

SECTION THREE – THE EARLY MEDIEVAL PERIOD – 476AD TO 1071AD

III/1 EARLY SLAV 476 AD - 1218 AD

This list covers the independent Slav tribes and starts from their first move west until their absorption into the Croat, Serb, Bulgar, Magyar, Polish, Rus and East Frankish states. "Southern Slavs" includes the Slavs and Antes who fought the Byzantines, each other, and the Steppe people such as Avars, Magyars, Bulgars and Khazars and whose independent existence ended by 896 AD. "Western Slavs" are the Carantini of Austrian Carinthia until absorbed by the Franks and Bohemians and also the Moravians until the acquisition of their lands by Poland in 1003 AD. "Northern Slavs" include the tribes who successfully defended their native forests against the Rus until 985 AD and the Wends of the Baltic coast until at least 1218 AD. Maurikios described the Southern Slavs as living in river-side villages deep in the forest and being primarily armed with javelins, while some had clumsy oblong "door-shields". The Moravians, whether mounted or on foot, used single-handed hatchets with short shafts. Reference: Armies of the Dark Ages Ian Heath.

III/1a Wendish army 580-1218 AD: 1 x General (Cv), 1 x cavalry (Cv), 7 x javelinmen (Ax), 1 x Vikings (Bd) or cavalry (Cv or Kn), 2 x archers (Ps or Bw).

Terrain Type: Littoral. Aggression: 1. Enemies: II/73, III/40a, III/40b, III/40c, III/40d, III/53, III/63a, III/63b, IV/13a Ally: II/73.

III/1b Bohemian Army 830-1003 AD: 1 x General (Cv), 1 x cavalry (Cv or Kn), 8 x spearmen (Sp), 2 x archers (Ps or Bw).

Terrain Type: Arable. Aggression: 1. Enemies: III/28, III/30b, III/53, III/63a, III/68a. A: III/30b or III/47

III/1c Other Early Slav Army 476 - 985 AD: 1 x General (on horseback (Cv) or on foot (Ax)), 1 x javelinmen (Ax) or cavalry (Cv), 8 x javelinmen (Ax), 2 x skirmishers (Ps).

Terrain Type: Forest. Aggression: 1. Enemies: II/71, II/72d, II/83b, III/2, III/4a, III/4b, III/5a, III/13a, III/13b, III/14a, III/14b, III/14c, III/16, III/17, III/21a, III/26a, III/26b, III/28, III/29, III/30a, III/30b, III/32, III/40a, III/47, III/48, III/53, III/63a Ally: II/73.

III/2 EARLY LOMBARD 489 AD - 584 AD

This list starts with the Lombard settlement in Pannonia and presumed adoption of cavalry warfare. In 586 AD they invaded Italy and the list ends with the definitive settlement of Lombards on land attributed to Authari in 584 AD. "Langobard" should mean "long beards" and may refer to facial hair or to their axes, but this is not confirmed either by their grave-goods or by depictions of Lombards in contemporary art. Later laws, which may reflect this period, divided the Lombards into armoured cavalry, unarmoured cavalry and shielded archers. In the Pannonian period, the unarmoured troops may have fought on foot, armed with spear or sax and shield. Archers were drawn from the lowest class, including freed serfs. Reference: Armies of the Dark Ages Ian Heath

III/2 Early Lombard Army: 1 x General (Kn), 6x cavalry (Kn), 2 x cavalry (Kn) or infantry (Wb), 3 x archers (Bw or Ps).

Terrain Type: Arable. Aggression: 2. Enemies: II/67b, II/71, II/72d, II/73, II/83a, III/1c, III/2, III/3, III/4a, III/4b, III/5a, III/13a, III/13b, 17. Allies: II/72c or II/73 or (III/5a and/or III/13b) or III/14a.

III/3 ITALIAN OSTROGOTHIC 493 AD - 561 AD

This list covers the Ostrogothic army from their move into Italy until the last revolts against the Byzantines. The mounted had armour (Kn) and used spears and javelins and carried round shields. The foot were mostly archers and on one occasion were described as having large wicker shields (pavises?). However there were some shielded spearmen. References: Armies of the Dark Ages Ian Heath

III/3 Italian Ostrogothic Army: 1 x General (Kn), 5x cavalry (Kn), 2 x cavalry (Kn) or spearmen (Sp), 4 x archers (Ps or Bw).

Terrain Type: Arable. Aggression: 0. Enemies: II/70a, II/71, II/72d, II/73, III/2, III/4a, III/4b, III/5a. Allies: II/70a or III/5a

III/4 EARLY BYZANTINE 493 AD - 578 AD

This list covers the army of the Eastern Roman empire from the end of the Western Roman empire until the reforms of Maurikios and it includes the army of Belisarios and Narses. The mounted had bow, sword and corselet and a "short" (probably round) shield. They may have fought in Hunnic style (LH) "shooting from all angles" or in ordered ranks (Cv). The general's cavalry (e.g. Belisarios' household) had lance and shield as well as the bow and by the battle of Casilinum under Narses, this had spread to include all the cavalry. The skutatoi (Bd) had short spears, muscle cuirasses, pteruges and large oval shields with Late-Roman shield patterns. References: Armies & Enemies of Imperial Rome Phil Barker, Armies of the Dark Ages Ian Heath. Justinian's Wars Roy Boss

III/4a Early Byzantine Army 493 - 549 AD: 1 x General (Cv), 1 x boukellarioi (Cv), 2 x skutatoi (Bd), 2 x psiloi (Ps),

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5 x kavallarioi (all LH or all Cv), 1 x symmachoi (Kn or LH) or allies (Ax).

Terrain Type: Arable. Aggression: 3. Enemies: II/23a, II/55b, II/57, II/69b, II/71, II/84, III/1c, III/2, III/3, III/5a Ally: II/23a

III/ 4b Early Byzantine Army 550 - 578 AD: 1 x General (Cv), 1 x kavallarioi (LH or Cv), 5 x kavallarioi (Cv), 1 x symmachoi (Kn or Sp) or allies (Ax or Wb), 2 x skoutatoi (Bd), 2 x psiloi (Ps).

Terrain Type: Arable. Aggression: 3. Enemies: II/23a, II/55b, II/57, II/69b, II/69c II/71, II/82a, III/1c, III/2, III/3, III/5a, III/13a, III/13b, III/14a Ally: III/2.

III/ 5 MIDDLE FRANKISH 496 AD - 639 AD

This list covers Merovingian army from the absorption of Alemmanic Gaul until the death of the last effective Merovingian, Dagobert I. Aquitanian (after 511AD), Burgundian (after 532AD) and Provençal (after 535AD) troops became available after the incorporation of each region into the Merovingian state. After 561AD the state split into Austrasia and Neustria. The infantry carried iron-rimmed shields with a prominent boss, sword and angon (a large barbed spear with iron-covered shaft) or francisca (a throwing axe with a short wooden handle). They were described as wearing multi-coloured tunics and green cloaks with red embroidery. The mounted troops (noblemen) carried spears and round shields and varying amounts of armour (Cv or Kn). References: Armies & Enemies of Imperial Rome Phil Barker, Armies of the Dark Ages Ian Heath

III/5a Austrasian or Burgundian Army: 1 x General (Kn or Cv), 1 x noble cavalry (Kn or Cv), 6 x tribesmen (Wb), 3 x levies (Sp) or tribesmen (Wb), 1 x skirmishers (Ps).

Terrain Type: Arable. Aggression: 3. Enemies:II/70a, II/73, II/82a, III/1c, III/2, III/3, III/4a, III/4b, III/5a, III/5b, III/13a, III/13b, III/17, III/18, III/21a. Allies:II/70a or II/82a.

III/5b Neustrian, Aquitanian or Provençal Army: 1 x General (Kn or Cv), 1 x noble cavalry (Kn or Cv), 6 x levy infantry (Sp), 3 x levies (Sp) or tribesmen (Wb), 1 x skirmishers (Ps).

Terrain Type: Arable. Aggression: 3. Enemies: II/82a, II/82b, III/5a, III/18, III/21a. Ally: II/82a

III/6 EMISHI 500 AD - 878 AD.

The Emishi were the indigenous people of northern Japan, including both the Ainu and groups ethnically closer to the Japanese. In the eighth and ninth centuries they were described as superb horse archers and earlier as archers but not on horseback. This list is provided as the main enemy for the contemporary Japanese. The Emishi are credited with introducing curved swords and leather armour, while the Ainu were described as being tattooed, wearing fur garments with swords concealed in them, and carrying the arrows for their short bows in the topknot of their hair. References: Slingshot 251 & 252

III/ 6a Emishi Army 500 - 699 AD: 1 x General (Bw), 11 x archers (Ps or Bw).

Terrain Type: Forest. Aggression: 0. Enemies: III/7a, III/7b.

III/ 6b Emishi Army 700 - 878 AD: 1 x General (LH or Cv), 9 x light horse (LH), 2 x archers (Ps or Bw) or light horse (LH).

Terrain Type: Forest. Aggression: 0. Enemies: III/7b.

III/ 7 PRE-SAMURAI JAPANESE 500 AD - 900 AD

This list covers the Japanese army of the Later Kofun, Ritsuryo and Early Heian states that preceded the rise of the Samurai. Kofun army intervened in Korea and Ritsuryo army mainly fought the wild Emishi. Initially the army were mainly provided by uji nobles and their retainers. They were mostly armoured foot behind pavises and were either archers (Bw) or armed with spears, some 4 metres long (Pk). These feudal troops were replaced by conscript Heishi militia, who were similarly armed but had 1 pavise for every 5 men. Cavalry (some on armoured horses) were introduced from Korea. A few captured Sui artillery pieces were passed on by the Koguryo in 618, but it did not become widespread until the mid-seventh century. References: Slingshot 251 & 252, The History of Japanese Armor (Volume 1) From the Yayoi period to the Muromachi period Ritta Nakanishi

III/7a Kofun Army 500 - 645 AD: 1 x General on horseback (Cv) or on foot (Bw), 1 x cavalry (Cv), [2 x spearmen (Pk) + 2 x spearmen (Pk) or archers (Bw)] or [2 x spearmen (Sp) + 2 x spearmen (Sp) or archers (Bw)], 5 x archers (Bw), 1 x archers (Bw or Ps).

Terrain Type: Hilly. Aggression: 2. Enemies: II/77a, II/77b, III/6a, III/7a, III/20a, III/20b Ally: II/75

III/7b Ritsuryo or Early Heian Army 646 - 900 AD: 1 x General on horseback (Cv) or on foot (Bw), 2 x cavalry (Cv), 5 x archers (Bw), 1 x infantry (Bw or Sp), 1 x archers (Bw or Ps), 1 x archers (Bw) or peasant conscripts (Hd), 1 x artillery (Art).

Terrain Type: Hilly. Aggression: 2. Enemies: II/77b, III/6a, III/6b, III/7b, III/20b Ally II/75

III/8 CENTRAL-ASIAN CITY STATES 500 AD - 1000 AD

This list covers the Sogdian city states and the kingdom of Khwarizm from their emergence after the fall of the Kushan empire until the Arab conquest in the eighth century and also the city-states of the Tarim basin (such as Turfan, Kucha and Khotan) until the fall of the last independent city, Khotan, to the Qarakhanids. The Sogdian Chakars (Kn) were the nobles' retainers with a strong heroic ethos. They carried lance, bow and sometimes a round shield and are usually depicted charging with lances while the bow was used in heroic duels on foot. Other mounted troops were similarly equipped, but less heroic. The Sogdian dihqan were the land-owning gentry and they were mainly armoured cavalry. Local nomad horse-archers (LH) were used as scouts. Reference: Sassanian Armies David Nicolle

III/8 Central-Asian City Army: [1 x General (Kn) + 2 x cavalry (Kn) + 3 x (Kn or Cv)] or [1 x General (Cv) + 5 x cavalry (Cv)], 1x light horse (LH), 4 x archers (Bw or Ps), 1 x infantry (Hd or Ps)
Terrain Type: Steppe. Aggression: 0. Enemies: II/38c, II/79a, II/80d, III/8, III/11b, III/15, III/20a, III/20b, III/25b, III/25c, III/31, III/39, III/43c. Allies: III/11b or III/31

III/9 BURMESE 500 AD - 1526 AD

This list covers the Burmese army from the foundation of the kingdom of Pyu (circa 500 AD) until its destruction by the Nan-chao in 832 AD and then from the founding of the kingdoms of Pagan and Pegu (849 AD) until the start of King Tabinshweti of Toungoo's campaigns of re-unification. It includes Pagan's flowering, its overthrow by the Yuan Mongols and shift to a new capital in Ava. Bows could be crossbows. Before the unification of Burma in 1044 by King Anawrahta, the army was mainly infantry with few elephants, but he shifted the emphasis to massed elephants. Several sources described Burmese elephants as having from 16 to 4 crew, but many of them may have been walking alongside rather than riding. However a late account from Cochin China described a two-tier platform carrying 14 men (3 top and 3 bottom on each side and 2 behind). Kings were said to ride white elephants with a gold chain ornamented with precious stones around its neck and there are records of battles decided by personal combat. Cavalry were shield-less, wore quilted armour and had black or white bull's hair at the heads of their spears, while some were said to ride horses disguised as dragons. The infantry guard were described as wearing gilt helmets and quilted black cotton jackets and were equipped with sword and shield (Ax). Archers had bows or crossbows, but neither was very effective. Reference: Armies of Medieval Burma AD700-1300 Daniel Mersey

III/9a Burmese Army 500 - 1043 AD: 1 x General on elephant (El) or on horseback (Cv), 1 x cavalry (Cv), 6 x spearmen (Ax), 3 x archers (Bw or Cb), 1 x archers (Bw or Cb or Ps)
Terrain Type: Tropical. Aggression: 2 Enemies: I/49d, III/9a, III/15, III/20a, III/20b, III/23a, III/36, III/60.

