

## SECTION TWO – THE CLASSICAL PERIOD - 500BC TO 476AD

### II/ 1 REPUBLICAN INDIAN 500 BC-321 BC

*This list covers the oligarchic republican states of the Indus and Ganges basins (whose main source of income was hiring out mercenary troops) until their incorporation into the Mauryan empire. Republican armies substituted 4-horse 3-man chariots (provided by rich citizens) for elephants, the general being recognised by the parasol carried in his chariot. All citizens were nominally of warrior class and expected to fight. The republicans were detested by neighbouring kingdoms, which made alliances unlikely. Most Blades were armed with javelins, a heavy two-handed sword and a long, narrow, hide shield but a few substituted a massive club for the sword. Bows had the usual long Indian bow. Cavalry were armed with javelins and a small round shield.*

Reference: *Armies of the Macedonian and Punic Wars* Duncan Head

**II/1 Republican Indian Army: 1 x General (HCh), 1 x chariots (HCh) or cavalry (Cv) or archers (Bw), 2 x cavalry (Cv), 2 x swordsmen or clubmen (Bd), 6 x archers (Bw).**

Terrain Type: Tropical. Aggression: 0. Enemies: I/60a, I/60c, II/1, II/2, II/3a, II/15.

### II/2 MOUNTAIN INDIAN 500 BC-170 BC

*This list covers the north-western mountain border tribes of India, such as the Assakenoi and Parapamisidae, from their first appearance until their incorporation into Greek Bactria. Their best troops were their light horse, usually armed with javelins. Most close-combat infantry are classed as Auxilia because they used a long spear or javelins and a small shield against the Macedonians, but climbed hills when overmatched. Their archers were out-shot by the Macedonian bow, so the archers appear here as Psiloi. The Blades are Indian regular mercenaries described by Diodorus as fighting against Alexander and by Nearchos as armed with javelins, heavy swords and long narrow hide shields.*

Reference: *Armies of the Macedonian and Punic Wars* Duncan Head

**II/ 2 Mountain Indian Army: 1 x General (mounted (LH or El) or on foot (Ax)), 2 x light horse (LH), 1 x infantry (Bd or Ax), 4 x infantry (Ax), 4 x archers (Ps)**

Terrain Type: Hilly. Aggression: 1. Enemies: I/43a, I/43b, I/43c, I/60a, I/60c, II/1, II/2, II/3a, II/15, II/19a, II/19b, II/19c, II/36a, II/36b

### II/3 CLASSICAL INDIAN 500 BC-545 AD

*This list covers the Indus and Ganges basins and Deccan from the development of a more practical view of warfare than that depicted in the Vedas until the fall of the Guptas. Elephant escorts, although advocated in Indian literature, are not mentioned in Poros' army – if desired they can be represented by adding extra bow or blade figures to the elephant base, where they will add colour but have no effect on fighting ability. The large 4-horse 6-man chariots were mentioned only by Curtius as belonging to Poros' army – the crew consisted of 2 javelin-armed drivers, 2 archers and 2 shieldbearers. Other rulers used the 4-horse chariots with a crew of a driver & two archers. Indian chariots were used as a main combat arm against all types of enemy troops and were used separately from the rather ineffective javelin-armed cavalry, who were used on the flank, to pursue broken enemy or cover a retreat. A favoured deployment was to have the elephants in the centre, the chariots on their flanks and the cavalry on the wings. The Indian bow was a long bow shooting heavy arrows. Archers carried a heavy two-handed sword for the occasions when they could not avoid close combat.*

Reference: *Armies of the Macedonian and Punic Wars* Duncan Head

**II/ 3a Classical Indian Army 500 BC-178 AD: 1 x General (El), 2 x elephants (El), 2 x chariots (LCh or HCh), 2 x cavalry (Cv), 1 x swordsmen (Bd), 3 x archers (Bw), 1 x infantry (Hd)**

Terrain Type: Tropical. Aggression: 0. Enemies: I/43b, I/60a, I/60c, II/1, II/2, II/3a, II/15, II/19a, II/19b, II/19c, II/36a, II/36b, II/37, II/42a, II/42b, II/46b.

**II/3b Classical Indian Army 179 AD-545 AD: 1 x General (El), 2 x elephants (El), 1 x swordsmen (Bd), 2 x chariots (HCh) or cavalry (Cv), 2 x light horse (LH) or archers (Ps), 3 x archers (Bw), 1 x infantry (Hd)**

Terrain Type: Tropical. Aggression: 0. Enemies: II/3b, II/37, II/42a, II/42b, II/46b, II/80c, II/80d.

### II/ 4 WARRING STATES & CH'IN CHINESE 480 BC-202 BC

*This list covers all the armies of the Warring States period up to the victory of Ch'in over its rivals in 221 BC. It also includes the Ch'in empire from 220 BC until its collapse in 207 BC and the wars of succession until the establishment of the Han dynasty in 202 BC. Generals and nobility rode 4-horse heavy chariots. Massed conscript infantry were stiffened by armoured elite troops as shown in the Ch'in terracotta army. Early infantry are depicted carrying long pole-arms and having no shields while archers shoot from behind them, since the peasants were said to need little training as the actions to use the polearms were so similar to those of reaping and hoeing. These long weapons are classed as Sp. By the mid 4th century, the main infantry weapon was the cross-bow; and the spears and dagger-axes used by other infantry were often combined with shields and are classed as Bd.*

Reference: *Ancient Chinese Armies* Chris Peers

**II/4a Ch'in Chinese Army 355 BC-221 BC: 1x General (in chariot (HCh) or on horseback (Cv), 1 x chariots (HCh) or cavalry (Cv), 1 x cavalry (Cv) or archers (Cb), 4 x infantry (Wb), 3 x archers (Cb), 1 x archers (Cb) or light horse (LH), 1 x archers (Ps)**

Terrain Type: Arable. Aggression: 3. Enemies: I/14d, I/43a, I/49a, II/4b, II/4c, II/4d, II/4e, II/21a, II/29, II/38a.

**II/4b Yueh Chinese Army 480 BC-333 BC: 1 x General (HCh), 4 x halberdiers (Sp), 2 x archers (Cb), 2 x halberdiers (Sp) or tribesmen (Wb), 3 x skirmishers (Ps)**

Terrain Type: Arable. Aggression: 1. Enemies: I/49a, II/4a, II/4c, II/4d, II/4e.

**II/4c Chao Chinese Army 307 BC-202 BC: 1 x General (HCh), 1 x chariots (HCh), 2 x light horse (LH), 3 x peasants (Bd), 1 x conscripts (Bd or Ax) or archers (Cb), 3 x archers (Cb), 1 x archers (Ps)**

Terrain Type: Arable. Aggression: 1. Enemies: I/14e, I/43a, II/4a, II/4b, II/4c, II/38a

**II/4d Ch'u Chinese Army 480 BC-202 BC: 1 x General (HCh), 1 x chariot (HCh), 2 x archers (Cb), 1 x archers (Ps), 7 x infantry [4 x Sp + 2 x (Sp or Wb) + 1 x Ps] or**

**[ 1 x cavalry (Cv or LH) or archers (Cb) + 2 x infantry (Bd) + 2 x infantry (Bd or Wb) + 2 x archers (Cb)]**

Terrain Type: Arable. Aggression: 1. Enemies: I/49ab, II/4a, II/4b, II/4c, II/21a, II/29.

**II/4e Other Chinese Armies: 1 x General (HCh), 1 x chariot (HCh), 2 x archers (Cb), 1 x archers (Ps), [ 5 x infantry (Sp) + 1 x infantry (Sp or Ps) + 1 x archers (Ps)] or [1 x cavalry (Cv or LH) or archers (Cb) + 2 x peasants (Bd) + 2 x infantry (Ax or Bd) + 2 x archers (Cb)]**

Terrain Type: Arable. Aggression: 1. Enemies: I/14d, I/43a, I/49b, II/4a, II/4b, II/4c, II/4d, II/4e, II/21a, II/38a.

## **II/ 5 LATER HOPLITE GREEK 448 BC-225 BC**

*This list covers the city state armies of the Greek mainland until they started to replace hoplites by thureophoroi and/or pikemen (see list II/31) and the Italiot, Siciliot and Ionian states until they lost their independence. It can also be used to represent foreign expeditions such as those described by Xenophon. Each army is assumed to consist of inhabitants of the general's city state, but in fact they often combined troops from several city states in shifting alliances. For DBA, these troops are treated as a single army from a single city state. If allies are used in a big-battle DBA game, hoplites from one city state will not provide rear support to those of another state. The spearmen were hoplites (Ax) with large round shields, helmets and usually torso armour. The mercenary peltasts carried a small "pelta" or shield from which they took their name. The mounted troops (Cv and LH) carried shields and were armed with javelins, the cavalry wore armour and the light horse did not. The psiloi (Greek for "skirmishers") were mainly javelinmen, but sometimes included a few archers or slingers. Javelinmen were common in the mountain states of Aitolia, Phokia, Akarnania and Thrace.*

Reference: *Armies of the Macedonian and Punic Wars* Duncan Head.

**II/5a Spartan Hoplite Army 448-360BC: 1 x General (Sp), 6 x hoplites (Sp), 3 x peltasts (Sp or Ax), 1 x hoplites (Sp) or cavalry (Cv), 1 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 3. Enemies: I/54, II/5b, II/5c, II/5d, II/5i, II/6, II/7, II/12, II/16b, II/17a, II/17b, II/27b. Allies = 0-2 of any others except II/5a, II/5g or II/5h

**II/5b Athenian Hoplite Army 448-278BC: 1 x General (Sp), 1 x cavakry (Cv), 1 x cavalry (LH), 7 x hoplites (Sp), 1 x peltasts (Sp or Ax), 1 x psiloi (Ps)**

Terrain Type: Littoral. Aggression: 2. Enemies: I/48, I/54, I/60c, I/62, II/5a, II/5c, II/5d, II/5e, II/5f, II/5h, II/5i, II/7, II/9, II/12, II/15, II/16b, II/17a, II/17b, II/18a, II/18c, II/30a. Allies = 0-2 of any others except II/5a, II/5g or II/5h

**II/5c Theban Hoplite Army 448-278BC: 1 x General (Sp), 2 x cavalry (Cv), 6 x hoplites (Sp), 1 x peltasts (Sp or Ax), 2 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 1. Enemies: II/5a, II/5b, II/5d, II/5e, II/5f, II/5i, II/12, II/16b, II/30a. Allies = 0-2 of any others except II/5a, II/5g or II/5h

**II/5d Thessalian Hoplite Army 448-320BC: 1 x General (Cv), 3 x cavalry (all LH or all Cv), 6 x hoplites (Sp), 2 x peltasts (Ps or Ax)**

Terrain Type: Arable. Aggression: 1. Enemies: I/47, I/54, II/5a, II/5b, II/5c, II/5d, II/5e, II/5f, II/12, II/15, II/17a, II/17b, II/30a. Allies = 0-2 of any others except II/5a, II/5g or II/5h

**II/5e Aitolian (448-279BC) or Akarnanian (448-225BC) Hoplite Army: 1 x General (Sp), 3 x hoplites (Sp), 7 x psiloi (Ps), 1 x light horse (LH)**

Terrain Type: Hilly. Aggression: 1. Enemies: I/47, II/5b, II/5c, II/5d, II/5i, II/15, II/18a, II/18b, II/18c, II/30a, II/33. Allies = 0-2 of any others except II/5a, II/5g or II/5h

**II/5f Phokian Hoplite Army 357-347 BC: 1 x General (on foot (Ax or Sp) or on horseback (Cv), 5 x hoplites (Sp), 3 x peltasts (Ax or Ps), 1 x cavalry (Cv) or hoplites (Sp), 1 x stone-throwers (Art) or psiloi (Ps), 1x psiloi (Ps)**

## ARMY LISTS Section Two: The Classical Period

Terrain Type: Arable. Aggression: 1. Enemies: II/5b, II/5c, II/5d, II/12. Allies = 0-2 of any others except II/5a, II/5g or II/5h

**II/5g Italiot Hoplite Army 448-280BC: 1 x General (on foot (Sp) or on horseback (Cv), 1 x cavalry (Cv or LH), 2 x light horse (LH), 7 x hoplites (Sp), 1 x psiloi (Ps)**

Terrain Type: Littoral. Aggression: 1. Enemies: II/5g, II/5h, II/8a, II/8b, II/9, II/10, II/13, II/33. Allies = 0-2 of any others except II/5a, II/5g or II/5h

**II/5h Siciliot Hoplite Army 448-280BC: 1 x General (on foot (Sp) or on horseback (Cv), 1 x cavalry (Cv), 7 x hoplites (Sp), 3 x psiloi (Ps)**

Terrain Type: Littoral. Aggression: 1. Enemies: I/36c, I/61b, II/5b, II/5g, II/5h, II/9, II/33. Allies = 0-2 of any others except II/5a, II/5g or II/5h

**II/5i Other Hoplite Armies 448-225BC: 1 x General (Sp), 1 x cavalry (Cv) or hoplites (Sp), 7 x hoplites (Sp), 2 x hoplites (Sp) or peltasts (Ax or Ps), 1 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 1. Enemies: I/43a, I/47, I/48, I/54, II/5a, II/5b, II/5c, II/5e, II/5i, II/12, II/15, II/16b, II/18c, II/27a. Allies = 0-2 of any others except II/5a, II/5g or II/5h

### **II/6 BITHYNIAN 435 BC-74 BC**

*The Bithynians were a Thracian people occupying the NW corner of Asia Minor. This list runs from their independence from Persia until Nikomedes III's bequest of his kingdom to Rome. In 297BC a local dynast, Ziboetes, declared himself king and successive kings after him increasingly Hellenised the country. Early foot fought with javelins and there is no evidence for long spears or rhomphaia. Stelae of the 2nd century BC show thureophoroi and armoured cavalry and one mentions infantry operating with advanced cavalry. Persian cavalry were provided against the Ten Thousand and Galatians were invited into Asia by Nikomedes I for a Bithynian civil war.*

Reference: *Armies of the Macedonian and Punic Wars* Duncan Head

**II/6 Bithynian Army: 1 x General (Cv), 1 x light horse (LH), 7 x warriors (Ax), 1 x warriors (Wb or Ax), 2 x javelimen (Ps)**

Terrain Type: Arable. Aggression: 1. Enemies: I/60c, II/5a, II/6, II/7, II/12, II/14, II/15, II/16a, II/17a, II/17b, II/30a, II/34, II/48.

### **II/7 LATER ACHAEMENID PERSIAN 420 BC-329 BC**

*This list represents the armies of Achaemenid Persia from the abandonment of the sparabara as the main heavy infantry until the final defeats of Darius and Bessos by Alexander. The army of Darius may be seen in the Issos mosaic at Pompeii (or on the cover of DBMM) and this gives a good idea of the arms and equipment of this army. Cavalry and light horse were armed with javelins or longer spears and few extra heavy cavalry with part-armoured horses can be mixed in provide variety. Scythed chariots were a standard part of the army. Infantry ranged from the "Apple-bearers" (Sp)(Royal Guard with long spears and golden apples on the spear-butts as a counterweight) through the Kardakes armed with javelins, spears and wicker shields to the light-armed psiloi with bows or slings.*

References: *Armies of the Macedonian and Punic Wars* Duncan Head, *The Achaemenid Persian Army* Duncan Head

**II/7 Later Achaemenid Persian Army: 1 x General (in chariot (LCh) or on horseback (Cv), 2 x cavalry (Cv), 2 x light horse (LH), 1 x (scythed chariot (SCH) or psiloi (Ps)), 2 x psiloi (Ps), 4 x Guard & kardaces (Sp or Ax)**

Terrain Type: Arable. Aggression: 1. Enemies: I/6c, I/7c, I/35d, I/43a, I/43c, I/53, I/56a, II/5a, II/5b, II/6, II/7, II/12. Allies: I/43a or I/62.

### **I/8 CAMPANIAN, APULIAN, LUCANIAN & BRUTTIAN 420 BC-203 BC**

*This list covers the Campanian, Apulian, Lucanian and Bruttian armies from the Oscan conquest of Greek Italy until Hannibal's retreat at the end of the Second Punic War. Like the Samnites, the Campanians had a reputation for courage and ferocity in the 5th century BC, but according to Livy they lost much of their warlike ardour after a few centuries of soft living in Campania. In 340BC, they were subjected by Rome and thereafter adopted Roman equipment and tactics and their cavalry became an important part of the Roman army (see list II/10). The Apulians had even more cavalry than the Campanians some of them were allied against Rome, first with Pyrrhos and later with Hannibal. The Lucanians fought for Hannibal against Rome and capitulated in 206BC. The Bruttians were Hannibal's first and staunchest allies and in 215BC raised an army to attack coastal Greek cities while "Bruttian bandits" fought in the third line at Zama along with Hannibal's other veterans.*

Reference: *Armies of the Macedonian and Punic Wars* Duncan Head

**II/8a Bruttian or Lucanian Armies: 1 x General (Cv), 9 x infantry (Ax), 2 x psiloi (Ps)**

Terrain Type: Hilly Aggression: 1. Enemies: I/36a, I/36d, I/55d, I/57b, I/59, II/5g, II/8a, II/8b, II/8c, II/10, II/13, II/33. Allies: II/8a or II/10 or II/32

**II/8b Campanian Army 420BC-340BC: 1 x General (Cv), 1 x cavalry (Cv), 4 x infantry (Sp), 4 x warriors (Ax),**

**2 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 1. Enemies: I/36a, I/36d, I/55d, I/57b, I/59, II/5g, II/8a, II/8c, II/10, II/13, II/33. Allies: II/13.

**II/8c Apulian Army 420BC-206BC: 1 x General (Cv), 2 x cavalry (Cv), 7 x warriors (Ax), 2 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 1. Enemies: I/36a, I/36d, I/55d, I/57b, I/59, II/8a, II/8b, II/10, II/13, II/33.

**II/9 SYRACUSAN 410 BC-210 BC**

*This list covers Syracusan armies from the extension of the city's control over the whole of eastern Sicily until the capture of the city by the Romans. Artillery and large warships were invented at Syracuse by engineers employed by Dionysios the Great and used in his wars against Carthage. As Rome became more powerful, Syracuse had alliances with Carthage during both First & Second Punic Wars, but these alliances were brief and unsuccessful.*

Reference: *Armies of the Macedonian and Punic Wars* Duncan Head

**II/9 Syracusan Army: 1 x General (on horseback (Cv) or on foot (Sp)), 6 x infantry (Sp), 1 x infantry (Sp or Wb), 1 x infantry (Ax) or cavalry (Cv), 1 x artillery (Art) or infantry (Ax), 1 x light horse (LH), 1 x psiloi (Ps)**

Terrain Type: Littoral. Aggression: 4 if 310 BC-307 BC, otherwise Aggression: 2. Enemies: I/36c, I/57b, I/61b, II/5b, II/5g, II/5h, II/27b, II/32a, II/33. Allies: II/32 or 310-307 BC (I/7c and I/56b or II/40).

