arabia in 522 AD:</b>	
Byzantine dromons - Reg Gal (F) @ 2AP [marines]	0-2
Byzantine marines - up to 1/2 Reg Bd (I) @ 5AP, rest Reg Ps (O) @ 2AP	1 per Gal
Byzantine caraboi - Irr Shp (I) @ 2AP [Any]	0-4
Byzantine-financed Nobades and Blemmye mercenaries - Irr Cv (O) @ 7AP	0-1 per Shp (I)
<b>Only Axumites in Arabia from 523 AD to 575 AD:</b>	
Mount C-in-C on camel as Irr LH (I) @ 13AP	0-1
Kinda nomad Arab allies - List: Later Pre-Islamic Arab (Bk 2)	
<b>Only after 970 AD:</b>	
Cavalry - Irr LH (O) @ 5AP	6-20

This list covers Ethiopian and Horn of Africa armies from the foundation of the Axumite empire until the conquest of Gran the Left-Handed. Little armour was worn except for helmets. Spears were short and accompanied by javelins, a short sword and large round hide shield. Abyssinian swordsmen usually used a long straight cutting sword and sometimes discarded their shields to wield them two-handed, but some instead used the enormous sickle-shaped shotel, intended to hook over an opponent's shield. The Dembus is described as an iron mace, staff or club. Only 1 elephant element can be used. Camels were chiefly employed for scouting. The proportion of cavalry increased with time. Most were Shara and Galla tribesmen typically armed with a short spear and two javelins but often no shield, riding scrubby ponies. Shields were prized by those who did have them and those of men who had distinguished themselves in battle were embellished with silver or a lion's mane. Some nobles substituted mail for a shield, but this does not affect classification. Artillery and hand firearms were not introduced until the 1530s. The Byzantine caraboi used in 522 transported both Abyssinians and Nobades.

### 63. THREE KINGDOMS AND WESTERN TS'IN CHINESE 189 AD - 316 AD

Wu: Tropical. Shu Han: Warm. Others: Cold. Ag 1.

WW, Rv, H(S), H(G), O, RGo, M, Rd, BUA. Only Wu: WW, E.

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

Sub-general - as above

Chinese ally-general - Reg Cv (O) @ 18AP or Reg Cv (S) @ 20AP

Cavalry - Reg Cv (O) @ 8AP

Upgrade cavalry with horse-armor and/or with bow as well as lance, to Reg Cv (S) @ 10AP 0-3

Light cavalry with lance or halberd - Reg LH (O) @ 5AP

Horse archers - Reg LH (F) @ 4AP

- Wu, Shu Han

- Others

Spearman or halberdiers - Reg Sp (O) @ 5AP

Crossbowmen and archers - Reg Bw (O) @ 5AP

Downgrade spearmen/halberdiers to Reg Sp (I) @ 4AP and/or crossbowmen/archers

to Reg Bw (I) @ 4AP, as raw troops

Archers - Reg Ps (O) @ 2AP [Can support Sp]

Spear-throwers - Reg Ax (O) @ 4AP

Upgrade spear-throwers to Reg Ax (S) @ 5AP, as armoured

Dare-to-die volunteers - Irr Bd (F) @ 5AP or Irr Bd (O) @ 5AP

Rope-pull stone-throwers - Reg Art (I) @ 4AP

Bolt-shooters - Reg Art (O) @ 8AP

Wagon-barricade, abattis, stockades - TF @ 2AP

Light boats, Irr Bts (O) @ 2AP, or boats protected by oxhides, Irr Bts (S) @ 3AP [Sp, Bd, Bw] 0-6

Towered war junks - Irr Shp (S) @ 4AP or "stomach strikers" - Reg Gal (O) @ 3AP [Sp, Bw] 0-2

Horse-transporters - Irr Shp (I) @ 2AP [Cv, LH]

#### Only north-western rebels in 211 AD:

Convert spearmen to "long spears", Reg Pk (I) @ 3AP

#### Only Wu or Shu Han:

Southern tribal fighters - Irr Wb (F) @ 3AP

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

#### Any but Wu:

Ch'iang or Ti allies - List: Ch'iang or Ti (Bk 2)

#### Any but Wu or Shu Han:

Tribal horse archers - Irr LH (F) @ 4AP

Hsiung-nu allies - List: Hsiung-nu (Bk 2) [Before 300 AD only]

Hsien-pi or Wu-huan allies - List: Hsien-pi, Wu-huan, Pre-dynastic Khitan

[May be before or after 300 AD, but cannot be Mu-jung Hsien-pi.]

After the Han dynasty lost real power, China was dominated by rival warlords. The survivors were Ts'ao Ts'ao, who deposed the last puppet Han emperor and proclaimed the kingdom of Wei in N. China in 220 AD; Sun Ch'uan, king of Wu in the S.E.; and Liu Pei, king of Shu Han in the S.W. This "Three Kingdom" period saw Wei conquer Shu Han in 263; Ssu-ma Yen seized power and proclaimed the Ts'in (Chin) dynasty in 266, and conquered Wu in 280. This "Western Ts'in" dynasty broke up in civil wars and after 304 barbarian peoples set up their own kingdoms in N. China, leaving Ts'in survivors to set up a new "Eastern Ts'in" regime in the S. Chinese generals classed as allies represent the shifting alliances of the rival warlords at the end of the Han, and of the rival princes in the Ts'in civil wars. Most cavalry carried lances; some had bows, but whether as well as lances or instead is unclear. Horse-armor is occasionally mentioned, but cataphract tactics were not copied from the nomads until after the loss of the N. Infantry spears and crossbows were used in separate bodies, though sometimes in close cooperation. Close-fighting infantry were mostly spearmen, but halberds are mentioned in the sources and shown in paintings. However, they seem to be primarily thrusting weapons used with shields, so are classed as Sp. Spear-throwers are based on tomb-figurines, some armoured, of infantry apparently throwing short spears. Some look non-Chinese, and may be foreign auxiliaries. Some dare-to-die volunteers were given "double armour" and are classed as Bd (O), others stripped their armour off to charge faster! The Pk are N.W. rebel troops using the formidable "long spear"; Ts'ao Ts'ao defeated them partly by using wagon-barricades to avoid a frontal fight. Field fortifications were very important, as was river warfare. Baggage may include men pushing wheel-barrows. Minima marked \* apply only if any troops so marked are used.

## 64. MIDDLE IMPERIAL ROMAN 193 AD - 324 AD

Warm. Ag 2 if eastern army, 1 if not. WW, Rv, H(S), H(G), Wd or O, V, RGo, M, Rd, BUA.	
C-in-C - Reg Cv (O) @ 28AP	1
Sub-general - as above	1-2
Equites alares - Reg Cv (O) @ 8AP	4-12
Replace equites alares with equites sagittarii - Reg LH (F) @ 4AP	0-1/4
Equites catafractarii - Reg Kn (F) @ 11AP or Reg Cv (O) @ 8AP	0-2
Moors - Irr LH (O) @ 5AP	0-3
Legionaries - Reg Bd (O) @ 7AP	9-30
Legio lanciarii - Reg Bd (F) @ 7AP	1 per 3 Bd (O)
Auxiliary infantry - Reg Ax (O) @ 4AP	8-20
Auxiliary archers - Reg Bw (O) @ 5AP or Reg Ps (O) @ 2AP [Ps can support Bd or Ax]	0-10
Bolt-shooters - Reg Art (O) @ 8AP or (F) on cart @ 10AP	0-4
Stone-throwers - Reg Art (S) @ 10AP	0-1
Ditch and palisade for camp - TF @ 1AP	0-12
Triremes - Reg Gal (O) @ 3AP or Liburnians - Reg Gal (F) @ 2AP [Ax, Bd, Ps]	0-6
Marines - Irr Ax (O) @ 3AP	0-1 per Gal
<b>Only eastern armies other than Aurelian's:</b>	
Rustics with slings - Irr Ps (O) @ 2AP	0-4
Dromedarii - Reg LH (I) @ 3AP	0-2
Equites sagittarii indigenae (border horse archers) - Irr LH (F) @ 4AP	0-4
Arab nomad allies - List: Later Pre-Islamic Arab (Bk 2)	
<b>Only eastern armies after 227 AD or western after 307 AD:</b>	
Replace equites alares by equites clibanarii - Reg Kn (X) @ 13AP	1-3
<b>Only after 259 AD:</b>	
Replace Moors with equites Illyricani - Reg LH (O) @ 5AP	All
Replace equites alares with equites Illyricani - Reg LH (O) @ 5AP	0-1/3
<b>Only Aurelian in the east in 272 AD:</b>	
Palestinian clubmen - Irr Bd (X) @ 6AP	0-4
<b>Only Carausius and Allectus's western armies from 286 AD to 296 AD:</b>	
Frankish allies - List: Early Frankish, Alamanni, Quadi, Suevi, Rugian or Turcilingi (Bk 2)	
<b>Only Galerius's eastern army from 296 AD to 298 AD:</b>	
Sarmatians and Goths - Irr Kn (F) @ 9AP	0-6
Armenian allies - List: Early Armenian and Gordyene (Bk 2)	
<b>Only Licinius's eastern army in 324 AD:</b>	
Alica's Gothic allies - List: Early Visigothic (Bk 2)	

This list covers armies from Septimius Severus until the fall of Constantine I's last rival Licinius. The lorica segmentata was now replaced by other forms of legionary armour. A lanciarius is depicted on a tombstone unarmoured with a small round or oval shield and carrying 5 large javelins. They were certainly elite troops and often brigaded together separately from their parent legions. Since one such brigading became the later army's senior legion, we assume they were not skirmishers, but more mobile legionaries. Auxiliarii foot seem now to have been unarmoured. Severus upgraded the former mixed cohortes to alae. Equites Illyricani included not only Illyrians but several similar types of light horse, such as Moors, Scutarii and Legionary Promoti. Catafractarii at this time were the old type of lancer in mail shirt, shieldless and on unarmoured horses. Tombstones of catafractarii sometimes show them with shield and short spear instead of contus, so fielding them as Cv (O) is an option. Clibanarii were fully armoured lancers on armoured horses, probably first raised by Severus Alexander after 227 AD from Parthian refugees fleeing the Sassanids. Maxentius, although a western ruler, had clibanarii probably deserted from Galerius's army in 307. These were destroyed at Turin, so were not at the Milvian bridge, the cavalry depicted routed there probably being horse guards. Zosimos says Palestinian clubmen were used by Aurelian to counter Palmyrene clibanarii. However, Constantine (whom Zosimos hated) is described in a contemporary panegyric as defeating the clibanarii at Turin with legionaries wielding iron-knobbed clubs and this may have been transferred. This list runs concurrently with the Late Imperial Roman list between 307 and 324, because Constantine's rivals continued to use the old system. A force of marines in 193 was described as totally lacking drill.

