

SECTION FOUR - THE HIGH MEDIEVAL PERIOD – 1071 AD TO 1500 AD

IV/ 1 KOMNENAN BYZANTINE 1071 AD - 1204 AD

*This list covers Byzantine armies from the disaster of Manzikert until the capture of Constantinople by the Fourth Crusade. Under Alexios I and his next two successors (John II & Manuel I) their strategy was to launch a strong expedition to recover lost territory, culminating in a siege, then go immediately on to the defensive and seek a diplomatic solution. They avoided decisive open battles. The loss of the Anatolian recruitment areas forced the army to depend heavily on foreign mercenaries. The Varangians were now mainly Anglo-Saxons and Rus, who sometimes rode to battle, but always fought on foot with long axes. Kavallarioi were native armoured cavalry. Manuel I (1143 - 1180) made the kite shield mandatory and trained his native cavalry to charge in Frankish style. The option to class the Commander-in-Chief as a Kn prior to Manuel's reforms reflects Anna Komnena's descriptions of her father Alexios' prowess. The latinikon were Frankish mercenary knights. The vardariotai were a new guards unit possibly raised by John II (though first attested in 1160) and possibly originally recruited from Magyar settlers in the Vardar valley. The Skythikon were originally recruited from Pechenegs, but were increasingly supplemented by Cumans. The troops Anna Komnena calls peltastai are regular native troops recruited in Europe, who rode horses, shot with the bow (usually while mounted) and from their name should have small shields. References: *Armies and Enemies of the Crusades* Ian Heath, *Alexiad* of Anna Komnena.*

IV/ 1a Komnenan Byzantine army 1071-1142 AD: 1 x General (Cv or Kn), 1 x kavallarioi (Cv), 3 x kavallarioi (Cv) or Pechenegs (LH), 2 x latinikon (Kn) or Pechenegs (LH), 2 x archers (Bw), 1 x kontaratoi (Sp) or archers (Bw) 1 x archers (Bw or Ps), 1 x Varangians (Bd) or other infantry (Ax or Ps).

Terrain Type: Arable. Aggression: 0 (Aggression: 3 from 1096-1180) Enemies: III/26a, III/47, III/53, III/54, III/68a, III/68b, III/74b, III/80, IV/2, IV/5a, IV/7, IV/17. Allies: III/74b (1082-1116AD) and/or III/80.

IV/ 1b Komnenan Byzantine army 1143-1204 AD: 1 x General (Kn), 3 x kavallarioi (Kn), 3 x Pechenegs or Skythikon (LH), 2 x archers (Bw), 1 x kontaratoi (Sp) or archers (Bw) 1 x archers (Bw or Ps), 1 x vardariotai (Bd) or other infantry (Ax or Ps).

Terrain Type: Arable. Aggression: 0 (Aggression:3 from 1096-1180) Enemies: III/26a, III/68b, III/74a, III/74b, III/80, IV/2, IV/6, IV/17, IV/20. Allies: III/68b or III/73a or IV/2 or IV/17.

IV/ 2 CILICIAN ARMENIAN 1071 AD - 1375 AD

*This list covers the Armenians of Cilicia/Kilikia from their gaining independence in the aftermath of Manzikert until the conquest of their kingdom by the Mamluks. King Hethum travelled to meet Mongke in 1255 and willingly submitted to the Mongols in the hope of help against the Rum Seljuqs, and then with his son-in-law Bohemond VI of Antioch and Tripoli helped the Mongols storm Aleppo in 1260. In 1263 his army included 150 Armenians dressed as Mongols to further demoralise the enemy. The Armenians remained loyal to the Ilkhanids thereafter, thus incurring the wrath of the Mamluks. The Crusading military orders held castles in Cilicia long after the fall of their fortresses in Palestine. After the fall of the Crusader kingdom, Cilicia was heavily influenced by Lusignan-ruled Cyprus and recruited Frankish mercenary foot soldiers from there. Whether the armoured foot spearmen in art should be interpreted as native Armenians or Franks is a matter of opinion. References: *Armies and Enemies of the Crusades* Ian Heath, *Armies of the Middle Ages Part 2 (E. Europe)* Ian Heath.*

IV/ 2 Cilician Armenian army: 1 x General (Kn), 2 x Armenian cavalry (Kn), 6 x Armenian infantry (Ax or Sp), 3 x Armenian archers (Bw or Ps).

Terrain Type: Hilly. Aggression: 1. Enemies: III/74a, III/74b, IV/1a, IV/1b, IV/6, IV/7, IV/17, IV/20, IV/26, IV/45, IV/46, IV/49, IV/55a, IV/55b, IV/67, IV/75. Allies: III/74a or IV/7 or IV/17 or IV/26 or IV/46

IV/ 3 ANGLO-NORMAN 1072 AD - 1181 AD

*This list covers English armies from the completion of the Norman conquest until Henry II's assize of arms in 1181. The wagon standard is the banner of St. Cuthbert of Durham or St. Peter of York. It cannot be used if the king is present but will be especially appropriate when defending against the "breechless and barbarous Scots." In DBA this may be included in the General's element, in which case it is classed as "Lit", or it may be included in the camp which is then defended by its attendants who may never sally forth and abandon the standard. Only one such standard may be included in a BBDBA. Knights now wore a longer-sleeved mail hauberk coming down to the wrist and by 1085 the mail leg protection already worn by some wealthy knights on the Bayeux tapestry was now standard for the well-armed knights that rode in the front rank. Crossbowmen were rare in England until after 1150, but an archer element could include a crossbow figure for variety. Reference: *Armies of Feudal Europe* Ian Heath*

IV/ 3 Anglo-Norman army: 1 x General on horseback (Kn) or on foot (Bd) or with wagon standard (Lit), 3 x knights (mounted (Kn) or on foot (Bd)), 2 x fyrd, militia & mercenaries (Sp), 3 x archers (Ps or Bw), 2 x mercenaries (Sp or Pk), 1 x mercenaries (Cv or Sp).

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Terrain Type: Arable. Aggression: 2. Enemies: III/19a, III/19b, III/19c, III/45, III/46, III/72, IV/3, IV/4a, IV/4b, IV/16, IV/39a. Allies: III/19c or IV/4a or IV/4b

IV/ 4 FEUDAL FRENCH 1072 AD - 1330 AD

This list covers the French armies from the rebirth of a strong central monarchy (even though Royal control of the nobility outside the Ile de France remained doubtful) until the transition to plate armour. The knights wore long-sleeved mail hauberks and by 1085, the mail leg-armour was common. The lighter-armed sergeants forming the rear ranks are included in the Kn element. Infantry could be drawn up behind as a rallying point, placed on the wings of each cavalry division or sent in front to prepare the charge. They are mostly depicted without shields, wearing quilted aketons or gambesons and occasional metal armour.

References: *Armies of Feudal Europe* Ian Heath , *Armies of the Middle Ages 1 (W. Europe)* Ian Heath

IV/ 4a Feudal French army 1072-1199 AD: 1 x General (Kn), 3 x knights (Kn), 1 x mercenaries (Kn or Cv), 3 x spearmen (Sp), 2 x archers (Bw or Ps), 1 x ribauds (Ax), 1 x spearmen (Sp) or peasant levies (Hd).

Terrain Type: Arable. Aggression: 1. Enemies: III/33, III/35b, III/53, III/73a, IV/3, IV/4a, IV/13a.