**II/10 CAMILLAN ROMAN 400 BC-275 BC**

*This list covers the Roman armies from the reforms of Camillus until the changes described by Polybios and probably made in response to the invasion of Pyrrhos of Epeiros. The cavalry were armed with spears and small round shields. The armies were organised in uniformly-armed units, were increasingly kept in the field for long periods and, from about 406BC, were paid while in service. Each legion usually deployed with levies skirmishing in front with javelins (classed as Psiloi), followed by hastati with pila, sword and scutum (classed as Blades), then by principes with long spear, sword & scutum (classed as Spears) and finally by a reserve of veteran triarii armed like the principes. It is difficult to represent this deployment in the standard 12-element DBA game, but it becomes relevant in the BBDBA or historical refights.*

Reference: *Armies of the Macedonian and Punic Wars* Duncan Head

**II/10 Camillan Roman Army: 1 x General (Cv), 1 x cavalry (Cv), 2 x hastati (Bd), 4 x principes & triarii (Sp), 2 x Latins (1xBd + 1 x Sp) or 2 x other Italians (Ax) or (1 x Accensi (Sp) + 1 x Rorarii (Ps)), 2 x levies (Ps)**

Terrain Type: Arable. Aggression: 3. Enemies: I/36a, I/36d, I/55d, I/55e, I/57b, II/5g, II/8a, II/8b, II/8c, II/11, II/13, II/27b, II/28b. Allies: II/13

**II/11 GALLIC 400 BC - 50 BC**

*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. The Gauls living in north Italy were feared by the Romans and inflicted a series of crushing defeats on them, possibly aided by the terrain. Although chariots had gradually been replaced by cavalry before Caesar's Wars, they were important earlier and at Telamon in 225BC both chariots and cavalry were used with the chariots fighting on the flanks of the infantry.*

References: *Armies of the Macedonian and Punic Wars* Duncan Head *Armies and Enemies of Imperial Rome* Phil Barker

**II/11 Gallic Army: 1 x General (on foot (Wb) or in chariot (LCh) or on horseback (Cv)), 8 x warriors (Wb), 2 x (chariots (LCh) or cavalry (Cv)), 1 x skirmishers (Ps)**

Terrain Type: Arable. Aggression: 3 until 225 BC, then Aggression: 0. Enemies: I/14c, I/47, I/48, I/55d, I/55e, I/57b, II/10, II/11, II/13, II/32a, II/32b, II/33, II/39a, II/39b, II/39c, II/47a, II/47b, II/47e, II/47f, II/47g, II/49, II/52. Allies: II/39a or II/47b.

**II/12 ALEXANDRIAN MACEDONIAN 359 BC - 319 BC**

*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 those of the regent Antipatros from 334 BC to 319 BC. It includes the battles of Chaironeia, Granikos, Issos and Gaugamela. Alexander's later armies appear in list II/15. Philip II adopted artillery after a defeat by Phokis in 353BC and Alexander used bolt-shooters in a few field battles against the Skythians. The Pk are Macedonian phalangites, the Kn are the Companions, LH are prodromoi, Thracians or Paionians armed with the lance, the hypaspists can be Pk or Ax, while other Ax and Sp are Greek allies while the Ps are Macedonian archers or slingers, Cretan archers, or Agrianian or Rhodian slingers.*

Reference: *Armies of the Macedonian and Punic Wars* Duncan Head

**II/12 Alexandrian Macedonian Army: 1 x General (Kn), 1 x cavalry (Cv), 1 x light horse (LH),**

**1 x hypaspists (Pk or Ax), 6 x phalangites (Pk), 1 x psiloi (Ps), 1 x Greek allies (Sp or Ax or Ps) or artillery (Art)**

Terrain Type: Arable. Aggression: 4. Enemies: I/6c, I/35d, I/43a, I/47, I/48, I/56a, I/62, I/63, II/5a, II/5b, II/5c, II/5d, II/5f, II/5i, II/6, II/7. Allies: II/5d

**II/13 SAMNITE 355 BC - 272 BC**

*This list covers the 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 until 272 BC and were the only Italian nation whose military qualities were feared by the Romans. Their main strength was in swift-moving javelin-armed infantry organised in cohorts and legions. Their preferred tactic was to surround an enemy and pelt him with javelins while avoiding close combat and they used the wooded hills of their home territory to great advantage.*

Reference: *Armies of the Macedonian and Punic Wars* Duncan Head

**II/13 Samnite Army: 1 x General (Cv), 10 x infantry (Ax), 1 x infantry (Ax or Ps)**

Terrain Type: Hilly. Aggression: 1. Enemies = I/36a, II/36d, I/55d, I/55e, I/57b, II/5g, II/8a, II/8b, II/8c, II/10, II/11. Allies: I/36a or I/36d or I/55e or I/57b or II/8b or II/8c or II/10 or II/11.

**II/14 ARIARATHID KAPPADOKIAN 330 BC-322 BC & 300 BC-17 AD**

*Kappadokia was in central eastern Asia Minor and was famous for its horses, its fruit orchards and its worship of 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. It also covers the armies from the revival under Ariarathes II until its incorporation as a Roman province under Tiberius.*

Reference: *Armies of the Macedonian and Punic Wars* Duncan Head.

**II/14 Ariarathid Kappadokian Army: 1 x General (Cv or Kn), 2 x cavalry (Cv or Kn), 2 x light horse (LH), 4 x infantry (Ax), 1 x infantry (Ax or Sp), 2 x skirmishers (Ps)**

Terrain Type: Hilly. Aggression: 0. Enemies: II/6, II/15, II/17a, II/17b, II/19a, II/19b, II/19c, II/19d, II/28a, II/28b, II/30a, II/30b, II/30c, II/33, II/34, II/44, II/48, II/49, II/56. Allies = II/28b.

**II/15 ALEXANDRIAN IMPERIAL 328 BC-321 BC**

*This list covers the army of Alexander the Great from his invasion of India until its dismemberment after the murder of the regent Perdikkas. The prodromoi had been drafted into the Companions and replaced by Asiatic light horse while the hypaspists were now pike-armed and had become the "Argyraspids" (silver shields) and supplemented by a Persian guard of "apple-bearer" spearmen in a uniform of flame, scarlet & royal blue. The elephants were supplied by Poros.*

Reference: *Armies of the Macedonian and Punic Wars* Duncan Head

**II/15. Alexandrian Imperial Army: 1 x General (Alexander) (Kn), 1 x companions (Kn), 1 x Asiatic light horse (LH), 6 x Argyr aspids (Pk), 1 x artillery (Art) or elephants (El), 1 x infantry (Ax or Ps), 1 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 4. Enemies: I/43a, I/47, I/48, II/1, II/2, II/3a, II/5b, II/5d, II/5e, II/5i, II/6, II/14. Allies: II/2 or II/3.

**II/16 ASIATIC EARLY SUCCESSOR 320 BC-285 BC**

*This list represents the armies of all the Asian-based successors to Alexander the Great after the murder of the regent Perdikkas in 321 BC except for Ptolomy (in Egypt) and Seleukos (in Persia). The most important of these were Antogonos (One-Eye), his son Demetrios (Poliorcetes, the Beseiger) and Eumenes (Antigonos' great enemy). The Xystophoroi (Kn) were lancers equivalent to Alexander's Companions and the heavy cavalry and light horse were of assorted asiatic types. Many of the phalangites (Pk) were Macedonian or had Macedonian officers, but were mostly new recruits and not Alexander's veterans.*

References: *Armies of the Macedonian and Punic Wars* Duncan Head *The Wars of Alexander's Successors* Bob Bennet & Michael Roberts

**II/16a Antigonos' Army: 320-301 BC: 1 x General (Pk), 1 x xystophoroi (Kn), 1 x cavalry (Cv), 1 x light horse (LH), 5 x phalagites (Pk), 1 x elephants (El), 2 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 3. Enemies: I/6c, I/62, II/6, II/16c, II/16d, II/17a, II/17b, II/18a, II/18c, II/19a, II/20a, II/22f

**II/16b Demetrios' Army: 315-285 BC: 1 x General (Kn), 1 x light horse (LH), 6 x phalangites (Pk), 1 x infantry (Ax), (2 x infantry (Sp) or (1 x cavalry (Cv) + 1 x elephants (El)), 1 x infantry (Sp) or towers (WWg) or artillery (Art)**

Terrain Type: Littoral. Aggression: 3. Enemies: I/62, II/5a, II/5b, II/5c, II/5i, II/17a, II/17b, II/18c, II/19a, II/20a, II/27a.

**II/16c Alketas' Army: 320 BC: 1 x General (Kn), 4 x phalangites (Pk), 1 x light horse (LH) or infantry (Ax), 2 x infantry (Ax), 4 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 3. Enemies: (c) II/16a.

**II/16d Eumenes' Army 320– 316 BC: 1 x General (Kn), 1 x cavalry (Cv), 6 x phalangites (Pk), 2 x elephants (El), 2 x psiloi (Ps)**

Terrain Type: Arable. Terrain Type: Arable. Aggression: 3. Enemies: (c) II/16a. Enemies: (d) II/16a, 18a.

**II/17 LYSIMACHID 320 BC-281 BC**

*Lysimachos became governor of Thrace when Alexander died and later took over Macedon and western Asia Minor. The Kn could be Macedonian or Thracian nobility and the light horse were Thracian. In addition to the Pk phalangites, he had Greek subject hoplites from the coastal cities (Sp) and Thracian peltasts (Ax) as well as archers or slingers (Ps).*

References: *Armies of the Macedonian and Punic Wars* Duncan Head *The Wars of Alexander's Successors* Bob Bennet & Michael Roberts

**II/17a Lysimachid Army 320BC-300BC: 1 x General (Kn), 1 x light horse (LH), 2 x phalangites (Pk), 6 x peltasts (Ax), 1 x hoplites (Sp), 1 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 2. Enemies = I/43a, I/47, I/48, I/63, II/5a, II/5b, II/5d, II/6, II/14, II/16a, II/16b, II/18c, II/19a, II/27a.

**II/17b Lysimachid Army 301BC-281BC: 1 x General (Kn), 1 x light horse (LH), 1 x elephants (El) or hoplites (Sp), 2 x phalangites (Pk), 2 x phalangites (Pk) or psiloi (Ps), 4 x peltasts (Ax), 1 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 2. Enemies = I/43b, I/47, I/48, I/63, II/5a, II/5b, II/5d, II/6, II/14, II/16a, II/16b, II/18c, II/19a, II/27a. Allies: (301BC only) II/18c and II/19a.

**II/18 MACEDONIAN EARLY SUCCESSOR 320 BC-260 BC**

*This list represents those early successors of Alexander the Great whose main power base was in Macedonia even if they did not manage to retain it continuously. Polyperchon was nominated by Antipatros to succeed him as regent in Macedonia, but was never generally accepted. He was briefly allied with Queen Olympias, later with the Aitolian league and ended up as a subordinate of Kassandros. Kassandros was a son of Antipatros who seized control of Athens and was later accepted as King of Macedon. He killed most of Alexander's surviving relatives. He died in 298 BC and his sons could not hold the kingdom. Ptolemy Keraunos (the thunderbolt) was a son of Ptolemy I but not his heir – he seized Macedon in 280 but was killed the next year when he fell off his elephant while fighting the Galatians. Antigonos Gonatas (knock-knees) became king of Macedon after defeating the Galatians in 277BC and reigned until 239BC. The latter part of his reign (after the last of his elephants died of old age) is covered in list II/35. Note: BBDBA games must represent an alliance between three of these successors.*

References: *Armies of the Macedonian and Punic Wars* Duncan Head *The Wars of Alexander's Successors* Bob Bennet & Michael Roberts

**II/18a Antipatros' Army 320-319 BC: 1 x General (Kn), 1 x cavalry (Cv), 6 x phalangites (Pk), 1 x peltasts (Ax), 1 x elephants (El), 2 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 1. Enemies: I/47, I/48, I/63, II/5b, II/5e, II/16a, II/16d, II/18f, II/19a, II/20a

**II/18b Polyperchon's Army 319-310 BC: 1 x General (Kn), 1 x cavalry (Cv), 1 x cavalry (Cv) or psiloi (Ps), 6 x phalangites (Pk), 1 x elephants (El), 2 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 1. Enemies: I/63, II/5e, 18c. Allies: II/5e, II/18f

**II/18c Kassandros' Army 318-298 BC: 1 x General (Kn), 1 x cavalry (Cv), 4 x phalangites (Pk), 4 x peltasts (Ax), 1 x elephants (El) or hoplites (Sp), 1 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 1. Enemies: II/5b, II/5e, II/5i, II/16a, II/16b, II/17a, II/17b, II/18b, II/27a

**II/18d Ptolemy Keraunos' Army 280-279 BC: 1 x General (El), 1 x cavalry (Kn), 1 x cavalry (Cv), 6 x phalangites (Pk), 2 x peltasts (Ax), 1 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 1. Enemies: II/20a, II/30a

**II/18e Antigonos Gonatas' Army 277-260 BC: 1 x General (Kn or Cv), 1 x cavalry (Cv), 4 x phalangites (Pk), 2 x peltasts (Ax), 2 x infantry (Wb or Ax), 1 x elephants (El), 1 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 1. Enemies: II/27b, II/30a, II/31a. Allies: II/31c and II/31i.

**II/18f Olympias' Army 317BC-316BC: 1 x General (Olympias & bodyguard)(Litter), 1 x cavalry (Kn), 6 x phalangites (Pk), 2 x peltasts (Ax), 1 x elephants (El), 1 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 1. Enemy: II/18a. Ally: II/18b

## **II/19 SELEUCID 320 BC-64 BC**

*This list covers the kingdom from its foundation by Alexander the Great's general Seleukos until its abolition by Pompey. The Xystophoroi were mostly converted into cataphracts after the war with the Parthians and half the elite Argyraspid pikemen into imitation legionaries after a defeat by the Romans. The Asiatic elephant herd was slaughtered by the Romans in 162BC but later on they used the smaller African elephants. Expendable scythed chariots were sometimes used in the early period.*

References: *Armies of the Macedonian and Punic Wars* Duncan Head, *The Seleucid Army: Organisation & Tactics in the Great Campaigns* Bezalel Bar-Kockva, *The Seleucid Army* Nick Sekunda

**II/19a Seleucid Army 320-280 BC: 1 x General (Kn), 1 x xystophoroi (Cv), 1 x light horse (LH), 4 x phalangites (Pk), 1 x scythed chariot (SCh) or infantry (Ax), 2 x elephants (El), 2 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 2. Enemies: I/6c, I/43a, I/43b, I/48, I/62, II/2, II/3a, II/14, II/16a, II/16b, II/17a, II/17b, II/18a, II/20a, II/22f, II/23a, II/28b.

**II/19b Seleucid Army 279-205 BC: 1 x General (Kn), 1 x cataphracts (Kn), 4 x phalangites (Pk), 1 x infantry (Ax), 1 x scythed chariot (SCh) or infantry (Ax), 1 x elephants (El), 1 x infantry (Ps or Wb), 2 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 2. Enemies: I/43b, I/48, II/2, II/3a, II/14, II/19b, II/20a, II/20b, II/22a, II/22f, II/23a, II/28b, II/30a, II/30b, II/34, II/35, II/36a.

**II/19c Seleucid Army 204-167 BC: 1 x General (Kn), 1 x cataphracts (Kn), 4 x phalangites (Pk), 1 x elephants (El), 1 x scythed chariot (SCh), 1 x cavalry (LCm or Cv) or infantry (Ax), 1 x infantry (Ps or Wb), 2 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 2. Enemies: I/48, II/14, II/20b, II/22a, II/22f, II/23a, II/28b, II/30b, II/33, II/34, II/35, II/37, II/43. Allies: II/31j.

**II/19d Seleucid Army 166-64 BC: 1 x General (Kn), 1 x cataphracts (Kn), 1 x cavalry (LH or Cv), 2 x psiloi (Ps) 4 x phalangites (Pk), 1 x imitation legionaries (Bd), 1 x infantry (Ax) or elephants (El), 1 x infantry (Ps or Ax)**

Terrain Type: Arable. Aggression: 2. Enemies: II/2, II/3a, II/14, II/19d, II/20c, II/22a, II/22d, II/22e, II/22f, II/23a, II/28a, II/28b, II/34, II/35, II/37, II/43, II/44, II/50. Allies: II/37 or II/43 or II/50.

## **II/20 PTOLEMAIC 320 BC-30 BC**

*This list covers the armies of Macedonian Egypt from the death of Alexander the Great until the deaths of Cleopatra and Mark Anthony. African elephants of the small forest species were tamed when the supply of Indian elephants was blocked by the Seleucids. The army was mostly composed of military settlers and mercenaries. The Cretan and Pisidian peltasts were javelin skirmishers with small round shields. Some time after Pydna in 168BC, some troops may have been equipped as "imitation legionaries" but few of the depictions show armour and none show pila or gladius. The Gabinian legionaries left behind by a previous Roman expedition had once been good troops but Caesar reported that in his day the army largely comprised brigands and ex-pirates from Kilikia and Syria, exiles and runaway slaves.*

References: *Armies of the Macedonian and Punic Wars* Duncan Head *The Ptolemaic Army* Nick Sekunda

**II/20a Ptolemaic Army 320-275 BC: 1 x General (Kn), 1 x cavalry (Kn), 1 x light horse (LH), 4 x phalangites (Pk), 3 x settlers & mercenaries (Ax), 1 x elephants (El) or psiloi (Ps), 1 x psiloi (Ps)**

Terrain Type: Littoral. Aggression: 1. Enemies: I/7c, I/56a, I/58, II/16a, II/16b, II/18a, II/18d, II/19a, II/19b.

**II/20b Ptolemaic Army 274-167 BC: 1 x General (Kn), 1 x cavalry (Kn), 1 x light horse (LH), 6 x phalangites (Pk), 1 x settlers (Ax), 1 x elephants (El), 1 x psiloi (Ps)**

Terrain Type: Littoral. Aggression: 1. Enemies: I/7c, I/56b, I/58, II/19b, II/19c.

**II/20c Ptolemaic Army 166-54 BC: 1 x General (Kn), 1 x mercenary cavalry (Kn), 1 x light horse (LH), 5 x phalangites (Pk), 1 x Nubian axemen (Bd) or phalangites (Pk), 1 x elephants (El), 1 x mercenaries (Ax), 1 x psiloi (Ps)**

Terrain Type: Littoral. Aggression: 1. Enemies: I/7d, I/56b, I/58, II/19d, II/49.