## 65. EARLY VISIGOTHIC 200 AD - 419 AD

Cold. Ag 3. WW, Rv, H(G), Wd, RGo, M, Rd, BUA.	
C-in-C - Irr Kn (F) @ 19AP or Irr Wb (S) @ 15AP	1
Sub-general - as above	1-2
Noble cavalry - Irr Kn (F) @ 9AP	0-10
Warriors - Irr Wb (O) @ 3AP	56-150
Skirmishers - Up to 1/2 javelinmen, Irr Ps (S) @ 3AP, rest archers, Irr Ps (O) @ 2AP	0-25
Set-up wagon laager for camp - TF @ 1AP, or, in 376 AD only, defensive dyke - TF @ 2AP	0-16
<b>Only from 253 AD to 269 AD:</b>	
Monoxyla - Irr Bts (O) @ 2AP [Wb]	0-6
Ostrogothic allies - List: Early Ostrogothic, Herul, Sciri or Taifali (Bk 2)	
<b>Only from 253 AD to 375 AD:</b>	
Taifali allies - List: Early Ostrogothic, Herul, Sciri or Taifali (Bk 2)	0-12
Carpi allies - List: Dacian and Carpi (Bk 2)	
<b>Only in 378 AD:</b>	
Replace some noble cavalry with dissident Huns and Alans - Irr LH (S) @ 7AP	2-5
Exiled Ostrogoths - Irr Kn (F) @ 9AP	6-8
<b>Only from 416 AD:</b>	
Roman allies - List: Late Imperial Roman (Bk 2)	

This list covers the Visigoths or Tervingi ("men of the forest") from their arrival on the Dniester until the organisation of their Tolosan kingdom. They are described by a contemporary: "Unkempt, tarnished and greasy are the linen garments on their lean backs. Their coats of skin are drawn up high and cannot reach the calf; their knees are bare and their boots of horsehide are held up by a common knot." They joined the Ostrogoths and Heruls in raiding by boat, notably in invasions of Greece, Crete and Cyprus in 267 AD. Unlike the Ostrogoths, most were still infantry and many horses and weapons were confiscated when they fled the Huns into East Roman territory in 376. After heading the coalition that won Adrianople in 378 AD, they made repeated invasions of Italy under Alaric, who plundered Rome in 410 AD. They were settled in Gaul as foederati in 418, but quickly became independent. Visigothic ally contingents can include noble cavalry and wagon laager. Roman allies cannot include mounted troops other than the general.

## 66. EARLY VANDAL 200AD-442AD

Cold. Ag 3. WW, Rv, H(G), RGo, M, Rd, BUA.	
C-in-C - Irr Kn (F) @ 19AP	1
Sub-general - as above	1-2
Noble cavalry - Irr Kn (F) @ 9AP	0-5
Warriors - Irr Wb (O) @ 3AP	54-150
Skirmishers - Irr Ps (S) @ 3AP	0-15
Set-up wagon laager for camp - TF @ 1AP	0-16
Only in 291 AD:	
Gepid allies - List: Gepid (Bk 2)	
Only from 406 AD to 409 AD:	
Burgundian allies - List: Burgundi or Limigantes (Bk 2)	
Only from 406 AD to 420 AD:	
Alan allies - List: Alan (Bk 2)	
Only from 406 AD to 427 AD:	
Suevi allies - List: Early Frankish, Alamanni, Suevi, Rugian or Turcilingi (Bk 2)	
Only after 420 AD:	
Remnant Alans - Irr LH (S) @ 7AP	0-6
Only after 427 AD:	
Moorish allies - List: Later Moorish (Bk 2)	

This list covers the Vandals from their first appearance until Gaiseric's consolidation of their African conquests and construction of a fleet. During this time, they crossed the Rhine into Gaul in 406 AD, continued on with their Alan and Suevi allies across the Pyrenees into Spain in 409 AD, were driven out by the Visigoths and finally crossed to Africa in 428 AD, taking Carthage by treachery in 439 AD. Vandal ally contingents can include wagon laager.

## 67. EARLY OSTROGOTHIC, HERUL, SCIRI OR TAIFALI 200 AD - 493 AD

Cold. Ag 3. WW, Rv, H(G), RGo, M, BUA. Heruls only: M.	
C-in-C - Irr Kn (F) @ 19AP	1
Sub-general - as above	1-2
Cavalry - Irr Kn (F) @ 9AP	15-45
Archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	15-60
Set-up wagon laager for camp - TF @ 1AP	0-16
<b>Only Heruls:</b>	
Replace archers with javelinmen, half shielded - Irr Ps (S) @ 3AP, half unshielded - Irr Ps (I) @ 1AP	All
<b>Only Ostrogoths or Heruls from 253 AD to 276 AD:</b>	
Monoxyla - Irr Bts (O) @ 2AP [Wb, Ps, Bw]	0-6
<b>Only Ostrogoths in 376 AD:</b>	
Hun mercenaries - Irr LH (S) @ 7AP	2-8
Ditch and bank defensive lines - TF @ 2AP	0-24
<b>Only Sciri from 379 AD to 380 AD:</b>	
Carpodace allies - List: Dacian and Carpi (Bk 2)	
Hunnic allies - List: Hunnic (Bk 2)	0-12
<b>Only Heruls from 455 AD to 475 AD:</b>	
War boats - Irr Bts (S) @ 3AP [Wb, Ps]	0-4
<b>Only Radagaesus from 401 AD to 406 AD:</b>	
Allied Alans - Up to 1/3 Irr Kn (F) @ 9AP, rest Irr LH (S) @ 7AP	2-6
Allied German nobles - up to 1/4 Irr Kn (F), rest Irr Cv (O) @ 7AP	0-4
Allied German warriors - 1/2 Irr Wb (S) @ 5AP, 1/2 Irr Wb (O) @ 3AP	12-30
Allied German skirmishers - Up to 2/3 Irr Ps (S) @ 3AP, rest Irr Ps (O) @ 2AP	0-6
<b>Only Sciri in 469 AD:</b>	
Rugi allies - List: Early Frankish, Alamanni, Quadi, Suevi, Rugian or Turcilingi (Bk 2)	
Gepid allies - List: Gepid (Bk 2)	
<b>Only Ostrogoths after 488 AD:</b>	
Hun remnants - Irr LH (S) @ 7AP	0-1

This list covers the Ostrogoths or Greuthungi ("men of the steppes") from arrival in the Ukraine until the organisation of their Italian kingdom. Like the Visigoths, their traditional garment was an animal skin coat. The most famous achievement of the Gothic cavalry was the victory of Adrianople in 378 AD, when they charged into the rear of a Roman army already engaged to its front. This victory is ascribed by many modern authors to the Gothic use of both heavy lance and stirrups, neither of which they in fact had! Spears and javelins were their main weapons, while the stirrup was not introduced to the west by the Avars until 200 years later. Kn dismounting to attack fortifications or war wagons or defend fortifications do so as Wb (S). They can always do so to crew Bts. The Ostrogoths were vassals of the Huns between 441 and 454, and were forced to supply them with allied contingents. The Heruls came from the marshy lands around Lake Maeotis and were renowned for their swift-footed light infantry. Their cavalry were said by the eye-witness Procopius not to have worn metal armour or helmets, but to be protected only by shields and thick jackets. They charged furiously hurling javelins, on one occasion at a different enemy unit to that they were ordered to attack. The slaves that accompanied them were not allowed shields until they had proved themselves brave. He also comments that "for a Herul not to give himself over to treachery and drunkenness is so unusual as to merit abundant praise". The Sciri are identified by leading authorities from Gibbon onwards as respectively Huns, Goths and Alans! They were neighbours of the Ostrogoths and Heruls and are assumed by us to be similar. The Taifali were associates of the Visigoths, but apparently mainly cavalry. They are most noted for Ammianus's remark, "The habits of the Taifali are gross and indecent". A Roman cavalry unit recruited from them, together with one probably of Sciri, served under the Comes Britanniae. Radagaesus's army of 401 - 406 was mostly of Ostrogoths, but also included Rugi, Suevi, Vandals, Burgundians and Alans. As they represent separate tribes, Wb (O) cannot provide rear support to Wb (S) and vice versa. Bittuguric Hun remnants joined the Ostrogoths in 488 and migrated to Italy with them. Heruls and Sciri provided a high proportion of the foederati in the Patrician Roman army, and Heruls are found in the Early Byzantine army. Allied contingents of any of the nations covered by this list need not include infantry, but can include wagon laager. Herul raiding boats in 455 had crews of 55 men.

## 68. PICTISH 211 AD - 846 AD

Cold. Ag 3. WW, Rv, H(S), H(G), Wd, RGo, M, Rd, BUA.	
Cavalry - Irr LH (O) @ 5AP	15-20
Spearmen - Irr Ax (X) @ 3AP	17-80
Javelinmen - Irr Ps (S) @ 3AP	0-15
Archers or crossbowmen - Irr Ps (O) @ 2AP [Can support Ax (X)]	21-36
Curraghs - Irr Bts (I) @ 1AP, or war boats Irr Bts (O) @ 2AP, [Ax, Ps or Wb(S)]	0-8
<b>Only before 407 AD:</b>	
Attecotti warriors - all Irr Ax (S) @ 4AP or all Irr Wb (S) @ 5AP	0-8
<b>Only before 500 AD:</b>	
C-in-C - in 2-horse chariot, Irr Cv (O) @ 16AP, or on horse, Irr LH (O) @ 15AP, or on foot, Irr Ax (X) @ 13AP or Irr Ax (O) @ 13AP	1
Sub-general - as above	1-2
2-horse chariots - Irr Cv (O) @ 6AP	0-8
Caledonian warriors - Irr Wb (F) @ 3AP	0-12
Scots-Irish allies - List: Scots-Irish (Bk 2)	
Saxon allies - List: Old Saxon, Frisian, Bavarian, Thuringian or Early Anglo-Saxon (Bk 2)	
<b>Only after 500 AD:</b>	
C-in-C - on horse, Irr Cv (O) @ 17AP or on foot, Irr Ax (X) @ 13AP	1
Sub-general - Irr LH (O) @ 15AP or Irr Ax (X) @ 13AP	1-2
Upgrade Pictish LH to Irr Cv (O) @ 17AP if general, 7AP if not	0-2

This list covers Pictish armies from the campaigns of Septimius Severus until the union of the Picts and Scots under Kenneth MacAlpin. We take "Pict" to comprise all those peoples of Ancient Scotland originating north of the Caledones, including the broch builders named by archaeologists for some inscrutable reason "proto-Picts". Pict means "painted", and a late Roman poem makes it plain that this refers to tattoos. Their own name for themselves was Cruithni. They were a coastal people, probably spreading out, as Nennius reports the Irish of his day saying, from Orkney, which has a far higher density of brochs than the mainland, to northern and north-western Scotland. After Septimius Severus broke and largely destroyed the Caledones, the Picts expanded into the power vacuum left and raided Roman Britain, often by sea. When they stopped using chariots is uncertain, but there are quite late Roman references to chariots in northern Britain. The traditional Picts of folklore were skirmishing archers hidden in the heather, and carved stones show several archers or crossbowmen, one on the St Vigean stone crouched with a hooded cloak pulled up for concealment. However, the warriors most often depicted are light horsemen with javelins and small round shields. The next most common are foot armed with a broad headed thrusting spear. Under half of these also have small round or square shields and one on the Aberlemno stone is shown thrusting two-handed with his shield slung at his back. A much smaller number of foot, some at least of whom are shielded, have shorter throwing spears or fight with small axes. We postulate that lowland Caledones remnants assimilated in time to the Pictish system, but that the inhabitants of the highlands remained javelinmen up to and after Viking colonisation. Attecotti were especially dreaded raiders and mercenaries related to the Picts, and emigrated from Northern Ireland to Caithness, Man and the Hebrides. We are told by an Irish wargamer that Tu-ata-cotye is "the tribe of Cat" in an Ulster dialect, one of the tribes of the Firbolg of Irish legend, who are said to have painted themselves and to have used a deadly barbed throwing spear of unusual weight. Sufficient of them were captured by the Romans for two auxilia palatina to be recruited from them in the reign of Honorius (392 - 423) and it is tempting to associate them with the destruction of the fleet of Niall of the Nine Hostages in 406 while raiding, the Ui Neill being Kings of Ulster. Insufficient is known to justify a separate list for Attecotti. They are not heard of after 406. Pictish raids on Roman Britain often outflanked Hadrian's Wall by sea and the power of the Pictish fleet is mentioned with awe in the Irish annals of Tigemach. Whether their vessels were leather-covered curraghs like those of the Scots-Irish, or plank built, is disputed.