IV/ 4b Feudal French army 1200-1330 AD: 1 x General (Kn), 3 x knights (Kn), 1 x mercenaries (Kn or Cv), 1 x infantry (Bd), 2 x spearmen (Sp or Bd), 1 x ribauds (Ax), 2 x archers (Bw or Ps), 1 x peasant levies (Hd).

Terrain Type: Arable. Aggression: 1 until 1214, then Aggression: 2. Enemies: III/33, III/35bc, III/73a, III/73b, IV/3, IV/4b, IV/5c, IV/13a, IV/13b, IV/20, IV/23, IV/39a, IV/39b, IV/57a, IV/62. Allies III/35c or III/73b or IV/17.

IV/5 SICILIAN 1072 AD - 1266 AD & 1282 AD – 1442 AD

*This list covers Sicily from the Norman conquest until the reconquest of Naples and its union with Naples. The Saracens from whom the Normans took Sicily became loyal troops in their armies. Their experience against horse-archers encouraged the early adoption of full mail armour. Sicily was conquered by Charles of Anjou in 1266 and only gained independence again when they revolted in 1282. References: *Armies of Feudal Europe* Ian Heath , *Armies of the Middle Ages 1 (W. Europe)* Ian Heath*

IV/ 5a Sicilian army 1072-1193 AD: 1 x General (Kn), 3 x knights (Kn), 4 x skirmishers (Ps), 2 x archers (Bw or Ps), 1 x javelinmen (Ax or Sp), 1 x mercenaries (Cb or Cv or LH).

Terrain Type: Littoral. Aggression: 3. Enemies: III/33, III/73a, III/75, III/77, IV/1a, IV/13a.

IV/ 5b Sicilian army 1194-1266 AD: 1 x General (Kn), 3 x knights (Kn), 1 x mercenaries (Cv or LH), 3 x skirmishers (Ps), 2 x archers (Bw or Ps), 1 x archers (Cb), 1 x arriere-ban (Hd).

Terrain Type: Littoral. Aggression: 3. Enemies: III/73a, III/73b, III/75, III/77, IV/13a, IV/13b. Ally: IV/17

IV/ 5c Sicilian army 1282-1442 AD: 1 x General (Kn), 3 x knights (Kn), 1 x cavalry (Cv), 1 x archers (Cb), 1 x mercenaries (Cb or Ax), 3 x infantry (Ax), 2 x skirmishers (Ps).

Terrain Type: Littoral. Aggression: 3. Enemies: III/35c, III/73b, III/75, III/77, IV/4b, IV/13b, IV/13c, IV/61. Allies: III/35c or (IV/32 & IV/60) or IV/68a

IV/6 SYRIAN 1092 AD - 1286 AD

*This list covers the Muslim armies of Syria and the revived but shrunken Abbasid Khalifate of Baghdad after the relaxation of Seljuk control following the death of the Sultan Malik Shah in 1092 AD. Depictions of Syrian armoured cavalry are mainly armed with lance, sword and shield but no bow. However about a third of the cavalry were ghulams, who were probably armed with bow, sword or mace and shield, with or without lance or spear. Reference: *Armies and Enemies of the Crusades* Ian Heath.*

IV/ 6a Syrian states 1092-1286 AD: 1 x General (Cv), 3 x cavalry (Cv), 4 x Turkoman or Arab cavalry (LH), [4 x cavalry (Cv or LH)] or [2 x infantry (Hd) + 1 x ghazis (Wb) + 1 x javelinmen (Ax or Ps)].

Terrain Type: Arable. Aggression: 1. Enemies: III/66, III/71c, III/74a, III/74b, IV/1b, IV/2, IV/6, IV/7, IV/17, IV/20, IV/24, IV/35, IV/45, IV/46. Allies: IV/2 or IV/7 or IV/17 or IV/24.

IV/ 6b Abbasid Iraq 1092-1258 AD: 1 x General (Cv), 3 x cavalry (Cv), 2 x cavalry (LH) or ghazis (Wb), 3 x ghazis (Wb), 2 x infantry (Hd), 1 x javelinmen (Ax or Ps).

Terrain Type: Arable. Aggression: 1. Enemies: III/66, III/71c, III/74a, III/74b, IV/1b, IV/2, IV/6, IV/7, IV/17, IV/20, IV/24, IV/35, IV/45, IV/46. Allies: IV/2 or IV/24.

IV/ 6c Arab dynasties 1092-1172 AD: 1 x General (Cv), 4 x cavalry (Cv), 1 x cavalry (LH), [5 x cavalry (Cv) + 1 x cavalry (LH)] or [3 x infantry (Hd) + 2 x ghazis (Wb) + 1 x javelinmen (Ax or Ps)].

Enemies: III/66, III/71c, III/74a, III/74b, IV/1b, IV/2, IV/6, IV/7, IV/17, IV/20, IV/24, IV/35, IV/45, IV/46.

Allies: IV/2 or IV/7 or IV/17.

IV/7 EARLY CRUSADER 1096 AD - 1128 AD

*This list covers the armies of Outremer from the beginning of the First Crusade until the formation of the military orders. It includes the establishment of the Kingdom of Jerusalem, the Principality of Antioch and the Counties of Edessa and Tripoli, followed by the initial defence of the Kingdom and the failed attempts to capture Aleppo and Damascus. Although able to charge through most enemy cavalry, the Kn were vulnerable to horse archers, who could surround them and pick them off in detail if they charged too rashly. In the latter part of the First Crusade, severe losses of horses due to lack of forage forced many of the Kn to fight on foot. A Byzantine contingent under Tatikios (who usually commanded tourkopouloi horse-archers) was said to have accompanied the army and used to protect the flank. Reference: *Armies and Enemies of the Crusades* Ian Heath.*

IV/ 7 Early Crusader army: 1 x General (Kn), 3 x knights (Kn or Bd), 5 x spearmen (Sp), 1 x archers (Ps or Bw), 1 x archers (Ps or Cb), 1 x pilgrims (Wb or Hd) or archers (Ps) or Byzantine tourkopouloi (LH).

Terrain Type: Arable. Aggression: 4 until 1100AD, then 1. Enemies: III/66, III/74b, IV/1a, IV/2, IV/6. Allies: III/54 or IV/1a or IV/2 or IV/6.

IV/8 GHURID 1100AD-1222 AD

*The mountainous region of Afghanistan west of Ghazni had long been ruled by quarrelling local chieftains of whom the Sultan of Ghur was pre-eminent. They were vassals, first of the Samanids and then of the Ghaznavids. In 1215, the Ghurid kingdom was conquered by the Khwarizmians but continued as subject allies until 1222. Ghurid armies were originally based on infantry from their mountain homeland, but by the period covered they had a small number of cavalry. Since Ghur was noted for the export of mail, "jawshan" lamellar armour and weapons, their own troops were probably well-armed. The spearmen or pikes were protected by the "karwah", which was described as a "covering" of rawhide padded thickly on both sides which covered the men from head to foot and was carried on the shoulders. It made their ranks "Look like walls". Reference **DBMM Army Lists Book Four**.*

IV/ 8 Ghurid army: 1 x General (Cv or El), 1 x Ghurid tribal cavalry (Cv or LH), 1 x mercenaries (LH), 6 x Ghurid spearmen (all Pk or all Sp), 2 x Ghurid archers or slingers (Ps), 1 x Ghurid archers or slingers (Ps) or elephants (El).