III/9b Burmese Army 1044 - 1526 AD: 1 x General on elephant (El) or on horseback (Cv), 2 x elephants (El), 1 x cavalry (Cv), 4 x spearmen (Ax), 1 x guards (Ax or Bd), 2 x archers (Bw or Cb), 1 x archers (Bw or Cb or Ps) or spearmen (Wb).
Terrain Type: Tropical. Aggression: 2 Enemies: II/42d, III/9b, III/10c, III/23a, III/60, IV/40, IV/48, IV/73. Ally: IV/48.

III/10 HINDU INDIAN 545 AD - 1510 AD

This list covers the Hindu states of northern and central India from the fall of the Gupta empire until the introduction of hand firearms. The Rajputs were a warrior caste, thought to be descended from Saka or Huna invaders, who ruled states in central and western India and who bore the brunt of resistance to the Muslim invasions. References: Armies of the Middle Ages 2 (Eastern Europe) Ian Heath, Slingshot 248.

III/10a Harsha Army 606 - 647 AD: 1 x General (El), 2 x elephants (El), 2 x cavalry (Cv), 1 x swordsmen (Bd), 3 x archers (Bw), 2 x spearmen (Sp), 1 x spearmen (Sp) or camp followers (Hd).
Terrain Type: Tropical. Aggression: 2. Enemies: II/42b, III/10c

III/10b Rajput Army 747 - 1300 AD: 1 x General (on elephant (El) or on horseback (Kn), 2x cavalry (Kn), 1 x elephants (El) or cavalry (Kn), 2 x swordsmen (Bd), 3 x archers (Bw), 1 x camel riders (Cm) or archers (Bw), 1 x javelinmen (Ps), 1 x javelinmen (Ps) or camp followers (Hd).
Terrain Type: Dry or Tropical. Aggression: 2. Enemies: III/10b, III/10c, III/15, III/31, III/38, III/43a, III/43b, III/64a, III/64b, IV/8, IV/36a Ally: III/10c.

III/10c Other Hindu Indian Army: 1 x General (El), 1 x elephants (El), 2 x cavalry (Cv), 1 x swordsmen (Bd), 4 x archers (Bw), 1 x javelinmen (Ps), 1 x javelinmen (Ps) or camp followers (Hd), 1 x elephants (El) or artillery (Art).
Terrain Type: Tropical. Enemies: II/42b, II/42c, II/80c, III/9b, III/10a, III/10b, III/10c, III/15, III/31, III/37a, III/38, III/43b, IV/36a, IV/36b, IV/75. Allies: II/42b or II/80c or (III/10b and/or III/38) or III/15 or IV/36a.

III/11 CENTRAL ASIAN TURKISH 550 AD - 1330 AD

This list covers the central-Asian Turkish army from the emergence of the "original" Turks until the final demise of the Turfan Uighur state. The Gok Turks (T'u-chueh to the Chinese) rebelled against the Juan-juan in 551 AD and established a

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*vast empire bordering on Byzantium, Sassanid Persia and China, but it split into eastern and western khanates about 582 AD. The western Turkish khanate broke up during a revolt in 630 AD but was later re-established and fought against the Arabs in Transoxiana in the eighth century. The eastern Khanate submitted to the Chinese in 630 AD, was restored about 680 AD and destroyed in 744 AD. The Uighurs then ruled Mongolia until 840 AD, after which they set up a new state in Turfan in the Tarim basin about 860 AD. They became tributary to the Qara-Khitai in 1130, to the Mongols in 1209 AD and finally disappeared around 1330 AD. Other tribes fared similarly. The Kirghiz controlled Mongolia from 840 AD until driven out around 920 AD and then remained in Siberia until they submitted to the Mongols in 1207 AD. The Toquz Oghuz ("nine tribes", called "Ghuzz" by the Arabs, "Ouzoi" by the Byzantines and "Torki" by the Russians) migrated into the central Asian steppe around 780 AD and some of them pushed into Iran after 1000 AD (becoming known as "Turkomans") while others moved into the south Russian steppes. Contemporary depictions show lamellar-armoured cavalry with bow, sword and slung shield while some also have lances and/or barded horses. Reference: *Armies of the Dark Ages* Ian Heath*

III/11a Uighur Army 860 - 1330 AD: 1 x General (Cv), 1 x cavalry (Cv or LH), 4 x horse archers (LH), 3 x archers (Bw or Ps), 3 x spearmen (Sp).

Terrain Type: Steppe. Aggression: 3. Enemies: III/11b, III/15, III/39, III/42a, III/42b, III/44, III/55, III/66, IV/15, IV/35, IV/48, IV/52. Allies: III/11b or III/15.

III/11b Other Army: 1 x General (Cv), 2 x cavalry (Cv), 6 x horse archers (LH), 1 x archers (on foot (Bw or Ps) or mounted (LH)), 2 x levy spearmen (Hd) or horse archers (LH).

Terrain Type: Steppe. Aggression: 3. Enemies: II/38c, II/61d, II/69b, II/69c, II/79a, II/80d, III/8, III/11a, III/11b, III/13b, III/14a, III/15, III/16, III/20a, III/20b, III/31, III/32, III/37a, III/43a, III/43b, III/43c, III/44, III/47, III/64a, III/74b, III/80, IV/8, IV/15, IV/24, IV/35. Allies: (III/8 and/or III/14a) or (III/15 and/or III/31) or III/56.

III/12 CHRISTIAN NUBIAN 550 AD - 1500 AD

*With the conversion of the Nobades to Monophysite Christianity around 550 AD, three Christian kingdoms arose in the Sudan and this list describes their army. These were, from north to south, Nobatia, Makouria (around modern Dongola) and Alwa (with its capital at Soba near the junction of the White and Blue Niles). Nobatia was conquered by Makouria 650-700 AD and after this the combined state was often called Nubia. They fought successive Muslim Egyptian regimes but also enjoyed long periods of peaceful trade with Egypt. Bedouin Arabs (in particular the Banu Kanz tribe) moved south from Egypt after 1174 and, after a period of unrest, Nubia seems to have disappeared around 1365 AD. Alwa also suffered from Bedouin incursions and fell around 1500 AD. The army were renowned for the foot archers (Bw or Ps). Contemporary depictions of other foot show segmented nasal-guard helmet, quilted armour, cloak, large figure-of-eight shield, and spear or broad-bladed stabbing weapon similar to an assegai and may be Ax or Bd. Mounted troops used both horses and camels and it is one of the few army to use charging camels. The court nobility probably provided the cavalry in gold-embroidered robes seen in Nubian art (both armoured and un-armoured horsemen). Camel riders are described swathed in black felt cloaks and using spears. Reference: *Armies of the Dark Ages* Ian Heath*

III/12 Christian Nubian Army: 1 x General (Cv or Kn), 2 x camel warriors (Cm), 2x light horse (LH), 3 x warriors (all Bd or all Ax), 3 x archers (Bw or Ps), 1 x infantry (Hd) or Arab archers (Ps or Bw) or Arab camel riders (LCm).

Terrain Type: Dry. Aggression: 1. Enemies: II/55b, II/55c, II/62a, II/62b, III/12, III/25b, III/25c, III/31, III/37a, III/37b, III/49, III/66, III/69, IV/20, IV/45. Allies: II/45 or II/55b or II/55c.

III/13 AVAR 553 AD - 826 AD

*This list describes the army of the Avars, who were probably the combined remnants of the Juan-juan and the White Huns after both were driven west by the Gok Turks. They conquered some remnants of Attila's Huns (now called Bulgars), the Gepids and many of the southern Slavs, but lost face after their failed attack on Constantinople in 626 AD and the Bulgars rebelled in 631 AD and gained independence. Maurikios said they wore armour and were double-armed with lance and bow and the horses of the most important were frontally armoured. There is no evidence for their use of shields. The LH shown in the reference had a shaved head with one pigtail, and wearing a loose under-tunic split front and back, a short over-tunic, trousers and boots. They were armed with a curved sabre and short composite bow. Reference: *Armies of the Dark Ages* Ian Heath*

III/13a Avar Army 553 - 557 AD & 632 - 826 AD: 1 x General (Cv), 9 x noble cavalry (Cv), 2 x cavalry (LH or Cv).

Terrain Type: Steppe. Aggression: 3. Enemies: II/71, III/1c, III/2, III/4b, III/5a, III/14a, III/14b, III/14c, III/17, III/21a, III/21b, III/26a, III/26b, III/28. Ally: III/14b.

III/13b Avar Army 558-631 AD: 1 x General (Cv), 4 x nobles (Cv), 2 x horse archers (LH), 3 x Slav javelinmen (Ax), 1 x Slav archers & scouts (Ps), 1 x Slav javelinmen (Ax) or, in 626 AD only, stone-throwers (Art).

Terrain Type: Steppe. Aggression: 3. Enemies: II/58, II/73, III/1c, III/2, III/4b, III/5a, III/11b, III/14a, III/17, III/21a, III/26a, III/26b. Ally: II/69.

III/14 EARLY BULGAR 559 AD - 1018 AD

*The Bulgars originated as a combination of Utigur and Kutrigur Hunnic remnants combined with Sabirs and Onogur. They were conquered by the Avars in 558 AD but cast off Avar rule in 631 AD and formed the new united khanate of Great Bulgaria around the Sea of Azov. After their defeat by the Khazars around 675 AD, some of them fled up the river Volga and formed the "Volga Bulgar" state (see list 32). Most of them fled to the Danube basin where they drove the Avars westward and founded an empire which rivalled the Byzantines and lasted until 1018 AD. They relied heavily on Slav subject infantry. Their cavalry had small round shields and lances and were said to have had vertically striped trousers in red, white and blue. King Krum incorporated former Byzantine thematics into his army. Reference: *Armies of the Dark Ages* Ian Heath*

III/14a Bulgar Army 559 - 674 AD: 1 x General (Cv), 5 x boyars (Cv) or horse archers (LH), 6 x horse archers (LH).
Terrain Type: Steppe. Aggression: 1 Enemies: II/58, III/1c, III/4b, III/11b, III/13a, III/13b, III/16, III/17, III/26a, III/29, III/30a.

III/14b Bulgar Army 675 - 852 AD: (1 x General + 2 x boyars) (all Cv or all Kn), 4 x Bulgar horse archers (LH), 4 x Slav javelinmen (Ax), 1 x Slav archers (Ps).
Terrain Type: Arable Aggression: 2 Enemies: III/1c, III/13a, III/16, III/26a, III/29, III/30a, III/30b. Ally III/13a

III/14c Bulgar Army 853 - 1018 AD: 1 x General (Kn or Cv), 2 x boyars (Kn or Cv), 4 x Bulgar horse archers (LH), 4 x militia spearmen (Sp), 1 x archers (Bw or Ps).
Terrain Type: Arable Aggression: 2 Enemies: III/1c, III/13a, III/26a, III/29, III/30b, III/47, III/48, III/65, III/68a. Ally: III/47.

III/15 TIBETAN 560 AD - 1065 AD.

*This list describes the army of the Yarlung dynasty of Tibet, which was established around 560 AD when a local Tibetan chieftain revolted against his Zan-Zun overlords. By about 630 AD, the Tibetan clans were united and formed an empire which fought expansionist wars for the next two centuries. After 841 AD, the empire broke up but the successor states survived and fought among themselves. Tibetan cavalry were described by the T'ang as armed with a very long lance while both man and horse were completely mailed except for the eyes and invulnerable to swords or bows. References: *The Tibetan Empire in Central Asia* Christopher Beckwith, *The Army of Tang China* Karl Heinz Raniszsch.*

III/15 Tibetan Army: 1 x General on horseback (Kn) or on foot (Sp), 4 x Tibetans (all cavalry (Kn) or all spearmen (Sp), 3 x Tibetans (Kn) or Nepalese (Cv), 1 x cavalry (Kn) or spearmen (Sp), 1 x cavalry (Kn) or archers (Bw or Ps) or nomads (LH), 2 x Tibetans (Kn) or nomads (LH) or Nepalese (Cv).
Terrain Type: Hilly. Aggression: 3 Enemies: III/8, III/9a, III/10b, III/10c, III/11a, III/11b, III/15, III/20b, III/31, III/36, III/37a, III/37b, III/39, III/62a, III/67. Allies: III/8 or III/11b or III/36.