## 69. SASSANID PERSIAN 220 AD - 651 AD

Dry. Ag 3. WW, Rv, H(G), O, E, RGo, M, Rd, BUA.	
C-in-C - Irr Cv (S) @ 19AP, or in litter or on golden throne - Irr WWg (I) @ 12AP	1
Sub-general - Irr Cv (S) @ 19AP	1-2
Asavaran - Irr Cv (O) @ 7AP	22-46
Upgrade asavaran on armoured horses to Irr Cv (S) @ 9AP	Any
Nomad, Arab and other mercenary or vassal horse archers - Irr LH (F) @ 4AP	0-6
Archers or slingers - Irr Ps (O) @ 2AP	0-8
Daylami - Irr Ax (S) @ 4AP, or other hill tribesmen - Irr Ax (O) @ 3AP	0-4
Peasant levy spearmen - Irr Hd (O) @ 1AP	*8-12
Elephants - Irr El (O) @ 16AP	0-6
Ditch and sand-bags or palisade to protect camp - TF @ 1AP	4-6
<b>Only from 225 AD to 493 AD:</b>	
Upgrade asavaran to cataphracts - Irr Kn (X) @ 11AP	0-6
<b>Only from 262 AD to 356 AD and 359 AD to 370 AD:</b>	
Kushan vassal allies - List: Kushan (Bk 2)	
<b>Only in 359 AD:</b>	
Captured Roman bolt-shooters - Reg Art (O) @ 8AP	0-2
<b>Only from 359 AD to 553 AD:</b>	
Sabir, Chionite or Hephthalite allies - List: Hunnic (Bk 2)	
<b>Only Khusrau I from 531 AD to 579 AD:</b>	
Upgrade generals to Reg Cv (S) @ 30AP	1-3
Upgrade asavaran, up to half to Reg Cv (O) @ 8AP, rest to Reg Cv (S) @ 10AP	22-A11
<b>Only in 550 AD:</b>	
Alan allies - List: Alan (Bk 2)	
<b>Only Bahrain Chobin in 591 AD:</b>	
Western Turkish allies - List: Central Asian Turkish (Bk 3)	
<b>Only Khurau II from 591 AD to 627 AD:</b>	
Daylami royal bodyguard - Reg Ax (S) @ 5AP	0-8
<b>Only before 602 AD:</b>	
Lakhmid or Azd Oman nomad Arab allies - List: Later Pre-Islamic Arab (Bk 2)	0-18
<b>Only before 605 AD</b>	
Armenian subject allies - List: Early Armenian and Gordyene (Bk 2)	
<b>Only from 614 AD to 615 AD:</b>	
Jewish fanatics - Irr Hd (S) @ 2AP	**13-18
<b>Only after 628 AD:</b>	
Upgrade all elephants to Irr El (S) @ 20AP	0-2

This list covers the Sassanid dynasty of Persia from their revolt against the Parthian Arsacids until their extinction by the Arabs. The strength of the army lay in self-equipped armoured horsemen called asavaran (asawira in Arab sources). These were recruited from nobles and the country gentry (dekhans). They were organised on a feudal basis except under Khusrau I (531 - 579) whose transformation of the army into a standing centrally-paid force after the nobility was weakened by the Mazdakite revolts was collapsing even before his death, pay being first supplemented and then replaced by feudal fiefs. The earliest depictions of Sassanid nobles show mail-shirted kings and princes armed with both heavy lance and bow, riding horses completely armoured in leather or felt. We postulate that a limited number of Parthian-style cataphracts in complete metal armour on armoured horses became available after the submission of the Parthian noble families who appear later among the great noble houses of the Sassanids. They were certainly present during the 4th century wars described by Ammianus, together with a majority type with bow only on leather armoured horses, but are not mentioned by Procopius, and do not appear in the Strategikon of Maurikios, who states that Sassanid cavalry had neither lance nor shield. We assume they ceased at roughly the same time as those of their Roman opponents. Khusrau I is said by an Arab source to have passed laws to standardise equipment on lance, shield, knee length mail, coat-of-plates, bow and horse armour, but this elsewhere says only that he required asavaran to be skilled with mace, sword and bow. Later Persian art rarely shows either lance or shield, and never both. There is only one depiction of a horse armoured in front only, that of Khusrau II, who is depicted with mail shirt, round shield, lance

and bow. Sassanid bows are said by contemporaries to have been weaker than the Hunnic bow adopted by the Romans, but to have shot faster. It has been postulated that the stationary fast-shooting archery techniques used successfully by the Mamluks against the Mongols may derive from Sassanid practice transmitted via Khorasan. Parthian style unarmoured horse archers are depicted fighting Arabs and Ethiopians. Sassanid cavalry relieving a mountain fortress besieged by the Byzantines in 583 dismounted to shoot. Accordingly, Cv (S) and (O) can always dismount within 300p of enemy-occupied steep slopes. Large elephant escorts appeared after the last Byzantine war, probably in compensation for unusually heavy elephant losses. The maximum number of elephants is accordingly reduced, and all must be upgraded. Peasant levy spearmen were mostly brought along as camp labour and for siege work, but were not entirely useless in open battle. The camp was surrounded by a ditch and parapet, but held only accommodation tents, other baggage and animals being grouped at a distance outside. Half the baggage elements must therefore be represented as tents and protected by TF, the rest as animals outside. Extensive use was made of stone frontier fortresses, towers and even walls. How these were garrisoned is unclear. The minimum marked \* applies only if any non-allied infantry except Daylami are used. Arabs cannot be used with other allies, nor any allies with upgraded elephants. The last allied Lakhmid Arab prince was deposed by the Persians in 602. 26,000 or 36,000 embittered Jews joined the Sassanids when they invaded Palestine in 614. The minimum marked \*\* applies if any such are used.

## 70. BURGUNDI OR LIMIGANTES 250 AD - 534 AD

Cold. Ag 3. WW, Rv, H(S), H(G), Wd, RGo, M, Rd, BUA.	
C-in-C - Irr Cv (O) @ 17AP or Irr Wb (S) @ 15AP	1
Sub-general - as above	1-2
Noble cavalry - Irr Cv (O) @ 7AP	0-5
Foot warriors - Irr Wb (O) @ 3AP	56-154
Archers - Irr Ps (O) @ 2AP	0-10
Skirmishers - Irr Ps (S) @ 3AP	0-10
<b>Only Limigantes from 250 AD to 359 AD:</b>	
Downgrade cavalry to Irr LH (O) @ 15AP if general, 5AP if not	All

The Burgundi differed from the Franks and Suevi in using light javelins instead of francisca, angon or bebrae. Crushed by the Huns at Roman instigation in 436 AD, they were settled in eastern Gaul as foederati. Their kingdom there was conquered and absorbed by the Franks in 534. The Limigantes also used javelins and fought in close wedge, but their cavalry were light skirmishers. They were subject allies of the Sarmatians until they rebelled in 334 and were destroyed by Constantine I in 359.

## 71. GEPID 250 AD - 566 AD

Cold. Ag 3. WW, Rv, H(S), Wd, O, V, BUA.	
C-in-C - Irr Kn (F) @ 19AP	1
Sub-general - as above	1-2
Cavalry - Irr Kn (F) @ 9AP	15-30
Spearmen - Irr Wb (S) @ 5AP	* 18-36
Archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	* 15-36
Set-up wagon laager for camp - TF @ 1AP	0-12
Ostrogoth allies - List: Early Ostrogothic, Herul, Sciri or Taifali (Bk 2)	
Herul allies - List: Early Ostrogothic, Herul, Sciri or Taifali (Bk 2)	0-12
Rugian allies - List: Early Frankish, Alamanni, Quadi, Suevi, Rugian or Turcilingi (Bk 2)	
Thuringian allies - List: Old Saxon, Frisian, Bavarian, Thuringian or Early Anglo-Saxon (Bk 2)	
<b>Only in 291 AD:</b>	
Vandal allies - List: Early Vandal (Bk 2)	

This list covers the Gepids (according to the humorous Goths from Gepanta, meaning slow, sluggish or thick) from their first appearance on the Roman frontiers until their annihilation by the combined armies of the Lombards and Avars. They were subjugated by the Huns in 375 AD, provided the largest allied contingent to Attila's army, and led the rebel Germans that crushed his successors at the Nedao in 454 AD. Archaeological comparisons of grave finds suggest that the Gepids had three classes - a rich upper class fighting as cavalry, a less wealthy class of infantry spearmen whose weapons included heavy throwing spears, and a poor class fighting as archers. Minima marked \* apply only if any infantry are used. Gepid ally contingents can include wagon laager.