**II/20d Ptolemaic Army 53-30 BC: 1 x General (Kn), 1 x light horse (LH), 2 x phalangites (Pk), 2 x mercenaries (Ax), 2 x imitation legionaries (Bd), 1 x Celts (Cv or Wb), 2 x settlers (Bd or Ax or Hd), 1 x psiloi (Ps)**

Terrain Type: Littoral. Aggression: 1. Enemies: I/7d, I/56b, I/58, II/20d, II/49, II/51

## **II/21 CH'IANG & TI CHINESE 315 BC - 550 AD**

*The Ch'iang were a group of tribes on the hilly western borders of China, stretching from Szechwan and Kansu into Tibet, who were never united and fought both for and against the Han Chinese. The Ti of northern 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 those of list I/14). Ch'iang and Ti fought mostly as infantry and their weaponry was describes as "bows, spears, swords, short-knives and armour" but one large army was about 1/5 horsemen. The Han recruited Ch'iang cavalry and some Ti cavalry were attested under former Ch'in, but it is not clear whether they fought as nomad horse archers or in Chinese style. As some Ch'iang invaded Han territory in 111AD, local Chinese and the Hsiung-nu joined the revolt, and*

## ARMY LISTS Section Two: The Classical Period

agin in 184-214 AD. One Ti group formed the kingdom of Cheng-Han in Szechwan (302-347AD). Another Ti clan set up the former Ch'in dynasty (351-394AD) which briefly ruled northern China. Other Ti and Ch'iang states were Later Ch'in (384-417 AD) and Later Liang (385-403AD). The Ch'in army (The Ch'in of this list are **not** the same as that in II/4) in II/21c included Chinese conscripts, some of whom could be armed with crossbows.

References: *Soldiers of the Dragon*, Chris Peers, *Ancient Chinese Armies* Chris Peers, *Imperial Chinese Armies I* Chris Peers

**II/21a Ch'iang and Ti Chinese Army 315 BC-302 AD: 1 x General (on horseback (Cv or LH) or on foot (Ax)), 1 x cavalry (LH or Cv), 7 x tribal infantry (Ax), 3 x archers (Bw)**

Terrain Type: Hilly. Aggression: 3. Enemies: I/43a, I/43b, II/4a, II/4d, II/4e, II/21a, II/29, II/38a, II/41a, II/41b, II/61a, II/63. Allies: II/38a

**II/21b Ch'iang and Ti Chinese Army 301-417 AD: 1 x General (Kn), 1 x light horse (LH), 7 x tribal infantry (Ax), 3 x archers (Bw)**

Terrain Type: Hilly. Aggression: 3. Enemies: II/21b, II/38b, II/61a, II/61b, II/61c, II/63, II/79a, II/79b.

**II/21c Former Ch'in Chinese Army 351-394 AD: 1 x General (Kn), 1 x Chinese cavalry (Kn), 1 x light horse (LH), 2 x Chinese halberdiers (Bd), 2 x Chinese archers (Cb), 3 x Chinese spearmen (Ax), 1 x archers (Bw or Ps), 1 x archers (Ps)**

Terrain Type: Hilly. Aggression: 3. Enemies: II/38b, II/38c, II/61a, II/61b, II/61c, II/79a, II/79b. Allies: II/38b and/or II/61c.

## **II/22 ARABO-ARAMEAN 312 BC - 240 AD**

*This covers most of the Aramaic-speaking Arab-ruled city states of Syria and Mesopotamia which were influenced by their Parthian and Hellenistic neighbours. It includes the Nabatean kingdom (312BC – 106 AD) which defeated Antigonids, Maccabees and Seleucids and fought fiercely against Herod the Great. The kingdom was centred on the city of Petra, renowned for its wealth derived from trade in myrrh, frankincense and bitumen. The majority of Nabatean troops were archers and it seems likely that some of their cavalry were also bow-armed. Several inscriptions refer to "cavalry companions" suggesting Hellenistic style xystophoroi rather than Parthian style cataphracts. Camels were little used, except for baggage. Other kingdoms included the Arabayan kingdom of Hatra (150BC-240AD), Edessa (150BC-197AD), Singara (147BC-198AD), Characene/Mesene (127BC-222AD), Adiabene (126BC-115AD) and Emesa (126BC-72A). Palmyra (260AD-273AD) is covered in list II/74. Hatra was defended by an exceptionally powerful force of artillery and the cataphract camels used by the Parthians in 217AD were probably Hatrene.*

Reference: *Armies of the Macedonian and Punic Wars* Duncan Head

**II/22a Army of Nabataea 250 BC-106 AD: 1 x General (Kn or Cv), 1 x horse archers (LH), 1 x swordsmen (Bd), 2 x javelinmen (Ax or Ps), 2 x archers (Bw), 5 x archers (Bw or Ps)**

Terrain Type: Hilly. Aggression: 0. Enemies: II/19b, II/19c, II/19d, II/122b, II/23a, II/37, II/43, II/50, II/51, II/56, II/59.

**II/22b Army of Emesa 51 BC-72 AD: 1 x General (Kn), 2 x horse archers (LH), 1 x guard infantry (Ax), 2 x javelinmen (Ax or Ps), 6 x archers (Bw)**

Terrain Type: Dry. Aggression: 0. Enemies: II/22a, II/22e, II/23a, II/37, II/43, II/51, II/56, II/59.

**II/22c Army of Hatra 126 BC-240 AD: 1 x General (Kn), 1 x horse archers (LH), 1 x swordsmen (Bd), 2 x javelinmen (Ax or Ps) or horse archers (LH), 6 x archers (Bw), 1 x cataphract camels (Cm) or archers (Bw)**

Terrain Type: Dry. Aggression: 0. Enemies: II/23a, II/37, II/64b, II/69a. Allies: II/37.

**II/22d Army of Characene 126BC-222AD: 1 x General (Kn), 1 x horse archers (LH), 1 x swordsmen (Bd), 2 x javelinmen (Ax or Ps), 6 x archers (Bw), 1 x caravan guards (Cm)**

Terrain Type: Dry. Aggression: 0. Enemies: II/19d, II/23a, II/37, II/64b. Allies: II/23a and/or II/37

**II/22e Armies of Edessa, Singara or Adiabene from 126 BC 1 x General (Kn), 2 x horse archers (LH), 1 x swordsmen (Bd), 2 x javelinmen (Ax or Ps), 6 x archers (Bw)**

Terrain Type: Dry. Aggression: 0. Enemies: II/19d, II/22b, II/23a, II/44, II/56, II/69a. Allies: II/37.

**II/22f Any Arabo-Aramean Army before 126 BC: 1 x General (Cv), 2 x horse archers (LH), 1 x swordsmen (Bd), 2 x javelinmen (Ax or Ps), 6 x archers (Bw or Ps)**

Terrain Type: Dry. Aggression: 0. Enemies: II/16a, II/19a, II/19b, II/19c, II/19d, II/23a, II/37.

## **II/23 LATER PRE-ISLAMIC ARAB 312 BC - 633 AD**

*This list covers all the minor independent Arab peoples between the widespread introduction of the horse and the conversion of most Arabians to Islam. It includes the wealthy centres such as Yathrib (later Medina), Mecca and the cities of Oman, the agricultural kingdoms of the Yemen and the desert nomads (including major dynasties such as Kinda, Lakhmids and Ghassanids) - the Roman collective name for all these peoples was "Saraceni" (people of the tents - although this etymology is disputed). Nomad horsemen are assumed to be unarmoured and to skirmish with light lances for*



## ARMY LISTS Section Two: The Classical Period

*loot and honour. Foot warriors fought as individuals but keeping in line. Those from Yemen favoured javelins but others (as shown in rock art throughout Arabia) emphasized the sword, sometimes with bow or spear.*

References: *Armies of the Macedonian and Punic Wars* Duncan Head, *Armies and Enemies of Imperial Rome* Phil Barker

**II/23a Nomad Arab Army: 1 x General (LH), 1 x light horse (LH), 1 x light camels (LCm), 4 x camels (Cm) or swordsmen (Bd), 3 x swordsmen (Bd), 1 x archers (Bw or Ps), 1 x slingers (Ps)**

Terrain Type: Dry. Aggression: 3. Enemies: II/19a, II/19b, II/19c, II/19d, II/22a, II/22b, II/22c, II/22d, II/22e, II/22f, II/23a, II/23b, II/23c, II/37, II/49, II/56, II/62a, II/62b II/69a, II/69b, II/69c, II/74a, II/74b, III/4a, III/4b, III/17A, II/17B, III/25a. Allies: II/69a or II/69b or II/69c or III/17a, II/17b

**II/23b City Arab Army: 1 x General (Cv), 1 x light horse (LH), 1 x light camels (LCm), 6 x swordsmen (Bd), 2 x archers (Bw), 1 x archers (Bw or Ps)**

Terrain Type: Dry. Aggression: 0. Enemies: II/23a, II/23b, III/25a Allies: II/23a.

**II/23c Yemeni Army: 1 x General (Cv), 1 x light horse (LH), 1 x light camels (LCm) or slingers (Ps), 1 x nomad warriors (Bd or Ax), 7 x nomad warriors (Ax), 1 x archers (Bw or Ps)**

Terrain Type: Dry. Aggression: 0. Enemies: II/23a, II/56, II/62a, II/69a, II/69b, II/69, III/25a Allies: II/69a or II/69b or II/69c

### **II/24 EARLY RHOXOLANI SARMATIAN 310 BC-100 AD**

*The Sarmatians were a race of nomadic horsemen from north of the Caspian Sea who moved west, replacing the Skythians. They are chiefly known for the inaccurate depictions on Trajan's Column showing both riders and horses covered all over with close-fitting lizard mail. In fact their mail of horn scales was the more usual type of cataphract armour. They were armed with bow and spear, in this early period only a light spear but eventually they converted to the kontos.*

References: *Armies of the Macedonian and Punic Wars* Duncan Head *Armies and Enemies of Imperial Rome* Phil Barker

**II/24. Early Rhoiolani Sarmatian Army: 1 x General (Kn), 7 x cavalry (Cv), 3 x cataphracts (Kn) or cavalry (Cv) or archers (Ps or Bw), 1 x light horse (LH) or cavalry (Cv)**

Terrain Type: Steppe. Aggression: 3. Enemies = I/43a, I/43b, I/43c, I/48, II/25, 26, 37, 48, 56. Allies = I/43a or I/43b

### **II/25 BOSPORAN 310 BC-107 BC & 10 BC - 375 AD**

*This list covers the Bosporan kingdom of the Crimea from the civil war of 310 BC until its fall to the Huns, excluding a period of Mithridatic rule after which it joined the Roman sphere. It consisted of a Hellenized Skythian aristocracy ruling Greek colonies.*

References: *Armies of the Macedonian and Punic Wars* Duncan Head, *Armies and Enemies of Imperial Rome* Phil Barker

**II/25 Bosporan Army: 1 x General (Kn), 1 x noble lancers (Kn), 3 x horse archers (LH), 3 x citizen militia (Ax), 1 x psiloi (Ps), 1 x psiloi (Ps) or bolt-shooters (Art), 2 x archers (Ps or Bw)**

Terrain Type: Arable. Aggression: 0. Enemies: I/43a, I/43b, II/24, II/25, II/26, II/48, II/56, II/58, II/67b. Allies: I/43a or II/26 or II/58.

### **II/26 SIRACAE, IAZYGES & LATER RHOXOLANI SARMATIAN 310 BC-375 AD.**

*This list covers the Siracae Sarmatians and the Iazyges Sarmatians from their first contact with the classical world and the Rhoiolani Sarmatians from their change to similar equipment around 100 AD. Tacitus wrote the the Iazyges sole effective strength was in their cavalry. Although carrying a bow, Sarmatian cavalry depended on their formidable charge with the heavy lance (Kontos or "barge-pole") and were considered useless when dismounted.*

References: *Armies of the Macedonian and Punic Wars* Duncan Head, *Armies and Enemies of Imperial Rome* Phil Barker

**II/26. Siracae, Iazyges or Later Rhoiolani Sarmatian Army: 1 x General (Kn), 8 x cataphracts (Kn), 1 x light horse (LH) or cataphracts (Kn), 2 x skirmishers (Ps) or cataphracts (Kn) or levies (Hd)**

Terrain Type: Steppe. Aggression: 3. Enemies: I/43a, I/43b, I/43c, II/24, II/25, II/26, II/37, II/47g, II/48, II/52, II/56, II/58, II/64a, II/65b, II/67b, II/70b, II/78b. Allies: II/58 or II/67b or II/70b or II/72a.

### **II/27 PYRRHIC 300 BC-272 BC**

*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 reorganised the Epeirot infantry into Macedonian-style phalangites and was probably responsible for the spread of shields among the Hellenistic cavalry – he had become familiar with the use of shields by his Tarentine allies. This was not compatible with the long xyston formerly used by this cavalry, which required the use of both hands. However Plutarch described him as personally still using the xyston in his later battles.*

Reference: *Armies of the Macedonian and Punic Wars* Duncan Head

**II/27a Pyrrhic Army 300-281BC: 1 x General (Kn), 1 x cavalry (Cv), 6 x phalangites (Pk), 4 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 4. Enemies: I/47, II/5i, II/16b, II/17a, II/17b, II/18c

**II/27b Pyrrhic Army 280-272BC: 1 x General (Kn or Cv), 1 x cavalry (Cv or LH), 1 x light horse (LH), 1 x elephants (El), 4 x phalangites (Pk), 2 x Epeiroi infantry (all Sp or all Pk), 1 x Oscan foot (Ax), 1 x psiloi (Ps)**  
 Terrain Type: Arable. Aggression: 4. Enemies: I/61b, II/5a, II/9, II/10, II/18e, II/31c

## **II/28 EARLY ARMENIAN & GORDYENE 300 BC - 627 AD**

*This list covers Armenia from its foundation as an independent kingdom until Heraklios established Byzantine control in 627 AD. It also covers Gordyene from after they came under Parthian influence around 147 BC until their 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, until their partition between Rome and Sassanid Persia in 386AD. The Hiberians were the extrovert inhabitants of present-day Georgia whose infantry were especially prized by Armenian kings. The Caucasian Albanians were neighbours of the Hiberians and were described as cataphracts and psiloi armed with javelins and bows but no mention of lances. Their shield was the thureos and their helmets, like those of the Hiberians, were covered in beast-skins. Later the Armenian cataphracts seem to have been replaced by lancers on unarmoured horses.*

Reference: *Armies and Enemies of Imperial Rome* Phil Barker

**II/28a Tigranes' Army 83 - 69 BC: 1 x General (Kn), 1 x cataphracts (Kn), 2 x horse archers (LH), 1 x imitation legionaries (Bd), 2 x phalangites (Pk), 3 x javelinmen (Ax), 2 x archers (Ps or Bw)**  
 Terrain Type: Hilly. Aggression: 3. Enemies: II/14, II/19d, II/28d, II/37, II/44, II/49. Allies: II/28d and/or II/37

**II/28b Other Armenian Army 300 BC - 244 AD: 1 x General (Kn), 1 x cataphracts (Kn), 4 x horse archers (LH), 4 x javelinmen (Ax), 2 x archers (Ps or Bw)**  
 Terrain Type: Hilly. Aggression: 1. Enemies: I/43b, II/10, II/14, II/19a, II/19b, II/19c, II/19d, II/28b, II/28d, II/37, II/44, II/49, II/56, II/58, II/64b, II/69a. Allies: II/37 and/or II/58.

**II/28c Armenian Army 245 – 627AD: 1 x General (Kn), 1 x cataphracts (Kn), 4 x horse archers (LH), 4 x javelinmen (Ax), 2 x archers (Ps or Bw)**  
 Terrain Type: Hilly. Aggression: 1. Enemies: II/28c, II/58, II/64b, II/69a, II.69b, II/69c, II/78b, II/80b, II/80d. Allies: II/80d

**II/28d Gordyene Army 147 BC - 225 AD: 1 x General (Kn), 1 x cataphracts (Kn), 4 x horse archers (LH), 4 x javelinmen (Ax), 1 x archers (Ps or Bw), 1 x bolt shooters (Art) or skirmishers (Ps)**  
 Terrain Type: Hilly. Aggression: 1. Enemies: II/28a, II/28b, II/37, II/69a, II.69b, II/69c,

## **II/29 TIEN & K'UN-MING CHINESE 295 BC - 45 AD**

*Tien is the area around a highland lake in the remote south-west of China. Around 295 BC it became an independent kingdom, but in 109 BC it became a client kingdom of the Han empire and was incorporated as a province in 45 AD. K'un-Ming is a plain bordered by mountains to the north with a mild climate and renowned for horse and cattle rearing and cereal growing - its people were the Tien's less civilised neighbours and distinguished by their long pig-tails. The main sources of information are the rich weapon finds in graves and the dioramas used to decorate the lids of bronze vessels. They show axemen with a variety of disk, crescent and dagger axe, some wearing cumbersome armour. Pikemen are depicted with long weapons thrusting two-handed, some with shields. Some cavalry are armoured with sword and spear while others are unarmoured. The bowmen use crossbows.*

References: *Soldiers of the Dragon, Imperial Chinese Armies I* Chris Peers

**II/29 Tien and K'un-ming Chinese Army: 1 x General (Cv), 1 x axemen (Bd) or light horse (LH) or tribal foot ( Wb), 2 x axemen (Bd), 6 x pikemen (Pk), 1 x axemen (Bd) or archers (Bw), 1 x skirmishers (Ps)**  
 Terrain Type: Tropical. Aggression: 0. Enemies: I/49a, I/49b, II/4a, II/4d, II/21a, II/29, II/41a, II/41b.

## **II/30 GALATIAN 280 BC - 25 BC**

*This list covers the less agrarian branch of the Celts who went east through the Danubian plains and invaded Greece, causing many upsets before they settled down in central Asia Minor. Pausanias, Justin & Diodorus quote large numbers of both foot and cavalrymen and a relatively small number of light Celtic chariots were still used initially. The Galatians beat several armies based on pike phalanxes but proved unable to cope with javelin-armed skirmishers in difficult terrain. Galatian fanaticism waned after the initial wave of conquest was brought to a halt by Pergamon in 241-228 BC. Thessalian and Aenianian nobles and followers joined the invasion of Greece in 279BC and Pisidian allied contingents often assisted them in Asia Minor. The tetrach Diotarus was made king of Galatia by Pompey's settlement of the east and sent troops to aid Roman armies in 50-51 BC and again in 47BC. In 25BC, Galatia became a Roman province. Scythed chariots were recorded as being used in 273BC.*

References: *Armies of the Macedonian and Punic Wars* Duncan Head *Armies and Enemies of Imperial Rome* Phil Barker

**II/30a Galatian Army 280-273 BC: 1 x General (in chariot (LCh) or on foot (Wb) or on horseback (Cv)), 1 x charioteers (LCh) or cavalry (Cv), 1 x cavalry (Cv), 8 x warband (Wb), 1 x charioteers (SCh or LCh) or cavalry (Cv) or skirmishers (Ps)**

Terrain Type: Arable. Aggression: 4. Enemies: I/48, I/63, II/5b, II/5c, II/5d, II/5e, II/6, II/14, II/18d, II/18e, II/19b.