Terrain Type: Hilly. Aggression: 3 Enemies III/10b, III/11b, III/38, III/64b, III/74b, IV/15, IV/24. Allies: III/10b or III/11b or III/74b

IV/9 EASTERN FOREST AMERICAN c1100 AD - 1620 AD

*The forest people of the Atlantic coast of America are included as enemies for the Mound builders of the Mississippi basin, the Vinland Vikings and the Welsh colonists of Prince Madoc. The start date is arbitrary and the end date that of the introduction of firearms. Their main weapon was the bow and it was supplemented by wooden or stone-headed clubs and some spears. Bows were described as "quick but not strong" and after an exchange of shooting, the warriors would close and continue with hand weapons. References: *Armies of the 16th Century: volume 2*. Ian Heath, *North American Indians* George Catlin, *Indian America* Eagle/Walking Turtle.*

IV/ 9 Eastern Forest American army: 1 x General (Wb), 1 x warriors (Bw) or heroes (Wb), 7 x warriors (Bw), 3 x skirmishers (Ps).

Terrain Type: Forest. Aggression: 1. Enemies: III/19c (Welsh colonists), III/40b (Vinlanders), IV/9, IV/10.

IV/10 MOUND BUILDER AMERICAN c1100 AD - 1701 AD

*This list covers the last of the Mound-builder cultures of the Mississippi basin from the earliest possible contact with Mexico to the south-west or the Forest Leagues to the north-east until the destruction of the Natchez. Each nation had a capital town containing massive mounds supporting temples and council houses and surrounded by palisades. They were rigid theocracies ruled by the "Great Sun" who was carried in a litter because he was not allowed to put his foot to the ground. (In BBDBA, there is only one "Great Sun" in a litter, the other generals must be Bd.) Nobles fought with spear and club, were heavily tattooed and wore rawhide armour. Most of the army used bows of man height which sometimes penetrated mail but never steel plate. The centre of the army was formed in solid bodies and could be supported on the flanks by young men in more open formation wearing red war-paint. Some Choctaw skirmished with javelins launched by atlatl rather than bows. The society was stratified in to three classes, "Noble", "Honoured" and "Stinkard" and military prowess was honoured by promotion to the next class. The lowest class, the stinkards, was replenished by recruitment from conquered peoples. References: *Armies of the 16th Century: volume 2*. Ian Heath, *North American Indians* George Catlin, *Indian America* Eagle/Walking Turtle.*

IV/10 Mound Builder American army: 1 x General ("Great Sun" in Lit or Bd), 1 x noble warriors (Bd), 6 x honoured warriors (Bw), 2 x honoured warriors (Ps or Bw), 2 x stinkards (Wb).

Terrain Type: Arable. Aggression: 1. Enemies: III/41a, III/41b, IV/9, IV/10, IV/11, IV/63.

IV/11 NORTH-WESTERN AMERICAN c1100 AD - 1770 AD

This covers the north-western coast culture from the start of long distance voyaging until the first contacts with Europeans. It was a highly stratified society where each man was of a different class and knew exactly how he ranked compared to all others. Wooden rod-armour was worn over rawhide armour and some closed-face wooden helmets were used. Villages were protected by palisades of large vertical wooden logs. References: Armies of the 16th Century: volume 2. Ian Heath, North American Indians George Catlin, Indian America Eagle/Walking Turtle.

IV/11 North-Western American army: 1 x General (Bw or Bd), 2 x warriors (Bw), 2 x warriors (Bw or Bd), 5 x warriors (Bd), 2 x skirmishers (Ps).

Terrain Type: Littoral. Aggression: 2. Enemies: III/41a, III/41b, IV/10, IV/11, IV/12d, IV/63, IV/71a

IV/12 POLYNESIAN & MELANESIAN c1100 AD-1785 AD

This list covers those peoples of the Pacific who fielded substantial armies and the period from the settlement of the last islands until the introduction of firearms. In Hawaii, chiefs wore crested helmets and patterned red and yellow feather cloaks and their army had a core of warriors with 15 foot pikes who were expected to fight to the last man. Fijians, Tongans and Samoans (12a) used short two-handed clubs and charged fiercely into close combat. Other Melaneseans (12b) had long spears, clubs and sometimes small shields while Polynesians (12c) typically fought individual duels with clubs. Coconut fibre armour was sometimes used. A favourite Maori weapon was the taiaha, a long two-handed wooden sword and they wore tattoos and dark feather cloaks as well as carrying greenstone mere. All these people used war canoes of various kinds. References: Slingshot 203, Ancient Hawaii by Herb Kane.

IV/12a Fijian, Samoan or Tongan army: 1 x General (Bd), 9 x warriors (Wb), 2 x skirmishers (Ps).

Terrain Type: Littoral. Aggression: 1. Enemies: IV/12a, IV/12b, IV/12c, IV/12d

IV/12b other Melanesian army: 1 x General (Bd or Ax), 9 x warriors (Ax), 2 x skirmishers (Ps).

Terrain Type: Littoral. Aggression: 1. Enemies: IV/12a, IV/12b, IV/12c, IV/12d, IV/37d

IV/12c other Polynesian army: 1 x General (Bd), 9 x warriors (Bd), 2 x skirmishers (Ps).

Terrain Type: Littoral. Aggression: 1. Enemies: IV/12a, IV/12b, IV/12c, IV/12d

IV/12d Hawaiian army: 1 x General (Pk), 1 x warriors (Pk), 6 x warriors (Bd), 3 x skirmishers (Ps), 1 x reluctant maka'ainana (Hd).

Terrain Type: Littoral. Aggression: 1. Enemies IV/11, IV/12a, IV/12b, IV/12c

IV/12e Maori army: 1 x General (Bd), 11 x warriors (Bd).

Terrain Type: Littoral. Aggression: 1. Enemies: IV/12e

IV/13 MEDIEVAL GERMAN 1106 AD - 1518 AD

This list covers the core of the "Holy Roman Empire" from the accession of Heinrich V until the union with Spain after the death of Maximilian I. Before 1150, German knights were poor horsemen, but when dismounted were superb swordsmen. After this date, they improved and were increasingly reluctant to dismount and mingle with the common foot. The full plate armour introduced from 1440 was only affordable by the richest of the Kn, the others being incompletely armoured and mounted on clumsy horses. Sometimes mounted crossbows (Cv) supported the right flank of the "spitz", a wedge with well-armoured knights at the front and the poorly-armoured ones behind. Heavily armoured mounted handgunners called petronels supported the left flank of the pikemen while light armoured lancers were placed behind the shooters to support them and also protect the flanks of the pikemen. In a manual of 1507, it recommends that the pikes form the centre with cavalry on their left and shooters on their right. The flanks were to be protected by wagons with artillery in front. Emperor Maximilian formed the "landsknechts", who were pikes in flamboyant dress and Maximilian several times fought in the front rank of them. The mainstay of the Free Canton armies was the tough farmers armed with long spears or other pole arms. References: Armies of Feudal Europe Ian Heath, Armies of the Middle Ages 1 (W. Europe) Ian Heath

IV/13a Medieval German army 1106-1150 AD: 1 x General (Kn), 4 x Feudal knights (Kn or Bd), 1 x crossbowmen (Cb), 2 x Feudal retainers (Hd) or city militia spearmen (Sp), 2 x city guard or mercenaries (Bd), 2 x archers (Ps).