**72. EARLY FRANKISH, ALAMANNI, QUADI, SUEVI, RUGIAN OR TURCILINGI  
250 AD to 496 AD, 506 AD, 406 AD, 584 AD, 487 AD and 493 AD.**

Cold. Ag 3. WW, Rv, H(S), H(G), Wd, RGo, M, Rd, BUA.	
C-in-C - Irr Cv (O) @ 17AP or Irr Wb (S) @ 15AP	1
Sub-general - as above	1-2
Noble cavalry - Irr Cv (O) @ 7AP	0-5
Foot warriors - Irr Wb (S) @ 5AP	34-92
Archers - Irr Ps (O) @ 2AP	0-10
Skirmishers - Irr Ps (S) @ 3AP	0-10
Plashing or abatis within wood - TF @ 2AP	0-6
<b>Only Quadi:</b>	
Upgrade cavalry to Irr Kn (F) @ 19AP if general, 9AP if not	Any
<b>Only Alamanni:</b>	
Downgrade foot warriors to archers - Irr Bw (I) @ 3AP or Irr Ps (O) @ 2AP	10-30
<b>Only Alamanni from 270 AD to 271 AD:</b>	
Quadi allies - List: Early Frankish, Alamanni, Quadi, Suevi, Rugian or Turcilingi (Bk 2)	
<b>Only Alamanni in 286 AD:</b>	
Burgundian allies - List: Burgundi or Limigantes (Bk 2)	
Herul allies - List: Early Ostrogothic, Herul, Sciri or Taifali (Bk 2)	
<b>Only Franks before 362 AD:</b>	
Alamannic allies - List: Early Frankish, Alamanni, Quadi, Suevi, Rugian or Turcilingi (Bk 2)	
<b>Only Alamanni before 362 AD:</b>	
Frankish allies - List: Early Frankish, Alamanni, Quadi, Suevi, Rugian or Turcilingi (Bk 2)	
<b>Only Franks after 358 AD and Alamanni:</b>	
Boats - Irr Bts (O) @ 2AP [Wb]	0-2
<b>Only Quadi from 373 AD to 375 AD:</b>	
Sarmatian allies - List: Siracae, Iazyges, Later Rhoxolani Sarmatian (Bk 2)	
<b>Only Alamanni in 406 AD and Suevi from 406 AD to 416 AD:</b>	
Vandal allies - List: Early Vandal (Bk 2)	
Alan allies - List: Alan (Bk 2)	
<b>Only Suevi in 419 AD:</b>	
Western Roman allies - List: Late Imperial Roman (Bk 2)	
<b>Only Suevi in 471 AD:</b>	
Sciri allies - List: Early Ostrogothic, Herul, Sciri or Taifali (Bk 2)	

All these German tribes repeatedly attacked the western Romans and the first two finally took over most of Roman Gaul. The Franks proved the most successful in the long run, absorbing most of Alamannic Gaul in 506, after which the enlarged Franks are covered by a separate Middle Frankish list (Bk 3). Suevi was a collective term for the German tribes of the upper Danube, most importantly the Marcomanni, Quadi and some of the Alamanni, that invaded across the frozen Rhine in 406, crossed into Spain in 409 with the Vandals and an Alan contingent and set up a kingdom in its north-west corner. This was absorbed by the Visigoths in 584. The rest of the Alamanni went no further than Gaul and were absorbed by the Franks in 506. Suevi can use Alamanni and Quadi options, but not vice versa, and each only in one different command. The Rugians were based in Bohemia and vanish from history after a crushing defeat in 487 by Odovacar's relic Roman mercenary army while invading Illyria. These tribes had abandoned the earlier German light framea for heavier throwing weapons that could ruin a shield or penetrate armour. The Franks used the francisca throwing axe that gives them their name, and a heavy throwing spear called the angon. The others each carried several heavy throwing spears called bebrae. However, Alamannic graves often have only bow plus axe or knife and in 354 their archers stopped a Roman river crossing. Alamanni are described as "dyeing their hair red, according to their custom". The Turcilingi are associated with the Rugians in Roman service, so may have been similar. The Franks were the dandies of the German tribes, dressed in tight garments in bright colours, but apparently ruined the effect with their "hairy shoes". Cv can always dismount as Wb (S). Alamannic Ps (S) can support Alamannic Cv. Quadi nobles were equipped in Sarmatian style with kontos and horn armour and charged furiously. Burgundians must be used if Heruls are. Roman allies cannot include any mounted troops. Ammianus and Sulpicius describe Alamanni and Franks using felled-tree abatis to block roads within woods or fortify woods as a refuge or ambush. These are treated as plashing.

**73. OLD SAXON, FRISIAN, BAVARIAN, THURINGIAN OR  
EARLY ANGLO-SAXON 250 AD - 804 AD**

Cold. Ag 2. WW, Rv, H(S), H(G), Wd, RGo, M, Rd, BUA. Only Frisians: M. Only Thuringians: Wd.	
C-in-C - Irr Wb (S) @ 15AP or Irr mtd Wb (S) @ 16AP	1
Sub-general - as above	1-2
Noble warriors - Irr Wb (S) @ 5AP	8-16
Horses to mount noble warriors @ 1AP	All/0
Peasant spearmen - Irr Wb (O) @ 3AP	44-138
Archers - Irr Ps (O) @ 2AP	0-8
Scouts - Irr Ps (S) @ 3AP	0-5
Levy scrapings - Irr Hd (O) @ 1AP	0-12
<b>Only Saxons or Frisians:</b>	
Keels - Irr Bts (O) @ 2AP [Wb]	0-4

This list covers Old Saxons, Frisians, Bavarians and Thuringians until their absorption by the Franks in 804, 690, 788 and 531 AD respectively, the Thuringian and Saxon revolt of 555, and the Anglo-Saxons from Hengist's arrival in Britain circa 428 until the accession of Edwin of Northumbria circa 617 after the disappearance of the lowland Romano-British states. Noble warriors thought themselves much superior to their followers, initially used a proportion of heavy throwing weapons, and were increasingly likely as time went on to have helmets and mail.

**74. PALMYRAN 260 AD - 273 AD**

Dry. Ag 1. WW, H(G), O, RGo, D, Rd, BUA.	
C-in-C - Reg Kn (X) @ 33AP or Reg LH (S) @ 27AP	1
Sub-general - Reg Kn (X) @ 33AP	1-2
Cataphracts - Reg Kn (X) @ 13AP	7-16
Regular light cavalry - Reg LH (S) @ 7AP	0-6
Volunteer light cavalry or equites sagittarii indigenae - Irr LH (F) @ 4AP	2-16
Regular archers - Reg Bw (O) @ 5AP	6-16
Irregular archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	2-30
Swordsmen - Reg Bd (I) @ 5AP	0-6
Caravan guards - Irr Cm (O) @ 6AP	0-3
Bolt-shooters - Reg Art (O) @ 8AP	0-4
Arab nomad allies - List: Later Pre-Islamic Arab (Bk 2)	
Armenian allies - List: Early Armenian and Gordyene (Bk 2)	0-12
<b>Only before 272 AD:</b>	
Roman equites alares - Reg Cv (O) @ 8AP	2-6
Roman legionaries - Reg Bd (O) @ 7AP	6-24
Roman lanciarii - Reg Bd (F) @ 7AP	1 per 3 Reg Bd (O)
Roman auxiliaries - Reg Ax (O) @ 4AP	4-12

This list covers the whole period of Palmyran independence. Palmyra was an Arab trading city on the route to Parthia. It became a Roman dependency in the 1st century AD. In the 2nd century it became a colonia and its ruling family provided several senators. Palmyrene troops were integrated with the Roman army in 224. In 260, the capture of the Roman emperor Valerian by the Sassanids gave the Palmyran ruler Odenathus his opportunity. After inflicting severe loss on the returning Sassanids and putting down a usurping Roman general, he was given command of the eastern Roman army by the western emperor Gallienus. He recovered the lost territory, marching as far as Ctesiphon, but was murdered in 267 AD. His widow Zenobia occupied Egypt and Asia Minor, and proclaimed her son Roman emperor in 271 AD. She was defeated by Aurelian in two epic battles in 272 AD despite cataphracts giving the Romans a hard time. The list is based on literary sources and on finds from Palmyra and Dura. The literary evidence for cataphracts is confirmed by the cataphract graphiti at Dura and the two Dura horse armours. The Dura synagogue frescoes show two kinds of light horse, one uniformed and charging with lances, the other horse archers lacking spears. They also depict swordsmen in mail shirts, 3 with mail hoods, 10 bare-headed, with a close parallel in the defenders entombed in the collapsed mine wearing mail shirts, bare-headed and with similar pink or unpainted plank shields, and may be a militia equipped in wealthy city Arab style. Archers were well respected and used in large numbers, both regular units and irregulars being attested. Palmyran Ps can support any Bd or Ax. Palmyra was especially well provided with artillery, but did not use it in the field. Accordingly, it can only be used from PF.

## 75. PAEKCHE AND KAYA KOREAN 300 AD - 660 AD

Cold. Ag 0. WW, Rv, H(S), H(G), Wd, O, E, RGo, M, Rd, BUA.	
C-in-C - Reg Cv (S) @ 30AP	1
Sub-general - as above	1-2
Guard cavalry - Reg Cv (S) @ 10AP or Reg Cv (O) @ 8AP	3-5
Upgrade generals or guard cavalry to cataphracts	
- Reg Kn (X) @ 33AP if general, otherwise 13AP	Any
Horse archers - Reg LH (F) @ 4AP or Reg Cv (O) @ 8AP	0-7
Provincial spearmen - Reg Sp (O) @ 5AP	2-8
Provincial archers - Reg Bw (O) @ 5AP	2-8
Militia spearmen - Reg Sp (I) @ 4AP	12-46
Militia archers - Reg Bw (I) @ 4AP	12-46
Skirmishing archers - Reg Ps (O) @ 2AP	0-10
Ditch and bank - TF @ 2AP	0-16

### Only after 360 AD:

Japanese allies - List: Pre-Samurai Japanese (Bk 3)

[Before 500 AD, substitute Irr Bw (S) @ 10AP if general, 5AP if not, for all Japanese ally Cv (O).]

### Only Paekche:

Kaya allies - List: Paekche and Kaya Korean (Bk 2)

### Only Paekche after 375 AD:

Silla allies - List: Silla Korean (Bk 2)

Koguryo allies - List: Koguryo Korean (Bk 2)

### Only Kaya:

Downgrade Reg Cv (S) to Irr Cv (S) @ 19AP if general, otherwise 9AP,

Reg Cv (O) to Irr Cv (O) @ 7AP, Reg Kn (X) to Irr Kn (X) @ 21AP if general, otherwise 11AP,

Reg LH (F) to Irr LH (F) @ 4AP, all Sp to Irr Sp (I) @ 3AP, all Bw to Irr Bw (I) @ 3AP,

Reg Ps (O) to Irr Ps (O) @ 2AP

All

Paekche allies - List: Paekche and Kaya Korean (Bk 2)

Silla allies - List: Silla Korean (Bk 2)

During the Han dynasty, China had conquered most of Korea. After the collapse of the dynasty, the Korean tribes coalesced into the Korean "Three Kingdoms" of Koguryo in the North, Silla in the South-East, and Paekche in the South-West. They fought each other in varying alliances, but with little real results. Paekche, in the South-West of the peninsula, and with good overseas links to China, was the culturally most advanced of the "Three Kingdoms". It also had close dynastic and cultural links with Japan, and is thought to have taught the Japanese horse archery. Paekche fell in 660 AD to a two-pronged attack, a naval invasion by Tang China co-ordinated with an overland move by Silla. The army organization is known to have consisted of three tiers: guard units stationed at the capital, permanent provincial troops and militia. The equipment of Southern Korean cavalry is somewhat enigmatic. A statuette from Kaya shows a cavalryman with shield and short spear on an armoured horse. A Silla figurine shows an armoured cavalryman on an unarmoured horse, but his weapons are missing. The Japanese, learning their cavalry techniques from Paekche, became armoured horse archers. The Pre-Samurai Japanese list starts in 500 AD when this process is complete, so must be used here in modified form for allies. Koguryo sources show enemy cataphracts identical to their own. The list attempts to cater for all possible interpretations of this evidence. Like the other Korean states, Paekche made heavy use of field fortifications. Koguryo and Silla allies cannot be used together. Kaya was the area between Paekche and Silla in the far south of Korea that never quite consolidated into a kingdom and was conquered by Silla in 562 AD. Its troops are assumed to be similar to those of Paekche, but irregular. Paekche and Silla allies cannot be used together.