**II/30b Galatian Army 272-48 BC: 1 x General ( in chariot (LCh) or on foot (Wb) or on horseback (Cv)), 2 x cavalry (Cv), 8 x warband (Wb), 1 x skirmishers (Ps)**

Terrain Type: Arable. Aggression: 4 before 189 BC, afterwards Aggression: 1. Enemies: II/14, II/19b, II/19c, II/33, II/34, II/48, II/49

**II/30c Galatian Army 47-25 BC: 1 x General (Cv), 2 x cavalry (Cv), 2 x imitation legionaries (Bd), 6 x imitation legionaries (Bd) or warband (Wb), 1 x skirmisher (Ps)**

Terrain Type: Arable. Aggression: 1. Enemies: II/14, II/49

## **II/31 HELLENISTIC GREEK 278 BC - 146 BC**

*This list covers the period during which the mainland Greek states progressively abandoned the traditional hoplite, first for the thureophoroi using the Celtic long "thureos" shield and then for pike phalanxes. It ends when Greece became a Roman province. It covers the Aetolian League, Boiotia from 278 BC, the Achaian League from 251 BC, Sparta from 225 BC until 195 BC, and Elis and a number of minor states on the mainland or in western Asia Minor. Machanidas had artillery at Mantinea in 207BC*

Reference: *Armies of the Macedonian and Punic Wars* Duncan Head

**II/31a Hellenistic Boiotian Army 275-246BC: 1 x General (Cv), 1 x light horse (LH), 8 x thureophoroi (Ax), 2 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 0. Enemies: I/47, II/18e, II/31c, II/31f, II/31h, II/31i, II/31j.

**II/31b Hellenistic Boiotian Army 245-146BC: 1 x General (Cv), 1 x light horse (LH), 6 x phalangites (Pk), 2x thureophoroi (Ax), 2 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 0. Enemies: I/47, II/31c, II/31d, II/31e, II/31f, II/31g, II/31h, II/31i, II/31j.

**II/31c Hellenistic Spartan Army 275-225BC: 1 x General (Sp), 5 x perioikoi (Sp), 2 x perioikoi (Sp or Ax), 1 x cavalry (Cv), 1 x light horse (LH), 2 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 0. Enemies: I/47, II/27b, II/31a, II/31b, II/31f, II/31h, II/31i, II/31j.

**II/31d Hellenistic Spartan Army 224-223BC: 1 x General (Pk), 1 x phalangites (Pk), 4 x perioikoi (Sp), 1 x cavalry (Cv), 1 x light horse (LH), 2 x thureophoroi (Ax), 2 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 0. Enemies: II/31b, II/31f, II/31h, II/31i, II/31j.

**II/31e Hellenistic Spartan Army 222-195BC: 1 x General (Pk), 5 x phalangites (Pk), 1 x cavalry (Cv), 1 x light horse (LH), 2 x thureophoroi (Ax), 1 x psiloi (Ps), 1 x psiloi (Ps) or bolt-shooters (Art)**

Terrain Type: Arable. Aggression: 0. Enemies: I/47, II/31b, II/31f, II/31g, II/31h, II/31i, II/31j, II/35.

**II/31f Hellenistic Achaian Army 275-208BC: 1 x General (Cv), 1 x light horse (LH), 8 x thureophoroi (Ax), 2 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 0. Enemies: I/47, II/31a, II/31b, II/31c, II/31d, II/31e, II/31h, II/31i, II/31j.

**II/31g Hellenistic Achaian Army 207-146BC: 1 x General (Kn), 1 x light horse (LH), 6 x phalangites (Pk), 2 x thureophoroi (Ax), 2 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 0. Enemies: I/47, II/31b, II/31e, II/31h, II/31i, II/31j, II/33

**II/31h Hellenistic Athenian Army 275-146BC: 1 x General (Kn), 1 x light horse (LH), 4 x hoplites (Sp), 4 x thureophoroi (Ax), 2 x psiloi (Ps)**

Terrain Type: Littoral. Aggression: 0. Enemies: I/47, II/31a, II/31b, II/31c, II/31d, II/31e, II/31f, II/31g, II/31i, II/31j.

**II/31i Hellenistic Eleian Army 275-146BC: 1 x General (Cv), 1 x light horse (LH), 4 x hoplites (Sp), 2 x thureophoroi (Ax), 4 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 0. Enemies: I/47, II/31a, II/31b, II/31c, II/31d, II/31e, II/31f, II/31g, II/31h, II/31j, II/33. Allies: II/33.

**II/31j Hellenistic Aitolian Army 275-146BC: 1xLH (Gen), 1 x light horse (LH), 6 x psiloi (Ps), 4 x (thureophoroi (Ax) or psiloi (Ps)**

Terrain Type: Hilly. Aggression: 0. Enemies: I/47, II/31a, II/31b, II/31c, II/31d, II/31e, II/31f, II/31g, II/31h, II/31i, II/33, II/35.

## **II/32 LATER CARTHAGINIAN 275 BC - 146 BC**

*This list covers the Carthaginian armies from just after the war against Pyrrhos of Epeiros until the destruction of Carthage by the Romans. It is uncertain whether Libyans and veterans should classed as Sp or Bd, but their use as Sp*

## ARMY LISTS Section Two: The Classical Period

*reflects historical deployments. At Trebia in 218, Hannibal's Gallic foot fought under tribal leaders and the next year were accused of bad march discipline and lack of stamina – hence they are classed as Wb. By Cannae in 216, they were organised in small controllable units and mixed with Spanish and so are classed as Ax. At Zama in 202, larger numbers of inadequately-trained elephants were used as an expendable front line. Recently recruited Gallic foot and Ligurians are said to have attacked with great enthusiasm and to have resented the lack of support from the Libyans and Poeni (Carthaginians) of the next line, so are classed as Wb.*

Reference: *Armies of the Macedonian and Punic Wars* Duncan Head

**II/32a Later Carthaginian Army 275-202 BC: 1 x General (on horseback (Cv) or on foot (Sp)), 1 x Poeni or Libyan cavalry (Cv), 1 x Numidian cavalry (LH), 2 x spearmen (Sp), 1 x mercenaries (Ax), 1 x skirmishers (Ps), 3 x mercenaries (Wb or Ax or Ps), 1 x elephants (El) or spearmen (Sp), 1 x elephants (El) or cavalry (LH)**

Terrain Type: Littoral. Aggression: 3 Enemies: I/7c, I/36b, II/9, II/11, II/33, II39a, II/39b, II/39c, II/40. Allies: II/5h or (II/8a and/or II/8b) or II/9 or II/39a or II/39c.

**II/32b Later Carthaginian Army 201-146 BC: 1 x General (on horseback (Cv) or on foot (Sp)), 1 x cavalry (Cv), 1 x cavalry (LH) or spearmen (Sp), 6 x spearmen (Sp), 3 x skirmishers (Ps)**

Terrain Type: Littoral. Aggression: 3 Enemies: II/11, II/33, II39a, II/39b, II/39c, II/40.

### **II/33 POLYBIAN ROMAN 275 BC - 105 BC**

*This list, based on Polybios, covers the Roman wars with Carthage, Macedonia and the Seleucids. The change from the Camillan system is dated to the last year of the war against Pyrrhos of Epeiros on the assumption that it was a response to the new problems posed by pikes and elephants. Each legion was accompanied by an ala of allied cohortes and, where relevant, should be deployed with the velites skirmishing in front, then the hastati with pila, sword and scutum and at the rear, a reserve of veteran triarii still with long spear. Once again this deployment is more relevant to Giant DBA used for historical battles than for the standard 12-element DBA game.*

Reference: *Armies of the Macedonian and Punic Wars* Duncan Head

**II/33 Polybian Roman Army: 1 x General (Cv), 1 x cavalry (Cv), 4 x hastati (Bd), 2 x hastati (Bd) or allies (Ax), 2 x triarii (Sp), 2 x velites (Ps)**

Terrain Type: Arable. Aggression: 3. Enemies = I/36b, I/47, I/48, II/5e, II/5g, II/5h, II/8a, II/8b, II/8c, II/9, II/11, II/14, II/19c, II/19d, II/30b, II/31g, II/31i, II/31j, II/32a, II/32b, II/34, II/35, II/39a, II/39b, II/39c, II/40, II/44, II/45a. Allies: II/11 or (II/31j and/or II/34) or II/39a or II/39b or II/40.

### **II/34 ATTALID PERGAMENE 263BC-129BC**

*This list represents the army of Pergamon from Eumenes' assumption of independence until the defeat of Aristonicus' revolt after Attalos II bequeathed the kingdom to Rome. The army included Pergamene lancers (Kn with the general), light cavalry (LH) and citizen infantry (Ax) as well as Galatian cavalry (Cv) and warbands (Wb) and other local allies.*

Reference: *Armies of the Macedonian and Punic Wars* Duncan Head

**II/34 Attalid Pergamene Army: 1 x General (Kn), 1 x light horse (LH), 1 x Galatian cavalry (Cv), 2 x psiloi (Ps), 6 x citizens (Ax) or 6 x psiloi (Ps), 1 x Galatians (Wb) or other allies (Ax)**

Terrain Type: Arable. Aggression: 1. Enemies: II/6, II/14, II/19b, II/19c, II/19d, II/30b, II/33, II/35. Allies: II/14 or II/31g

### **II/35 LATER MACEDONIAN 260 BC-148 BC**

*This list covers the period from the presumed death from old age of the last Macedonian elephants until the incorporation of Macedonia as a Roman province. Guard phalangites include the Agema and the other pikemen, confusingly called "peltasts" and were also called "Brazen Shields" while other phalangites were "White Shields". The auxilia consisted of Macedonian thureophoroi and thorakitai and Thracian mercenaries. Other allies included Galatian warbands and Cretan psiloi.*

Reference: *Armies of the Macedonian and Punic Wars* Duncan Head

**II/35. Later Macedonian Army: 1 x General Cv), 1 x light horse (LH), 6 x phalangites (Pk), 2 x auxilia (Ax), 1 x allies (Thracians (Ax) or Galatians (Wb) or Cretans (Ps), 1 x psiloi (Ps)**

Terrain Type: Arable. Aggression: 1. Enemies: I/47, I/48, II/19b, II/19c, II/19d, II/31e, II/31j, II/33, II/34. Allies: II/31f or II/31g.

### **II/36 GRAECO-BACTRIAN 250 BC - 130 BC & GRAECO-INDIAN 170 BC - 55 BC**

*This list covers the Greek states in Bactria and India from Diodotos' revolt against the Seleucids and the establishment of an independent Bactrian kingdom until the fall of the last Greek state in India. The Bactrian revolt occurred after the adoption of the thureophoros by the Seleucid army and the thureophoros appears in Barctrian art, so it is likely that colonist foot were now similarly armed. A Bactrian army consisting entirely of cavalry was raised in 208BC to foil an*

## ARMY LISTS Section Two: The Classical Period

*attempted Seleucid reconquest. Initially the Greek cavalry were probably standard Hellenistic lancers, but they later adopted the bow in response to enemy horse-archers and elephants. A Graeco-Indian coin shows a rider in Greek armour using a bow and carrying a short spear in his quiver while a silver dish shows a cavalryman in Iranian dress with cased bow and using a long lance in both hands.*

References: *Armies of the Macedonian and Punic Wars* Duncan Head, *The Armies of Bactria* Valerii P. Nikonorov

**II/36a Graeco-Bactrian Army: 1 x General (Kn), 1x cataphracts (Kn), 1 x light horse (LH), 1 x light horse (LH) or cavalry (Cv), cavalry [ 3 x cataphracts (Kn) + 5 x light horse (LH) ] or infantry [ 4 x phalangites (Pk) + 2 x thureophoroi (Ax) + 1 x psiloi (Ps) or elephants (El) + 1 x archers (Ps or Bw) ]**

Terrain Type: Steppe. Aggression: 1. Enemies: I/43b, I/43c, II/2, II/3a, II/19b, II/36a, II/36b, II/37, II/46a. Allies: I/43b

**II/36b Graeco-Indian Army: 1 x General (Cv), 1 x light horse (LH), 4 x phalangites (Pk), 2 x elephants (El), 2 x Indian archers (Bw), 1 x Indian javelinmn (Bd), 1 x archers (Ps or Bw)**

Terrain Type: Tropical. Aggression: 1. Enemies: II/2, II/3a, II/36a, II/36b, II/46a. Allies: II/3 and/or II/46a

### **II/37 PARTHIAN 250 BC - 225 AD**

*This list covers the Parthian armies from the foundation of the Parthian kingdom to the replacement of the Arcasid dynasty by the Sassanid Persians and also the vassal states of Media-Atropatene (147 BC - 225 AD), Elymais (147 BC - 205 AD) and Persis (141 BC - 220 AD). The fully armoured cataphracts were mounted on horses whose head, neck, chest and sides were similarly protected by metal armour and the army's strength lay in the combination of these troops with the light horse archers. The least successful Parthia armies were those using the most cataphracts and the fewest horse archers. The cataphract camels used in 217 AD were probably Hatrene. Foot were only used in defending cities or in the mountains.*

References: *Armies of the Macedonian and Punic Wars* Duncan Head *Armies and Enemies of Imperial Rome* Phil Barker

**II/37 Parthian Army: 1 x General (Kn), 1 x cataphracts (Kn), 1 x cataphracts (Kn) or horse archers (LH), 4 x horse archers (LH), 2 x cataphracts (Kn) or horse archers (LH) or skirmishers (Ps), 3 x horse archers (LH) or 3 x city militia (Bw or Ax)**

Terrain Type: Steppe until 126 BC, then Arable. Aggression: 2. Enemies: I/43b, I/43c, II/3a, II/3b, II/19c, II/19d, II/22a, II/22b, II/22c, II/22d, II/22f, II/23a, II/24, II/26, II/28a, II/28b, II/28d, II/36a, II/37, II/44, II/46a, II/46b, II/48, II/49, II/51, II/56, II/58, II/64b, II/69a. Allies: I/43b or II/22ce or II/23a or II/26 or II/28b or II/44.

### **II/38 HSIUNG-NU or JUAN-JUAN 250 BC-555 AD**

*The Hsiung-nu established rule over other nomad tribes in the third century BC. Their empire was weakened by Han Chinese attacks in the second century BC and broke up into northern & southern hordes after a civil war around 50 AD. The northern horde was driven west in 91 AD by the Hsien-pi and may be ancestors of the Huns. The southern horde survived to found several kingdoms on Chinese soil, starting with the former Chao (304-329AD). Three clans recombined to form the Juan-juan in 308 AD and their large steppe empire was only conquered by their former Gok Turkish allies in 552-555 AD. Surprisingly most major battles against the Chinese were fought at home on the steppe.*

Reference: *Imperial Chinese Armies* Chris Peers.

**II/38a Hsiung-nu Army 250 BC - 304 AD: 1 x General (Cv), 2 x cavalry (Cv), 8 x horse archers (LH), 1 x archers (mounted (LH) or on foot (Ps))**

Terrain Type: Steppe. Aggression: 2. Enemies: I/43b, II/4a, II/4c, II/4e, II/21a, II/38a, II/41a, II/41b, II/46a, II/46b, II/61a, II/63. Allies: II/21a and/or II/41a

**II/38b Southern Hsiung-nu Army 304 - 439 AD: 1 x General (Kn), 1 x cataphracts (Kn), 6 x horse archers (LH), 3 x Ch'iang or Ti infantry (Ax), 1 x Ch'iang or Ti archers (Ps)**

Terrain Type: Steppe. Aggression: 2. Enemies : II/21b, II/21c, II/38b, II/61a, II/61b, II/61c, II/63, II/79b.

**II/38c Juan-juan Army 308 - 555 AD: 1 x General (Cv), 1 x noble cavalry (Cv), 9 x horse archers (LH), 1 x archers (mounted (LH) or on foot (Ps))**

Terrain Type: Steppe. Aggression: 2. Enemies: II/21c, II/38c, II/61a, II/61b, II/61c, II/63, II/79a, II/80d, III/8, III/11b. Allies: III/11b.

### **II/39 ANCIENT SPANISH 240 BC - 20 BC**

*This list extends from the Carthaginian expansion into Spain until the last Spanish revolt against Roman rule. Large armies (as used in BBDBA) were made up from coalitions of tribes with allied generals. Usually the foot comprised around two-thirds "long shield" scutarii (Ax or Bd) and one-third "round shield" caetrati (Ps), but the Lusitanians used only caetrati, but some of these wore armours or greaves (Ax).*

References: *Armies of the Macedonian and Punic Wars* Duncan Head, *Armies and Enemies of Imperial Rome* Phil Barker

**II/39a Iberian Army: 1 x General (Cv), 1 x round shield cavalry (LH), 6 x scutarii (Ax), 4 x caetrati (Ps)**

Terrain Type: Arable. Aggression: 0. Enemies: II/11, II/32a, II/32b, II/33, II/39b, II/39c, II/47a, II/49.

**II/39b Celtiberian Army: 1 x General (Cv), 1 x round shield cavalry (LH), 6 x scutarii (all Wb or all Bd), 4 x caetrati (Ps)**

Terrain Type: Hilly. Aggression: 0. Enemies: II/11, II/32a, II/32b, II/33, II/39a, II/39c, II/47a, II/49. Ally II/49

**II/39c Lusitanian Army: 1 x General (Cv), 1 x round shield cavalry (LH), 3 x caetrati (Ax), 6 x caetrati (Ps), 1 x allies (Wb or Bd or Ps)**

Terrain Type: Arable. Aggression: 0. Enemies: II/11, II/32a, II/32b, II/33, II/39a, II/39b, II/49.