III/16 KHAZAR 568 AD - 1083 AD

*This list covers the army of the Khazar Khaganate. The Khaganate maintained a standing "Royal army" of full-time paid cavalry, armed with bow or lance. The Khazar nobles carried bows, but preferred to use their lances. The army was supplemented with levies from their numerous subjects, even occasionally have artillery. Reference: *Armies of the Dark Ages* Ian Heath*

III/16 Khazar Army: 1 x General (Kn or Cv) or in Khagan's wagon (Lit), 2 x Khazar nobles (both Kn or both Cv), [4 x light horse (LH) + 2 x levy spearmen (Hd) + 2 x levy archers (Ps) or [4 x cavalry (Cv) + 3 x spearmen (Ax) or light horse (LH) + 1 x cavalry (Kn or LH)], 1 x artillery (Art) or light horse (LH).
Terrain Type: Steppe. Aggression: 1. Enemies: II/58, II/69b, II/69c, III/1c, III/11b, III/14a, III/14b, III/25b, III/25c, III/29, III/30a, III/31, III/32, III/37a, III/37b, III/43a, III/43b, III/43c, III/47, III/64a, III/64b, III/71a. Ally: III/11b.

III/17 MAURIKIAN BYZANTINE 575 AD - 650 AD

*This list covers the period from the appointment of the future emperor Maurikios as Comes Excubitorum/Foederatorum and his reforms of the army until the completion of the thematic system under Konstas. It includes the wars of Heraklios and the description is mainly based on the Strategikon. The army now fought in two lines, separated in depth. The first line consisted of three commands, each of a deep block in close order flanked on both sides by archer units in open order. The boukellarioi (Cv) formed the general's bodyguard in the middle and were supported by the kavallarioi (Cv) who were primarily lancers with shields. The first rank might have frontally-armoured horses. When infantry were used, they were skoutatoi with big shields, short spears, swords and darts and were concentrated in the centre or formed into blocks interspersed with the cavalry. Any surplus archers were deployed on the flanks, but javlinmen were preferred in wooded country. Reference: *Armies of the Dark Ages* Ian Heath*

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III/17 Maurikian Byzantine Army: 1 x General (Cv), 2 x kavallarioi (Cv), 1x kavallarioi (Cv) or skoutatoi (Bd), 2 x light horse (LH), 1 x scouts (LH or Ps), 1 x optimates (Kn) or artillery (Art), cavalry [2 x kavallarioi (Cv) + 2 x light horse (LH)] or infantry [2 x skoutatoi (Bd) + 2 x archers (Ps)].
Terrain Type: Arable. Aggression: 1. Enemies: II/23a, II/55b, II/57, II/69b, II/69c, II/82a, II/82b, III/1c, III/2, III/5a, III/13a, III/13b, III/14a, III/21a, III/25a, III/25b, III/25c, III/26a, III/26b, III/27. Allies: II/23a or II/57 or II/69b or II/69c or III/16.

III/18 BRETON 580 AD - 1072 AD

This list covers the Armorican/Breton army from the end of the British connection until their assimilation in to the Norman military system. The Alan foederati settled in Armorica had by now been Christianised and largely assimilated into the general population. The date for the changeover to an effectively all-cavalry army is conjectural. The Alans were no longer horse-archers, but were described as heavy cavalry (Cv) armed mainly with javelins. Reference: Armies of the Dark Ages Ian Heath

III/18 Breton Army: 1 x General (Cv), 5 x cavalry (Cv), 3 x cavalry (Cv or LH), 1 x skirmishers (LH or Ps), 2 x cavalry (Cv) or 2 x peasants (Hd) or (1 x Saxons (Wb) + 1 x peasants (Hd)).
Terrain Type: Arable. Aggression: 1. Enemies: III/5a, III/5b, III/28, III/40a, III/40b, III/52. Allies: III/28 or III/40a or III/40b

III/19 WELSH 580 AD - 1420 AD

This list covers the Welsh army after the fall of the lowland Sub-Roman states of Britannia. After 1100 AD, the North and South Welsh army have separate lists. Welsh warfare was mainly offensive raids and defensive ambushes in difficult terrain and their "showers of javelins" were mentioned. The uchelwyr (Cv) were gentry in mail corslets on horseback who were supported by their spearmen (Wb) and javelinmen (Ps). In the later period, the South Welsh relied heavily on their bows while the North Welsh used spearmen (Sp). References: Armies of Feudal Europe Ian Heath, Armies of the Middle Ages 1 (Western Europe) Ian Heath

III/19a Welsh Army 580-1149 AD: 1 x General on horseback (Cv) or on foot (Bd or Wb), 7 x spearmen (Wb), 2 x spearmen (Wb) or Viking mercenaries (Bd), 2 x javelinmen (Ps).
Terrain Type: Hilly. Aggression: 1. Enemies: II/54b, II/73, II/81d, III/19a, III/24a, III/24b, III/40a, III/40b, III/52, III/72, IV/3. Allies: III/40ab or III/46 or III/72

III/19b South Welsh Army 1100 - 1197 AD: 1 x General (Cv), 9 x Welsh archers (Lb), 1 x javelinmen (Ax), 1 x javelinmen (Ax or Ps).
Terrain Type: Hilly. Aggression: 1. Enemies: III/19b, III/19c, III/40b, IV/3, IV/23. Allies: III/46 or IV/23.

III/19c North Welsh Army 1150 - 1420 AD: 1 x General (Kn), 8 x spearmen (Sp), 1 x javelinmen (Ps), 2 x archers (Lb) or spearmen (Sp) or javelinmen (Ps).
Terrain Type: Hilly. Aggression: 1. Enemies: III/19b, III/19c, III/40b, IV/3, IV/9, IV/23, IV/62. Allies: III/40b or IV/23 or IV/64b.

III/20 SUI & EARLY T'ANG CHINESE 581 AD - 755 AD

This list covers the army of the Sui and T'ang dynasties. The Sui dynasty was founded in northern China in 581 AD and had reunited the whole country by 589 AD. Initial successes were followed by a disastrous war with Koguryo and several rebellions. A military family from the northern frontier established the new T'ang dynasty which had united China by 623 AD and then extended the Chinese frontiers. The infantry were divided into pu-ping (marching infantry) and pu-she (foot archers) and the pu-ping are here classed as Sp. Some Sui cavalry carried lances, others sword and shield. Most heavy cavalry were armed in originally Turkish style with lamellar armour, lance and bow but sometimes only with lance. References: Armies of Imperial China I & II Chris Peers, The Army of Tang China Karl Heinz Ranitzsch

III/20a Sui Army 581 - 623 AD: 1 x General (Kn), 1x cataphracts (Kn), 1 x cavalry (Cv), 1x horse archers (LH), 2 x Pu-ping (Sp or Bw), 2 x Pu-she (Bw or Ps), 4 x conscripts (Hd) or [2 x Pu-ping (Sp or Bw) + 1 x archers (Cb) + 1 x Pu-she (Bw or Ps)].
Terrain Type: Arable. Aggression: 3. Enemies: I/49d, II/61d, II/75, II/76, II/77b, III/7a, III/8, III/9a, III/11b, III/20a, III/20b, III/23b. Ally: III/11b.

III/20b T'ang Army 618 - 755 AD: 1 x General (Cv), 1 x cataphracts (Kn) or cavalry (Cv), 2 x cavalry (Cv), 1 x cavalry (Cv) or light horse (LH), 1x light horse (LH), [1 x archers (Cb) + 3 x Pu-ping (Sp or Bw) + 2 x Pu-she (Bw or Ps)] or [2 x cavalry (Cv) + 4 x light horse (LH)].
Terrain Type: Arable. Aggression: 3. Enemies: I/49d, II/61d, II/75, II/76, II/77b, III/7a, III/7b, III/8, III/9a, III/11b, III/15, III/20a, III/20b, III/23b, III/31, III/36, III/37a. Allies: II/ 61d or II/77b or III/8 or III/11b.

III/21 ITALIAN LOMBARD 584 AD - 1076 AD

In 568 AD, the Lombards had invaded Italy, founding a kingdom in the north and two independent duchies in Benevento and Spoleto. The organisation in Astolf's eighth-century laws probably came into force soon after the conquest and is included in this list which starts with the definitive settlement of the Lombards in 584 AD, attributed to Authari. In 774 AD the Lombard kingdom was conquered by the Franks and from then until 888 AD, north Italy was ruled by the Carolingian kings as the "Kingdom of Italy". After 888 AD the kingdom was an integral part of the German empire. This list ends with the Norman conquest of Salerno. Reference: Armies of the Dark Ages Ian Heath

III/21a Lombard Army 584 - 774 AD: 1 x General (Kn), 7 x cavalry (Kn), 3 x archers (Bw or Ps), 1 x cavalry (Kn) or spearmen (Sp).

Terrain Type: Arable. Aggression: 1. Enemies: II/73, III/1c, III/5a, III/5b, III/13a, III/13b, III/17, III/28, III/29. Allies: III/1c or III/13b.

III/21b Lombard Army 775 - 1076 AD: 1 x General (Kn), 4 x cavalry (Kn), 4 x spearmen (Sp), 2 x archers (Bw or Ps), 1 x peasant levies (Hd).

Terrain Type: Arable. Aggression: 1. Enemies: II/73, III/13a, III/21b, III/28, III/29, III/30b, III/33, III/52, III/53, III/65, III/76. Allies: III/29 or III/33 or III/34b or III/52 or III/53 or III/65

III/22 MAYA 600 AD - 1546 AD

This list covers the lowland Maya army of the Late Classic (600 - 900 AD) and Post-Classic periods, from which nearly all evidence of warfare derives. There was usually no single Maya state, only rival cities which fought among themselves. At the end of the Classic period, soil erosion and deforestation had crippled the Maya and forced the abandonment of many cities. When their civilisation revived, they had moved from the hillier Peten area to the flat forests of the Yucatan peninsula. Until 987 AD (list a) the Maya had only each other to fight. After this, they were attacked and conquered by the Toltecs, who were in turn replaced by the Itza after 1224. The Maya successfully fought off a Spanish invasion from 1528-1535 AD, but fell to another in 1542 AD and their rebellion of 1546 AD was unsuccessful. Reference: Armies of the 16th Century: volume 2. Ian Heath, Slingshot 107

III/22a Maya Army 600 - 987 AD: 1 x General (Ax), 10 x Maya warriors (Ax), 1 x peasant slingers (Ps).

Terrain Type: Arable. Aggression: 0. Enemy: III/22a

III/22b Maya Army 988 - 1282 AD: 1 x General (Bd), 1 x noble warriors (Bd), 9 x Maya warriors (Ax), 1 x peasant slingers (Ps).

Terrain Type: Tropical. Aggression: 0. Enemies: III/22b, III/59

III/22c Maya Army 1283 - 1461 AD: 1 x General (Bd), 1 x noble warriors (Bd), 8 x Maya warriors (Ax), 1 x mercenaries (Bw), 1 x peasant slingers (Ps).

Terrain Type: Tropical. Aggression: 0. Enemies: III/22c, IV/19a, IV/62

III/22d Maya Army 1462 - 1546AD: 1 x General (Ax), 8 x Maya warriors (Ax), 3 x archers (Ps or Bw).

Terrain Type: Tropical. Aggression: 0. Enemies: III/22d, IV/63.

III/23 KHMER & CHAM 605 AD - 1471 AD

This list covers the Khmer and Cham from the invasion of Champa by a Sui Chinese expedition in 605 AD until the Thai destruction of the Khmer empire in 1431 AD and the Dai Viet conquest of Champa in 1471 AD. It is based on reliefs from Angkor, Bayon and Banteay Chmar (dated 1113-1218 AD) and on the reports of foreign emissaries. Reference: Armies of Angkhor Michel Jacq-Hergoualc'h

III/23a Khmer Army: 1 x General (El), 1 x elephants (El), 1 x cavalry (Cv) or spearmen (Ax), 4 x spearmen (Ax), 2 x archers (Bw or Ps), 2 x archers or javelinmen (Ps), 1 x artillery (Art) or Ph'kak men (Bd) or maiden guard (Ax) or Thais (Wb).

Terrain Type: Tropical. Aggression: 2. Enemies: III/9a, III/9b, III/23a, III/23b, IV/37a, IV/37c, IV/40. Allies: III/9a or III/9b or III/23b.

III/23b Cham Army: 1 x General (El), 1 x elephants (El), 2 x cavalry (Cv) or spearmen (Ax), 3 x spearmen (Ax), 2 x archers (Bw or Ps), 2 x archers (Ps) or hill tribes (Wb), 1 x artillery (Art) or spearmen (Ax) or hill tribes (Wb).

Terrain Type: Tropical. Aggression: 2. Enemies: I/49d, III/20a, III/20b, III/23a, III/23b, III/36, III/39, III/60, IV/37c, IV/48. Allies: III/23a and/ or III/60.

III/24 MIDDLE ANGLO-SAXON 617 AD - 1016 AD

This list covers the Anglo-Saxon kingdoms of Wessex, Mercia, East Anglia and Northumbria from 617 AD (after the accession of Edwin of Northumbria) until they were united as England under Edgar in 959 AD and then until the Danish

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conquest and accession of Knut (also known as Canute) in 1016 AD. Reference: Armies of the Dark Ages Ian Heath

III/24a Anglo-Saxon Army 617 - 700 AD: 1 x General (Wb), 1 x hird (Wb), 6 x select fyrd (Sp), 2 x select fyrd (Sp) or great fyrd (Hd), 1 x scouts (Ps), 1 x vassal cavalry (Cv) or hird (Wb).