Terrain Type: Arable. Aggression: 1 if any Sp (city militia) are used, otherwise Aggression: 2. Enemies: III/1a, III/40b, III/40c, III/40d, III/63a, III/63b, III/68b, III/73a, III/73b, III/77, IV/4a, IV/4b, IV/5a, IV/5b, IV/13a, IV/13e, IV/26, IV/43a. Allies: III/40d or III/63a or III/63b or III/73a or III/73b or IV/13a or IV/18 or IV/43a

IV/13b Medieval German army 1151-1439 AD: 1 x General (Kn), 3 x knights (Kn), 1 x knights (Kn) or crossbowmen, either mounted (Cv) or on foot (Cb), 1 x crossbowmen (Cb), 2 x city guards (Bd), 2 x mercenaries (Bd or Pk) or city militia (Sp) or retainers (Hd), 2 x archers (Ps).

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Terrain Type: Arable. Aggression: 1 if any Sp (city militia) are used, otherwise Aggression: 2 Enemies: III/40b, III/40d, III/63b, III/68b, III/73b, III/77, IV/4b, IV/5b, IV/5c, IV/13b, IV/13c, IV/41, IV/43a, IV/43c, IV/54a, IV/54b, IV/57a, IV/57b, IV/57c, IV/61, IV/64a, IV/64b, IV/64c, IV/66, IV/76, IV/79a, IV/79b, IV/80, IV/82a. Allies: IV/18 or IV/41 or IV/43a.

IV/13c Medieval German army 1440-1493 AD: 1 x General (Kn), 3 x knights (Kn), 1 x crossbowmen, mounted (Cv) or on foot (Cb), 1 x crossbowmen (Cb), 2 x mercenaries (Pk), 2 x city militia (Bd or Pk or Hd), 1 x archers (Ps), 1 x archers (Ps) or artillery (Art).

Terrain Type: Arable. Aggression: 1 if any optional Pk (city militia) are used, otherwise Aggression: 2 Enemies: IV/5c, IV/13c, IV/13e, IV/43c, IV/54b, IV/55b, IV/57c, IV/61, IV/66, IV/76, IV/79b, IV/80, IV/82a, IV/82b, IV/85a Allies: IV/79b or IV/85a

IV/13d Medieval German army 1494-1519 AD: 1 x General (Kn or Pk), 3 x knights (Kn), 1 x cavalry (Cv) or skirmishers (Ps) or landsknechts (Pk), 4 x mercenaries (Pk), 1 x city militia (Bd or Pk), 1 x handgunners (Ps), 1 x mercenaries (Pk or Ps) or artillery (Art).

Terrain Type: Arable. Aggression: 2. Enemies: IV/13d, IV/13e, IV/43c, IV/54b, IV/55b, IV/61, IV/66, IV/79d, IV/82b. Ally: IV/85b

IV/13e Free Canton army: 1 x General (Kn or Sp), 8 x spearmen (Sp), 1 x Frisian dardiers (Ax) or javelinmen (Ps), 2 x archers (Ps).

Terrain type: Littoral. Aggression: 1. Enemies: III/40d, IV/13a, IV/13b, IV/13c, IV/13d, IV/54a, IV/54b, IV/54d. Allies: III/40d or IV/13s.

IV/14 JURCHEN-CHIN 1114 AD - 1234 AD

The Jurchen were tribes of the Manchurian forest, not themselves nomads but heavily influenced by nomadic military techniques. Wan-yen Akuta founded the first Chin dynasty (the "Golden") after rebelling against the Liao. The Chin conquered northern China but failed in several attempts to conquer the south. They were eventually overthrown by the Mongols after a hard fight. The Jurchen cavalry used a combined formation with armoured lancers in front and unarmoured archers behind – so their Cv should have one armoured lancer between two unarmoured archers on each element. The infantry are assumed to be swordsmen and crossbowmen.

IV/14a Jurchen-Chin army 1114-1125 AD: 1 x General (Kn), 2 x Jurchen lancers (Kn), 3 x Jurchen scouts (LH), [2 x Jurchen cavalry (Kn) + 4 x light horse (LH)] or [2 x Chinese swordsmen (Bd) + 2 x Chinese archers (Cb) + 1 x Khitan (LH or Cv) or Chinese levies (Hd) + 1 x light horse (LH) or artillery (Art)].

Terrain Type: Forest. Aggression: 3 Enemies: III/44, III/56, III/57, III/62b, III/67. Allies: III/44 or III/62a

IV/14b Jurchen-Chin army 1126-1234 AD: 1 x General (Cv), 5 x Jurchen cavalry (Cv), 2 x Chinese swordsmen (Bd), 2 x Chinese archers (Cb), 1 x Chinese cavalry (Cv) or Chinese levies (Hd), 1 x cavalry (Cv) or artillery (Art).

Terrain Type: Arable. Aggression: 3. Enemies: III/44, III/57, III/62b, III/67, IV/35. Ally: III/44.

IV/15 QARA-KHITAN 1124 AD - 1211 AD

The Qara-Khitan or Western Liao state was formed by Khitan refugees fleeing the Jurchen conquest. They moved west and set up an empire based south of Lake Balkash, with its capital at Balasaghun. The cavalry were said to have every man fully armed with bow, lance, sword and mace although only a few of them were on armoured horses. There is no evidence of effective infantry or artillery although some vassal city states may have provided small amounts. Reference: DBMM Army Lists Book Four.

IV/15 Qara-Khitan army: 1 x General (Cv), 6 x tribal cavalry (Cv), 3 x scouts (LH), 1 x tribal cavalry (Cv) or city militia (Bw), 1 x tribal cavalry (Cv) or subject levies (Hd).

Terrain Type: Steppe. Aggression: 2. Enemies: III/11a, III/11b, III/44, III/74b, III/80, IV/8, IV/14, IV/24, IV/35. Allies: III/11a or III/11b or III/44 or IV/24.

IV/16 SCOTS COMMON 1124 AD - 1513 AD

This list covers the Scots armies based in Scotland from the introduction of the feudal system until after the Battle of Flodden. A Scots army's strength is its abundance of yeomen spearmen, required to have spear, iron cap and habergeon. Robert the Bruce advised that they should fight on foot making use of difficult terrain such as hills, marshes and woods, and using surprises by night and ambushes by day. Their frontal attacks with spears against dismounted English men-at-arms and longbows were less successful. Large numbers of pikes were imported for the Flodden campaign. After 1456 they made some use of artillery. References: Armies of Feudal Europe Ian Heath, Armies of the Middle Ages 1 (W. Europe) Ian Heath.

IV/16 Scots Common army: [1 x General (Kn) + 1 x yeomen (Pk)] or [1 x General (Pk or Bd) + 1 x knights (Kn)], 5 x yeomen Pk, 2 x yeomen (Pk) or [1 x Highland warriors (Bw) + 1 x Galwegian warriors (Wb)], 2 x yeomen (Pk) or Galwegian warriors (Wb), 1 x Highland scouts (Ps) or Islesmen (Bd) or artillery (Art – only after 1456).
Terrain Type: Arable. Aggression: 3. Enemies: III/40b, III/46, III/78, IV/3, IV/16, IV/21a, IV/21b, IV/21c, IV/23, IV/58, IV/62a, IV/62b, IV/62c, IV/62d, IV/83a.