## 76. KOGURYO KOREAN 300 AD - 668 AD

Cold. Ag 0. WW, Rv, H(S), H(G), Wd, O, E, RGo, M, Rd, BUA.	
C-in-C - Reg Kn (X) @ 33AP	1
Sub-general - as above	1-2
SonBae - all Reg Kn (X) @ 13AP or all Reg Kn (F) @ 11AP	0-3
Other cataphracts - Irr Kn (X) @ 11AP	4-8
Light horse archers - Irr LH (F) @ 4AP	0-3
Malgal auxiliaries - Irr LH (S) @ 7AP	0-9
Armoured spearmen - Reg Sp (O) @ 5AP	8-16
Armoured archers - Reg Bw (O) @ 5AP	2-6
Armoured swordsmen - Reg Bd (I) @ 5AP	0-2
Militia spearmen - Irr Sp (I) @ 3AP	10-24
Militia archers - Irr Bw (I) @ 3AP	6-12
Skirmishing archers - Irr Ps (O) @ 2AP	0-10
Malgal archers - Irr Ps (O) @ 2AP or Irr Bw (O) @ 4AP	0-4
Malgal boats - Irr Bts (O) @ 2AP [Bw or Ps]	0-2
Ditch and bank - TF @ 2AP	0-16
<b>Only in 319 AD:</b>	
Yu-wen Hsien-pi allies - List: Hsien-pi, Wu-huan, Pre-Dynastic Khitan or Hsi (Bk 2)	
Tuan Hsien-pi allies - List: Hsien-pi, Wu-huan, Pre-Dynastic Khitan or Hsi (Bk 2)	
<b>Only from 338 AD to 339 AD:</b>	
Southern Hsiung-nu allies - List: Hsiung-nu or Juan-juan (Bk 2)	
<b>Only after 375 AD:</b>	
Upgrade Irr Kn (X) to Reg Kn (X) @ 13AP, Irr LH (F) to Reg LH (F) @ 4AP,	
Irr Sp (I) to Reg Sp (I) @ 4AP, Irr Bw (I) to Reg Bw (I) @ 4AP,	
non-Malgal Irr Ps (O) to Reg Ps (O) @ 2AP	All
Silla allies - List: Silla Korean (Bk 2)	
Paekche allies - List: Paekche and Kaya Korean (Bk 2)	
<b>Only after 660 AD:</b>	
Japanese allies - List: Pre-Samurai Japanese (Bk 3)	

During the Han dynasty, China had conquered most of Korea. After the collapse of the dynasty, the Korean tribes coalesced into the Korean "Three Kingdoms" of Koguryo in the North, Silla in the South-East, and Paekche in the South-West. They fought each other in varying alliances, but with little real results. This balance was changed when China, reunified by the Sui and T'ang dynasties, set out to re-establish its control over the peninsula. Overland invasions by Sui and T'ang armies against Koguryo failed to take the heavily fortified frontier cities. It was only in 668 AD that Koguryo, weakened by civil war, fell to a two-pronged attack from China and Silla. SonBae are young nobles forming a body of elite cavalry. It is just possible that the cataphract figure depicted on one tomb dismounting from an unarmoured horse represents SonBae, the rationalisation being that young men are more impetuous and poorer. The axemen shown in art are thought to be purely ceremonial, but the armoured swordsmen are unlikely to have been officers, since an identically armed group are depicted fighting together. Malgal are barbarian tribes from Manchuria, renowned as skirmishers. Silla and Paekche allies cannot be used together nor with Japanese.

## 77. SILLA KOREAN 300 AD - 935 AD

Cold. Ag 0. WW, Rv, H(S), H(G), Wd, O, E, RGo, M, Rd, BUA.	
C-in-C - Reg Cv (S) @ 30AP	1
Sub-general - as above	1-2
Chong elite cavalry - Reg Cv (S) @ 10AP	0-4
Upgrade generals and Chong to cataphracts - Reg Kn (X) @ 33AP if general, otherwise 13AP All/0	
Hwarang nobles - all Irr Kn (F) @ 9AP or all Irr LH (S) @ 7AP	0-2
Cavalry - Irr Cv (O) @ 7AP	2-4
Scouts - Irr LH (F) @ 4AP	0-2
Spearmen - Irr Sp (O) @ 4AP	0-16
Archers and crossbowmen - Irr Bw (O) @ 4AP	8-16
Militia spearmen - Irr Sp (I) @ 3AP	6-24
Militia archers - Irr Bw (I) @ 3AP	6-24
Skirmishing archers and crossbowmen - Irr Ps (O) @ 2AP	0-12
War Junks - Irr Shp (O) @ 3AP [Bw, Sp, Pk, Ps]	0-3
Transport Junks - Irr Shp (I) @ 2AP [Kn, Cv, LH, Bg]	0-2
Ditch and bank - TF @ 2AP	0-16
<b>Only after 520 AD:</b>	
Upgrade Irr Cv (O) to Reg Cv (O) @ 8AP, Irr LH (F) to Reg LH (F) @ 4AP,	
Irr Sp (O) to Reg Sp (O) @ 5AP, Irr Bw (O) to Reg Bw (O) @ 5AP,	
Irr Sp (I) to Reg Sp (I) @ 4AP, Irr Bw (I) to Reg Bw (I) @ 4AP,	
Irr Ps (O) to Reg Ps (O) @ 2AP	All
Red Banner - Reg Pk (O) @ 4AP	8-12
<b>Only before 562 AD:</b>	
Kaya allies - List: Paekche and Kaya Korean (Bk 2)	
<b>Only from 375 AD to 659 AD:</b>	
Koguryo allies - List: Koguryo Korean (Bk 2)	
Paekche allies - List: Paekche and Kaya Korean (Bk 2)	
<b>Only from 660 AD to 668 AD:</b>	
Chinese allies - List: Sui and Early T'ang Chinese (Bk 3)	
<b>Only after 670 AD:</b>	
Koguryo exile banner troops - Reg Kn (X) @ 13AP	0-3
Paekche exile banner troops - Reg Cv (S) @ 10AP or Reg Cv (O) @ 8AP	0-2
Malgal exile banner troops - Reg LH (S) @ 7AP	0-2

Located in the South-East corner of Korea, Silla was the most backward of the Korean "Three Kingdoms". However, during the 7th century, it was fortunate to have excellent rulers, diplomats and generals, who made the most of the opportunities offered by Chinese ambitions in Korea. The rival states of Paekche and Koguryo were destroyed with Chinese help, but when T'ang China tried to impose its rule over Silla, Silla was able to rally the people of Paekche and Koguryo under a common flag and to fight the T'ang forces to a standstill. In 678 a peace treaty was concluded, which left Silla in control of most of the Korean peninsula, nominally a vassal of China, but de facto independent. The evidence for Southern Korean cavalry equipment is discussed in the notes to the Paekche and Kaya list. Silla had several elite regiments, of which the Chong heavy cavalry and the Red Banner infantry, armed with "Great Spears" distinguished themselves in the wars of the 7th century. Hwarang "Flower Boys" were a body of young nobles renowned for their splendid dress and their reckless heroism. One modern painting shows them as light horse archers, on what grounds is unknown. Other sources describe them as lancers. Chinese allies cannot be used with Korean allies. Koguryo and Paekche allies cannot be used together, nor Paekche with Kaya.

## 78. LATE IMPERIAL ROMAN 307 AD - 425 AD

West: Warm. Ag 1. WW, Rv, H(S), H(G), Wd or O, V, RGo, M, Rd, BUA.	
East: Warm. Ag 2. WW, Rv, H(S), H(G), Wd, O, V, E, RGo, Rd, BUA.	
C-in-C - Reg Cv (O) @ 28AP, Reg Bd (O) @ 27AP or Reg Ax (S) @ 25AP	1
Sub-general - Reg Cv (O) @ 28AP or Reg Bd (O) @ 27AP	1-2
Legionarii - Reg Bd (O) @ 7AP	4-16
Archers supporting legionarii - Reg Ps (O) @ 2AP	1 per 2 Bd or 1 per Bd
Auxilia Palatina - Reg Ax (S) @ 5AP	4-16
Border / Pseudocomitatenses auxilia - Reg Ax (O) @ 4AP	0-12
Archers supporting all Ax (S) or (O) except marines - Reg Ps (O) @ 2AP	0 or 1 per Ax
Skirmishers with javelins, darts, sling, staff sling or crossbow	
- Reg Ps (S) @ 3AP or Reg Ps (O) @ 2AP	0-4
Bolt shooters - Reg Art (O) @ 8AP or (F) @ 10AP	0-4
Stone throwers - Reg Art (S) @ 10AP	0-2
Laeti or city militia - Irr Ax (I) @ 2AP	0-4
Dromons - Reg Gal (F) @ 2AP [Ax, Ps], or Lusoriae/Pictae - Irr Bts (S) @ 3AP [Ax, Ps]	0-4
Marines - Irr Ax (O) @ 3AP	0-1 per Gal
Ditch and palisade for camp - TF @ 1AP	0-12
<b>Only in western armies:</b>	
Equites - Reg Cv (O) @ 8AP	3-8
Equites Illyricani - Reg LH (O) @ 5AP	4-8
Equites sagittarii - Reg LH (F) @ 4AP	0-6
Auxilia Palatina sagittarii units - Reg Bw (O) @ 5AP	0-2
Frankish allies - List: Early Frankish, Alamanni, Quadi, Suevi, Rugian or Turcilingi (Bk 2)	0-15
<b>Only in western armies after 312 AD:</b>	
Catafractarii/Clibanarii - Reg Kn (X) @ 13AP	0-2
<b>Only in western armies after 380 AD:</b>	
Regrade equites as Comites Alani - Reg Kn (F) @ 11AP	0-2
<b>Only in western armies after 406 AD:</b>	
Alan allies - List: Alan (Bk 2)	0-15
<b>Only in western armies after 418 AD:</b>	
Visigothic allies - List: Later Visigothic (Bk 2)	
<b>Only in eastern armies after 324 AD:</b>	
Catafractarii - Reg Kn (F) @ 11AP	2-3
Clibanarii - Reg Kn (X) @ 13AP	0-3
Equites - Reg Cv (O) @ 8AP	0-4
Equites Illyricani, promoti indigenae or Saraceni - Reg LH (O) @ 5AP	3-6
Equites sagittarii - Reg LH (F) @ 4AP	1-2
Equites sagittarii indigenae - Reg LH (F) @ 4AP	0-4
Dromedarii cameleers - Reg LH (I) @ 3AP	0-2
Auxilia Palatina sagittarii units - Reg Bw (O) @ 5AP	0-6
Border / Pseudocomitatenses sagittarii units - Reg Bw (I) @ 4AP	0-2
Arab nomad allies - List: Later Pre-Islamic Arab (Bk 2)	0-12
<b>Only in eastern armies from 325 AD to 363 AD:</b>	
Armenian and Hiberian allies - List: Early Armenian and Gordyene (Bk 2)	
<b>Only in eastern armies after 337 AD:</b>	
Upgrade catafractarii to Reg Kn (X) @ 13AP	All
<b>Only in eastern armies from 366 AD to 375 AD:</b>	
Currus drepanus cataphract scythed chariot - Irr Exp (O) @ 7AP	0-1
<b>Only in eastern armies from 395 AD to 397 AD:</b>	
Visigothic allies - List: Early Visigothic (Bk 2)	
<b>Only in eastern armies in 399 AD:</b>	
Rioting religious mob - Irr Hd (S) @ 2AP	0-4
Armed peasants and slaves - Irr Hd (O) @ 1AP	0-2