**II/40 NUMIDIAN & EARLY MOORISH 215 BC - 25 AD**

*This list covers the period from just before the first Roman mission trained King Syphax's infantry until the suppression of Tacfarinas' revolt. It can also be used from 309 BC to provide allies, for example Juba I sent troops and elephants to support the Pompeian army in Africa with but did not join them in battle.*

Reference: *Armies of the Macedonian and Punic Wars* Duncan Head

**II/40 Numidian or Early Moorish Army: 1 x General (Cv or LH), 4 x cavalry (LH), 5 x javelinmen (Ps or Ax), 1 x skirmishers (Ps) or elephants (El), 1 x cavalry (LH) or infantry (Ax or Bd)**

Terrain Type: Hilly. Aggression: 1. Enemies: I/7c, I/7d, II/32a, II/32b, II/33, II/40, II/49, II/56. Allies: I/7d, II/56.

**II/41 HAN CHINESE 202 BC - 189 AD**

*This list covers the Han dynasty from their victory in the civil wars after the fall of Ch'in until the warlord Tung Cho effectively seized power at court. All-cavalry forces were often used in the steppe from about 150BC. Some close-fighting foot carried halberds (descended from the long dagger-axes of the earlier period) and are classed as Bd while others had spear and shield and were considered more suitable for use in woods and so are classed as Ax. Dependent state cavalry (LH) were levied from various minor states and nomad tribes.*

Reference: *Imperial Chinese Armies* Chris Peers

**II/41a Han Chinese Army 202 BC-9 AD: 1 x General (in chariot (HCh) or on horseback (Cv)), 2 x cavalry (Cv), 2 x light horse (LH), infantry [3 x archers (Bw) + 2 x swordsmen (Bd) + 1 x conscripts (Ax or Cb) + 1 x archers (Ps) or convicts (Hd)] or cavalry [3 x Cv + 4 x LH]**

Terrain Type: Hilly. Aggression: 1. Enemies: I/43b, I/49b, II/21a, II/29, II/38a, II/41a, II/46a, II/46b.

**II/41b Han Chinese Army 10 AD - 189 AD: 1 x General (Cv), 2 x cavalry (Cv), 2 x cavalry (LH), infantry [3 x archers (Bw) + 2 x swordsmen (Bd) + 1 x conscripts (Ax or Cb) + 1 x archers (Ps) or convicts (Hd)] or cavalry [3 x Cv + 4 x LH]**

Terrain Type: Hilly. Aggression: 1. Enemies: I/43b, I/49c, II/21a, II/29, II/38a, II/41b, II/46b, II/61a. Allies: II/38a and/or II/61a.

**II/42 TAMIL INDIAN & SINHALESE 175 BC - 1515 AD**

*This list covers the armies of southern India from the rise of the kingdoms of Cholas, Pandyas, Satiyaputras & Kerelaputras until their final conquest by Vijayanagar in 1370 AD. It also includes those of Ceylon (Sri Lanka) until the introduction of firearms. In the south, horses were hard to obtain but elephants were more plentiful. Cavalry had bows and spears. The best foot were swordsmen, but javelins and spears were also used.*

References: *Armies of the Macedonian and Punic Wars* Duncan Head, *Armies of the Middle Ages 2* Ian Heath

**II/42a Tamil Army 175 BC - 300 AD: 1 x General (El), 2 x elephants (El), 1 x cavalry (Cv), 4 x Valperra swordsmen (Wb), 2 x Villikal archers (Bw), 2 x tribesmen (Ps)**

Terrain Type: Tropical. Aggression: 0 Enemies : II/3a, II/3b, II/42a, II/42c.

**II/42b Tamil Army 301 AD - 1370 AD: 1 x General (El), 2 x elephants (El), 1 x cavalry (Cv), 4 x Valperra swordsmen (Bd), 2 x Villikal archers (Bw), 2 x tribesmen (Ps)**

Terrain Type: Tropical. 980AD-1279AD Aggression: 3 otherwise Aggression: 0. Enemies: II/3b, II/42b, II/42d, III/10a, III/10c, IV/37a. Allies: II/42d or III/10c.

**II/42c Sinhalese Army 175 BC - 300 AD: 1 x General (El), 1 x elephants (El), 2 x Valperra swordsmen (Wb), 6 x militia (Bw), 2 x tribesmen (Ps)**

Terrain Type: Tropical. Aggression: 0 Enemies : II/42a, II/42c, III/10c.

**II/42d Sinhalese Army: 301AD - 1515 AD: 1 x General (El), 1 x elephants (El), 2 x Valperra swordsmen (Bd), 6 x militia (Bw), 2 x tribesmen (Ps)**

Terrain Type: Tropical. Aggression: 0 Enemies: II/42b, II/42d, III/9b, IV/37a, IV/73.

### **II/43 MACCABEAN JEWISH 168 BC - 104 BC**

*This list covers the period from the initial revolt against the Seleucids until the death of John Hyrcanus. Later battles imply the presence of solid troops described as "phalaxes". The Dead Sea Scrolls describe the infantry in three large divisions armed with large shields and 12-foot spears and they start the battle by advancing in ranks to throw volleys of javelins. They are taken as equivalent to Hellenistic thureophoroi (Ax). There is also a reference to interpenetrating slingers. Two types of cavalry are mentioned. The older men were heavy cavalry (Cv) who wore body armour, helmets, greaves, a small shield and a 12-foot spear. The younger men formed unarmoured units (LH) with bow or javelin, who supported the infantry divisions.*

References: *Armies of the Macedonian and Punic Wars* Duncan Head, *The Dead Sea Scrolls in English* G.Vermes, *Battles of the Bible* C. Herzog & M. Gichon.

**II/43 Maccabean Jewish Army: 1 x General (LH or Cv), 3 x light horse (LH), 4 x thureophoroi (Ax) or phalagites (Pk), 2 x thureophoroi (Ax), 2 x skirmishers (Ps)**

Terrain Type: Hilly. Aggression: 1. Enemies: II/19c, II/19d, II/22a, II/22b

### **II/44 COMMAGENE 163 BC - 17 AD & 38 AD - 72 AD.**

*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. Initially Commagene sided with Parthia, but they later became a client-state of Rome. During the Jewish revolt, Antichus IV led his Macedonian-style bodyguard personally. Later, the rearmed hoplitai were probably imitation legionaries (Bd).*

*Note: The hoplites may be chosen as Pk or Bd but they must all be the same.*

Reference: *Armies of the Macedonian and Punic Wars* Duncan Head

**II/44 Commagene Army: 1 x General (on horseback (Kn) or on foot (Pk or Bd)), 1 x cataphracts (Kn) or hoplites (Pk or Bd), 2 x horse archers (LH), 2 x hoplites (all Pk or all Bd), 4 x archers (Bw), 1 x archers (Bw) or mercenaries (Ax) or skirmishers (Ps), 1 x skirmishers (Ps)**

Terrain Type: Hilly. Aggression: 1. Enemies: II/14, II/19d, II/22e, II/28a, II/28b, II/33, II/37, II/49, II/56, II/59.

### **II/45 SICILIAN & ITALIAN SLAVE REVOLTS 135 BC - 71 BC**

*This list covers the three major slave revolts against the Romans in Sicily and Italy. The Sicilian revolts were marked by extreme rivalry and treachery between slave commanders, but Spartacus seems not to have had this problem. Diodorus' account suggests a strong Hellenistic Asian background to the first revolt (First Servile War) since he mentions the use of axemen and slingers. The Second Servile War made good use of cavalry as well as captured arms. In Spartacus' army, the Gauls and Germans formed distinct units and probably fought in their own native style. The majority of ex-slaves are classed as Wb to reflect the combination of desperation (surrender meant death) and shortage of equipment. Plutarch mentions the use of herdsmen and shepherds as skirmishers (Ps).*

References: *Rubicon* Tom Holland, *Slingshots* 126, 127 & 128.

**II/45a Armies of the First Servile War 135 BC -132 BC: 1 x General (Ax), 3 x bandits (Ax), 5 x ex-slaves (Wb), 3 x skirmishers (Ps)**

Terrain Type: Arable. Aggression: 0. Enemy: II/33.

**II/45b Armies of the Second Servile War 103 BC - 99 BC: 1 x General (Cv), 1 x light horse (LH), 1 x bandits (Ax), 2 x ex-slaves with Roman equipment (Bd), 5 x other ex-slaves (Wb), 2 x skirmishers (Ps)**

Terrain Type: Arable. Aggression: 0. Enemy: II/49

**II/45 Spartacus' Army 74 BC-71 BC: 1 x General (on horseback (Cv) or on foot (Bd)), 5 x ex-slaves (Wb), 4 x ex-slaves with Roman equipment (Bd), 2 x skirmishers (Ps)**

Terrain Type: Arable. Aggression: 0. Enemy: II/49.

### **II/46 KUSHAN 135 BC - 477 AD**

*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 first century AD, the Kushans established the "Great Kushan Empire" over northern India, eastern Iraq and much of central Asia. In 262 AD the Kushans became Sassanid vassals, revolted in 356 AD, were defeated in 358 AD, revolted again in 370 AD and established their independence in 390 AD. This new Kushan state lost its northern territories to the Sassanids after a defeat in 468 AD, but remained in being south of the Hindu Kush until some time after 477 AD.*

Reference: *The Armies of Bactria* Valerii P. Nikonorov

**II/46a Kushan Army 135 - 51 BC: 1 x General (Kn), 2 x cataphracts (Kn), 4 x horse archers (LH), 1 x elephants (El) or horse archers (LH), 1 x spearmen (Ax), 1 x archers (Ps), 2 x mountain tribes (spearmen (Pk) or cavalry (LH))**

Terrain Type: Steppe. Aggression: 2. Enemies: I/43b, II/36a, II/36b, II/37, II/38a, II/41a. Allies: I/43b.

**II/46b Kushan 50 BC - 410 AD: 1 x General (Kn), 1 x cataphracts (Kn), 4 x horse archers (LH), 1 x elephants (El), 1 x Indian cavalry (Cv), 2 x Indian archers (Lb), 1 x spearmen (Ax), 1 x archers (Ps)**

Terrain Type: Arable. Aggression: 2. Enemies: I/43b, II/3a, II/3b, II/37, II/38a, II/41a, II/41b, II/63, II/69a, II/69b, II/80c, II/80d. Allies: I/43b or II/37 or II/80d.

**II/46c Kushan 411- 477 AD: 1 x General (Kn), 2 x cataphracts (Kn), 6 x horse archers (LH), 1 x spearmen (Ax), 1 x elephants (El) or horse archers (LH), 1 x archers (Ps)**

Terrain Type: Hilly. Aggression: 2. Enemies: II/69b, II/69c, II/79a, II/80d.

### **II/47 EARLY GERMAN 115 BC - 250 AD**

*This list covers the German tribes from the first Roman encounter with the Cimbri and Teutones until the effect of contact with Rome on German military techniques had become significant. The origins of the Cimbri & Teutones are uncertain, some consider them to be "Trans-Danubian Celts", others to be Scandinavian while Julius Caesar twice called them "German". The Germans destroyed four Roman armies before being crushed by Marius, but their most famous victory was the Teutoberger Wald in 9 AD. Their defeats are less often remembered.*

Reference: *Armies and Enemies of Imperial Rome* Phil Barker

**II/47a Armies of the Cimbri or Teutones 113 - 102 BC: 1 x General (Cv), 1 x cavalry (Cv), 9 x warriors (Wb), 1 x skirmishers (Ps)**

Terrain Type: Forest. Aggression: 4. Enemies: II/11, 39a, II/39b, II/47g, II/49. Allies: II/11

**II/47b Ariovistus's Army in 58 BC: 1 x General (Wb), 2 x cavalry (Cv), 8 x warriors (Wb), 1 x skirmishers (Ps)**

Terrain Type: Forest. Aggression: 4. Enemies: II/11, II/47g, II/49.

**II/47c Batavian Army in 69 AD: 1 x General (Cv), 2 x Batavian deserters (Ax), 8 x warriors (Wb), 1 x skirmishers (Ps)**

Terrain Type: Littoral. Aggression: 2. Enemy: II/56. Ally: II/47g

**II/47d Other Batavian Army: 1 x General (Cv), 9 x warriors (Wb), 1 x skirmishers (Ps)**

Terrain Type: Littoral, Aggression: 2. Enemies: II/47e, II/47f, II/47g. Allies: 0-2 of II/47e or II/47f or II/47g.

**II/47e Marcomanni 9BC-19AD: 1 x General (Cv), 1 x cavalry (Cv), 1 x cavalry (Cv) or skirmishers (Ps), 3 x warriors (Bd), 5 x warriors (Wb), 1 x skirmishers (Ps)**

Terrain Type: Forest. Aggression: 2. Enemies: II/11, II/47d, II/47f, II/47g, II/56, II/64a.

Allies: 0-2 of II/47d or II/47f or II/47g.

**II/47f Suevi: 19AD-49AD: 1 x General (Kn), 1 x Sarmatian cavalry (Kn), 1 x cavalry (Cv) or skirmishers (Ps), 8 x warriors (Wb), 1 x skirmishers (Ps)**

Terrain Type: Forest. Aggression: 2. Enemies: II/11, II/47d, II/47e, II/47g, II/56, II/64a.

Allies: 0-2 of II/47d or II/47e or II/47g.

**II/47g Other Early German Armies: 1 x General (on horseback (Cv) or on foot (Wb)), 1 x cavalry (Cv), 8 x warriors (Wb), 1 x cavalry (Cv) or skirmishers (Ps), 1 x skirmishers (Ps)**

Terrain Type: Forest. Aggression: 2. Enemies: I/47, II/11, II/26, II/47a, II/47b, II/47d, II/47e, II/47f, II/47g, II/56, II/64a, II/66. Allies: 0-2 of II/47d or II/47e or II/47f or II/47g.

### **II/48 MITHRIDATIC 110 BC - 47 BC**

*This list extends from the accession of Mithridates the Great to the throne of Pontus until the final defeat of his son Pharnaces. Mithridates was provoked into war by the Roman governor of Pergamon and invaded and conquered Roman Greece. His original army was defeated by Sulla's veterans and he was evicted from Greece. He then reformed the army on Roman lines reorganising the infantry as imitation legionaries (Bd). He was defeated by Lucullus, but reoccupied Pontus after Lucullus moved on the Armenia, only to be defeated by Pompey and fled to his Bosporan sub-kingdom. He died in 63BC and was succeeded by his son Pharnaces, who reoccupied Pontus and was defeated by Caesar. Pontic armies won several victories over lesser Roman generals and the earlier armies used standard Hellenistic tactics while making full use of their cavalry and scythed chariots. In later battles against the Romans, the scythed chariots proved less effective, but were used from time to time throughout the period.*

Reference: *Armies and Enemies of Imperial Rome* Phil Barker

**II/48 Mithridatic Army: 1 x General (Cv), 1 x cavalry (Kn or LH), 1 x light horse (LH), 5 x imitation legionaries (Bd) or (1 x scythed chariot (SCh) + 4 x phalangites (Pk) ), 1 x thureophoroi (Ax), 2 x Thracians (Ax or Ps), 1 x skirmishers (Ps)**

Terrain Type: Arable. Aggression: 3. Enemies: I/43b, II/6, II/14, II/24, II/25, II/26, II/30b, II/37, II/49. Allies: II/28a or II/28b.



## **II/49 MARIAN ROMAN 105 BC - 25 BC**

*This list covers the Roman armies from the reforms of Marius until those of Augustus. It includes the armies of Marius himself, Sulla, Pompey, Crassus and Julius Caesar. Legionaries (Bd) were now armed with pilum and short sword and protected by mail shirt and oval scutum. Auxiliary infantry (Ax) and cavalry (Cv & LH) were equipped and fought in their own native styles. Some of the Gallic auxiliaries could be either Ax or Wb.*

Reference: *Armies and Enemies of Imperial Rome* Phil Barker

**II/49. Marian Roman Army: Either [1 x General (Cv) + 1 x legionaries (Bd)] or [1 x General (Bd) + 1 x cavalry (Cv)], 1 x cavalry (Cv or LH), 7 x legionaries (Bd), 1 x auxiliaries (Ax or Wb) or skirmishers (Ps), 1 x skirmishers (Ps)**

Terrain Type: Arable. Aggression: 3. Enemies: I/7d, I/47, I/48, II/11, II/14, II/20c, II/20d, II/23a, II/28a, II/28b, II/30b, II/30c, II/37, II/39a, II/39b, II/39c, II/40, II/44, II/45b, II/45c, II/47a, II/47b, II/48, II/49, II/51, II/52, II/53.

Allies: II/6 or II/11 or (II/23a and/or II/51) or II/28b or II/30bc or II/40 or II/49 or II/52

## **II/50 HASMONEAN JEWISH 103 BC - 63 BC.**

*This list covers the armies of the Hasmonians from the accession of Alexander Yannai until the sack of Jerusalem by Pompey. During this period, the Hasmonians fought Seleucids, Ptolomies, Nabateans and each other. Alexander Yannai was widely hated by the Judaeans and kept himself in power by employing Hellenistic mercenaries (Ax or Pk).*

References: *Armies of the Macedonian and Punic Wars* Duncan Head, *The Jewish War* Josephus.

**II/50 Hasmonian Jewish Army: 1 x General (Kn), 1 x light horse (LH), 4 x thureophoroi (Ax) or 4 x phalangites (Pk), 1 x thureophoroi (Ax), 5 x skirmishers (Ps)**

Terrain Type: Hilly. Aggression: 1. Enemies: II/19d, II/22a, II/50. Ally: II/22a.

## **II/51 LATE JUDAEAN 63 BC - 6 AD.**

*This list covers the armies of the later Hasmonians and Herodians from Pompey's sack of Jerusalem until Augustus' annexation. The "spearbearers" (Kn) could have been Hellenistic-style xystophoroi or Roman-style lanciarii. They also used Celtic or German cavalry (Cv) or Thracian horse or Babylonian horse-archers (LH). The Thracian infantry (Ax) probably continued into the Roman army after 6AD and some may have been equipped as imitation legionaries. The psiloi were armed with bows, slings or javelins and probably made a living as bandits in times of peace.*

Reference: *The Jewish War* Josephus.

**II/51 Late Judaeian Army: 1 x General (on horseback (Kn) or on foot (Ax)), 1 x cavalry (Cv or LH), 4 x auxiliaries (Ax) or imitation legionaries (Bd), 1 x auxiliaries (Ax), 5 x skirmishers (Ps)**

Terrain Type: Hilly. Aggression: 1. Enemies: II/20d, II/22a, II/22b, II/37, II/49, II/51, II/56. Allies: II/37 or II/49 or II/56.