IV/17 LATER CRUSADER 1128 AD - 1303 AD

*This list covers the defensive phase of the Crusader states in the Holy Land. It covers the period from the granting of Papal protection to the Templars in 1128 until the fall of the off-shore Templar fortress of Tortosa in 1303. It includes the second and third Crusades. The True Cross was used as a standard until it was lost at Hattin, where it was carried by a Bishop in knightly armour (part of the General's element). Reference: *Armies and Enemies of the Crusades* Ian Heath.*

IV/17 Later Crusader army: 1 x General (Kn), 2 x knights (Kn), 1 x Turcoples (LH) or knights (Kn), 5 x foot sergeants (Sp), 2 x crossbowmen (Cb), 1 x Syrian archers (Bw).
Terrain Type: Littoral. Aggression: 3 in 1148AD and 1189AD-1250AD, otherwise Aggression: 1. Enemies: III/66, III/74b, IV/1a, IV/1b, IV/2, IV/6, IV/20, IV/24, IV/45, IV/46. Allies: III/66 or IV/1b or IV/2 or (IV/4a and IV/13a) or IV/6a or IV/6c.

IV/18 LITHUANIAN & SAMOGITIAN 1132 AD - 1515 AD

*This list covers Lithuanian and Samogitian armies from the invasion of Lithuania in 1132 until long after the unification of the crown with Poland by the marriage of the Grand Duke to the Polish heiress in 1386. Most Lithuanian cavalry were unarmoured skirmishers who used a light lance which could be used for throwing or thrusting. There were a few armoured nobles with "silver-coloured shirts of mail". References: *Armies of Feudal Europe* Ian Heath, *Armies of the Middle Ages Part 2 (E. Europe)* Ian Heath.*

IV/18 Lithuanian or Samogitian army: 1 x General (Cv or LH), 3 x cavalry (Cv or LH), 2 x cavalry (LH), 2 x cavalry (LH) or archers (Bw), [2 x spearmen (Ax) + 2 x archers (Ps)] or [2 x archers(Bw) or cavalry (LH) + 2 x cavalry LH].
Terrain Type: Forest. Aggression: 2. Enemies: III/63a, III/63b, III/79, IV/18, IV/27, IV/28, IV/30, IV/44a, IV/44b, IV/47, IV/55b, IV/65, IV/66. Allies: IV/30 or IV/44ab or IV/47 or IV/66 or IV/80

IV/19 TARASCAN, TOLTEC-CHICHIMEC & CHINANTEC 1168 AD - 1521 AD

*Both the Tarascans and Toltec-Chichimecs fought in a similar manner, although separated geographically by the Aztec Triple Alliance. The Tarascans (who actually called themselves "Purempecha") lived west of the Aztecs and fought them to a standoff. To the east of the Aztecs were a number of Toltec-Chichimec city states, who also managed to keep their independence, and were often allied against the Aztecs. One of them, the Tlaxcala, were allied with Cortez's Spaniards when they destroyed the Aztecs. The army was grouped into four commands and they liked to envelop the enemy flank with massed archers before assaulting the centre. The "suit-wearers" (Bd) were the military orders such as Eagle or Jaguar knights. Some militia archers had cotton armour, but this was not proof against the bow. Others were mixed with warriors armed with maquahuil and shield who used the shield to protect the archers. The Chinantec lived in the Mountains to the south. Their upper classes fought with bows and hand weapons while the commoners used "long poles like lances" tipped with long stone cutting edges and carried leather or fibre shields. They were described as "marching two-by-two" with an archer between each pair of spearmen. Reference: *Armies of the 16th Century: volume 2.* Ian Heath.*

IV/19a Tarascan or Toltec-Chichimec army: 1 x General (Bd or Bw), 2 x suit-wearers (Bd), 7 x nobles (Bw), 1 x archers (Ps), 1 x Otomi mercenaries (Wb) or nobles (Bw).
Terrain Type: Hilly. Aggression: 1. Enemies: III/22c, III/41a, III/41b, IV/19a, IV/19b, IV/63.

IV/19b Chinantec army: 1 x General (Bw), 1 x nobles (Bw or Sp) or archers (Ps), 1 x nobles (Bw or Sp), 6 x nobles (Sp), 3 x archers (Ps).
Terrain Type: Hilly. Aggression: 1. Enemies: III/41a, III/41b, IV/19a, IV/53, IV/63.

IV/20 AYYUBID EGYPTIAN 1171 AD-1250 AD

This list covers the armies of the Ayyubid Sultanate established by Saladin from the end of the Fatimids until the Ayyubid dynasty was over-thrown by its mamluks. It does not cover the armies of the provincial Ayyubids in Syria after the death of Saladin in 1193 because these are covered by the Syrian list (IV/6). Many of the cavalry were Berbers or Negroes armed with lances but not bows. Infantry were now used only in a supporting role. The Sudanese archers were

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new regiments which do not seem to have included spearmen. A Crusader source describes agile black archers with shields. Reference: Armies and Enemies of the Crusades Ian Heath.

IV/20 Ayyubid Egyptian army: 1 x General (Cv), 5 x cavalry (Cv), 2 x light horse (LH), 1 x javelinmen (Ax) or ghazis (Wb) or infantry (Hd) or light horse (LH), 2 x archers (Bw or Ps) or cavalry (Cv), 1 x light horse (LH) or skirmishers (Ps).

Terrain Type: Dry. Aggression: 2. Enemies: II/55c, III/12, III/71c, III/74a, III/74b, IV/1b, IV/2, IV/4b, IV/6, IV/17, IV/24. Allies: IV/6 or IV/24.

IV/21 ANGLO-IRISH 1172 AD - 1515 AD

This list covers the English in Ireland from landing of Henry II until the first use of hand-guns at Knockdoe in 1504 and the shift to more direct control from London after the death of Gerald of Kildare in 1513. Aggression is set at 1 because few of the many combats took place outside Ireland. References: Armies of Feudal Europe Ian Heath, Armies of the Middle Ages 1 (W.Europe) Ian Heath

IV/21a Anglo-Irish army 1172-1299 AD: 1 x General (Kn), 1 x men-at-arms (Kn), 2 x colonist archers (Lb), 2 x colonist foot sergeants (Sp), 1 x mercenaries (Bd) or kerns (Ax), 3 x kerns (Ax), 2 x skirmishers (Ps).

Terrain Type: Arable. Aggression: 1. Enemies: III/46, IV/16. Allies: III/40b, III.46, III/78

IV/21b Anglo-Irish army 1300-1403 AD: 1 x General (Kn or Cv), 1 x men-at-arms (Kn or Cv), 1 x hobilars (Cv), 2 x colonist archers (Lb), 1 x colonist foot sergeants (Sp), 1 x Galloglauch (Bd), 3 x kerns (Ax), 2 x skirmishers (Ps).

Terrain Type: Arable. Aggression: 1. Enemies: IV/16, IV/58. Ally: IV/58

IV/21c Anglo-Irish army 1404-1515 AD: 1 x General (Kn or Cv), 1 x hobilars (Cv), 1 x Irish light horse (LH), 2 x colonist archers (Lb), 2 x Galloglauch (Bd), 3 x kerns (Ax), 2 x skirmishers (Ps).