Only in eastern armies after 388 AD or western armies after 395 AD:

Hunnic and Alan mercenaries - Irr LH (S) @ 7AP

0-5

Equites Taifali, Sciri or Theodosiaci - Reg Kn (F) @ 11AP

\*2-4

Only in eastern armies after 388 AD or western armies from 395 AD to 408 AD:

Gothic foot - graded as all Irr Wb (O) @ 3AP, or all auxilia palatina - Reg Ax (S) @ 5AP \*6-12

This list covers the Roman army from the reforms of Constantine I until the accession to power of Aetius. Note that the reforms did not extend to the east until he defeated his last rival in 324 AD, so it overlaps the Middle Imperial Roman list. The reformed army has been considered since Gibbon wrote his "Decline and Fall of the Roman Empire" to have been much less efficient than its predecessors. This view has been reversed as yesterday's wargamers joined the ranks of academics! Its main innovation was the formation of first central and then regional field armies to support the frontier defences. Legions were now optimised for fighting barbarian warbands and cavalry. Their pila were first supplemented and then replaced by lighter throwing spears with greater range. These were in turn supplemented by multiple lead-weighted throwing darts of range such that they could partially replace archery. The short gladius was also replaced by a longer sword. The large 10 cohort legion of earlier days was replaced by a much smaller 1,200 strong body probably originating in detachments (vexillations) taken from the frontier legions. The field force legions needed to be supported by elite cavalry and infantry. Rather than denude the frontiers of the old auxiliary cohorts and alae, these were provided by cavalry units equipped much like the old ones but called vexillations and new infantry units called auxilia palatina. The latter carried the same new long range throwing weapons, long sword and big oval shield as the legions. Legionaries are depicted in art with muscle cuirasses and pteruges, and auxilia as unarmoured. Academics currently choose to disbelieve the art and assume that legionaries wore mail corselets. There are a few representations of mailed soldiers on foot, but these could be dismounted cavalry. The wood carving from Egypt referred to under list 55 shows both mailed and muscle-cuirassed Romans on foot. A few of the auxilia were entirely archers. Legions and probably other auxilia included a proportion of supporting archers. The continued existence of lanciarii as such is improbable. Constantine seems to have amalgamated all his into a special elite advanced guard legion (Bd) which became the army's senior infantry unit. However, Vegetius describes light infantry with javelins and darts, or with slings, staff-slings or bows, who sally out through legionary ranks. As time went on, the original "palatina" legions and cavalry of the field army were joined by others with the slightly lower status of "comitatensis" and then, in emergency, by promoted frontier infantry units with the still lower rank of "pseudocomitatensis".

Some cavalry vexillations were the old type mailed javelin throwing cavalry, others were light unarmoured javelin-throwing Illyricani, yet others light horse archers. Especially heavy lance armed cavalry were called catafractarii and clibanarii. The distinction, if any, between catafractarii and clibanarii is a matter of dispute. All clibanarii units were originally recruited from eastern peoples, and most catafractarii from western. The latter were originally ordinary equites who exchanged the long contus for lancea and shield. Libanius credits Constantius II with creating a large number of cataphract units with armour even heavier than the Persians with even the horses being armoured. The likely method of achieving this would have been by upgrading existing catafractarii in line with those clibanarii already in existence. They would then be functionally identical, both being fully armoured lancers on fully armoured horses. Constantine I's original army seems to have had neither type, but defeated Maxentius's clibanarii. The next evidence of cataphracts in the west is as garrisons in Gaul from 312 and these may have been remnants of Maxentius's units. Ammianus describes "the cataphract cavalry that they call clibanarii" present at Constantius II's entry into Rome in 357 as "all masked, furnished with protecting breastplates and girt with iron belts, so that you might have supposed them statues polished by the hand of Praxiteles, not men. Thin circles of iron plates, fitted to the curves of their bodies, completely covered their limbs; so that whichever way they had to move their members, their garment fitted, so skilfully were the joinings made." In his description of Julian's battle of Argentoratum in the same year, he variously describes a single body of cavalry as "cataphract cavalry", "cataphractarii" and "clibanarii". Claudian's account of the assassination of Rufinus describes fully armoured men on metal armoured horses. An allied contingent in a sub-Roman British army can include 1 element of catafractarii.

The Notitia Dignitatum includes coloured shield emblems for all units of the western field armies and the infantry of the eastern field armies. A recent suggestion that most were invented by monkish copyists has little to recommend it.

Cataphract scythed chariots were advocated for use against Persia by a Roman inventor now ascribed to the reign of Valentinian I and Valens. The standard warship was now the dromon ("runner") developed from an original used on the River Po. These were single banked and much smaller than the later Byzantine warships of the same name.

The Goths who fought for Theodosius I at the Frigidus in 394 did so under Roman generals. Whether they fought in native style or were formed into new auxilia palatina is disputed, but the Notitia has units of the latter called Tervingi, Visi and (several) Theodosiani of the right date. Minima marked \* apply only if any troops so marked are used.

## 79. CHINESE NORTHERN AND SOUTHERN DYNASTIES 317 AD - 589 AD

Northern dynasties: Cold. Ag 2. Southern dynasties: Tropical. Ag 1.

WW, Rv, H(S), H(G), O, RGo, M, Rd, BUA. Only southern dynasties: WW, E.

C-in-C - Reg Kn (X) @ 33AP or Reg Kn (F) @ 31AP	1
Sub-general - as above	1-2
Dare-to-die volunteers - Irr Bd (F) @ 5AP or Irr Bd (O) @ 5AP	0-6
Rope-pull stone-throwers - Reg Art (S) @ 10AP or Reg Art (I) @ 4AP	0-2
Bolt-shooters - Reg Art (O) @ 8AP	0-2
<b>Only northern dynasties:</b>	
Cataphracts - Reg Kn (F) @ 11AP or Reg Kn (X) @ 13AP	8-15
Chinese subject heavy cavalry - Reg Cv (O) @ 8AP	0-4
Horse archers - Reg LH (F) @ 4AP	6-14
Levy swordsmen, Reg Bd (I) @ 5AP or spearmen, Reg Sp (I) @ 4AP	* 12-24
Archers/crossbowmen - Reg Bw (I) @ 4AP or Reg Ps (O) @ 2AP [Ps can support Bd or Sp]	* 12-20
"Pug-nosed" armoured archers - Reg Bw (O) @ 5AP	0-6
Light boats - Irr Bts (O) @ 2AP, or boats protected by oxhides, Irr Bts (S) @ 3AP [Sp, Bd, Bw]	0-4
Horse-transporters - Irr Shp (I) @ 2AP [Cv, LH]	0-4
Juan-juan allies - List: Hsiung-nu or Juan-juan (Bk 2), or Turkish allies - List: Central Asian Turkish (Bk 3)	
<b>Only northern dynasties before 557 AD:</b>	
Downgrade generals to Irr Kn (X) @ 21AP or Irr Kn (F) @ 19AP,	
cataphracts to Irr Kn (X) @ 11 AP or Irr Kn (F) @ 9AP or horse archers to Irr LH (F) @ 4AP	Any
<b>Only southern dynasties:</b>	
Cataphracts - Reg Kn (F) @ 11AP or Reg Kn (X) @ 13AP	2-5
Heavy cavalry - Reg Cv (O) @ 8AP	2-5
Horse archers - Reg LH (F) @ 4AP	0-7
Swordsmen, Reg Bd (F) @ 7AP or spearmen, Reg Sp (O) @ 5AP	16-24
Downgrade raw swordsmen to Reg Bd (I) @ 5AP or raw spearmen to Reg Sp (I) @ 4AP	Any
Archers or crossbowmen - Reg Bw (O) @ 5AP or Reg Bw (I) @ 4AP or	
Reg Ps (O) @ 2AP [Ps can support Bd or Sp]	16-24
Southern tribal fighters - Irr Wb (F) @ 3AP	**4-8
Southern tribal archers and crossbowmen - Irr Bw (I) @ 3AP or Irr Ps (O) @ 2AP	**2-4
Elephants - Irr El (O) @ 16AP	0-1
Bamboo-and-paper lions - Reg WWg (X) @ 7AP	0-4
Light boats - Irr Bts (O) @ 2AP, or boats protected by oxhides, Irr Bts (S) @ 3AP [Sp, Bd, Bw]	0-6
Towered war junks - Irr Shp (S) @ 4AP [Sp, Bw]	0-2
Horse-transporters - Irr Shp (I) @ 2AP [Kn, Cv, LH]	0-4
<b>Only southern dynasties from 418 AD:</b>	
Treadle-powered paddle-wheel boats - Reg Gal (F) @ 2AP [Sp, Bw]	0-1

This list covers the native Chinese southern dynasties from the establishment of Eastern Ts'in (Chin) in 317 AD until the Sui conquest of the south, 589 AD; and the Northern Wei dynasty founded in 386 by the T'o-pa clan of the Hsien-pi (which unified north China, conquering the other "barbarian" kingdoms) and its successor dynasties until the Sui seized power in the north, 581 AD. All cataphract cavalry rode armoured horses, but some had unprotected arms and lower legs, and carried bow as a secondary weapon in addition to their lance; others were more fully protected. The Hsien-pi list explains classification. The option to make early northern cavalry irregular recognises that the T'o-pa did not turn into a regular Chinese-style army overnight; in particular, troops stationed on the northern frontier were attached to their old nomadic way of life even while the capital was becoming more Sinicised, and the Western Wei regime (535 - 557 AD) was at first dominated by T'o-pa "traditionalists". Bamboo-and-paper lions were used in 446 to defeat Cham elephants. "Pug-nosed" archers are based on tomb-figurines with distinctive equipment and facial features, who may represent a particular ethnic type or military unit. Northern dynasties infantry were generally poorly armed and trained, but raised in huge numbers by large scale levies. Nomad allies include Juan-juan factions allied with Northern Wei during a Juan-juan civil war, Turks, allied with Western Wei against the Juan-juan, and Juan-juan refugees, settled on the frontiers by the Western Wei after the loss of their empire to the Turks. Armoured elephants were used once by Liang against the Western Wei. Minima marked \* apply only if foot are used, those marked \*\* only if any troops so marked are used.