Terrain Type: Arable. Aggression: 2. Enemies: II/68b, II/81d, III/19a, III/24a. Ally: III/19a

III/24b Anglo-Saxon Army 701 - 1014 AD: 1 x General (Sp), 8 x select fyrd (Sp), 2 x select fyrd (Sp) or great fyrd (Hd), 1 x scouts (Ps).

Terrain Type: Arable. Aggression: 2. Enemies: II/68b, II/81d, III/19a, III/24b, III/40a, III/40b, III/45. Ally: III/40b.

III/25 ARAB CONQUEST 622 AD - 660 AD & KHAWARIJ 658 AD – 873 AD

This list covers the wars of the Prophet and his immediate successors (the khalifs Abu Bakr, Umar, Uthman and Ali) from the "hijra" or migration of the Prophet and his followers to Medina until the establishment of the Umayyad Khalifate by Mu'awiya. It also covers the various Khawarji rebellions between 658 and 873 AD. Reference: Armies of the Dark Ages Ian Heath

III/25a Arab Conquest Army 622 - 638 AD: 1 x General (on horseback (Cv) or on foot (Bd)), 1 x Muslim archers (Bw), 8 x Muslim swordsmen (Bd), 1 x javelinmen (Ax or Ps) or camel scouts (LCm), 1 x Nomads (Bd or Ps or LH).

Terrain Type: Dry. Aggression: 4. Enemies: II/23a, II/23b, II/23c, II/69c, III/17.

III/25b Arab Conquest Army 639 - 660 AD: 1 x General (Cv), 3 x cavalry (Cv), 1 x Muslim archers (Bw), 5 x Muslim swordsmen (Bd), 1 x infantry (Ax or Ps) or camel scouts (LCm), 1 x infantry (Bd or Ps) or light horse (LH).

Terrain Type: Dry. Aggression: 4. Enemies: II/55b, II/57, II/69c, III/8, III/12, III/16, III/17, III/27, III/29.

III/25c Khawarij Army 658 - 873 AD: 1 x General (Kn), 3 x Khawarij horsemen (Kn), 5 x swordsmen (Wb), 1 x archers (Bw), 1 x infantry (Ax or Ps) or camel scouts (LCm), 1 x infantry (Wb or Ps) or light horse (LH).

Terrain Type: Dry. Aggression: 4. Enemies: II/55b, II/57, III/8, III/12, III/16, III/17, III/27, III/29.

III/26 EARLY SERBIAN OR CROATIAN 627 AD - 1180 AD or 1089 AD.

The Serbs and Croats are thought by some authorities to have been Sarmatian in origin. They were commissioned by the Byzantine emperor Herakleios in 627 AD to drive the Avars out of western Illyricum and settle there on condition that they became Christian. They settled and quickly merged with their new Slav subjects. The Serbs became nominally independent of Byzantium in 820 AD but Muslim raiders caused them to return and they became increasingly rebellious subjects until 1180. The Croats also became independent of Byzantium in 820 AD, accepted the rule of Charlemagne in the eighth century, later rebelled against the Franks and achieved independence in 879 AD. They were conquered by Hungary in 1089 AD. References: Armies of Feudal Europe Ian Heath,

III/26a Serbian Army 627 - 1180 AD: 1 x General (Kn), 2 x nobles (Kn), 6 x javelinmen (Ax), 2 x archers (Ps), 1 x archers (Ps) or javelinmen (Ax).

Terrain Type: Hilly. Aggression: 1. Enemies: (a) III/1c, III/13a, III/13b, III/14a, III/14b, III/14c, III/17, III/26b, III/29, III/65, III/68a, III/68b, III/76, IV/1a, IV/1b.

III/26b Croatian Army 627-1089 AD: 1 x General (Cv), 2 x nobles (Cv), 8 x javelinmen (Ax), 1 x archers (Bw or Ps).

Terrain Type: Littoral Aggression: 1. Enemies: III/1c, III/13a, III/13b, III/17, III/26a, III/28, III/29, III/65, III/68a, III/73a, III/76.

III/27 RSHTUNI ARMENIAN 639 AD - 717 AD

This list covers the independent Armenian state founded by Theodore Rshtuni from its inception after the Byzantine defeat at the Yarmuk until its final conquest by the Arabs. Reference: DBMM Army Lists Book Three.

III/27 Rshtuni Armenian Army: 1 x General (Cv), 2 x cavalry (Cv), 2 x light horse (LH), [5 x spearmen (Ax) + 2 x skirmishers (Ps)] or [3 x cavalry (Cv) + 4 x light horse (LH)].

Terrain Type: Hilly. Aggression: 0. Enemies: III/17, III/25b, III/25c, III/29, III/31. Allies: III/25b or III/29 or III/31.

III/28 CAROLINGIAN FRANKISH 639 AD - 888 AD

This list covers the Frankish army from the death of Dagobert I (the last effective Merovingian king) until the final partition of Charlemagne's empire. After the death of Dagobert, the Mayors of the Palace became the effective rulers and one of them, Charles Martel, gained victories over the Arabs at Tours and Poitiers in 732 AD. His descendents, the Carolingians, took the throne in 751 AD. Under Charlemagne (768-814) the empire expanded but his descendents could not control such a large area and spent much time fighting each other. In 888 AD the empire was split into Eastern and Western portions. Reference: Armies of the Dark Ages Ian Heath

III/28 Carolingian Army: 1 x General (Kn), 2 x caballarii (Kn), 3 x caballarii (Kn or Cv), 4 x levies (all Sp or all Bd),

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1 x archers (Bw or Ps), 1 x archers (Ps) or light horse (LH) or levies (Hd).

Terrain Type: Arable. Aggression: 3. Enemies: II/73, II/82b, III/1b, III/1c, III/13a, III/18, III/21a, III/21b, III/26b, III/28, III/29, III/33, III/34a, III/34b, III/35a, III/40a, III/40b. Allies: II/73 or III/1c or III/21b or III/26a

III/29 THEMATIC BYZANTINE 650 AD - 963 AD

This list covers the Byzantine army from the loss of the East to the Arabs until the tenth century shift to the offensive and is the period covered by the "Taktika" of Leon VI. Although some full-scale invasions of enemy territory did take place, the overall strategy was essentially defensive. Reference: Armies of the Dark Ages Ian Heath

III/29 Thematic Byzantine Army: 1 x General (Cv), 5 x kavallarioi (Cv), 3 x kavallarioi (LH), 1 x archers (Ps or Bw), 2 x skoutatoi (Pk or Sp) or kavallarioi (Cv) or kataphractoï (Kn).

Terrain Type: Arable. Aggression: 1. Enemies: II/57, III/1c, III/14a, III/14b, III/14c, III/16, III/21a, III/21b, III/25b, III/26a, III/26b, III/25c, III/27, III/28, III/29, III/30a, III/30b, III/31, III/33, III/37a, III/37b, III/47, III/48, III/51, III/53. Allies: II/40 or III/1c or III/14b or III/29a or III/37a

III/30 MAGYAR 650 AD - 1003 AD

The Magyars were a Finno-Ugrian race who moved west on to the steppe in the 5th century, becoming subject-allies of the Khazars after 650AD. They became independent in the early 8th century, when they migrated to the plains of the middle Danube. This list starts with the Magyar's first appearance as Khazar allies and ends with their metamorphosis into the Christian Kingdom of Hungary under Stephen I. Reference: Armies of the Dark Ages Ian Heath

III/30a Magyar army 650 – 895 AD: 1 x General (Cv), 1 x Magyar nobles (Cv), 10 x Magyar light horse (LH).
Terrain Type: Steppe. Aggression: 3. Enemies: III/1c, III/14a, III/14b, III/16, III/47, III/48.

III/30b Magyar army 896 – 1003 AD: 1 x General (Cv) 1 x Magyar nobles (Cv), 5 x Magyar light horse (LH), 1 x Magyar light horse (LH) or spearmen (Sp), 1 x Kavar (Cv) or Szekely (LH) or spearmen (Sp), 1 x Szekely (LH) or spearmen (Sp), 2 x Slav infantry (Ax or Ps).

Terrain Type: Steppe. Aggression: 3. Enemies: III/1c, III/14b, III/14c, III/21b, III/48, III/53.

III/31 Umayyad Arab 661 AD - 750 AD

This list covers the Arab army from the battle of Siff (that enabled Mu'awiya's succession following the death of Ali) until the final success of the Abbasid revolt. Mu'awiya (formerly the Prophet's secretary) was the first of the secular khalifs and founded the first hereditary dynasty, the Umayyads with their capital at Damascus. Reference: Armies of the Dark Ages Ian Heath

III/31 Umayyad Arab army: 1 x General (Cv), 3 x Jund or Asawira (Cv), 1 x light horse (LH or LCm), [1 x spearmen (Ax) or archers (Ps) or light horse (LH) + 1 x cavalry (Cv) or archers (Bw or Ps) + 2 x archers (Bw or Ps) + 3 x spearmen (Sp)] or [(5 x cavalry (Cv) + 2 x light horse (LH)].

Terrain Type: Dry. Aggression: 3. Enemies: II/55b, II/55c, II/57, II/58, II/62a, II/82b, III/8, III/10b, III/10c, III/11b, III/12, III/15, III/16, III/20b, III/27, III/29, III/31, III/37a. Allies: II/57 or III/8 or III/15

III/32 VOLGA BULGAR 675 AD - 1237 AD

When the Khazar attacks broke up Great Bulgaria circa 675 AD, one group (the "silver" Bulgars) moved east and set up a new state in the middle Volga and Kama valleys, in the transition zone between forest and steppe. Their capital Bulghar became a major centre of the fur and slave trade and they became farmers and fishermen as well as semi-nomadic herdsman. They remained subordinate to the Khazars until the fall of the Khazar empire in 965 AD, by which time the Volga Bulgars had embraced Islam. They fought incessantly against the Rus until 1237 AD, when their capital and state were destroyed by the Mongols. Reference: DBMM Army Lists Book Three.

III/32 Volga Bulgar army: 1 x General (Cv), 3 x Bulgar cavalry (Cv), 1 x Bulgar cavary (Cv) or levies (Hd), 3 x Bulgar scouts (LH), 2 x archers (Bw or Ps), 1 x levies (Hd), 1 x Finns (Ax) or Ugrians (Wb) or scouts (LH) or levies (Hd).

Terrain Type: Forest. Aggression: 1. Enemies: III/1c, III/11b, III/16, III/47, III/48, III/79, III/80, IV/35. Ally: III/79.

III/33 EARLY MUSLIM NORTH AFRICA & SICILY 696 AD - 1160 AD

This list covers the army of the Umayyads, Abbasids, Idrisids, Aghlabids, early Fatimids, Maghrawanids and Zirids in Morocco until 1064 AD, in Tunisia until 1160 AD and in Sicily from 827 AD until 1091 AD. They were formed from a combination of coastal and city-dwelling Arabs with Berber converts from the hinterland and negro slave troops brought across the Sahara. Reference: DBMM Army Lists Book Three.

III/33. Early Muslim army: 1 x General (Cv), 1 x Arab or Berber lancers (Cv), 3 x Berber light horse (LH), 2 x javlinmen (Ps), 1 x Arab archers (Bw or Ps), 3 x javlinmen (Ps or Ax) or spearmen (Sp), 1 x archers (Ps) or spearmen (Sp).

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Terrain Type: Littoral. Aggression: 1. Enemies: III/21b, III/28, III/29, III/33, III/34a, III/34b, III/35a, III/35b, III/37a, III/49, III/52, III/53, III/66, III/70, III/73a, III/75, IV/4a, IV/4b, IV/5a. Allies: III/33 or III/34b or III/65.

III/34 ANDALUSIAN 710 AD - 1172 AD

This list covers the Muslim army in Spain from the original invasion by the Umayyad Khalifate until the fall of the last independent Andalusian state in 1172 AD. It covers the reduction of the Umayyads to a relic independent Spanish emirate by the Abbasid revolution; the self-promotion of this emirate to a new Spanish Umayyad Khalifate with temporary possession of Morocco, the loss of Morocco to the Maghrawanids and the fragmentation of Muslim Spain into competing Berber and Arab emirates and finally the completion of Murabit reconquest and the fall of Murcia, the last independent Andalusian state. References: Armies of the Dark Ages Ian Heath, Armies of Feudal Europe Ian Heath

III/34a Andalusian army 710 - 765 AD: 1 x General (Cv), 2 x cavalry (Cv), 1 x light horse (LH), 4 x skirmishers (Ps), 4 x Berbers (Ps or Ax).

Terrain Type: Arable. Aggression: 3 Enemies: II/82b, III/28, III/33, III/34a, III/35a

III/34b Andalusian army 766 - 1172 AD: 1 x General (Cv), 1 x cavalry (Cv), 1 x cavalry (Cv or LH), 1 x light horse (LH), 2 x skirmishers (Ps), 2 x spearmen (Sp), 4 x Berbers (Ps or Ax).

Terrain Type: Arable. Aggression: 1. Enemies: III/28, III/33, III/34b, III/35a, III/35b, III/40a, III/40b, III/52, III/75. Ally: III/75.