Terrain Type: Arable. Aggression: 1. Enemies: IV/16, IV/58.

IV/22 SERBIAN EMPIRE 1180 AD - 1459 AD

This list covers the Greater Serbian empire from its foundation until its final absorption by the Ottomans. Vlastela were the nobility serving as armoured cavalry. In the early part of the period, Byzantine-style equipment predominated and the cavalry were equipped with both bow and lance although the lance was regarded as the primary weapon. Later the full western knightly panoply became increasingly widespread. The Serbian knightly charge was greatly feared. Voynuks were upper-class peasants serving as armoured infantry (Sp) but the majority of the infantry were unarmoured archers provided by the vlastela's servants. Gusars or usars were lance-armed light cavalry who later developed into hussars. Reference: Armies of Feudal Europe Ian Heath, Armies of the Middle Ages 2 (E.Europe) Ian Heath

IV/22 Serbian Imperial army: 1 x General (Kn), 3 x Serbian vlastela (Kn), 2 x Serbian vlastela (Kn) or mercenaries (LH), 4 x archers (Ps or Bw), 1 x spearmen (Sp) or krayishnici (Ax) or swordsmen (Bd), 1 x levies (Hd).

Terrain Type: Hilly. Aggression: 1. Enemies: III/68b, IV/25, IV/33, IV/43a, IV/43c, IV/50, IV/55b, IV/69. Allies: IV/55b or IV/69.

IV/23 FEUDAL ENGLISH 1181 AD - 1322 AD

This list covers the period from Henry II's assize of arms until the introduction of dismounted tactics, recruitment by indenture and the perfection of English longbowmen. The royal familia, including crossbowmen, is included in the Commander-in-Chief's element. English Kn had not yet taken to dismounting and charged vigorously, even into Scots schiltrons. Hobilars (Cv) were the Anglo-Irish scouting cavalry imported for the Scots wars. English levy infantry (Hd) were generally unwilling and prone to desert or more often fail to attend the muster, the exception being those (Sp) from counties accustomed to service against the Welsh. English armies of this period, usually won if they softened up the enemy with missiles before charging and lost if the knights charged prematurely or were pinned against an obstacle. By the end of the period, South Welsh archers often made up the majority of the infantry. Reference: Armies of Feudal Europe Ian Heath

IV/23 Feudal English army: 1 x General (Kn), 3 x knights (Kn), 3 x archers (Bw), 2 x Marcher spearmen (Sp) or levies (Hd) or archers (Bw), 2 x levies (Sp or Hd), 1 x Marcher muntatores or mercenaries (Cv) or city militia (Sp) or skirmishers (Ps) or mercenaries (Cb).

Terrain Type: Arable. Aggression: 3. Enemies: III/19b, III/19c, IV/4b, IV/16, IV/23, IV/39a. Allies: III/19c or III/35b or III/46 or IV/58.

IV/24 KHWARIZMIAN 1186 AD - 1246 AD

This list covers the Khwarizmian state from its founding by dissident vassals of the Seljuqs until their final defeat by the Mongols and the end of the state in 1231. It also covers the continuation of the Khwarizmian army as a "Free

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Company" in Syria. The state's army consisted of the ruler's household of professional heavy cavalry and elephants (in BBDBA, one of the LH may be exchanged for an element of elephants); armoured cavalry provided by the emirs; city militia (who provided infantry but rarely ventured far from the city); hill-dwelling farmers, herdsmen and bandits who provided poorly-armed horsemen and tribal confederations of nomads such as the Qanglis. Reference: Armies & Enemies of the Crusades Ian Heath

IV/24 Khwarizmian army: 1 x General (Cv), 3 x lancers (Cv), 5 x horse archers (LH), 1 x archers (Bw) or cavalry (Cv), 1 x Persian cavalry (Cv) or Persian levies (Hd), 1 x skirmishers (Ps or LH).

Terrain Type: Arable. Aggression: 1. Enemies: II/58, III/11b, III/71c, III/74a, III/74b, III/80, IV/6, IV/8, IV/15, IV/17, IV/20, IV/35. Allies: III/11b or IV/15.

IV/25 LATER BULGAR 1186 AD - 1395 AD

The "Second Bulgarian Empire" was the result of an uprising in 1189 of two local Vlach (or Wallachian) chieftains who refused to pay a tax levied to celebrate the marriage of the Byzantine emperor. The empire prospered after the Latin conquest of Constantinople and continued until its annexation by the Ottomans. It was a basically feudal society with the land-holding boyars (Kn) leading their personal followers and levies from their estates as well as the Bulgar or Vlach horse archers (LH) or infantry (Sp or Ps). References: Armies of Feudal Europe Ian Heath, Armies of the Middle Ages Part 2 (E. Europe) Ian Heath

IV/25 Later Bulgar army: 1 x General (Kn), 2 x boyars and retinues (Kn), 4 x horse archers (LH), 2 x boyars (Kn) or militia (Sp), 3 x foot archers (Bw or Ps) or horse archers (LH).

Terrain Type: Arable. Aggression: 2. Enemies: III/51, III/56a, III/56b, III/67b, III/79, IV/22, IV/31, IV/32, IV/33, IV/43a. Allies: III/68b, III/80, IV/22, IV/32 or IV/47.

IV/26 LUSIGNAN CYPRIOT 1192 AD - 1489 AD

This list covers Frankish Cyprus from Guy de Lusignan's purchase of the island from Richard Coeur de Lion until the last Lusignan Queen sold it to Venice. A classic feudal system was set up to provide the knights (Kn). Infantry were a mixture of Frankish settlers, local Greeks and various mercenaries. The Knights Hospitaller of St John moved to the island after the fall of Acre in 1291 and remained until about 1426 even though they moved their headquarters to Rhodes in 1310. Reference: Armies of the Middle Ages Part 2 (E. Europe) Ian Heath

IV/26 Lusignan Cypriot army: 1 x General (Kn), 1 x knights (Kn), 1 x cavalry (Kn or LH), 4 x crossbowmen (Cb), 2 x spearmen (Sp), 2 x archers (Ps), 1 x arriere-ban (Hd) or light horse (LH).

Terrain Type: Littoral. Aggression: 2. Enemies: III/74a, IV/2, IV/13a, IV/45, IV/49, IV/61. Allies: IV/45 or IV/74

IV/27 ESTONIAN 1200 AD - 1227 AD

This list covers the Estonian armies from the start of the Northern Crusades until the completion of their subjection by the Germans and Danes in 1227. Estonians and Lithuanians were the fiercest fighters among the heathen of the southern Baltic coast and also raided extensively by sea. Reference: Armies of Feudal Europe Ian Heath

IV/27 Estonian army: 1 x General (Wb), 9 x warband (Wb), 2 x archers (Ps or Cb or Bw).

Terrain Type: Forest. Aggression: 3. Enemies: III/40b, III/40d, III/79, IV/18, IV/27, IV/28, IV/30, IV/54a, IV/54b, IV/54d. Ally: III/79.