## **II/52 DACIAN 60 BC - 106 AD & CARPI 106 AD - 380 AD**

*Dacia was always a source of raids into 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. Roman campaigns against them continued, with varied success until they were annexed after two major wars under Trajan in 101-2 AD and 105-6 AD. Even after this, remnant tribes, known as Carpi or Carpodaciae, continued to give trouble under around 380 AD. The most distinctive part of the Dacian army was the men armed with the falx (Bd), a murderous curved blade mounted on a long haft and used two-handed. The Kn represent the Sarmatians and should not be used as well as a Sarmatian ally in BBDBA.*

Reference: *Armies and Enemies of Imperial Rome* Phil Barker

**II/52. Dacian or Carpodacian Army: 1 x General (on foot (Wb) or on horseback (Cv)), 1 x cavalry (LH), 6 x javelinmen (Wb), 1 x falxmen (Bd), 2 x skirmishers (Ps), 1x falxmen (Bd) or Sarmatians (Kn) or skirmishers (Ps)**

Terrain Type: Hilly. Aggression: 1. Enemies: I/47, II/11, II/26, II/49, II/52, II/56, II/64b, II/78b. Ally: II/26.

## **II/53 ANCIENT BRITISH 55 BC - 75 AD**

*This list covers the British armies from the area south of the Forth-Clyde line from their first appearance in Julius Caesar's memoirs until their final pacification. The prestige arm was the light chariotry, described by Caesar (hurling javelins and disordering opponents), Tacitus (noisy manoeuvring) and Cassius Dio (breaking up enemy groups by running in to them). Crew are recorded as dismounting in support of the cavalry, but in DBA the numbers are too small to represent this explicitly, instead the effect is included in the factors. The Romans all agree that the strength of the British army lay in the charges by its massed warbands. The tribes of the south-west were especially fond of the sling and should have the maximum number of Ps. In the north, documents from Vindolanda dismiss the pony-riding cavalry as "contemptible little Britons". A Roman force once intervened on behalf of Queen Cartimandua - hence the possibility of a Roman ally for her. Their BUAs will usually be the Iron-age hill forts whose ruins survive in many parts of Britain. In 61AD, Boudicca's army was hindered in its retreat by the families in their wagons drawn up to watch the battle while Suetonius' invasion of*

## ARMY LISTS Section Two: The Classical Period

*Anglesey was opposed by sacrificing Druids and screaming women – if included, these should appear as camps or BUAs on the edge of the battlefield.*

Reference: *Armies and Enemies of Imperial Rome* Phil Barker

**II/53 Ancient British Army: 1 x General (in chariot (LCh) or on foot (Wb)), 2 x light horse (LH), 3 x charioteers (LCh) or slingers (Ps) or warband (Wb), 5 x warband (Wb), 1 x warband (Wb) or slingers (Ps)**  
Terrain Type: Arable. Aggression: 0. Enemies: II/49, II/53, II/54a, II/56, II/60. Ally: II/56.

### **II/54 SCOTS-IRISH 55 BC - 841 AD.**

*This list covers the Irish armies (usually called "Scots") from the time of Caesar's invasions of Britain until Irish methods changed in response to Viking raids and settlement. Intermittent contact with Roman Britain is likely, for example in 81AD when Agricola was requested to help an Irish ruler retain his throne, but poorly documented. A Roman coastal fort has been found north of Dublin. Irish infantry equipment was lighter than that of other Celtic nations comprising a short sword, a small shield and javelins and they specialised in skirmishing in difficult terrain. Irish legal texts identify three classes of warrior, (1) kings and nobles probably riding in chariots, (2) prosperous freemen possessing shields (here classed as Ax), and (3) poorer freemen without shields and only called up in emergencies (Ps). Fianna or diberga were independent professional warrior bands (Ax) who were noted for their savagery and recognised by having their hair shaved in front and in long plaits behind.*

References: *Armies and Enemies of Imperial Rome* Phil Barker *Armies of the Dark Ages* Ian Heath

**II/54a Scots-Irish Army 55 BC - 432 AD: 1 x General (LCh), 2 x charioteers (LCh), 1 x charioteers (LCh) or warband (Wb) or Fianna warriors (Ax), 6 x Fianna warriors (Ax), 2 x skirmishers (Ps)**  
Terrain Type: Littoral. Aggression: 3. Enemies: II/53, II/54a, II/56, II/60, II/64a, II/68a, II/78a, II/81a, II/81b.

**II/54b Scots-Irish Army 433 - 846 AD: 1 x General (in chariot (LCh) or on foot (Ax or Wb)), 9 x Fianna warriors (Ax), 2 x skirmishers (Ps)**  
Terrain Type: Littoral. Aggression: 3. Enemies: II/54b, II/68a, II/68b, II/81b, II/81c, II/81d, III/19a, III/40a, III/40b.

### **II/55 NOBADES, BLEMMYE & BEJA 30 BC - 1500 AD**

*The Blemmye were nomads of the desert east of Egypt and Nubia and were subject to the Kushites of Meroe in the first century BC. They began to raid Roman Egypt after the introduction of the camel in the third century AD and conquered its southern frontier, extending control into lower Nubia in the fifth century. They were ejected about 540 AD but remained in their ancestral desert, where the medieval Arabs knew them as "Beja".*

Reference: *Armies and Enemies of Imperial Rome* Phil Barker

**II/55a Army of the Nobades or Blemmye 30 BC-200 AD: 1 x General (Cv), 1 x cavalry (Cv), 2 x cavalry (Cv) or spearmen (Ax), 4 x archers (Bw or Ps), 4 x spearmen (Sp or Ax)**  
Terrain Type: Dry. Aggression: 2. Enemies: I/58, II/55a, II/56, II/62a, II/64b.

**II/55b Blemmye Army 201-831AD: 1 x General (Cv), 2 x cavalry (Cv) or spearmen (Ax), 1 x camel riders (LCm), 2 x spearmen (on camels (Cm) or on foot (Sp or Ax)), 2 x spearmen (Sp or Ax), 4 x archers (Bw or Ps)**  
Terrain Type: Dry. Aggression: 2. Enemies: I/58, II/55b, II/62a, II/64b, II/78b, III/4a, III/4b, III/12, III/17A, II/17B, III/25b, III/25c, III/31, III/37a

**II/55c Blemmye or Beja Army 832 - 1500 AD: 1 x General (Cv or LH), 3 x cavalry (LH), 2 x swordsmen (Bd), 2 x spearmen (on camels (Cm) or on foot (Ax)), 3 x archers (Bw), 1 x archers (Ps)**  
Terrain Type: Dry. Aggression: 2. Enemies: II/55c, II/62a, II/62b, III/12, III/31, III/37a, III/37b, III/49, III/66, IV/20, IV/45. Ally: III/12.

### **II/56 EARLY IMPERIAL ROMAN 25 BC - 197 AD.**

*This covers the period from Augustus' reorganisation until the defeat of Albinus by Septimus Severus. This is the period of the rectangular semi-cylindrical shield and lorica segmentata, often the popular image of the Roman legionary, although they were not used universally. Auxiliary units were uniformly equipped and drilled. Most equites carried shields, spears and javelins. A few alae of contarii were formed by Trajan and Hadrian and they were equipped with the long contus but lacked horse armour. Dromedarii were first raised by Hadrian and used as border scouts. Claudius famously brought elephants and camels when he invaded Britain, but the numbers are too small to appear in the army list. They may appear in the Roman camp.*

Reference: *Armies and Enemies of Imperial Rome* Phil Barker

**II/56 Early Imperial Roman Army: 1 x General (on horseback (Cv) or on foot (Bd)), 1 x cavalry (Cv), 1 x cavalry (Cv or LH) or infantry (Bw or Ps), 4 x legionaries (Bd), 4 x auxiliaries (Ax), 1 x skirmishers (Ps) or bolt-shooters (Art) or dromedarii (LCm)**

Terrain Type: Arable. Aggression: 3. Enemies = I/7d, I/47, I/48, I/58, II/14, II/22a, II/22b, II/22e, II/23a, II/23c, II/24, II/25, II/26, II/28b, II/37, II/40, II/44, II/47c, II/47e, II/47f, II/47g, II/51, II/52, II/53, II/54a, II/55a, II/56, II/57, II/58, II/59, II/60, II/64b. Allies: (II/22abe and/or II/44) or II/28b or II/47d or II/51

### **II/57 LATER MOORISH 25 AD - 696 AD**

*This list covers Moorish armies from the initial attempt at annexation by the Romans until the Arab conquest. Attempts were made by the Romans throughout the period to convert them into a province, but they resisted with varying success and although some of the country was conquered from time to time, some remained independent until finally absorbed by the Arab conquest.*

Reference: *Armies and Enemies of Imperial Rome* Phil Barker

**II/57 Later Moorish Army: 1 x General (LH or Cv), 5 x cavalry (LH), 6 x javelinmen (Ax or Ps)**

Terrain Type: Hilly. Aggression: 1. Enemies: II/56, II/64a, II/78a, II/84, III/4a, III/4b, III/17A, II/17B, III/25b, III/25c, III/29, III/31.

### **II/58 ALAN 50 AD - 1500 AD**

*The Alans were the most easterly and durable of the Sarmatian nations, primarily based in the northern foot-hills and adjoining plains of the Caucasus and this list starts with their first appearance in this homeland. They were subjugated in turn by the Huns, Khazars, Mongols and Georgians but they always re-emerged. Ammianus Marcellinus said they were "nearly all tall, blond and handsome".*

References: *Armies and Enemies of Imperial Rome* Phil Barker, *Armies of the Dark Ages* Ian Heath

**II/58 Alan Army: 1 x General (Kn or LH), 5 x cavalry (LH), 3 x cavalry (LH or nobles (Kn)), 2 x cavalry (LH) or axemen (Bd), 1 x cavalry (LH) or skirmishers (Ps)**

Terrain Type: Steppe until 400AD, then Arable. Aggression: 1. Enemies: II/25, II/26, II/28b, II/28c, II/37, II/56, II/65b, II/65c, II/66, II/67b, II/69a, II.69b, II/69c, II/78a, II/78b, II/80b, II/80d, III/13b, III/14a, III/16, III/31, III/47, III/54, III/71a, III/71b, III/71c, III/74b, III/80, IV/24, IV/31, IV/34, IV/35, IV/46, IV/47, IV/50, IV/55a, IV/55b, IV/60, IV/75, IV/77

### **II/59 JEWISH REVOLTS 66 AD - 70 AD & 132 AD - 135 AD**

*This list depends heavily on Josephus' account of the rebellion of 66 AD when the Jewish leaders were mostly at daggers drawn and often fought each other instead of the Romans since Judeans and Galileans had many differences and both hated the Samaritans while the three major sects disagreed on most issues. The main leader of the first rebellion was Simon bar Giora who struggled to equip his troops and persuade his allies to work together. His army was good in hilly terrain and holding fortifications but vulnerable to Romans in the open. This dissention was less of a problem in the revolt of 132 AD when Shimon Bar Kochba was the recognised single leader and letters to his subordinates were clearly couched as orders.*

Reference: *Armies and Enemies of Imperial Rome* Phil Barker

**II/59 Armies of the Jewish Revolts: 1 x General (Ax or Wb), 6 x warriors (Wb or Ax), 2 x sicari or zealots (Wb), 3 x skirmishers (Ps)**

Terrain Type: Hilly. Aggression: 0. Enemies: II/22a, II/22b, II/44, II/56, II/59

### **II/60 CALEDONIAN 75 AD - 211 AD**

*This list covers the armies of the Caledones from their first serious conflicts with the Romans until their defeat in the campaigns of Septimus Severus. The Caledones differed from the tribes south of the Forth-Clyde line (list II/53) in that there is no evidence for their use of cavalry or slingers. Roman monuments from the area show warriors either wholly naked or naked to the waist and carrying sword and either an oval shield or a small square or rectangular one. Tacitus' account of the battle of Mons Graupius in 84AD mentions only chariots and warband.*

Reference: *Armies and Enemies of Imperial Rome* Phil Barker

**II/60 Caledonian Army: 1 x General (in chariot (LCh) or on foot (Wb)), 2 x charioteers (LCh), 8 x warriors (Wb), 1 x warriors (Wb) or skirmishers (Ps)**

Terrain Type: Arable. Aggression: 1. Enemies: II/53, II/54a, II/56, II/64a.

**II/61 HSIEN-PI, T'U-YU-HUN, WU-HUAN, PRE-DYNASTIC KHITAN & HSI 90 - 1000 AD**

*The Tung-hu split 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 for a while in the mid-second century AD, when they briefly dominated the Mongolian steppe. Generally they were split into disunited feuding clans. They set up kingdoms in China in the fourth century and their steppe descendents included the Khitan and the Hsi before they were included in the Khitan Liao. The T'u-yu-hun kingdom (later Khanate) was founded by the Hsien-pi in 285 AD and became rich on "silk-road" traffic. The cataphract cavalry (Kn) are assumed to be similar to those of the northern Wei, who were depicted on armoured horses, some with lance and some with both lance and bow.*

Reference: Imperial Chinese Armies Chris Peers.

**II/61a Wu-huan, T'u-yu-hun or Hsien-pi Army 90-316AD: 1 x General (Cv), 10 x horse archers (LH), 1 x archers (Ps)**

Terrain Type: Steppe Aggression: 1 if Wu-huan or T'u-yu-Hun, 3 if Hsien-pi. Enemies: II/21a, II/21b, II/21c, II/38a, II/38b, II/38c, II/41b, II/61a, II/61b, II/63, II/76

**II/61b Mu-jung Hsien-pi or T'u-yu-hun Army 300 - 431 AD: 1 x General (Kn), 2 x noble cavalry (Kn), 4 x horse archers (LH), 2 x Chinese infantry (Bd), 2 x Chinese archers (Cb), 1 x skirmishers (Ps)**

Terrain Type: Arable. Aggression: 3 Enemies: II/21b, II/21c, II/38b, II/38c, II/61a, II/61c, II/61d, II/63, II/76, II/79a. Ally: II/21c.

**II/61c Other Hsien-pi or T'u-yu-hun Army 317 - 431 AD: 1 x General (Kn), 3 x noble cavalry (Kn), 7 x horse archers (LH), 1 x skirmishers (Ps)**

Terrain Type: Steppe. Aggression: 3 Enemies: II/21b, II/21c, II/38b, II/38c, II/61b, II/61c, II/61d, II/63, II/76, II/79a.

**II/61d Khitan or Hsi Army 350 - 1000 AD: 1 x General (Cv), 2 x noble cavalry (Cv), 8 x horse archers (LH), 1 x skirmishers (Ps)**

Terrain Type: Steppe. Aggression: 2 Enemies: II/61b, II/61c, II/61d, II/76, II/79a, III/11b, III/20a, III/20b, III/39, III/42a, III/42b, III/56

**II/62 ABYSSINIAN & HORN-OF-AFRICA 100 AD - 1529 AD.**

*This list covers Christian Ethiopian and pagan or Muslim Horn-of-Africa armies from the foundation of the Ethiopian Axumite empire until the conquest of Gran the left-handed. Little armour was worn except for helmets. Spears were short and javelins, short swords and large round hide shields were also carried. The Axumite armies used elephant-mounted generals and supported the tribal levies (Wb) with a core of professional sarawit regiments (Bd). These Ethiopian swordsmen usually used a long straight cutting sword but some replaced it with an enormous sickel-shaped "shotel" intended to hook over an opponent's shield. They also used the "dembus", described as an iron mace, staff or club. Camels (LCm) were used for scouting. The proportion of cavalry increased with time, most were Shara or Galla tribesmen riding scrubby ponies and armed with short spear and javelins. Few had shields, which were prized by those who owned them.*

References: Slingshots 131,132,139 & 140.

**II/62a Abyssinian or Horn-of-Africa Army 100-1284AD: 1 x General (LH), 1 x sarawits (Bd), 1 x light horse (LH or LCm) or tribal levies (Wb), 6 x tribal levies (Wb), 2 x archers (Bw), 1 x skirmishers (Ps)**

Terrain Type: Hilly. Aggression: 3 before 576AD, then 1. Enemies: I/58, II/23a, II/23c, II/55a, II/55b, II/55c, III/12, III/31, III/37a, III/37b, III/66. Allies = (II/23a and/or II/23c) or (I/58 and/or II/55b).

**II/62b Abyssinian or Horn-of-Africa Army 1285-1529AD: 1 x General (LH), 3 x light horse (LH or LCm), 1 x tribal levies (Wb or Bd), 4 x tribal levies (Wb), 2 x archers (Bw), 1 x skirmishers (Ps)**

Terrain Type: Hilly. Aggression: 3 before 576AD, then 1. Enemies: II/23a, II/55c, III/12

**II/63 THREE KINGDOMS & WESTERN TS'IN (CHIN) CHINESE 189AD-316 AD.**

*After the Han lost power, China was dominated by rival warlords. The survivors were the "Three Kingdoms", namely Wei in the north, Wu in the south-east and Shu Han in the south-west. The three-kingdoms period ended around 266 AD with the proclamation of the Ts'in (Chin) dynasty, but the western Ts'in dynasty disintegrated into civil wars around 304 AD, after which the barbarians set up their kingdoms in the north and while the Ts'in survivors set up their "Eastern Ts'in" regime in the south. Most cavalry (both Cv & LH) had lances and some had bows. Horse-armour is occasionally mentioned but was probably not common. Both spears and halberds are mentioned (Bd), halberds more often. They were not mixed with bows and crossbows (Bw & Cb).*

References: Imperial Chinese Armies Chris Peers, Slingshots 150,151.

**II/63 Three Kingdoms or Western Ts'in (Chin) Chinese Army: 1 x General (Cv), 1 x cavalry (Cv) or spearmen (Ax), 1 x light cavalry (LH), 2 x haberdiers (B), 1 x spearmen (Ax), 3 x archers (Bw or Cb), 1 x archers (Bw or Ps), 1 x skirmishers (Ps), 1 x stone-throwers or bolt-shooters (Art) or cavalry (LH) or skirmishers (Ps)**

Terrain Type: Arable. Aggression: 1. Enemies = I/49cd, II/21ab, 38abc, 46b, 61abc, 63, 75, 76, 77a. Allies = II/21ab or (II/38a and/or II/61a).