III/35 FEUDAL SPANISH 718 AD - 1340 AD

This list covers all the Christian Spanish armies from the founding of the Asturian kingdom until the partial introduction of plate armour. Initially the army was probably composed of town militia and Visigothic units stationed in the area and supplemented by refugees. References: Armies of the Dark Ages Ian Heath, Armies of Feudal Europe Ian Heath,

III/35a Feudal Spanish army 718 - 950AD: 1 x General (on horseback (Kn) or on foot (Bd)), 3 x knights (Kn), 1 x light horse (LH), 3 x spearmen (Sp), 4 x skirmishers (Ps).

Terrain Type: Arable. Aggression: 2. Enemies: III/28, III/33, III/34a, III/34b, III/35a

III/35b Feudal Spanish 951 - 1200 AD: 1 x General (on horseback (Kn) or on foot (Bd)), 3 x knights (Kn), 1 x caballeros villanos (Cv), 1 x light horse (LH), 3 x spearmen (Sp), 3 x skirmishers (Ps).

Terrain Type: Arable. Aggression: 2. Enemies: III/33, III/34b, III/35b, III/52, III/76, IV/4a, IV/4b. Ally: III/34b.

III/35c Feudal Spanish 1201 - 1340 AD: 1 x General (Kn), 3 x knights (Kn), 1 x caballeros villanos (Cv) or jinetes (LH), 1 x jinetes (LH), 1 x archers (Cb), 2 x spearmen (Sp), 1 x infantry (Ax or Ps), 2 x skirmishers (Ps).

Terrain Type: Arable. Aggression: 2. Enemies: III/35c, III/73b, III/75, III/76, IV/4b, IV/5c, IV/38, IV/39a, IV/39b. Allies: III/75 or IV/38.

III/36 NAN-CHAO & TA-LI 728 AD - 1253 AD

The Nan-chao kingdom was formed when one local ruler in Yunnan overcame his neighbours with T'ang Chinese support. Its fortunes varied and towards the end of the period it entered a period of internal troubles with several changes of dynasty and name, the Ta-li kingdom being the last and longest-lived. Reference: Slingshot 230.

III/36 Nan-chao or Ta-li army: 1 x General (on horseback (Cv) or on foot (Bd)), 2 x cavalry (Cv), 1 x archers (Cb), 2 x archers (Bw or Ps), 2 x guards (Pk), 3 x spearmen (all Sp or all Ax), 1 x tribal infantry (Wb).

Terrain Type: Hilly. Aggression: 3. Enemies: III/9a, III/15, III/20b, III/23b, III/39, III/62a, III/62b, IV/35. Allies: I/49d or III/9a or III/15 or III/20b.

III/37 ABBASID ARAB 747 AD - 945 AD

This list covers the Abbasid army from the first revolt of Abu Muslim's Khurasani Arab troops against the Umayyads until the relegation of this Khalifate to a purely spiritual role by the Buyids. References: Armies of the Dark Ages Ian Heath

III/37a Abbasid Arab army 747-835 AD: 1 x General (Cv), 3 x lancers (Cv), 2 x archers (Bw or Ps), 3 x spearmen (Sp), 1 x Zanj (Bd or Ps), 1 x Mutatawwi'a (Wb) or lancers (Cv) or spearmen (Sp), 1 x militia (Hd) or horse archers (LH).

Terrain Type: Arable. Aggression: 1. Enemies: II/55b, II/55c, II/62a, III/10c, III/11b, III/12, III/15, III/16, III/20b, III/29, III/31, III/33, III/37a, III/38.

III/37b Abbasid Arab army 836-945 AD: 1 x General (Cv), 3 x lancers or ghulams (Cv), 1 x horse archers (LH), 2 x archers (Bw or Ps), 2 x spearmen (Ax or Sp), 2 x Zanj (Bd), 1 x Mutatawwi'a (Wb) or lancers (Cv).

Terrain Type: Arable. Aggression: 1. Enemies: II/55c, II/62a, III/12, III/15, III/16, III/29, III/37b, III/43b, III/49, III/51, III/54, III/58a. Ally: III/54.

III/38 ARAB INDIAN 751 AD - 1206 AD

Between 710 and 712 AD, an Arab force penetrated the River Indus from the sea and conquered most of the regions of Sind and Kutch. It ventured as far as the northern foothills of the Vindhya range, but were defeated by the Hindu Pratiharas. They invaded Central India again in 833 AD, but were beaten even more decisively and thereafter survived as two small states Mansurah and Multan. These were finally suppressed by Qutb-ud-Din Aibek, founder of the Delhi Sultanate. Reference: Armies of the Middle Ages 2 (Eastern Europe) Ian Heath

III/38 Arab Indian army: 1 x General (Cv), 3 x Arab & Sindi cavalry (Cv), 2 x Arab infantry Sp), 2 x Arab infantry (Bw or Ps), 2 x Hindu archers (Bw), 1 x Hindu archers (Bw or Ps), 1 x Hindu infantry (Bd or Bw).

Terrain Type: Tropical. Aggression: 3. Enemies: III/10b, III/10c, III/37a, III/38, III/43b, III/43c, III/64a, III/64b, IV/8, IV/36a.

III/39 LATE T'ANG & FIVE DYNASTIES CHINESE 755 AD - 979 AD

After defeats on several fronts in the 750s, the T'ang were rocked by the rebellion of 755 AD and never fully recovered. They dissolved into anarchy and in 907 AD were replaced by the first of the "Five Dynasties" who successively ruled North China. This list covers the late T'ang army (not to be confused with the "Later T'ang", the Sha-t'o ruled second of the Five Dynasties nor with the "Southern T'ang", one of the "Ten Kingdoms"). It also covers the first and last of the Five Dynasties (the "Later Liang" and the "Later Chou") and the Ten Kingdoms of the south and outlying regions. The other three of the Five Dynasties were ruled by the Sha-t'o Turks and are covered by list III/42. References: Army of Imperial China II Chris Peers, The Army of Tang China K.H.Ranitzsch

III/39 Late T'ang or Five Dynasties army: 1 x General (Cv), 1 x cavalry (Cv), 1 x archers (Cb), 1 x archers (Cb or Bw or Ps), 2 x guards (Bd), 3 x spearmen (Sp), 2 x archers (Bw or Ps), 1 x local militia (Bw or Ps or Hd) or Southern tribesmen (Wb or Ax) or horse archers (LH).

Terrain Type: Arable. Aggression: 1. Enemies: I/49d, II/61d, II/77b, III/8, III/11a, III/15, III/23b, III/36, III/39, III/42a, III/44, III/56, III/57, III/60, III/62a.

Allies: II/61d or (III/11a and/or III/15) or III/36 or III/42ab or III/56.

III/40 NORSE VIKING & LEIDANG 790 AD - 1280 AD

This list covers Norse armies from the first Viking raids on Britain until the establishment of the feudal system in their homeland. Viking armies are composed of volunteers for overseas raiding expeditions or the forces of Viking colonies such as Jorvik, Dublin, Orkney, Man or Novgorod but not of the Hebrides. The huscarls were the nobles and their followers and are classed as Bd because of the universal ownership of swords and axes and the stress placed on individual weapon skills. The hird were likely to be younger sons who needed to join expeditions to make a living. The bondi were small farmers fighting in defence of their homes and some would have used bows as well as swords and axes. Leidang army are Norwegian, Danish (including the south of what is now Sweden) or Swedish royal levies and were usually for home defence. References: Armies of the Dark Ages Ian Heath, Armies of Feudal Europe Ian Heath,

III/40a Viking army 790 - 849 AD: 1 x General (Bd), 10 x huscarls & raiders (Bd), 1 x huscarls (Bd) or berserks (Wb) or skirmishers (Ps).

Terrain Type: Littoral. Aggression: 4 Enemies: II/54b, II/68b, II/81d, III/1a, III/1c, III/18, III/19a, III/24b, III/28, III/34b, III/40a, III/40c, III/45, III/46

III/40b Viking army 850 - 1280 AD: 1 x General (Bd), 8 x huscarls & hird (Bd), 1 x hird (Bd or Ps or Bw), 1 x hird (Bd) or berserks (Wb), 1 x hird (Bd) or Irish (Wb).

Terrain Type: Littoral. Aggression: 4. Enemies: II/54b, II/68b, II/81d, III/1a, III/18, III/19a, III/19b, III/19c, III/24b, III/28, III/34b, III/40b, III/40c, III/40d, III/45, III/46, III/52, III/53, III/72, III/78, III/79, IV/9, IV/13a, IV/13b, IV/13e, IV/16, IV/27, IV/28. Allies: (III/45b and III/72) or III/46.

III/40c Leidang army 790 - 1070 AD: 1 x General (Bd), 8 x huscarls, hird & boendr (Bd or Ax), 2 x boendr (Bw or Ps), 1 x Lapps (Ps) or thralls (Hd).

Terrain Type: Littoral. Aggression: 1 Enemies: III/1a, III/40a, III/40b, III/40c, III/53, IV/13a. Ally: III/1a.

III/40d Leidang army 1071-1280 AD: 1 x General (Kn), 8 x huscarls, hird & boendr (Bd or Ax), 2 x boendr (Bw or Ps), 1 x cavalry (Kn) or Lapps (Ps) or thralls (Hd).

Terrain Type: Littoral. Aggression: 1. Enemies: III/1a, III/40b, III/40d, III/52, IV/13a, IV/13b, IV/27, IV/28.

Allies: IV/13a or IV/13b.

III/41 CHICHIMEC & PUEBLO CULTURES 800 AD - 1500 AD

The Aztec term for all the waves of barbarian migration into Mexico was "Chichimec" frequently translated as "Dog Peoples" but possibly meaning "Newly-born". These claimed to have originated from a distant northern homeland called Aztlan, which has not been identified. They had linguistic affinities with some of the Pueblo Indians, many of whom were

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forced to migrate by some disaster such as the prolonged drought of 1276-1299 AD which caused the abandonment of hundreds of Pueblo villages. This list covers both the migrants and those that remained Pueblo dwellers or stayed in the desert. The proto-Toltec and proto-Aztec tribes used the atlatl (Ax or Ps) while the others preferred the bow (Bw or Ps). Reference: Armies of the 16th Century vol 2 Ian Heath.

III/41a proto-Aztec or proto-Toltec army: 1 x General (Wb), 2 x club-wielders (Wb) or tribesmen (Ax or Ps), 9 x tribesmen (Ax or Ps).

Terrain Type: Dry. Aggression: 3. Enemies: III/41a, III/41b, III/59, IV/10, IV/11, IV/19a, IV/19b, IV/53, IV/63.

III/41b Chichimec or Pueblo Culture army: 1 x General (Ps or Bw or Wb), 2 x club-wielders (Wb) or tribesmen (Bw or Ps), 9 x tribesmen (Bw or Ps).

Terrain Type: Dry. Aggression: 3. Enemies: III/41a, III/41b,, III/59, IV/10, IV/11, IV/19a, IV/19b, IV/53, IV/63.

III/42 SHA-T'O TURKISH 808 AD - 951 AD

The Sha-t'o or "sand-dune dwellers" were a small Turkish group of three tribes who settled in the Ordos on the Chinese border in 808 AD and supported the T'ang Chinese against rebels from time to time. After the defeat of Huang Ch'ao's rebellion in 883, their leader became governor of Ping-chou in Shansi province. In 923 AD, after their leader had been adopted into the T'ang imperial family, they overthrew Liang, the first of the Five Dynasties, to found the "Later T'ang". Their final dynasty fell in 951 AD. Reference: Imperial Chinese Armies Vol 2 Chris Peers.

III/42a Sha-t'o Turkish army 808-883 AD: 1 x General (Cv), 3 x cavalry (Cv), 4 x horse archers (LH), 1 x foot archers (Bw or Ps) or horse archers (LH), 3 x archers (Bw or Ps).

Terrain Type: Steppe. Aggression: 3 Enemies: II/61d, III/11a, III/39, III/42a, III/44. Ally: III/44

III/42b Sha-t'o Turkish army 884-951 AD: 1 x General (Cv), 2 x cavalry (Cv), 2 x light horse (LH), 1 x swordsmen (Bd), 1 x spearmen (Sp), 1 x spearmen (Sp) or archers (Bw or Ps), 1 x archers (Cb), 2 x archers (Bw or Ps), [1 x cavalry (Cv) + 1 x light horse (LH)] or [1 x swordsmen (Bd) or spearmen (Sp) + 1 x archers (Bw or Ps)].

Terrain Type: Arable. Aggression: 3 Enemies: II/61d, III/11a, III/42b, III/44, III/56. Allies: III/44 or III/56.

III/43 KHURASANIAN 821 AD - 1073 AD

The Arabs used the term "Khurasan" to include both Khurasan (the north-eastern province of modern Iran) and more broadly Khwarazm, Transoxonia, Seistan and modern Afghanistan. The Khurasanian leader Tahir led the Abbasid army to victory in the civil war of 810-813 AD and was rewarded with the governorship of Khurasan. In 861 AD, Ya'qub ibn Layth Saffar seized power in Seistan and by 873 AD had destroyed the Tahirids and taken over Khurasan. The Samanids took Khurasan from them around 900 AD, but the Saffarids held Seistan until around 1073 AD. Reference: DBMM Army Lists Book Three.

III/43a Tahirid army 821-873 AD: 1 x General (Cv), 1 x cavalry (Cv), 1 x light horse (LH), 3 x archers (Bw or Ps), 2 x cavalry (Cv) or spearmen (Sp), 3 x spearmen (Sp), 1 x infantry (Wb).