IV/28 PRUSSIAN 1200 AD - 1283 AD

This list covers Prussian armies from the start of the Northern Crusade until their final subjection by the Teutonic Order and it also covers the Livs and Letts living between the Estonians and the Lithuanians. The Prussian tribes never achieved unity. The only enthusiastic part of the army was the noble horsemen (Cv) and their immediate followers. The rest were militia farmers who were distinctly timid and liked to form up in front of woods, into which they could disappear when necessary. Reference: Armies of Feudal Europe Ian Heath

IV/28 Prussian army: 1 x General (Cv), 1 x cavalry (Cv), 4 x warband (Wb), 4 x warband (Wb) or militia (Ax), 2 x archers (Ps or Bw).

Terrain Type: Forest. Aggression: 1. Enemies: III/40b, III/40d, III/63b, III/79, IV/18, IV/27, IV/28, IV/30, IV/54d. Ally: III/63b

IV/29 TUPI c1200 AD - 1601 AD

The Tupi of coastal Brazil had migrated from further inland. The Europeans described them as ferocious cannibals fighting mainly for revenge and for sacrificial victims, which they later ate. They resisted the Portuguese for a century

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*until the final defeat of their largest tribe in 1601. They fought with long powerful bows and their side-arm was a paddle-shaped club which they wielded two-handed. Some tribes had shields of bark or hide. Opinions differ over the classification of these warriors. The Wb classification is derived from accounts that they "charged like bulls" whereas the Bd classification reflects their use of the clubs. Warriors were accompanied by women carrying baskets with food and hammocks (an interesting addition to the camp). Altogether a colourful army with bright feathers and face paint, but no clothes. The account by Hans Staden, written in 1557, contained many woodcuts illustrating Tupi life and also described their use of large war-canoes to raid other settlements (both Tupi and Portuguese) along the coast. References: *Armies of the 16th Century: volume 2* Ian Heath, *Hans Staden's True History: An Account of Cannibal Captivity in Brazil* ed. & trans N.I.Whitehead & M. Harbsneier.*

IV/29 Tupi army: [1 x General (Wb) + 1 x warriors (Wb) + 4 x warriors (Wb or Bw)] or [1 x General (Bd) + 1 x warriors (Bd) + 4 x warriors (Bd or Bw)], 5 x warriors (Bw), 1 x warriors (Bw) or scouts (Ps).

Terrain Type: Tropical or Littoral. Aggression: 1. Enemies: IV/29, IV/68a, IV/68b, IV/72

IV/30 TEUTONIC ORDERS 1201 AD - 1525 AD

*This list covers the Teutonic Orders in the Baltic starting with the foundation of Order of the Knights of Christ of Livonia (the "Knights of the Sword" or the "Sword Brethren") founded by the Bishop of Riga in 1200. This was followed by the arrival in Poland in 1226 of the Teutonic Knights of the Hospital of St Mary of Jerusalem, and the affiliation of the Livonian Knights to the Teutonic Order following their defeat by the Samogitians and Semgallians in 1236, and continues until the secularisation of the Duchy of Prussia in 1525. References: *Armies of Feudal Europe* Ian Heath, *Armies of the Middle Ages Part 2 (E. Europe)* Ian Heath*

IV/30 Teutonic Order army: 1 x General (Kn), 3 x men-at-arms (Kn), 1 x knechte (Cv), 1 x turkopolen (LH), 1 x spearmen (Sp) or turkopolen (LH), 3 x knights (ritterbruder) (Kn) or brothers (dienende bruder) or mercenaries (2 x Cb + 1 x Sp), 2 x subject foot (Hd) or Livonian foot (1xAx + 1xPs) or Livonian cavalry (1xCv + 1xLH).

Terrain Type: Arable. Aggression: 4. Enemies: III/63b, III/79, IV/18, IV/27, IV/28, IV/35, IV/44a, IV/44b, IV/54a, IV/54b, IV/54c, IV/54d, IV/66. Allies: III/63b or IV/13a or IV/13b or IV/13c or IV/13d.

IV/31 NIKAIAN BYZANTINE 1204 AD - 1261 AD

*The conquest of Constantinople by the Fourth Crusade and the founding of the Latin empire split the remaining Byzantine possessions into two large states, Nikaia (Nicaea) and Epiros (IV/33) and some smaller states. This list covers the Nikaian army from then until its recapture of Constantinople. Despite reduced resources, it was an effective army which rarely lost a battle. The stratiotai (Cv) were armoured lancers who held grants of rents from land and could be called up to serve anywhere in the empire. The latinikon (Kn) were Frankish knights, mainly from Constantinople, who were mercenaries hired by the emperor. The skythikon, tourkopouloi and vardariotai were all LH of varying effectiveness. Infantry (Bw and Ps) were mainly archers from the Anatolian themes, but some kontaratoi (Sp) were also used. References: *Armies and Enemies of the Crusades* Ian Heath, *Armies of the Middle Ages Part 2 (E. Europe)* Ian Heath*

IV/31 Nikaian Byzantine army: 1 x General (Cv), 1 x stratiotai (Cv), 2 x latinikon (Kn), 3 x light horse (LH), 4 x infantry (Bw or Ps), 1 x infantry (Bw or Ps or Sp).

Terrain Type: Arable. Aggression: 1. Enemies: II/58, III/74a, IV/25, IV/32. Allies: III/74b or III/80 or IV/25 or IV/33

IV/32 ROMANIAN FRANK 1204 AD - 1432 AD

*This list covers the armies of the Latin empire and Frankish Greece from the capture of Constantinople until the final battle of Kephissos. The Crusader and Venetian army which captured Constantinople is not included since it fought no field battles. Thessalonika and Anatolia were lost in 1224, leaving only Constantinople and its surroundings until it fell in 1261. Southern Greece remained under Frankish control, but finally succumbed around 1311 to its own unpaid mercenaries, the Catalan Company (list IV/60) who then ruled the area until 1378. While the Catalans took over Athens and Thebes, much of southern Achaia remained in Latin hands and only fell to the Morean Byzantines in the following century. The feudal knights of Achaia were considered to be among the best in the early 14th century. The archontes (Cv) were former Byzantine Pronoia holders, regarded by the Franks as feudal gentry. The army also contained Frankish spearmen, crossbowmen and archers (Ps). References: *Armies and Enemies of the Crusades* Ian Heath, *Armies of the Middle Ages Part 2 (E. Europe)* Ian Heath*

IV/32 Romanian Frankish army: 1 x General (Kn), 4 x knights (Kn), 1 x archontes (Cv), 1 x Franks (Cb), 1 x Franks (Sp), 3 x skirmishers (Ps), 1 x javelinmen (Ax or Ps).