## **II/64 MIDDLE IMPERIAL ROMAN 193 AD - 324 AD**

*This list covers the armies from Septimus Severus. It runs concurrently with the Late Imperial Roman lists (II/78) since Constantine's rivals still used the old system. Lorica segmentata and auxiliary mail are last shown on the Arch of Severus, which also shows many unarmoured auxiliaries. There is no credible evidence for the replacement of pila by thrusting spears and Arrian's second century "order of battle against the Alans" shows the legionaries (Bd) 8 ranks deep, the first 4 ranks with pila and the second 4 throwing lancea overhead. Under Diocletian, legions split off vexillations 1-2000 strong and their lanciarii were often deployed as a separate vexillation. One tombstone shows a lanciarius as unarmoured and carrying a small shield & 5 large javelins. Equites Illyriciani (LH) appeared when Gallinus expanded the cavalry and included Dalmatae and other similar light horse. The cavalry (Cv) were still lancers in mail corslet on unarmoured horses, but were sometimes depicted with shields. The catafractarii (Kn) were fully armoured lancers on armoured horses, first raised by Severus Alexander from Parthian refugees.*

Reference: *Armies and Enemies of Imperial Rome* Phil Barker

**II/64a Western Roman Army: 1 x General (Cv), 1 x cavalry (Cv or Kn), 1 x light horse (LH), 4 x legionaries (Bd), 3 x auxiliaries (Ax), 1x auxiliaries (Ax) or archers (Bw or Ps), 1 x auxiliaries (Ax) or legionaries (Bd) or artillery (Art)**

Terrain Type: Arable. Aggression: 1 Enemies: II/26, II/47e, II/47f, II/47g, II/54a, II/57, II/60, II/64a, II/64b, II/66, II/68a, II/70a, II/72a, II/72b, II/72c, II/72d, II/73, II/78a. Ally: II/72d.

**II/64b Eastern Roman Army: 1 x General (Cv), 1 x cavalry (Cv or Kn), 1 x light horse (LH), 4 x legionaries (Bd), 3 x auxiliaries (Ax), 1 x auxiliaries (Ax) or archers (Bw or Ps), 1 x artillery (Art) or light horse (LH)**

Terrain Type: Arable. Aggression: 2 Enemies: I/58, II/22c, II/22d, II/28b, II/28c, II/37, II/52, II/55a, II/55b, II/56, II/64a, II/64b, II/65b, II/66, II/69a, II/71, II/74b, II/78a. Allies: (II/23a and/or II/28bc) or II/65b.

## **II/65 TERVINGI & EARLY VISIGOTHIC 200 AD - 419 AD.**

*This list covers the Tervingi (or "men of the forest", later called "Visi") from their arrival on the Dniester until the organisation of the Visigothic Tolosan kingdom in Spain. They were first heard of raiding the Roman empire, but fled the Huns in 376 AD. They won a crushing victory at Adrianople in 378 AD and were later settled by treaty and provided recruits for regular Roman unit. One notable example was Alaric who rose to become "magister militum per Illyricum" in 395-399 (fighting for the eastern Roman empire against the western) and then changed sides and fought for the western empire against the eastern. Losing the post after Stilicho's murder in 408, he joined a rebellion and sacked Rome. His successors invaded Gaul and then Spain and later settled as foederati in southern Gaul.*

Reference: *Armies and Enemies of Imperial Rome* Phil Barker

**II/65a Early Visigothic Army 378 AD only: 1 x General (Wb), 2 x noble cavalry (Kn), 1 x light horse (LH), 7 x warriors (Wb), 1 x archers (Ps)**

Terrain Type: Arable. Aggression: 3. Enemy: II/78b

**II/65b Tervingi or Early Visigothic Army 200-407AD: 1 x General (on horseback (Kn) or on foot (Wb)), 1 x noble cavalry (Kn), 8 x warriors (Wb), 2 x archers (Ps)**

Terrain Type: Arable. Aggression: 3. Enemies: II/26, II/58, II/64b, II/65b, II/66, II/67b, II/71, II/72d, II/78a, II/78b, II/80a, II/80d. Allies: (II/52 and/or II/67b) or II/78a.

**II/65c Alaric & successors 400-419AD: 1 x General (Kn), 2 x noble cavalry (Kn), 1 x cavalry (Kn or LH), 4 x warriors (Wb), 2 x warriors (Wb) or Romans (1xAx + 1xBd), 2 x archers (Ps)**

Terrain Type: Arable. Aggression: 3. Enemies: II/58, II/65c, II/66, II/67b, II/71, II/72d, II/78a, II/78b, II/80a, II/80d, II/81c.

## **II/66 EARLY VANDAL 200 AD - 442 AD**

*This list covers the Asding and Siling 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 and then continued across the Pyrenees into Spain in 409 AD. The Siling states in Spain were destroyed in 416 AD by the Visigoths on behalf of Rome and the Asding and an Alan remnant crossed to Africa in 428 AD and captured Carthage in 439 AD.*

Reference: *Armies and Enemies of Imperial Rome* Phil Barker

**II/66 Early Vandal Army: 1 x General (Kn), 9 x warriors (Wb), 1 x light horse (LH) or foot skirmishers (Ps), 1 x skirmishers (Ps)**

Terrain Type: Arable. Aggression: 3. Enemies: II/47g, II/58, II/64a, II/64b, II/65b, II/65c, II/71, II/72a, II/72c, II/72d, II/78a, II/82a, II/83a. Allies: II/57 or (II/58 and/or II/72c).

**II/67 GREUTHINGI, EARLY OSTROGOTHIC, HERUL, SCIRI & TAIFALI**

**200 AD - 493 AD**

*This list covers the Greuthingi/Greutungi Goths ("men of the steppes") from their arrival in the Ukraine until the organisation of the Italian Ostrogothic kingdom. Jordanes equating of the Greuthingi with the Ostrogoths is no longer accepted. The Greuthingi seem to have split up under attack from Attila's Huns with some joining the Tervingi (list II/65) in invading Roman territory in 376 AD, some remained independent and invaded Italy under Radagaisus in 405 AD while the majority became Hunnic subjects from 441AD until 454 AD. This last part eventually became unified as the Ostrogothic nation. The most famous achievement of the Greuthingi cavalry was at Adrianople in 378 AD when their cavalry ensured victory by charging into the rear of a Roman army already engaged to its front.*

Reference: *Armies and Enemies of Imperial Rome* Phil Barker

**II/67a Radagaesus' Army 401-406 AD: 1 x General (Kn), 4 x noble cavalry (Kn), 1 x light horse (LH), 4 x warriors (Wb), 2 x skirmishers (Ps)**

Terrain Type: Arable. Aggression: 3. Enemy: II/78a

**II/67b Other Gothic Armies: 1 x General (Kn), 5 x noble cavalry (Kn), 6 x skirmishers (Ps)**

Terrain Type: Arable. Aggression: 3. Enemies: II/25, II/26, II/58, II/65b, II/65c, II/71, II/72d, II/78a, II/78b, II/80a, II/80d, II/83a, II/83b, III/2. Allies: (II/52 and II/80d) or (II/71 and/or II/72d).

**II/68 PICTISH 211 AD - 842 AD**

*This list covers the Pictish armies from the campaigns of Septimus Severus until the union of the Picts and the Scots under Kenneth Mac Alpin. The term "Pict" is taken to include all the people of Ancient Scotland originating north of the Caledones, including the broch-builders. Their name for themselves was "Cruithni" and they were a coastal people, probably spreading out from the Orkneys into the north and north-western parts of Scotland. After the campaigns of Septimus Severus largely destroyed the Caledones, the Picts spread south to fill the vacuum and later raided Roman Britain, often outflanking Hadrian's Wall by sea. The "Barbarian Conspiracy" which raided Britannia in 365-368 AD consisted of Picts, Atecotti, Saxons and Scots-Irish. The Atecotti were said to have emigrated from Ireland to Caithness, Man and the Hebrides, but insufficient is known about them to justify a separate list.*

References: *Armies and Enemies of Imperial Rome* Phil Barker, *Armies of the Dark Ages* Ian Heath

**II/68a Pictish Army 211- 499 AD: 1 x General (LCh), 2 x light horse (LH), 5 x spearmen (Sp), 1 x spearmen (Sp) or tribal warriors (Wb), 3 x skirmishers (Ps)**

Terrain Type: Littoral. Aggression: 3. Enemies: II/54a, II/54b, II/64a, II/68a, II/73, II/78a, II/81a, II/81b, II/81c. Allies: II/54a and/or II/73

**II/68b Pictish Army 500 - 846AD: 1 x General (on horseback (Cv) or on foot (Sp)), 2 x light horse (LH), 6 x spearmen (Sp), 3 x skirmishers (Ps)**

Terrain Type: Arable. Aggression: 3. Enemies: II/54b, II/73, II/81c, II/81d, III/24a, III/24b, III/40a, III/40b.

**II/69 SASSANID PERSIAN 220 AD - 651 AD**

*This list covers the Sassanid dynasty of Persia from their revolt against the Parthian Arcasids until their extinction by the Arabs. Aggression is high because they regarded themselves as heir to the Achaemenids and claimed all the territories they had ever owned, including most of the eastern Roman empire. Early depictions show mail-shirted kings and princes with heavy lance and bow charging at the gallop on armoured horses. The strength of the army lay in the armoured horsemen called asavaran (Cv) recruited from the nobles and the country gentry. A limited number of Parthian style cataphracts (Kn) became available in the later periods. They were certainly present in the fourth century together with a majority type on leather armoured horses and armed only with the bow (Cv). Peasant levy spearmen (Hd) with large rectangular shields were brought mainly as camp labour, but could be used in battle. Many of the vassals provided horse archers as well as skirmishers (Ps) and the Dailami and other hill tribes also provided infantry (Ax). The archers (Bw) were probably dismounted asavaran.*

References: *Armies and Enemies of Imperial Rome* Phil Barker, *Armies of the Dark Ages* Ian Heath

**II/69a Sassanid Persian Army 220AD-349AD: 1 x General (Kn), 1 x cataphracts (Kn), 2 x asavaran (Cv), 1 x elephant (El) or asavaran (Cv), 2 x horse archers (LH), 2 x horse archers (LH) or asavaran (Cv), 1 x horse archers (LH) or skirmishers (Ps) or Dailami tribesmen (Ax), 2 x horse archers (LH) or 2 x archers (Bw) or 2 x peasant levies (Hd)**

Terrain Type: Arable. Aggression: 3. Enemies: II/22c, II/22e, II/23a, II/23c, II/28b, II/28c, II/28d, II/37, II/46b, II/58, II/64b, II/69a, II/74a, II/78b, III/4a, III/4b Allies: II/23b or II/28c or II/46b or II/58

ARMY LISTS Section Two: The Classical Period

**II/69b Sassanid Persian Army 350AD-576AD : 1 x General (Kn), 3 x cataphracts (Kn) asavaran (Cv), 1 x elephants (El) or asavaran (Cv), 2 x asavaran (Cv), 1 x horse archers (LH), 1 x light horse (LH) or skirmishers (Ps), 1 x light horse (LH) or tribesmen (Ax), 2 x light horse (LH) or 2 x archers (Bw) or 2 x levies (Hd)**  
Terrain Type: Arable. Aggression: 3. Enemies: II/23a, II/23c, II/28c, II/28d, II/46b, II/46c, II/58, II/69b, II/78b, II/80a, II/80b, II/80d, II/82b, III/4a, III/4b, III/11b, III/16, III/17 Allies: II/28c or II/46b or II/58 or II/80b or II/80d or III/11b

**II/69c Sassanid Persian Army 577AD-651AD : 1 x General (Kn or Cv), 1 x cataphracts (Kn), 1 x light horse (LH), 1 x elephants (El) or asavaran (Cv), 3 x asavaran (Cv), 1 x skirmishers (Ps), 1 x tribesmen (Ax), 1 x Dailami (Ax or Bd), 2 x archers (Bw) or 2 x levies (Hd)**  
Terrain Type: Arable. Aggression: 3. Enemies: II/23a, II/23c, II/28c, II/28d, II/46c, II/58, II/69c, II/82b, III/4b, III/11b, III/16, III/17, III/25a, III/25b. Allies: II/28c or II/58 or III/11b

## **II/70 BURGUNDI & LIMIGANTES 250 AD - 534 AD**

*The Burgundi differed from the Franks and the Suevi in their preference for the use of light javelins. In 436 AD they were settled in eastern Gaul as foederati but their kingdom there was conquered by the Franks in 534 AD and they were absorbed into the Frankish kingdom. The Limigantes also used javelins and fought in close wedge, but their cavalry were light skirmishers. They were subjects of the Sarmatians until they rebelled in 334 AD and they were destroyed by Constantius II in 359 AD.*

Reference: *Armies and Enemies of Imperial Rome* Phil Barker

**II/70a Army of the Burgundi 250-534 AD: 1 x General (on horseback (Cv) or on foot (Wb)), 1 x noble cavalry (Cv) or foot warriors (Wb), 8 x warriors (Wb), 2 x skirmishers (Ps)**  
Terrain Type: Forest until 436AD, then Arable. Aggression: 3. Enemies: II/64a, II/72b, II/72c, II/72d, II/78a, II/80a, II/82a, III/3, III/5a.

**II/70b Army of the Limigantes 334 - 359 AD: 1 x General (on horseback (LH) or on foot (Wb)), 1 x light horse (LH) or warriors (Wb), 8 x warriors (Wb), 2 x skirmishers (Ps)**  
Terrain Type: Forest until 436AD, then Arable. Aggression: 3. Enemies: II/26, II/78b.

## **II/71 GEPID 250 AD - 566 AD**

*This list covers the Gepids from their first appearance on the Roman frontiers until their annihilation by the combined armies of Lombards and Avars. They were subjugated by the Huns in 375AD and provided a large allied contingent in Attila's army. They led the rebel Germans who crushed his successors at Nedao in 454AD. Grave goods suggest the Gepids had three classes, a rich upper class fighting as cavalry, a middle class of infantry spearmen whose weapons included heavy throwing spears and a poor class fighting as archers.*

Reference: *Armies of the Dark Ages* Ian Heath

**II/71 Gepid Army: 1 x General (Kn), 3 x cavalry (Kn), 8 x cavalry (Kn) or 4 x spearmen (Wb) + 4 x archers (Ps or Bw)**  
Terrain Type: Steppe. Aggression: 3. Enemies: II/64b, II/65b, II/65c, II/66, II/67b, II/71, II/72a, II/72c, II/72d, II/80d, II/83a, II/83b, III/1c, III/2, III/3, III/4a, III/4b, III/13a. Allies: II/66 or (II/67b and/or II/73).

## **II/72 EARLY FRANKISH, ALAMANNIC, SUEVI, QUADI, RUGIAN & TURCILINGI 250 AD - 496 AD, 506 AD, 406 AD, 584 AD, 487 AD & 493 AD.**

*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 and had absorbed most of Alamannic Gaul by 506 AD (after which they appear in the list III/5). Suevi was a collective term for the German tribes of the upper Danube (including Quadi, Marcomanni & some of the Alamanni) who invaded across the frozen Rhine in 406 AD, crossed into Spain in 409 AD and set up a kingdom in its north-west corner, which was absorbed by the Visigoths in 584 AD. The Rugians were based in Bohemia and vanish from history after a crushing defeat in 487 AD while the Turcilingi were associated with the Rugians in Roman service and may have been similarly equipped.*

References: *Armies and Enemies of Imperial Rome* Phil Barker *Armies of the Dark Ages* Ian Heath

**II/72a Quadi Army 250-406 AD: 1 x General (Kn), 10 x warriors (Wb), 1 x skirmishers (Ps)**  
Terrain Type: Forest. Aggression: 3. Enemies: II/64a, II/66, II/71, II/72d, II/78a, II/78b, II/80d. Ally: II/26.

**II/72b Alamanni Army 250-506 AD: 1 x General (on horseback (Cv) or on foot (Wb)), 7 x warriors (Wb), 3 x archers (Bw), 1 x archers (Ps)**  
Terrain Type: Forest until 406 AD, then Arable. Aggression: 3. Enemies: II/64a, II/70a, II/72d, II/73, II/78a, II/83a  
Allies: (II/58 and/or II/66) or (II/67b and/or II/70a) or II/72ad

**II/72c Suevi Army 250-584 AD: 1 x General (Kn), 8 x warriors (Wb), 2 x archers (Bw), 1 x archers (Ps)**  
Terrain Type: Forest until 406 AD, then Arable. Aggression: 3. Enemies: II/64a, II/66, II/70a, II/71, II/72d, II/78a, II/82a, II/83a. Allies: II/67b or II/78a.

**II/72d Other Early Frankish, Rugian or Turcilingi Armies: 1 x General (on horseback (Cv) or on foot (Wb)),  
10 x warriors (Wb), 1 x archers (Ps)**

Terrain Type: Forest until 406AD, then Arable. Aggression: 3. Enemies: II/64a, II/65b, II/65c, II/66, II/67b, II/70a, II/71, II/72a, II/72b, II/72c, II/72d, II/73, II/78a, II/80a, II/80d, II/82a, II/83a, III/1c, III/2, III/3. Ally: (d) II/72b.

**II/73 OLD SAXON, FRISIAN, BAVARIAN, THURINGIAN, & EARLY-ANGLO-SAXON  
250 AD - 804 AD**

*This list covers the Old Saxons, Frisians, Bavarians and Thuringians until their absorption by the Franks in 804, 690, 788 & 531 AD respectively. It also covers the Thuringian and Saxon revolt of 555 AD and the Anglo-Saxons in England from Hengist's arrival circa 428 until the accession of Edwin of Northumbria circa 617.*

References: *Armies and Enemies of Imperial Rome* Phil Barker *Armies of the Dark Ages* Ian Heath

**II/73 Old Saxon Army 250-804 AD or Frisian Army 250 - 690 AD or Early Anglo-Saxon Army 428 - 617 AD or Bavarian Army 250-788 AD or Thuringian Army 250 - 531 AD & 555 AD:**

**1 x General (Wb), 10 x warriors (Wb), 1 x skirmishers (Ps)**

Terrain Types: Arable for Saxons, Littoral for Frisians and Forest for Bavarians & Thuringians. Aggression: 2. Enemies: II/64a, II/68a, II/68b, II/72b, II/72d, II/73, II/78a, II/81a, II/81b, II/81c, II/81d, II/83a, III/1a, III/2, III/3, III/5a, III/13b, III/19a, III/21a, III/21b, III/28 Allies for Bavarian or Thuringian armies: II/13 or III/1

**II/74 PALMYRAN 260 AD - 273 AD**

*This list covers the whole period of Palmyran independence. Palmyra was an Arab trading city on the route to Parthia. In 260 AD, the capture of the Roman emperor Valerian by the Sassanids gave the Palmyran ruler Odenathus his chance. After defeating the Sassanids and putting down a usurping Roman general, he was given command of the eastern Roman army by the western emperor Gallienus. After his murder in 267 AD, his widow Zenobia occupied Egypt and Asia Minor and proclaimed her young son emperor in 271 AD. She was defeated by Aurelian in two epic battles in 272 AD. The list is based on finds from Palmyra and Dura Europus, the most important being the horse armour from Dura and the Dura synagogue fresco, which shows two kinds of light horse (one uniformed and charging with lances and the other horse-archers without spears) as well as swordsmen in mail shirts.*

*Note: If Odenathus' army has a Roman contingent, he cannot also have a Roman ally.*

Reference: *Armies and Enemies of Imperial Rome* Phil Barker

**II/74a Palmyran Army 260-271 AD (Odenathus' army): 1 x General (Kn), 2 x cataphracts (Kn),  
1 x light horse (LH), 3 x archers (Bw), 2 x archers (Bw or Ps),  
either Romans [1 x Roman cavalry (Cv) + 1 x legionaries (Bd) + 1 x auxilia (Ax)]**

**or Palmyrans [1 x cataphracts (Kn) + 1 x archers (Bw) + 1 x light horse (LH) or skirmishers (Ps)]**

Terrain Type: Dry. Aggression: 1. Enemies: II/23a, II/69a. Ally: II/23a.