Terrain Type: Dry. Aggression: 1. Enemies: III/10b, III/11b, III/16, III/43a, III/43b. Ally: III/37b.

III/43b Saffarid army 861-1073 AD: 1 x General (Cv), 1 x cavalry (Cv), 2 x light horse (LH), 2 x spearmen (Sp), 2 x archers (Bw or Ps), 2 x infantry (Wb), 1 x infantry (Ax or Bd), 1 x archers (Bw).

Terrain Type: Dry. Aggression: 1. Enemies: III/10bc, III/11b, III/16, III/37b, III/38, III/43a, III/43b, III/43c. Allies: III/25 or III/38 or III/43b

III/43c Samanid army 900-999 AD: 1 x General (Cv), 2 x cavalry (Cv), 1 x light horse (LH), 2 x cavalry (Cv) or spearmen (Sp), 3 x spearmen (Sp), 3 x archers (Bw or Ps).

Terrain Type: Dry. Aggression: 1. Enemies: III/8, III/11b, III/16, III/38, III/43b, III/58a, III/58c, III/64a. Allies: (III/11b and/or III/58c) or III/38 or III/43b or III/64a

III/44 TRIBAL MONGOLIAN 840 AD - 1218 AD

This list covers the tribal Mongolian people such as Tatars, Onggud, Merkit, Kereyit, Naimans and the Mongols themselves before Genghis Khan established his new military organisation. It starts with the collapse of Uighur power in Mongolia and ends with the defeat of Kuchluk's Naimans in 1218 AD. References: DBMM Army Lists Book Three, The Mongol Warlords David Nicolle.

III/44 Tribal Mongolian army: 1 x General (Cv), 2 x nobles (Cv) or horse archers (LH), 9 x horse archers (LH).

Terrain Type: Steppe. Aggression: 2. Enemies: III/11a, III/11b, III/39, III/42a, III/42b, III/44, III/56, III/62a, III/62b, III/67, IV/14a, IV/14b, IV/15, IV/35. Ally: IV/15.

III/45 PRE-FEUDAL SCOTS 842 AD-1124 AD

This list covers the Scots army from their unification by Kenneth McAlpine until the accession of David I, who managed to introduce the feudal system into at least southern Scotland. At the start of the period, Scotland (called Alba) did not include the Orkneys, Hebrides and Caithness (which were under Viking rule) or Strathclyde, which was still independent. After 1052 AD, the general may fight as a knight along with his bodyguard of Norman knights. Reference: Armies of the Dark Ages Ian Heath

III/45 Pre-Feudal Scots army: 1 x General on horseback (Cv) or (Kn after 1052 AD) or on foot (Wb), 1x light horse (LH), 1 x thegns (Wb), 5 x spearmen (Sp), 2 x spearmen (Sp) or Galwegan warband (Wb), 2 x skirmishers (Ps).

Terrain Type: Arable. Aggression: 1. Enemies: II/81d, III/24b, III/40a, III/40b, III/45, III/52, III/72, III/78, IV/3. Allies: II/81d or III/40a or III/40b

III/46 NORSE IRISH 842 AD-1300 AD

This list covers Irish army from the first documented instance of co-operation between Irish and Norse until the introduction of good skirmishing cavalry and substantial amounts of armour. Reference: Armies of the Dark Ages Ian Heath.

III/46 Norse Irish army: 1 x General (Ax or Cv), 5 x Irish warriors (Ax), 4 x slingers or javelinmen (Ps), 2 x Irish (Ax) or Ostmen (Bd).

Terrain Type: Littoral. Aggression: 1. Enemies: III/40a, III/40b, III/46, III/52, III/78, IV/3, IV/16, IV/21a. Allies: III/40b or III/78 or IV/3.

III/47 PECHENEG 850 AD-1122 AD

This list covers the Pecheneg or Patzinak army from their move west circa 850 AD until their destruction by the Byzantines at Berrhoia in 1122 AD. Reference: Armies of the Dark Ages Ian Heath

III/47 Pecheneg army: 1 x General (Cv), 1 x nobles (Cv) or horse archers (LH), 8 x horse archers (LH), 2 x infantry (all on foot (Bw or Hd) or all in wagons (WWg)).

Terrain Type: Steppe. Aggression: 2. Enemies: II/58, III/1c, III/11b, III/14c, III/16, III/29, III/30a, III/32, III/47, III/48, III/65, III/68a, III/68b, III/76, III/79, III/80, IV/1a.

III/48 RUS 860 AD-1054 AD.

The Rus or Rhos were the result of an amalgamation of Viking and Slavs when Rurik of Jutland gave up a successful career raiding the coasts of Germany, France and England to move first to Ladoga and then to Novgorod. In 855, two of his chieftains, Askold and Dir obtained permission to travel to Constantinople. Sailing down the Dnieper, they came to Kiev and remained there, gathering many Varangians and establishing their rule over the surrounding area. They ruled this as the first Rus state until Rurik's successor, "Oleg the Wizard" killed them and took over. This list starts with Askold and Dir's raid on Constantinople in 860 AD and ends with the breakup of the Kievan state into competing principalities. References: Armies of the Dark Ages Ian Heath

III/48. Rus army: 1 x General (on foot (Bd) or on horseback (Cv)), 7 x spearmen (Sp), 2 x archers (Ps) or spearmen (Sp), 2 x spearmen (Sp or Bd) or javelinmen (Ax) or horse archers (LH).

Terrain Type: Forest. Aggression: 3. Enemies: III/1c, III/14c, III/29, III/30a, III/30b, III/32, III/47, III/48, III/63a, III/65, III/68a, III/76, III/79. Allies: III/14a or III/40ab or III/47 or III/63a.

III/49 TULUNID OR IQSHIDID EGYPTIAN 868 AD-905 AD & 935 AD-969 AD

Ahmad ibn Tulun was a Turkish soldier sent to restore order to revolt-ridden Egypt in 868 AD. He became semi-independent and also occupied much of Syria, but the cost of running the huge army bankrupted the Tulunid state, which returned to direct Abbasid rule in 905 AD. The Iranian Muhammad ibn Tughj, known by the title "ikshid", became governor in 935. He too became independent and his state lasted until the Fatimid conquest of 969 AD. Reference: Armies of the Dark Ages Ian Heath

III/49 Tulunid or Iqshidid Egyptian army: 1 x General (Cv), 3 x ghulams (Cv), 1 x light horse (LH), [2 x 'abid (Bd) + 2 x 'abid (Bw or Bd)] or [2 x spearmen (Sp) + 1 x 'abid (Bd), 1 x 'abid (Bw or Bd)], 1 x Berbers (Ax or LH) or ghazis (Wb), 2 x skirmishers (Ps).

Terrain Type: Littoral. Aggression: 1. Enemies: II/55c, III/12, III/33, III/37b, III/54, III/65, III/66.

III/50 ZANJ REVOLT 869 AD – 883 AD

The Zanj revolt was a rising of East African slaves and local Arabs in the southern Iraqi marshlands, led by Ali ibn Muhammad. They over-ran most of southern Iraq, sacking Basra in 871, and established their own fortified cities. From

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879-883 AD they were subdued by the Abbasid Khalif's brother with a large army. Reference: *Slingshot* 255.

III/50 Zanj army: 1 x General (on foot (Bd) or on horseback (Cv)), 1 x Arabs (LH or Ps), 4 x swordsmen (Bd), 4 x spearmen (Wb), 2 x swordsmen (Bd) or spearmen (Wb) or Arabs (Bw or Ps).

Terrain type: Littoral Aggression: 0 Enemy; III/37b.

III/51 BAGRATID ARMENIAN 885 AD-1045 AD.

This list covers the army of Armenia from its re-emergence as an independent nation following the crowning of Ashot I Bagratuni by the Abbasid Caliph in 885 and the Byzantine Emperor in 887 until the absorption of the last independent Armenian state by the Byzantines in 1045 AD. Reference: DBMM Army Lists Book Three. check ADA

III/51 Bagratid Armenian army: 1 x General (Kn), 1x Nakhararks (Kn), 2 x Azatks (Cv), 2 x Azatk skimshers (LH), 2 x foot warriors (Sp), 2 x foot warriors (Sp) or peasants (Wb), 2 x archers (Bw or Ps).

Terrain Type: Hilly. Aggression: 1. Enemies: III/29, III/37b, III/51, III/54, III/58a, III/61, III/65, III/71a, III/76. Allies: III/29 or III/65 or III/71a

III/52 WEST FRANKISH & NORMAN 888 AD-1072 AD

*This list covers the armies of the West Frankish kingdom as it evolved into the Kingdom of France. It includes Norman armies from their adoption of the Frankish feudal system circa 923 AD until the conquests of England and Sicily. It may include a number of Greek Sicilian Ax in 1061 AD only. "Milites" was the contemporary name for the armoured horsemen (Kn) who sometimes removed their armour to act as scouts (LH). When invading England in 1066 AD, many of the milites lacked horses and so fought as Bd – this option is only available in 1066 AD. Reference: *Armies of the Dark Ages* Ian Heath*

III/52 West Frankish or Norman army: 1 x General (Kn), 2 x milites (kn), 3 x milites (Kn) or (lacking horses in England in 1066 AD, Bd), 1 x milites (Kn or Cv), 1 x milites (Kn or Cv or LH), 2 x spearmen (Sp), 2 x [Sicilian Greeks in 1061 AD (Ax)] or [1 x spearmen (Sp) + 1 x archers (Ps or Bw)].

Terrain Type: Arable. Aggression: 2 if Frankish, 3 if Norman. Enemies: III/18, III/19a, III/21b, III/33, III/34b, III/35b, III/40b, III/45, III/46, III/52, III/53, III/65, III/66, III/72, III/73a, III/76, III/77. Allies: III/18 or III/33 or III/40b.

III/53 EAST FRANKISH 888 AD-1106 AD

*This list covers the army of the East Frankish kingdom from its final separation from the western kingdom until the death of the emperor Heinrich IV. It begins to be referred to as "Teutonicus" or "German" from the late 11th century. The crown, and the title of "Emperor" were elective rather than hereditary which caused strife between rival claimants and meant that the frontiers were fluid. "Milites" was the contemporary name for the armoured horsemen (Kn). The list covers both royal/imperial army and those raised by independent-minded lords. Reference: *Armies of the Dark Ages* Ian Heath*

III/53 East Frankish army: 1 x General (Kn), 4 x milites (Kn), 2 x **dismountable milites (Kn/Bd)**, 1 x milites (Kn or Cv), [(2 x spearmen (Sp) + 2 x spearmen (Sp) or peasants (Hd) + 1 x archers (Ps)] or [5 x milites (Kn)].

Terrain Type: Arable. Aggression: 3. Enemies: III/1a, III/1b, III/1c, III/21b, III/29, III/30b, III/33, III/40b, III/40c, III/40d, III/52, III/53, III/63a, III/65, III/68a, III/73a, III/76, IV/1a, IV/4a. Allies: III/1c or III/21b or III/30a or III/52 or III/63a or III/73a or III/72 or III/77.

III/54 DYNASTIC BEDOUIN 890 AD-1150 AD & QARAMITA 897 AD – 1078 AD

*After Abbasid power collapsed, several Bedouin Arab dynasties gained local control in Syria and northern Iraq. This list covers their army. The Qaramita were two groups of militant Arab tribesman (originally Ismaili Shia Arabs) based in Syria and around Bahrain in eastern Arabia. References: DBMM Army Lists Book Three, *Slingshot* 256.*

III/54 Dynastic Bedouin or Qaramita army: 1 x General (Cv), 1 x Bedouin armoured cavalry (Cv), 4 x Bedouin light horse (LH), 1 x Bedouin light horse (LH or LCm), 1 x Bedouin cavalry (Cv or Cm), 1 x infantry (Bd or Hd or Bw), 2 x skirmishers Ps, 1 x Bedouin (Ax or LH).

Terrain Type: Dry. Aggression: 1. Enemies: II/58, III/37b, III/49, III/51, III/54, III/58a, III/58c, III/61, III/65, III/66, III/71a, III/71b, III/71c, III/74b, III/76, IV/1a. Ally: III/61

III/55 EARLY SAMURAI 900 AD-1300 AD

*This list covers Japanese army from the rise of the samurai until after the Mongol invasions. Aggression is rated as low because civil war prevented any overseas initiatives. References: *Weapons and Fighting Techniques of the Samurai Warrior* Thomas B. Conlan, *Samurai Warfare and the State in Early Medieval Japan* Karl Friday.*

III/55 Early Samurai army: 1 x General (Cv), 4 x mounted bushi (Cv), [7 x archers (Bw)] or [2 x retainers (Ax) + 2 x retainers (Ax or Bd) + 3 x archers (Ax or Bw)].

Terrain Type: Hilly. Aggression: 0 Enemies: II/77b, III/55, III/57, III/62a, III/62b, IV/48.

III/56 KHITAN-LIAO 907 AD-1125 AD

The Khitan, nomads speaking a Mongolian language, had lived in southern Manchuria from 400 AD. In 907 AD, Yeh-lu A-pao-chi started to transform their tribal organisation into a centralised monarchy. The new Liao state expanded to control Mongolia and the Jurchid tribes of the northern Manchurian forests. They defeated several Sung Chinese attempts to regain territory, but fell to a revolt of their Jurchid vassals in 1114-1125. References: Imperial Chinese Armies vol 2 Chris Peers, Slingshot 96 & 98.