## 80. HUNNIC 356 AD - 570 AD

Hephthalites in India from 470 AD to 570 AD: Tropical. Ag 1. Rv, H(G), H(S), Wd, RGo, Rd, BUA.	
Other Hephthalites and Sabir: Cold. Ag 3. Rv, H(S), H(G), Wd, RGo.	
Others: Cold. Ag 4. Rv, H(G), RGo, BUA.	
C-in-C - Irr Cv (S) @ 19AP or Irr LH (S) @ 17AP	1
Sub-general - as above	0-2
Nobles - Irr Cv (S) @ 9AP or Irr LH (S) @ 7AP	0-3
Huns - Irr LH (S) @ 7AP	20-80
Set-up wagon laager for camp - TF @ 1AP	0-12
<b>Only western Huns in 408 AD:</b>	
Sciri allies - List: Early Ostrogothic, Herul, Sciri or Taifali (Bk 2)	
<b>Only western Huns before 454 AD:</b>	
Alan subjects - Irr LH (S) @ 7AP	0-5
Sciri or Herul subjects - Irr Kn (F) @ 9AP	** 1-4
Herul subjects - 1/2 Irr Ps (S) @ 3AP, 1/2 Irr Ps (I) @ 1AP	0-4
Gepid subject allies - List: Gepid (Bk 2)	*7-22
<b>Only western Huns under Attila, from 433 AD to 453 AD:</b>	
Frankish or Rugian subjects - Irr Wb (S) @ 5AP	*4-12
Burgundian or Thuringian subjects - Irr Wb (O) @ 3AP	*4-12
Ostrogothic subject allies - List: Early Ostrogothic, Herul, Sciri or Taifali (Bk 2)	*7-22
<b>Only Sabir from 463 AD to 558 AD:</b>	
Dismount general and Huns as Irr Wb (O) @ 13AP if general, 3AP if not	8-40
<b>Only Hephthalites in India from 470 AD to 570 AD:</b>	
Elephants - Irr El (S) @ 20AP	1-6
Indian levy foot - Irr Hd (O) @ 1AP	8-20
Indian cavalry - Irr Cv (I) @ 5AP	1-4
<b>Only Hephthalites outside India:</b>	
Ditch - TF @ 2AP	0-20

This covers western Hunnic armies from first contact with the Alans in 374 AD until the remnant states of the Hunnic empire were absorbed by the Avars, and also the eastern, possibly unrelated, Chionite and Hephthalite or "White" Huns, the Chionites from their first intervention in Kushan Bactria in 356 until their destruction by the Sassanids in 468, the Hephthalites until their western element's amalgamation with the remnants of the Juan-juan to form the Avars after 558 and the loss of their Indian empire circa 570. The western Huns are described by Sidonius as "A roaming multitude from Skythian clime, teeming with savagery, frightful, ravening, violent, barbarous even in the eyes of the barbarian peoples around them. Any other folk are carried upon horseback, this folk live there. Shapely bows and arrows are their delight, sure and terrible are their hands. Firm is their confidence that their missiles will bring death and their frenzy is trained to do wrongful deeds with blows that never go wrong." Priscus, a visitor to Attila's court with an eye for detail, does not mention any stratification of class, but some Huns are known to have used long lances and worn metal armour, making them a de facto nobility. Attila's allies included Ardaric, King of the Gepids, Valamir, King of the Ostrogoths, and a host of lesser chieftains of conquered peoples. An "immense horde" of Sciri earlier accompanied Uldin's failed attack on the eastern half of the Roman empire in 408. Minima marked \* apply only if any subjects except Alans or Sciri are used. As they represent separate tribes, Wb (O) cannot provide rear support to Wb (S) and vice versa. The minimum marked \*\* applies only if any Sciri or Heruls are used other than Sciri allies in 408. The Chionites included a proportion of apparently unarmoured men with long lance as well as bow, and a prince is attested as wearing a corselet. Otherwise, they looked very similar to Parthian horse archers. They minted coins marked OIONO. The ditch used by the Hephthalites to destroy Peroz and his Sassanid army in 484 must be represented as an undefended TF. The Hephthalites in India are reported by a Chinese traveller to have had 700 elephants each crewed by 10 halberdiers and with a sword fastened to its trunk. The Sabir drove the Oghurs and Onoghurs west from Central Asia to the Black Sea region about 463 and moved to the steppes north of the Caucasus and to the Volga by 515, raiding across the Caucasus. They were later part of the Volga Bulgar confederacy. They surprisingly provided both Byzantines and Sassanids with mercenary infantry described as "exceedingly ferocious and rapacious". How these were equipped is obscure. Agathias calls them "hoplitai", but Procopius describes Sabir shooting rapidly at a fortress and surprised with only bows in their hands by a sortie - possibly dismounted cavalry. Sozomenus earlier describes a Hun leaning on a long shield. They were good at sieges, teaching an early Byzantine army how to make a ram out of unsuitable material.

## 81. SUB-ROMAN BRITISH 407 AD - 945 AD

Cold. Ag 1. WW, Rv, H(S) (H(S) after 580 AD), H(G), Wd, E, RGo, M, Rd (Rd until 580 AD), BUA.	
C-in-C - Reg Cv (O) @ 28AP or Irr Cv (O) @ 17AP	1
British ally-general - Reg Cv (O) @ 18AP or Irr Cv (O) @ 12AP	0-3
Cavalry - Reg Cv (O) @ 8AP or Irr Cv (O) @ 7AP	8-15
Light cavalry on hill ponies - Irr LH (O) @ 5AP	0-5
Pedyt - Reg Ax (I) @ 3AP or Irr Sp (I) @ 3AP	36-120
Archers (can support pedyt if Ps) - Reg Bw (I) @ 4AP or Irr Ps (O) @ 2AP	0-8
<b>Only before 425 AD:</b>	
West Roman allies - List: Late Imperial Roman (Bk 2)	0-14
<b>Only from 425 AD to 464 AD and 469 AD to 470 AD:</b>	
West Roman allies - List: Patrician Roman (Bk 2)	
<b>Only in 429 AD:</b>	
Saxon keels - Irr Bts (O) @ 2AP [Wb]	0-3
Saxon mercenaries - Irr Wb (S) @ 5AP	1 per Bts
<b>Only from 430 AD to 441 AD:</b>	
Saxon allies - List: Old Saxon, Frisian, Bavarian, Thuringian or Early Anglo-Saxon (Bk 2)	
<b>Only from 475 AD to 539 AD:</b>	
Upgrade C-in-C and Cv to Reg Kn (F) @ 31AP if C-in-C, otherwise 11AP	0-5
<b>Only 507 AD to 550 AD:</b>	
Visigothic fleet - Irr Bts (O) @ 2AP [Wb (O)]	0-4
Visigothic crews - Irr Wb (O) @ 3AP	1 per Bts
Upgrade Visigothic crew to sub-general - Irr Wb (O) @ 13AP	*1
<b>Only if mainland British before 580 AD:</b>	
Replace pedyt with Irish mercenary foot - Irr Ax (O) @ 3AP, or Votadini - Irr Wb (F) @ 3AP	0-10
Ditch and bank - TF @ 2AP	0-24
<b>Only if Armorican from 411 AD to 580 AD:</b>	
Alan allies - List: Alan (Bk 2)	
<b>Only before 664 AD:</b>	
Praying monks - Irr Hd (I) @ 0.5AP	0-2
<b>Only after 790 AD:</b>	
Viking allies - List: Norse Viking and Leidang (Bk 3)	

This list covers British and Armorican/Breton armies from the departure of Constantine III's field army until the battles of Dyrham in 577 AD and York in 580 AD destroyed the lowland kingdoms. It then continues to cover the south-western kingdom of Dumnonia until 936 AD and the north British states of Gododdin, Rheged and Strathclyde until the fall of the latter in 945 AD. Other surviving states are covered by the Welsh and Breton lists (Bk 3). This list is based on historical sources rather than on Nennius, Geoffrey of Monmouth, and modern Arthurian commentators. The best background reading is still John Morris's "The Age of Arthur". We assume that the early military framework was based on the Roman garrison limitanei that Constantine III left behind. Regular cavalry represent possible surviving units of the Dux's northern border army, regular infantry other of his units and militia raised by the southern lowland cities. No regulars can be used after 580 AD. Earlier irregulars can represent a decay of drill and/or the troops of chieftains such as Cuneda of the Votadini, translocated south from Scotland with 900 horsemen by Vortigern to expel Irish settlers. Roman allies represent the various "rescues" mentioned by Gildas, including the possible return of the Comes Britanniae after the recovery of Gaul in 417 AD, and also the unsuccessful appeal to "Agitius", normally thought to have been Aetius, but possibly Aegidius. The provision to upgrade Cv to Kn (F) is for Arthurian romantics, as cavalry in early poetry throw their spears. However, a Gallo-Roman cavalryman of around this time is reported impaling an opponent on his contus. The number of Kn elements may seem meagre, but the maximum number of "knights" attributed to Arthur in any fictional source is only 1,000 men, and the round table could allegedly seat only 100! The date range for this is between the earliest possible date for Arthur's accession and the traditional date of the battle of Camlann. Saxons were hired by Vortigern in the 5th century. The initial small force is in the main list, the overweening reinforcements as allies. After 441 AD they were enemies. A Visigothic fleet under Theodoric may have been adopted in the 6th century. The minimum marked \* applies only if any Visigoths are used. 1,000 praying monks at a battle in 614 AD were attacked by a pagan opponent who decided that those who invoked the gods against him were not non-combatants. Such instances would be unlikely after the Synod of Whitby.