**II/74b Palmyran Army 271-273 AD (Zenobia's army): 1 x General (Kn), 2 x cataphracts(Kn),  
1 x cataphracts (Kn) or archers (Bw), 2 x light horse (LH), 4 x archers (Bw), 2 x archers (Bw or Ps)**

Terrain Type: Dry. Aggression: 1. Enemies: II/23a, II/64b Ally: II/23a.

**II/75 PAEKCHE & KAYA KOREAN 300 AD - 663 AD**

*During the Han dynasty, China had conquered most of Korea and after its collapse, the Korean tribes coalesced into the three kingdoms of Koguryo in the north, Shilla in the south-east and Paekche in the south-west. Kaya was the area between Paekche and Shilla and its troops are assumed to be similar to those of Paekche. Paekche fell in 660 AD to a naval invasion by T'ang China and a revolt in 663 AD was defeated. The Paekche army was organised into three tiers, guard units stationed at the capital, permanent provincial troops and militia. There is no evidence for large shields. Cavalry are usually depicted on unarmoured horses, but cataphract horse armour has been found in 5th century tombs.*

References: Slingshots 234-236, *Armies of T'ang China* K. Ranitzsch & A. McBride

**II/75 Paekche or Kaya Korean Army: 1 x General (Kn or Cv), 1 x cavalry (Cv or Kn), 1 x archers (Bw or Ps),  
1 x light horse (LH) or cavalry (Cv), 4 x militia spearmen (Sp), 4 x militia archers (Bw)**

Terrain Type: Hilly. Aggression: 0. Enemies: I/64b, II/63, II/76, II/77a, II/77b, II/79a, III/20a, III/20b. Allies: I/64b or II/76 or II/77ab or III/7ab.

**II/76 KOGURYO KOREAN 300 AD - 668 AD**

*Koguryo was the northern kingdom formed in Korea after the collapse of the Chinese Han dynasty. Overland invasions by Sui and T'ang Chinese armies failed to capture the heavily fortified frontier cities of the kingdom and it was only in 668 AD, when weakened by civil war, that Koguryo fell to the Chinese forces. Koguryo soldiers are described as "warlike" and texts emphasize the widespread use of armour. The core of the army was its noble cavalry, usually depicted on fully armoured horses. The Malgal tribes provided skirmishers and the halberdiers carry long Chinese-style halberds and*



## ARMY LISTS Section Two: The Classical Period

*medium sized shields. There is no evidence for large shields, but an earlier Chinese source mentions Yemaek tribesmen armed with spears "as long as 3 men" (hence the Pk option).*

References: *Slingshots 234-236, Armies of T'ang China* K. Ranitzsch & A. McBride

**II/76 Koguryo Korean Army: 1 x General (Kn), 1 x cataphracts (Kn), 1 x cataphracts (Kn) or horse archers (LH), 2 x spearmen (Sp or Pk), 3 x militia spearmen (Sp), 1 x archers (Bw), 1 x archers (Bw or Ps), 1 x halberdiers (Bd), 1 x halberdiers & swordsmen (Bd) or light horse (LH) or archers (Bw),**

Terrain Type: Arable. Aggression: 0 Enemies: I/64b, II/61a, II/61b, II/61c, II/61d, II/63, II/75, II/77a, II/77b, II/79a, III/20a, III/20b. Allies: II/38b or II/61c or II/75 or II/77ab or III/7b.

### **II/77 SHILLA KOREAN 300 AD - 935 AD**

*Located in the south-east corner of Korea, Shilla was the most backward of the Korean Three Kingdoms. The rival states of Paekche and Koguryo were destroyed with Chinese help, but when the T'ang Chinese tried to impose its rule over Shilla, they were able to rally the other Korean forces under a common flag and fight the T'ang forces to a standstill. In 678 a peace treaty was concluded leaving Shilla nominally a vassal of China, but in fact independent.*

References: *Slingshots 234-236, Armies of T'ang China* K. Ranitzsch & A. McBride

**II/77a Shilla Korean Army 300-520 AD: 1 x General (Kn or Cv), 1 x noble cavalry (Kn) or light horse (LH), 1 x cavalry (Cv), 4 x spearmen (Sp), 4 x archers (Bw), 1 x archers (Ps or Cb)**

Terrain Type: Hilly. Aggression: 0. Enemies: I/64b, II/63, II/75, II/76, II/79a, III/7a, III/7b Allies : II/75 or II/76.

**II/77b Shilla Korean Army 521- 935 AD: 1 x General (Kn or Cv), 1 x noble cavalry (Kn) or light horse (LH), 1 x cavalry (Cv), 3 x spearmen (Sp), 3 x archers (Bw), 2 x spearmen (Pk), 1 x archers (Ps or Cb)**

Terrain Type: Hilly. Aggression: 0. Enemies: II/75, II/76, II/79a, III/7b, III/20a, III/20b, III/39, III/55, III/56, III/57. Allies: II/75 or II/76 or III/20b.

### **II/78 LATE IMPERIAL ROMAN 307AD - 408 AD**

*This list covers the Roman army from the reforms of Constantine I until the murder of Stilicho. Since the reforms did not reach the east until the fall of Licinius, there is some overlap with list II/64. The legions were now optimised for fighting barbarian warbands and cavalry with the pila being first supplemented and then replaced lighter throwing spears with greater range and finally by the five lead-weighted darts (martio-barbuli) per man. The short gladius was replaced by the longer spatha. The lanciarii were replaced by the auxilia palatina, usually with the same equipment as the legions although were entirely archers. The cavalry were now formed into vexillations, some javelin armed and either mailed or unarmoured and some horse-archers. The kontos-armed cavalry were called clibanarii or catafractarii. The catafractarii were always fully-armoured men on fully-armoured horses while the clibanarii might be more lightly armoured. Details of the coloured shield designs may be found in the Notitia Dignitatum and many appear in the reference.*

Reference: *Armies and Enemies of Imperial Rome* Phil Barker

**II/78a Western Roman Army: 1 x General (Cv), 1 x cavalry (Cv), 2 x light horse (LH), 2 x legionaries (Bd), 2 x auxilia (Ax), 1 x auxilia (Ax) or Goths (Wb), 2 x skirmishers (Ps), 1 x cataphracts (Kn) or artillery (Art) or legionaries (Bd)**

Terrain Type: Arable. Aggression: 1. Enemies: II/54a, II/57, II/58, II/64a, II/64b, II/65a, II/65b, II/65c, II/66, II/67a, II/67b, II/68a, II/70a, II/72a, II/72b, II/72c, II/72d, II/73, II/78a, II/78b, II/80d, II/82a Allies: II/58 or II/65b or II/72d.

**II/78b Eastern Roman Army: 1 x General (Cv), 2 x cataphracts (Kn), 2 x light horse (LH), 2 x legionaries (Bd), 1 x legionaries (Bd) or Goths (Wb), 2 x auxilia (Ax), 1 x skirmishers (Ps), 1 x skirmishers (Ps) or artillery (Art)**

Terrain Type: Arable. Aggression: 2 Enemies: II/26, II/28c, II/52, II/55b, II/58, II/65a, II/65b, II/65c, II/67b, II/69a, II/69b, II/70b, II/72a, II/78a, II/80d. Allies: II/23a or II/28c or II/65b

### **II/79 CHINESE NORTHERN & SOUTHERN DYNASTIES 317 AD - 589 AD**

*This list covers the northern Wei dynasty founded in 386 AD and its successor dynasties until the Sui seized power in 581 AD and the native Chinese southern dynasties from the establishment of the eastern Ts'in (or Chin) in 317 AD until the Sui conquest of the south in 589 AD.*

Reference: *Imperial Chinese Armies* Chris Peers.

**II/79a Northern Dynasty Army: 1 x General (Kn), 2 x cataphracts (Kn), 2 x light horse (LH), 2 x archers (Cb), 1 x swordsmen (Bd) or archers (Cb), 1 x militia (Bd or Sp), 2 x spearmen (Sp), 1 x archers (Cb or Ps)**

Terrain Type: Arable. Aggression: 2. Enemies: II/21b, II/21c, II/38c, II/46c, II/61b, II/61c, II/61d, II/75, II/76, II/77a, II/77b, II/79a, II/79b, III/8, III/11b. Ally: II/38c

**II/79b Southern Dynasty Army: 1 x General (Kn), 1 x cavalry (Kn or Cv), 2 x infantry (Bd or Ax), 3 x swordsmen or halberdiers (Bd), 4 x archers (Cb or Ps), 1 x tribesmen (Wb) or elephants (El) or war wagons (WWg)**

Terrain Type: Arable. Aggression: 1. Enemies: I/49d, II/21b, II/21c, II/38b, II/79a, II/79b.

## **II/80 HUNNIC 356 AD - 570 AD**

*This list covers the western Hunnic armies from the first contact with the Alans in 374 AD until the remnant states of the Hunic empire were absorbed by the Avars. The list also covers the (possibly unrelated) Chionite and Hephthalite or "White Huns" and the Sabir. The Chionites from their first intervention in Kushite Bactria in 356 AD until their destruction by the Sassanids in 468 AD. The Hephthalites until their western element's amalgamation with the remnants of Juan-juan to form the Avars after 558 AD and the loss of their Indian empire around 570 AD. The Sabir from their arrival in the steppes north of the Caucasus around 515 AD until they were absorbed into the Volga Bulgar confederacy*  
Reference: *Armies and Enemies of Imperial Rome* Phil Barker

**II/80a Attila's army 433-453 AD: 1 x General (Cv or LH), 7 x light horse (LH), 1 x cataphracts (Kn), 2 x subject warriors (Wb), 1 x skirmishers (Ps)**

Terrain Type: Steppe. Aggression: 4. Enemies: II/65b, II/65c, II/67b, II/69b, II/70a, II/72d, II/82a, II/83a, II/83b.

**II/80b Sabir Hunnic Army 515-558 AD: 1 x General (on horseback (Cv or LH) or on foot (Wb)), 6 x light horse (LH), 5 x Hunnic warriors (Wb)**

Terrain Type: Hilly. Aggression: 3. Enemies: II/28c, II/58, II/69b, II/80d, II/83b.

**II/80c Hephthalite Hunnic Army in India 470-570 AD: 1 x General (Cv), 8 x light horse (LH), 1 x elephants (El), 2 x skirmishers (Bw)**

Terrain Type: Tropical. Aggression: 1. Enemies: II/3b, II/46b, III/10c.

**II/80d Other Hunnic Armies 356-553 AD: 1 x General (Cv or LH), 11 x light horse (LH)**

Terrain Type: Steppe. Aggression: 3. Enemies: II/3b, II/28c, II/38c, II/46b, II/46c, II/58, II/65b, II/65c, II/67b, II/69b, II/71, II/72a, II/72d, II/78a, II/78b, II/80b, II/80d, II/83a, II/83b, III/8, III/11b

## **II/81 SUB-ROMAN BRITISH 407 AD- 1034 AD**

*This list covers the lowland states of mainland Britain and Armorica. After the departure of Constantine III's field army to Gaul in 406 and its subsequent defeat, there was a split between Britannia and Rome. The split was not intended to be permanent and there may have been a temporary reoccupation in 417AD. Feodorati, mainly Anglo-Saxon, were employed by various states and gradually took over the area. This is a period which is still riven by controversy, for which there are few contemporary sources and much speculation, the main bone of contention being Arthur. Here opinions range from the one extreme, (currently fashionable among Anglo-Saxon historians) that he was a mythological character with no real existence to the other extreme described in Geoffrey of Monmouth's account of a King Arthur ruling a united British kingdom as well as much of continental Europe. The truth lies somewhere between these extremes. All the evidence suggests that the Anglo-Saxon conquest of Angle-land was a slow process with many setbacks and these setbacks demonstrate the existence of British opposition under British leaders. Vortigern (mentioned in many surviving texts) was probably left as "chief man in Britain" after 417 and continued until St Germanus' visit in 446 although he had to employ the Saxon feodorati who later created the kingdom of Kent. In the latter part of the fifth century, British leaders were names as Ambrosius Aurelianus and Arthur. There is also some documentary evidence for Riothamus "King of the Britons" who led an expedition in 468 to Gaul to help Syagrius against the Visigoths. He was last heard of retreating towards the Gallic town of Avallon and it is likely that Geoffrey of Monmouths' account of King Arthurs continental campaigns is based on Riothamus.*

Reference: *Armies of the Dark Ages* Ian Heath

**II/81a Sub-Roman British Army 407-428 AD: 1 x General (Cv), 1 x cavalry (Cv), 1 x auxilia (Ax) or light horse (LH), 6 x auxilia (Ax) or pedyt (Sp), 2 x legionaries (Bd) or auxilia (Ax), 1 x skirmishers (Ps)**

Terrain Type: Arable. Aggression: 1. Enemies: II/54a, II/68a, II/73, II/81a. Allies: II/78a.

**II/81b Sub-Roman British (Vortigern's) Army 429-441 AD: 1 x General (on horseback (Cv) or on foot (Bd)), 1 x auxilia (Ax) or light horse (LH), 7 x auxilia (Ax) or pedyt (Sp), 2 x Saxons (Wb) or auxilia (Ax) or pedyt (Sp), 1 x skirmishers (Ps)**

Terrain Type: Arable. Aggression: 1. Enemies: II/54a, II/54b, II/68a, II/73, II/81b. Allies: II/73 or II/83a

**II/81c Sub-Roman British Army 407-518AD (Britannia Prima or Riothamus): 1 x General (Kn or Cv), 1 x cavalry (Cv or LH), 1 x light horse (LH) or pedyt (Sp), 1 x pedyt (Bd or Sp), 7 x pedyt (Sp), 1 x skirmishers (Ps)**

Terrain Type: Arable. Aggression: 1. Enemies: II/54b, II/65c, II/68a, II/68b, II/73, II/81c, II/82a.

**II/81d Other Sub-Roman British Army 403-1034AD: 1 x General (on horseback (Cv) or on foot (Bd)), 2 x cavalry (Cv) or pedyt (Sp), 1 x pedyt (Sp) or light horse (LH), 7 x pedyt (Sp), 1 x skirmishers (Ps)**

Terrain Type: Arable. Aggression: 1. Enemies: II/54b, II/68b, II/73, II/81d, III/19a, III/24a, III/24b, III/40a, III/40b, III/45a. Allies: III/40a or III/40b.

## **II/82 PATRICIAN ROMAN 408 AD – 493 AD**

*This list runs from the murder of Stilicho until the Ostrogothic move into Italy which destroyed Odovacar's western army and ended the east's dependence on barbarians. Successful generals sought to become the "Patrician" commander in chief of a puppet Roman emperor. The main source for these armies is the Notitia Dignitatum. The former legions were replaced by the heavy infantrymen with big shield, spear, sword, javelins and darts. Light infantry with bows supported the heavy infantrymen. Clibanarii are mentioned occasionally but many non-Gothic cavalry became armoured horse-archers.*

Reference: *Armies of the Dark Ages* Ian Heath

**II/82a Western Patrician Roman Army: 1 x General (Cv or Kn), 1 x cavalry (Cv), 2 x cavalry (Cv or Kn or LH), 2 x Franks (Wb), 2 x foederati (Bd or Wb), 2 x feodorati (Bd or Wb or Ax), 2 x archers (Ps or Bw) or light horse (LH)**

Terrain Type: Arable. Aggression: 0. Enemies: II/66, II/67b, II/71, II/72b, II/72c, II/72d, II/73, II/80a, II/80d, II/82a, II/83a, II/83b, II/84, III/2. Allies: II/58 or (II/72d and/or II/82a) or II/80d or II/81c or II/83b

**II/82b Eastern Patrician Roman Army: 1 x General (Kn), 1 x cavalry (Kn or Cv), 2 x cavalry (Cv or LH), 1 x light horse (LH), 2 x feodorati (Bd or Sp), 2 x foedorati (Ax or Bw or Ps), 1 x archers (Bw or Ps), 2 x skirmishers (Ps)**

Terrain Type: Arable. Aggression: 1. Enemies: II/67b, II/69b, II/69c, II/71, II/80a, II/80b, II/80d, II/83a, II/83b, II/84, III/1c. Allies: II/23a or II/67b.

## **II/83 LATER VISIGOTHIC 419 AD – 720 AD**

*This list covers the Visigoths from the establishment of their Tolosan kingdom in south-western Gaul, through its extension into Spain (469-478 AD), and the loss of the Gallic provinces to the Franks in 507 AD to the Islamic conquest and the vassal kings Aquila (711-713 AD) and Ardo (713-720 AD).*

Reference: *Armies and Enemies of Imperial Rome* Phil Barker

**II/82a Later Visigothic Army 419-621 AD: 1 x General (Kn), 3 x cavalry (Cv), 2 x cavalry (Kn or LH) or auxilia (Ax), 4 x spearmen (Wb), 2 x archers (Ps or Bw)**

Terrain Type: Arable. Aggression: 1. Enemies: II/66, II/70a, II/72c, II/72d, II/78a, II/80a, II/81c, II/82a, II/83a, III/4b, III/5a, III/5b, III/17A, II/17B. Allies: II/70a or II/72c or III/3 or III/4b

**II/82b Later Visigothic Army 622-720 AD: 1 x General (Kn), 2 x cavalry (Cv), 1 x light horse (LH), 4 x spearmen (Sp), 2 x archers (Bw or Ps), 2 x skirmishers (Ps)**

Terrain Type: Arable. Aggression: 1. Enemies: II/82b, III/5b, III/17A, II/17B, III/28, III/31, III/34a.

## **II/84 AFRICAN VANDAL 442 AD - 535 AD**

*This list covers the Vandals from Gaeseric's consolidation of their African conquests until the Byzantine reconquest.*

Reference: *Armies of the Dark Ages* Ian Heath

**II/84 African Vandal Army: 1 x General (Kn), 10 x Vandal cavalry (Kn), 1 x Alans (LH) or Vandals (Kn)**

Terrain Type: Littoral. Aggression: 3. Enemies: II/57, II/82a, II/82b, III/4a. Ally: II/57.