III/56 Khitan-Liao army: [1 x General (Kn) + 2 x ordo soldiers (Kn)] or [1 x General (Cv) + 2 x ordo soldiers (Cv)], 2 x ordo foragers (Cv), 3 x tribal cavalry (LH), either Khitans [2 x Cv + 2 x LH] or Chinese [1 x swordsmen (Bd) + 1 x archers (Cb) + 1 x swordsmen (Bd) or civilians (Hd) + 1 x archers (Cb) or civilians (Hd)].

Terrain Type: Steppe. Aggression: 2. Enemies: II/61d, II/77b, III/11a, III/39, III/42b, III/44, III/57, III/62a, III/67, IV/14a. Allies: III/39 or III/44 or III/67.

III/57 KORYO DYNASTY KOREAN 918 AD-1392 AD

The Silla dynasty was replaced in 918 AD by the Koryo, which expanded its rule north of the Yalu river. They successfully fought off invasions by many of their neighbours, but the dynasty ended in 1392 after a general, Yi Song-gye, revolted and founded the Yi dynasty. Reference: DBMM Army Lists Book Three.

III/57 Koryo Dynasty Korean army: 1 x General (Cv), 1 x cavalry (Cv), 1x horse archers (LH), 4 x spearmen (Sp), 4 x archers (Bw), 1 x (Cv or Sp or Art or Ps or WWg).

Terrain Type: Hilly. Aggression: 1. Enemies: II/77b, III/39, III/55, III/56, III/62a, III/62b, IV/14a, IV/14b, IV/35, IV/48, IV/59a. Allies: IV/14b or IV/48.

III/58 BUYID OR OTHER DAILAMI DYNASTIES 927 AD-1090 AD.

The Dailami were fierce Iranian mountaineers from south of the Caspian sea who began to set up their own dynasties with the decline of Abbasid power. Reference: Armies of the Dark Ages Ian Heath

III/58a Baghdad Buyid army 946-975 AD: 1 x General (on horseback (Cv) or on foot (Bd)), 1 x mercenaries (Bd), 2 x ghulams (Cv) or Dailami (Ax), 2 x ghulams (Cv) or citizens (Wb), 4 x Dailami (Ax), 2 x Dailami archers (Ps).

Terrain Type: Arable. Aggression: 3. Enemies: III/37b, III/43c, III/51, III/54, III/58b, III/58c, III/61. Allies: III/54 or III/61

III/58b Dailami tribal rebels: 1 x General (Ax), 6 x Dailami (Ax), 3 x Dailami archers (Ps), 2 x Dailami (Ax or Ps).

Terrain Type: Hilly. Aggression: 3. Enemies: III/58a, III/58c.

III/58c Other Dailami army: 1 x General (on horseback (Cv) or on foot (Ax), 1x light horse (LH), 6 x Dailami (Ax), 1 x ghulams (Cv), 3 x Dailami archers (Ps).

Terrain Type: Hilly. Aggression: 3. Enemies III/43c, III/54, III/58a, III/58b, III/61, III/64a, III/64b, III/71a. Allies: III/43b or III/54 or III/61

III/59 TOLTEC 930 AD-1168 AD

The Toltecs started as one of the early waves of "Dog People" barbarian immigrants into Mexico from the north and their leader established a capital at Culhuacan in 930 AD. His son Quetzalcoatl moved to Tula around 968 AD and made it the capital of an empire. Tula was destroyed around 1156 or 1168 and the empire fell to another wave of immigrants. Reference: War and Society in Ancient Mesoamerica Ross Hassig

III/59 Toltec army: 1 x General (Bd), 10 x warriors (Bd), 1 x warriors (Bd) or peasant slingers (Ps).

Terrain Type: Arable. Aggression: 2. Enemies: III/22b, III/41a, III/41b, III/59.

III/60 MEDIEVAL VIETNAMESE 939 AD-1527 AD

In 938, Vietnam defeated a Chinese invasion and thereafter remained independent apart from a brief Ming Chinese occupation (1407-1427 AD). One of the Bw or Ps may be depicted as hand-gunners. Reference: DBMM Army Lists Book Three.

III/60 Medieval Vietnamese army: 1 x mounted General (El or Cv), 1 x elephants (El) or cavalry (Cv), 1 x halberdiers (Bd), 1 x archers (Cb or Ps), 4 x spearmen (Ax), 3 x archers (Bw or Cb or Ps), 1 x (Wb or Ax or Art).

Terrain Type: Tropical. Aggression: 2. Enemies: III/9a, III/9b, III/23b, III/39, III/62a, III/62b, IV/40, IV/48, IV/73. Ally: III/23.

III/61 DYNASTIC KURDISH 950 AD-1085 AD.

After the collapse of Abbasid power, several Kurdish dynasties gained local power and this list covers their armies.

Reference: DBMM Army Lists Book Three.

III/61 Dynastic Kurdish army: 1 x General (Cv), 8 x cavalry (Cv), 1 x scouts (LH) or cavalry (Cv), 2 x infantry (Hd) or scouts (LH).

Terrain Type: Hilly. Aggression: 1. Enemies: III/51, III/54, III/57a, III/57c, III/61, III/74b. Allies: III/58a or III/58c.

III/62 SUNG CHINESE 960 AD-1279 AD.

*The Sung dynasty originated in a general's coup which overthrew the Later Chou and, between 960 and 979, it conquered the rival Chinese dynasties but failed to drive the Khitan and Hsi-Hsia from the north. It continued until conquered by the Mongols in 1279AD. Reference: *Armies of Imperial China II* Chris Peers, *Medieval Chinese Armies* Chris Peers.*

III/62a Northern Sung army 960 – 1126 AD: 1 x General (Cv), 1 x cavalry (Cv), 1 x picked infantry (Bd), 1 x imperial infantry (Sp or Bd), 4 x imperial infantry (Cb), 1 x provincial infantry (Bw or Ps) or militia (Hd), 2 x imperial infantry (Sp or Bd) or tribal infantry (Ax) or provincial infantry (Bw),, 1 x artillery (Art) or picked infantry (Bd).

Terrain Type: Arable. Aggression: 3. Enemies: III/15, III/36, III/39, III/44, III/55, III/56, III/57, III/60, III/67, IV/14a. Allies: II/61d or III/39.

III/62b Southern Sung army 1127-1279 AD: 1 x General (Cv), 1 x cavalry (Cv) or artillery (Art), 2 x picked infantry (Bd), 4 x imperial infantry (Cb) or imperial infantry [1 x archers (Cb) + 1 x archers (Bw or Ps) + 2 x (Sp or Bd)], 1 x provincial infantry (Bw or Ps) or militia (Hd), 2 x picked infantry (Bd) or provincial infantry (Bw or Sp) or tribal infantry (Ax), 1 x artillery (Art).

Terrain Type: Arable. Aggression: 0. Enemies: III/36, III/44, III/55, III/57, III/60, III/67, IV/14b, IV/35, IV/48.

III/63 EARLY POLISH 960 AD-1335 AD.

*This list covers Polish armies from the coronation of Mieszko I until the reforms of Casimir the Great. References: *Armies of the Dark Ages* Ian Heath, *Armies of Feudal Europe* Ian Heath, *Armies of the Middle Ages 2 (Eastern Europe)* Ian Heath*

III/63a Polish 960-1200 AD: 1 x General (Cv), 2 x noble cavalry (Cv), 4 x spearmen (Sp), 4 x archers (Bw or Ps), 1 x slingers (Ps).

Terrain Type: Forest. Aggression: 2. Enemies: III/1a, III/1b, III/1c, III/48, III/53, III/63a, III/68a, III/68b, III/79, IV/13a, IV/18. Allies III/1c or III/40b or III/48 or III/68b or IV/13a

III/63b Polish 1201-1335 AD: 1 x General (Kn), 2 x noble cavalry (Kn), 1 x light horse (LH), 3 x spearmen (Sp), 1 x “murderous rustics” (Bd), 3 x archers (Bw or Ps), 1 x slingers (Ps).

Terrain Type: Forest. Aggression: 2. Enemies III/1a, III/63b, III/68b, III/79, IV/13a, IV/13b, IV/18, IV/28, IV/30, IV/35, IV/43a, IV/44a, IV/47, IV/54d. Allies III/68b or IV/13a or IV/30.

III/64 GHAZNAVID 962 AD-1186 AD

*This list covers the Ghaznavid army from their first revolt against the Samanids, through the conquest of northern India by the Sultan Mahmud from 1001-1024 AD and the loss of all but their Indian territories to the Seljuks by 1055 until their final destruction by Mohammed of Ghur in 1186. References: *Armies of the Dark Ages* Ian Heath, *Slingshot* 73, 74 & 75.*

III/64a Ghaznavid army 962-1001 AD: 1 x General (Cv), 5 x ghulams (Cv), 1x elephants (El) or auxiliaries (Cv), 1 x ghazis (LH), 2 x infantry (Sp or Bw), 1 x infantry (Ax or Sp), 1 x skirmishers (Ps).

Terrain Type: Dry. Aggression: 3. Enemies: III/10b, III/11b, III/16, III/38, III/43c, III/58c

III/64b Ghaznavid army 1002 - 1186AD: 1 x General (Cv) or (El), 1 x elephants (El), 3 x ghulams (Cv), 1 x ghazis (LH), 2 x infantry (Sp or Bw), 1 x elephants (El) or ghazis (LH) or infantry (Ax), 1 x infantry (Bd or Ps), 2 x archers (Bw).

Terrain Type: Dry. Aggression: 3. Enemies: III/10b, III/16, III/38, III/58c, III/74b, IV/8. Allies: III/10b or III/11b.

III/65 NIKEPHORIAN BYZANTINE 963 AD-1042 AD

*This list covers the Byzantine army from the accession of Nikephoros Phokas until the military economies of Konstantinos IX. Reference: *Armies of the Dark Ages* Ian Heath*

III/65 Nikephorian Byzantine army 1 x General (Cv), 1x klibanophoroi (6Kn), 4 x kavallarioi (Cv), 1x procuratores (LH), 3 x skutatoi (8Bw), 1 x skutatoi (8Bw) or Varangians (Bd), 1 x psiloi (Ps).

ARMY LISTS Section Three: The Early Medieval Period

Terrain Type: Arable. Aggression: 4. Enemies: III/14c, III/21b, III/26a, III/26b, III/47, III/48, III/49, III/51, III/52, III/53, III/54, III/65, III/66, III/68a, III/71a. Allies: III/48 or (III/51 and/or III/54) or III/71a.

III/66 FATIMID EGYPTIAN 969 AD-1171 AD

This list covers the Fatimid army from their conquest of Egypt until their replacement by the Ayyubid dynasty found by Saladin. References: Armies of the Dark Ages Ian Heath, Armies & Enemies of the Crusades Ian Heath, Slingshot 150, 151 & 238.

III/66 Fatimid Egyptian army 1 x General (Cv), 2 x ghulam lancers (Cv), 1x light horse (LH), 2 x Berber spearmen (Sp), 2 x 'Abid al-Shira (Bd), 1 x infantry (Ps or Hd or Wb), 1 x Sudanese (Bw or Ps), [1 x Berber lancers (Cv) + 1 x Dailami (Ax)] or [1 x Kurds (Cv or Kn) + 1 x Armenians (Bw)].

Terrain Type: Dry. Aggression: 1. Enemies: II/55c, II/62a, III/12, III/33, III/49, III/52, III/54, III/65, III/74b, III/75, III/76, IV/6, IV/7, IV/17. Allies: III/21b or IV/6 or IV/17.

III/67 HSI-HSIA 982 AD-1227 AD

Following the collapse of Tibetan power in the Ordos region of what is now north-west China, a number of Tangut warlords set up independent states. After years of squabbling, they were induced to unite by a bungled Sung attempt to conquer them between 982 and 1004 AD and this resulted in the Tangut Hsi-Hsia dynasty. Defeated by Genghis Khan in 1207, they became nominal subjects of the Mongols, but revolted in 1227 and were destroyed. Reference: Imperial Chinese Armies volume 2 Chris Peers.

III/67 Hsi-Hsia army: 1 x General (Kn), 2 x Tangut cavalry (Kn), 2 x nomad cavalry (LH), 3 x halberdiers (Bd), 3 x archers (Bw or Ps), 1 x Tangut cavalry (Kn) or nomad cavalry (LH) or levy infantry (Hd).

Terrain Type: Steppe. Aggression: 2. Enemies: III/11a, III/15, III/44, III/56, III/62a, III/62b, IV/14a, IV/14b, IV/35. Allies: III/15 or IV/14b.

III/68 EARLY HUNGARIAN 997 AD-1245 AD

This list covers Hungarian armies from the foundation of the kingdom until the Mongol conquest and follows on from the Magyar list (III/30). Reference: Armies of Feudal Europe Ian Heath,

III/68a Hungarian army 997-1102 AD: 1 x General (Kn), 1 x Hungarian gentry (Cv), 5 x skirmishers (LH), 2 x Slavs (Sp), 1 x Slavs (Sp or Ax or Bw), 1 x Serbs (Ax or Bw) or Bissenii (LH), 1 x Slav archers (Ps).