## 82. LATER VISIGOTHIC 419 AD - 720 AD

Warn. Ag 1. WW, Rv, H(S), H(G), Wd, O, V, RGo, Rd, BUA.	
C-in-C - Irr Kn (F) @ 19AP	1
Sub-generals - Irr Kn (F) @ 19AP	0-2
Bucellarii - Irr Kn (F) @ 9AP	3-5
Gardingi - Irr Cv (O) @ 7AP	10-28
Spearmen - Irr Wb (O) @ 3AP	12-60
Archers - Irr Ps (O) @ 2AP or Irr Bw (I) @ 3AP	12-20
Slingers - Irr Ps (O) @ 2AP	0-5
Romans - up to 1/3 Reg Ps (O) @ 2AP, rest Reg Ax (I) @ 3AP	0-15
Fleet - Irr Bts (O) @ 2AP [Wb (O)]	0-4
Fleet crews - Irr Wb (O) @ 3AP	1 per Bts
<b>Only before 466 AD:</b>	
Burgundian allies - List: Burgundi or Limigantes (Bk 2)	
<b>Only from 466 AD:</b>	
Regrade Romans as - Up to 1/3 Irr Ps (O) @ 2AP, rest Irr Sp (I) @ 3AP	All
<b>Only from 469 AD to 584 AD:</b>	
Suevi allies - List: Early Frankish, Alamanni, Quadi, Suevi, Rugian or Turcilingi (Bk 2)	
<b>Only from 493 AD to 526 AD:</b>	
Ostrogoth allies - List: Italian Ostrogothic (Bk 3)	
<b>Only from 550 AD to 554 AD:</b>	
Byzantine allies - List: Early Byzantine (Bk 3)	
<b>Only after 621 AD:</b>	
Downgrade sub-generals to ally-generals - Irr Kn (F) @ 14 AP	All
Basque cavalry - Irr LH (O) @ 5AP	0-2
Basque javelinmen - Irr Ps (S) @ 3AP or Irr Ps (I) @ 1AP	*4-6
Basque slingers - Irr Ps (O) @ 2AP	0-2
Regrade spearmen as Irr Sp (I) @ 3AP	All

This list covers the Visigoths from the establishment of their Tolosan kingdom in south-western Gaul, though its extension into Spain, 469 - 478 AD, and the loss of the Gallic provinces to the Franks in 507, to the Islamic conquest; and then the vassal kings Aquila (711-713) and Ardo (713-720). Bucellarii were the nobles' well-armoured followers. Gardingi comprised minor royal officials, lesser gentry and followers in more traditional Gothic equipment, but now relying more on skirmishing with javelins than on a fierce charge. The initial settlement gave the Visigoths control of the former Roman garrison. These degenerated into city militia, but can still be traced up to the end of this period. Ps (O) archers can give rear support to Sp and Ax of the same nationality. After 621 foot were increasingly recruited from conscripted slaves. The army was finally crushed by Berber infantry in 711, according to a later source after both wings deserted on the battlefield. Visigothic allied contingents need not include otherwise compulsory foot. The Byzantine allied contingent sent by Justinian I to assist Athanagild in a civil war made extensive conquests in Spain, but then kept them. Byzantine allies need not include any infantry. The minimum marked \* applies only if any Basques are used. Only the C-in-C can command Basques.

### 83. PATRICIAN ROMAN 425 AD - 493 AD

Western: Warm. Ag 0. WW, Rv, H(S), H(G), O, V, M, RGo, Rd, BUA.	
Eastern: Warm. Ag 1. WW, Rv, H(S), H(G), Wd, O, V, RGo, Rd, BUA.	
C-in-C - Reg Cv (O) @ 28AP or Reg Kn (F) @ 31AP or Reg LH (S) @ 27AP	1
Sub-general - as above	0-2
Equites - Up to 1/4 Reg Kn (F) @ 11AP, rest Reg Cv (O) @ 8AP	0-8
Equites Illyricani - Reg LH (O) @ 5AP	0-4
Equites sagittarii - Reg LH (F) @ 4AP	0-2
Legionarii - Reg Bd (O) @ 7AP	0-8
Archers supporting legionarii - Reg Ps (O) @ 2AP	0-1 per Bd
Auxilia Palatina - Reg Ax (S) @ 5AP	6-12
Garrison or pseudocomitatenses auxilia - Reg Ax (O) @ 4AP	0-6
Archers supporting any Ax (S) or (O) - Reg Ps (O) @ 2AP	0-1 per Ax
Other skirmishers - Reg Ps (O) @ 2AP or exculcatores - Reg Ps (S) @ 3AP	0-4
Foederati - up to 3/4 Rugians, Turcilingi and similar, Irr Wb (S) @ 5AP,	
up to 3/4 Goths, Heruli, Sciri and similar, Irr Kn (F) @ 9AP	12-40
Alan and/or Hun mercenaries - Irr LH (S) @ 7AP	0-5
Dromons - Reg Gal (F) @ 2AP [Ax(S)]	0-3
Bolt-shooters - Reg Art (O) @ 8AP	0-4
Ditch and bank - TF @ 2AP	0-20
<b>Only outside Africa before 443 AD or outside Africa from 454 AD to 461 AD:</b>	
Hun allies - List: Hunnic (Bk 2)	
<b>Only from 454 AD:</b>	
Upgrade non-general Cv, LH (O) and LH (F) to armoured horse archers - Reg LH (S) @ 7AP	Any
<b>Only western armies in Africa before 442 AD:</b>	
Replace all Kn (F) with Reg LH (F) @ 4AP	0-6
Replace all foederati foot with tribesmen under Roman officers - Irr Ps (S) @ 3AP	All
Clibanarii - Reg Kn (X) @ 13AP	0-1
<b>Only western armies outside Africa before:</b>	
<b>470 AD:</b> Visigothic allies - List: Later Visigothic (Bk 2)	
<b>471 AD:</b> Armorican allies - List: Sub-Roman British (Bk 2)	0-15
<b>475 AD:</b> East Roman allies - List: Patrician Roman (Bk 2)	
<b>476 AD:</b> Burgundian allies - List: Burgundi or Limigantes (Bk 2)	
<b>481 AD:</b> Frankish allies - List: Early Frankish, Alamanni, Quadi, Suevi, Rugian or Turcilingi (Bk 2)	
<b>486 AD:</b> Alan allies - List: Alan (Bk 2)	
<b>Only western armies outside Africa until 476 AD, Soissons or eastern armies:</b>	
Upgrade foederati Wb to Reg Ax (S) @ 5AP and Kn to Reg Kn (F) @ 11AP	All/0
<b>Only eastern armies:</b>	
Clibanarii - Reg Kn (X) @ 13AP	0-4
Equites sagittarii indigenae - Reg LH (F) @ 4AP	0-4
Archers in auxilia sagittarii - Reg Bw (O) @ 5AP	0-6
Ostrogothic allies - List: Early Ostrogothic, Herul, Sciri or Taifali (Bk 2)	
Arab nomad allies - List: Later Pre-Islamic Arab (Bk 2)	
<b>Only in eastern armies after 466 AD:</b>	
Replace foederati foot with Isaurians - Irr Ps (S) @ 3AP	1/2-A11

This list runs from the accession to power of Aetius until the Ostrogothic move to Italy, which destroyed Odovacar's western army, and ended the east's dependence on barbarians. It is a period in which generals struggled not to become emperor, but a puppet emperor's C-in-C with the title of "Patrician". As well as the armies of the central governments of east and west, it also covers the western Roman kingdom of Soissons created by the rebellion of Aegidius, last magister militum per Gallias, against a "barbarian" government in Rome in 461 AD, and conquered by the Franks in 486. The main source is Vegetius, writing sometime before 450. Legions had shrunk in size and given up first place to unarmoured auxilia with big shield, spatha, javelins and darts, supplemented at least in the west by fast moving exculcatores ("squashers"). Foreign cavalry methods were considered superior and an influx of Huns recruited into regular units after the break-up of Attila's empire in 454 may have finally led to the bow replacing the javelin as the

main mounted missile weapon. The change was complete by the start of the Early Byzantine list. The last mentions of *clibanarii/catafractarii* are in Claudian's account of events of 395, and by Vegetius. Many Germanic barbarians were recruited into regular mounted and foot units, but these were increasingly supplemented by "foederati" under their own leaders. The traditional view is that these remained irregular troops fighting in their native styles, but it has recently been suggested that Roman organisation, equipment, clothing, and to a more limited extent training, rapidly crept in, as was certainly the case later with Byzantine foederati. They were not allotted land until 476. Odovacar used field defences against the Goths. Isaurians are described as like Lykians, as undisciplined, as "fast-running" and sometimes incorrectly as archers, from the cognomen of Legio Prima Isaura Sagittaria. This army can offer an interesting and powerful combination of steady regulars and fierce barbarians under regular generals.

#### 84. AFRICAN VANDAL 442 AD - 535 AD

Warm. Ag 3. WW, Rv, H(S), H(G), Wd, O, RGo, D, Rd, BUA.

C-in-C - Irr Kn (F) @ 19AP	1
Sub-general - as above	0-2
Vandals - Irr Kn (F) @ 9AP	18-56
Set-up wagon-laager for camp - TF @ 1AP	0-16
Dromons - Reg Gal (F) @ 2AP [Wb (S)]	0-6
Transports - Irr Shp (I) @ 2AP [Bg, Kn, LH]	0-6
Ship warriors - Irr Wb (S) @ 5AP	1 per Gal
Moors- Irr LH (O) @ 5AP Up to 1 per 3 Shp	
<b>Only before 500 AD:</b>	
Remnant Alans - Irr LH (S) @ 7AP	0-6
Moorish allies - List: Later Moorish (Bk 2)	

This list covers the Vandals from Gaeseric's consolidation of their African conquests until the Byzantine reconquest. At home, the Vandals seem to have turned themselves entirely into an aristocratic cavalry, but Gaeseric's construction of a large navy also enabled them to raid extensively overseas, their greatest feat being the capture and looting of Rome in 455 AD. A contemporary wrote: "Some land their well trained steeds from hollow boats, some don the meshed mail and helmets of like hue to themselves [rusty after sea voyage?], some get ready their shapely bows and the arrows made to carry poison on their iron tips. Now the embroidered dragon speeds hither and thither, his throat swelling as the zephyrs dash against it." Non-allied Moors were only employed overseas for raiding from ships. The Alans had been absorbed before the Byzantine reconquest. Wargamers that adopt the unfortunate King Gelimer's indecisive style of leadership and over-complex deployment will probably emulate his disasters, but those with King Gaeseric's combination of cunning and aggression will certainly frighten opponents.

### MISCELLANEOUS

#### FURTHER INFORMATION

Further information on the organisation, equipment, tactics and appearance of the vast majority of the armies in these army list books can be found in the WRG series of army books. Particularly relevant to Book 2 are:

- Annies of the Macedonian and Punic Wars 359 BC to 146 BC, by Duncan Head.
- Armies and Enemies of Imperial Rome 150 BC to 600 AD, by Phil Barker.

Other useful publications include:

- The Achaemenid Persian Army, by Duncan Head. Montvert Publications.
- Ancient Chinese Armies, by Chris Peers. Osprey Men-at-Arms Series. No 218.
- Imperial Chinese Armies, by Chris Peers. Osprey Men-at-Arms Series. No 284.

#### CONTACT ADDRESS

For details of other WRG wargames rules, army lists and reference books, send a stamped addressed envelope or International Reply Coupons to: WARGAMES RESEARCH GROUP, The Keep, Le Marchant Barracks, London Rd, Devizes, Wilts SN10 2ER. Tel: 01380 724558.

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