Terrain Type: Steppe. Aggression: 2. Enemies: III/1b, III/14c, III/26a, III/26b, III/47, III/48, III/53, III/63a, III/65, III/73a, III/76, III/79, IV/1a.

III/68b Hungarian army 1103-1245 AD: 1 x General (Kn), 1 x Hungarian nobles (Kn), 1 x Hungarian gentry (Cv), 3 x skirmishers (LH), 3 x Slavs (Sp), 1 x Croats (Sp or Ax or Bw), 1 x Serbs or Croats (Ax or Bw), 1 x Slav archers (Ps).

Terrain Type: Steppe. Aggression: 2. Enemies: III/26a, III/47, III/63a, III/63b, III/73a, III/73b, III/79, III/80, IV/1a, IV/1b, IV/13a, IV/13b, IV/22, IV/25, IV/35. Allies: III/63a or III/80.

III/69 WESTERN SUDANESE 1000 AD-1591 AD

The western Sudan is the lightly wooded rolling grassland south of the Sahara desert. Nations dwelling there included Ghana, Mali, Songhai, Bornu, Kanem, Bulala and the Hausa states. The period is closed with the Moroccan destruction of the Songhai in 1591, but armies as late as 1850 differed only from these in the number and type of firearms used. References: Warfare in the Sokoto Caliphate Joseph P. Smaldone, Slingshot 216, 217, 221 & 224, African Arms & Armour Christopher Spring.

III/69 Western Sudanese army 1 x General (Kn or Cv or Bd), 2 x Yan kwarbai (Cv) or scouts (LH), 2 x infantry (Bw or Sp or Ps), 5 x infantry (all Bw or all Sp), 1 x infantry (Ax or Sp or Bd or Ps), 1 x skirmishers (Ps).

Terrain Type: Steppe. Aggression: 0. Enemies : III/12, III/69, III/70, III/75. Ally: III/70.

III/70 TUAREG 1000 AD-1880 AD

This list covers the veiled and indigo-clad nomads of the deep Sahara until the introduction of rifles. No definite date can be determined for the start of the list, so 1000 AD has been chosen as a reasonable estimate. Reference: "African Arms and Armour" Christopher Spring

III/70 Tuareg army 1 x General (Cm), 5 x camel warriors (Cm), 2 x camel warriors (Cm) or serfs (Ax or Ps), 2 x camel warriors (Cm) or mountain tribesmen (Wb), 2 x camel warriors (Cm) or scouts (LCm) or mountain tribesmen (Wb).

Terrain Type: Dry. Aggression: 1. Enemies: III/33, III/69, III/70, III/75.

III/71 GEORGIAN 1008 AD-1683 AD

This list covers the Georgians from their break away from Armenian rule until their subjection by the Ottomans. Reference: Armies & Enemies of the Crusades Ian Heath

III/71a Georgian army 1008-1089 AD: 1 x General (Kn), 3 x aznauri (Kn), 2 x retainers (LH), 3 x spearmen (Sp), 3 x archers (Ps or Bw).

Terrain Type: Hilly. Aggression: 2. Enemies: II/58, III/16, III/51, III/54, III/58c, III/65, III/71a, III/74b, III/76.

III/71b Georgian army 1090-1121 AD: 1 x General (Kn), 3 x aznauri (Kn), 4 x retainers & Cumans (LH), 2 x spearmen (Sp),

2 x archers (Ps or Bw).

Terrain Type: Hilly. Aggression: 2. Enemies: II/58, III/54, III/71b, III/74b, IV/6.

III/71c Georgian army 1122-1683 AD: 1 x General (Cv), 3 x aznauri (Cv), 4 x retainers & Cumans (LH), 2 x spearmen (Sp),

2 x archers (Ps or Bw).

Terrain Type: Hilly. Aggression: 2. Enemies: II/58, III/54, III/71c, III/74a, III/74b, IV/6, IV/20, IV/24, IV/34, IV/35, IV/47, IV/49, IV/67, IV/75, IV/77.

III/72 ANGLO-DANISH 1014 AD-1075 AD

This list covers the native armies in England from the Danish conquest in 1014 until the completion of the Norman conquest. Reference: Armies of the Dark Ages Ian Heath

III/72 Anglo-Danish army: 1 x General (Bd), 2 x huscarls (Bd), 8 x fyrd (Sp), 1 x skirmishers (Ps) or fyrd (Sp) or dregs (Hd).

Terrain Type: Arable. Aggression: 1. Enemies: III/19a, III/40b, III/45, III/52, III/72, IV/3. Allies: III/19a or III/40b or III/45ab.

III/73 COMMUNAL ITALIAN 1029 AD-1320 AD

This list covers the Italian city states until the rise of the condottieri. Note: Only 1 Carroccio standard may be used in BBDBA army. References: Armies of Feudal Europe Ian Heath, Armies of the Middle Ages 1 (Western Europe) Ian Heath

Note: In DBA a litter general now fights as an element of Bd.

III/73a Communal Italian army 1029-1150 AD: 1 x General (on horseback (Kn) or with Carroccio standard (Lit)), 1x knights (Kn), 6 x spearmen (Sp), 2 x archers (Cb or Ps), 2 x Contadini infantry (Hd).

Terrain Type: Arable. Aggression: 2. Enemies: III/26b, 33, III/52, III/53, III/68a, III/68b, III/73a, III/77, IV/4a, IV/4b, IV/5a, IV/5b, IV/13a. Allies: III/53 or IV/13a

III/73b Communal Italian army 1151-1320 AD: 1 x General (on horseback (Kn) or with Carroccio standard (Lit)), 1x knights (Kn), 1 x knights (Kn) or Berrovieri mercenaries (LH), 3 x spearmen (Sp), 2 x archers (Cb or Ps), 2 x spearmen (Sp) or javelinmen (Ax), 2 x Contadini infantry (Hd).

Terrain Type: Arable. Aggression: 2. Enemies: III/35c, III/68b, III/73b, III/77, IV/4b, IV/5b, IV/5c, IV/13a, IV/13b. Allies: IV/13a or IV/13b.

III/74 SELJUQ TURK 1037 AD-1276 AD

This list covers the Seljuq Turks from their revolt against the Ghaznavids until the final collapse of the Sultanate of Rum. Reference: Armies & Enemies of the Crusades Ian Heath

III/74a Rum army 1220-1276 AD: 1 x General (Cv), 1 x noble cavalry (Cv), 1x Agulani (Kn), 6 x Seljuq tribesmen (LH), 1 x Seljuq spearmen (Sp), 1 x archers (Bw or Cb or Ps), 1 x infantry (Ps or Bw or Ax).

Terrain Type: Steppe. Aggression: 3. Enemies: III/71c, III/74b, IV/1b, IV/2, IV/6, IV/20, IV/24, IV/26, IV/31, IV/32, IV/34, IV/35. Allies: IV/24.

III/74b Other Seljuq Turkish army: 1 x General (Cv), 2 x Seljuq nobles (Cv) or tribesmen (LH), 7 x Seljuq tribesmen (LH), 2 x tribesmen (Ps or Bw or Ax or LH)

Terrain Type: Steppe. Aggression: 3. Enemies: II/58, III/11b, III/54, III/61, III/64b, III/66, III/71a, III/71b, III/71c, III/74a, III/74b, III/76, III/80, IV/1a, IV/1b, IV/2, IV/6, IV/7, IV/8, IV/15, IV/17, IV/20, IV/24, IV/45, IV/46, IV/47, IV/49, IV/50, IV/51a. Allies: III/11b or III/47 or III/54 or (III/64b and/or IV/8) or IV/46.

III/75 ISLAMIC BERBER 1039 AD-1529 AD

ARMY LISTS Section Three: The Early Medieval Period

This list starts with the fanatical Murabit "Confederate" sect founded in Morocco in 1039 AD, which had imposed its rule on the whole of Morocco by 1084. In 1086, the Murabits entered Spain and by 1110 had absorbed the last of the Andalusian Arab states. A new sect, the Almohades "Unitarians" rose up in 1121 and by 1145 they controlled not only the former Murabit territories but also the remainder of the north African coast as far as Egypt. In due course, they were replaced by the Marinids and then by the Hafsid. The list ends with the introduction of firearms. Reference: Armies of Feudal Europe Ian Heath,

III/75 Islamic Berber army: 1 x General (Cv or LH), 3 x light horse (LH), 3 x spearmen (Sp), 2 x skirmishers (Ps), 1 x javelinmen (Ax or Ps), 2 x light horse (LH) or cavalry (Cv) or camel riders (Cm) or [1 x Spanish cavalry (Kn) + 1 x Spanish archers (Cb)] or [1 x Lamtuna spearmen (Sp) + 1 x Lamtuna archers (Ps)].
Terrain Type: Arable. Aggression: 4. Enemies: III/33, III/34b, III/35c, III/66, III/69, III/70, III/75, IV/5a, IV/5b, IV/5c, IV/38, IV/68a, IV/68b, IV/68c, IV/68d, IV/68e, IV/68f. Ally: III/34b.

III/76 KONSTANTINIAN BYZANTINE 1042 AD-1073 AD

This list covers the Byzantine army from the military economies of Konstantinos IX until the aftermath of the disastrous battle of Manzikert. Reference: Armies of the Dark Ages Ian Heath

III/76 Konstantinian Byzantine army: 1 x General (Cv), 2 x kavallarioi (Cv), 1 x Norman knights (Kn), 1 x light horse (LH), 1 x Varangians (Sp), 3 x skutatoi (8Bw), 2 x psiloi (Ps), 1 x light horse (LH) or archers (Bw) or artillery (Art).
Terrain Type: Arable. Aggression: 1. Enemies: III/21b, III/26a, II/26b, III/47, III/48, III/51, III/52, III/53, III/54, III/66, III/68a, III/71a, III/74b, III/76. Ally: III/21b.

III/77 PAPAL ITALIAN 1049 AD-1320 AD

This list covers the period from the accession of Leo IX until the rise of the condottieri. References: Armies of Feudal Europe Ian Heath,

III/77 Papal Italian army: 1 x General gonfalonier on horseback (Kn) or pope on portable throne (Lit) or pope with bodyguard (Sp), 2 x knights (Kn), 3 x mercenaries (Sp), 2 x mercenaries (Cb), 3 x mercenaries (Ps), 1 x Roman militia (Hd).
Terrain Type: Arable. Aggression: 3. Enemies: III/52, III/73a, III/73b, IV/5a, IV/5b, IV/5c, IV/13a, IV/13b. Allies: III/21b or III/52 or III/53 or (III/73a and/or III/73a) or (III/73b and/or III/73b) or III/76 or IV/5a or IV/5b or IV/5c.

III/78 SCOTS ISLES & HIGHLANDS 1050 AD-1493 AD

This list covers the army of the Lords of the Isles from the death of Macbeth's viceroy Kalv Arnasson until the execution of the final Lord. References: Armies of Feudal Europe Ian Heath,

III/78 Scots Isles or Highlands army: 1 x General (Bd), 5 x Islesmen (Bd), 2 x Islesman (Bd) or Galwegans (Wb), 1 x Islesmen (Bd) or Irish (Ax), 3 x Islesmen (Bd) or 3 x Highlanders (2 x Bw + 1 x Wb or Ps).
Terrain Type: Littoral. Aggression: 3. Enemies: III/40b, III/45, III/46, III/78, IV/16, IV/58. Ally: III/40b.

III/79 EARLY RUSSIAN 1054 AD-1246 AD

This list covers the period from the break-up of the Kievan Rus state into competing principalities until the Mongol conquest. Reference: Armies of Feudal Europe Ian Heath,

III/79 Early Russian army: 1 x General (Cv), 4 x Druzhina cavalry (Cv), 2 x Svoi pogyane (LH), 2 x Polk spearmen (Sp), 2 x archers (Ps), 1 x Smerdy (Sp or Hd) or woodsmen (Ax) or German knights (Kn).
Terrain Type: Forest. Aggression: 0. Enemies: III/32, III/40b, III/47, III/48, III/63a, III/63b, III/68a, III/68b, III/79, III/80, IV/18, IV/27, IV/28, IV/30, IV/35.
Allies: III/63a or III/63b or III/68a or III/68b or III/80.

III/80 CUMAN (KIPCHAK) 1054 AD-1394 AD

This list covers the Cumans (or Kipchaks) from their first appearance on the borders of Kievan Russia. They soon replaced the Pechenegs north of the Black Sea and by 1090 they were established on the Danube. After the Mongol invasions, the Cumans were mainly absorbed into Hungary and Russia, the last independent remnants being finished off by Timur. References: Armies of Feudal Europe Ian Heath, Armies of the Middle Ages 2 (Eastern Europe) Ian Heath

III/80 Cuman or Kipchak army: 1 x General (Cv), 9 x light horse (LH), 1 x Cuman horse (LH) or Cuman nobles (Cv), 1 x light horse (LH) or Cuman foot (Hd) or Vlachs (Ps or Ax).
Terrain Type: Steppe. Aggression: 3. Enemies: II/58, III/11b, III/32, III/47, III/68b, III/74b, III/79, IV/1a, IV/1b, IV/15, IV/24, IV/25, IV/35, IV/44a, IV/44b, IV/47. Ally: II/58.