Terrain Type: Arable. Aggression: 1. Enemies: III/74a, IV/25, IV/31, IV/32, IV/33, IV/50, IV/51a, IV/60. Allies: III/74b or IV/33 or IV/39c or IV/60 or IV/61

IV/33 EPIROT BYZANTINE 1204 AD - 1340 AD

The conquest of Constantinople by the Fourth Crusade and the founding of the Latin empire split the remaining Byzantine possessions into two large states, Nikaia /Nicea (IV/31) and Epiros, and some smaller states. This list covers the Despotates of Epiros, Thessaloniki and Thessaly, which split and recombined several times before they were finally reconquered by Constantinople in 1340. The army was assumed to contain Byzantine cavalry (Cv), Frankish mercenary knights (Kn) and Byzantine infantry (Sp, Bw or Ps). References: Armies and Enemies of the Crusades Ian Heath, Armies of the Middle Ages Part 2 (E. Europe) Ian Heath

IV/33 Epirot Byzantine army: 1 x General (Cv), 2 x Byzantine cavalry (Cv), 2 x Frankish knights (Kn), 2 x Vlach cavalry (LH), 1 x Vlachs (LH or Ps) or Frankish knights (Kn), 1 x Byzantine infantry (Sp or Ps), 3 x archers (Ps or Bw). Terrain Type: Arable. Aggression: 1. Enemies: IV/22, IV/25, IV/32, IV/50, IV/60, IV/69. Allies: IV/5c or IV/32 or IV/50

IV/34 TRAPEZUNTINE BYZANTINE 1204 AD - 1461 AD

This list covers the "Empire" of Trebizond (on the south coast of the Black Sea) from its establishment by Alexios Komnenos with the aid of Georgian troops until the fall of Trebizond to the Ottoman Turks. The Trapezuntine troops (Cv, Sp, and archers) had a fearsome reputation as did the native Lazoi and Tzanoi (LH, Bw and Ax). The army also included Turkish and Alan LH. References: Armies and Enemies of the Crusades Ian Heath, Armies of the Middle Ages Part 2 (E. Europe) Ian Heath

IV/34a Trapezuntine army 1204-1359: 1 x General (Cv), 1 x Trapezuntine lancers (Cv), 3 x horse archers (LH), 1 x spearmen (Sp) or horse archers (LH), 4 x archers (Bw or Ps), 2 x spearmen (Ax). Terrain Type: Littoral. Aggression: 1. Enemies: II/58, III/71c, III/74a, IV/49, IV/55a. Allies: III/71c or IV/49.

IV/34a Trapezuntine army 1360-1461: 1 x General (Cv or LH), 1 x lancers (Cv) or horse archers (LH), 3 x horse archers (LH), 1 x spearmen (Sp) or horse archers (LH), 4 x archers (Bw or Ps), 2 x spearmen (Ax) or horse archers (LH). Terrain Type: Littoral. Aggression: 1. Enemies: II/58, III/71c, IV/49, IV/55b, IV/75. Allies: III/71c or IV/49.

IV/35 MONGOL CONQUEST 1206 AD - 1266 AD

This list covers all Mongol armies from Temuchin's assumption of the title of Qaghan under the name of Chinggis (better known as Genghis Khan) until the foundation of the Yuan and Ilkhanid dynasties and the breakaway of the Golden Horde. They differed from previous steppe armies in their belief that there was only one God in heaven and so likewise there should be only one ruler on earth. They attempted to achieve this by conquering everyone they came across. References: Armies and Enemies of the Crusades Ian Heath, The Mongol Warlords David Nicolle.

IV/35 Mongol Conquest army: 1 x General (Cv), 3 x cavalry (Cv or LH), 5 x horse archers (LH), 1 x horse archers (LH) or artillery (Art), 2 x cavalry (Cv or LH) or [1 x Chinese halberdiers (Bd) + 1 x Chinese crossbowmen (Cb)]. Terrain Type: Steppe (in China Terrain Type: Arable). Aggression: 4. Enemies: II/58, III/11a, III/11b, III/32, III/36, III/44, III/57, III/62b, III/63b, III/67, III/68b, III/71c, III/74a, III/79, III/80, IV/6, IV/14b, IV/15, IV/24, IV/30, IV/35, IV/36a, IV/44a, IV/46, IV/48. Allies: III/57 or III/62 or III/67 or III/80

IV/36 LATER MUSLIM INDIAN 1206 AD - 1526 AD

This list covers the Muslim Indian states from the establishment of the Delhi Sultanate until that of the Moghul empire. Unlike Hindu armies, cavalry was regarded as the main arm. Elephants with their fighting crew in howdahs advanced in the centre to disrupt enemy cavalry and were accompanied by escort infantry to prevent enemy foot interfering. Muslim cavalry used a long light lance and Turkish bow and are depicted riding horses barded in contemporary Persian style. Reference: Armies of the Middle Ages Part 2 (E. Europe) Ian Heath

IV/36a Muslim Indian army 1206-1315 AD: 1 x General (Cv), 1 x cavalry (Cv), 4 x cavalry (Cv or LH), 1 x elephants (El), 1 x Hindu swordsmen (Bd), 3 x Hindu archers (Bw), 1 x camp followers (Hd) or javelinmen (Ps). Terrain Type: Tropical or Dry. Aggression: 2. Enemies: III/10b, III/10c, III/38, IV/35, IV/36a, IV/46. Ally: III/10c

IV/36b Muslim Indian army 1316-1526 AD: 1 x General (Cv), 3 x cavalry (Cv), 2 x cavalry (Cv or Kn), 1 x elephants (El), 1 x Hindu swordsmen (Bd), 2 x Hindu archers (Bw), 1 x artillery (Art) or javelinmen (Ps), 1 x camp followers (Hd). Terrain Type: Tropical or Dry. Aggression: 2. Enemies: III/10c, IV/36b, IV/75. Ally: III/10c

IV/37 INDONESIAN & MALAY 1222 AD - 1511 AD

This list covers the Javanese empires of Singhasari and Majapahit, the Malay sultanate of Malacca, the Moluccas (or

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"Spice Islands") and other states of Indonesia, Malaysia and the Philippines. It covers the period from the founding of Singhasari until the fall of Malacca to the Portugese. The Javanese charioteer C-in-C has just one chariot surrounded by flunkies and so is best represented as a Litter (only one in a BBDBA army). Reference: DBMM Army Lists Book Four.

IV/37a Malay or Sumatran army: 1 x General (El), 1 x elephants (El), 6 x warriors (Wb), 2 x archers (Bw or Ps), 1 x skirmishers (Ps), 1 x warriors (Wb) or noble cavalry (LH).

Terrain Type: Littoral. Aggression: 1 Enemies: II/42b, II/42d, III/23a, IV/37a, IV/37b, IV/37c, IV/37d, IV/40, IV/68a, IV/68b, IV/73. Allies: II/42d or IV/37c or IV/73.

IV/37b Moluccan army: 1 x General (Wb), 8 x warriors (Wb), 2 x archers (Bw or Ps), 1 x skirmishers (Ps)

Terrain Type: Littoral. Aggression: 1 Enemies: IV/37a, IV/37b, IV/37c, IV/37d, IV/68a, IV/68b

IV/37c Javanese army: 1 x General (Lit or El), 7 x warriors (Wb), 2 x archers (Bw or Ps), 1 x skirmishers (Ps), 1 x warriors (Wb) or noble cavalry (LH).

Terrain Type: Littoral. Aggression: 1. Enemies: III/23a, III/23b, IV/37a, IV/37b, IV/37c, IV/37d, IV/48, IV/68a, IV/68b, IV/73. Ally: IV/37a

IV/37d Other Indonesian or Malay army: 1 x General (Wb), 7 x warriors (Wb), 2 x archers (Bw or Ps), 1 x skirmishers (Ps), 1 x warband (Wb) or noble cavalry (LH).

Terrain Type: Littoral. Aggression: 1 Enemies: IV/12b, IV/37a, IV/37b, IV/37c, IV/37d, IV/68a, IV/68b. Allies: III/23 or IV/37a.

IV/38 MURCIAN & GRANADINE 1228 AD - 1492 AD

This list covers the armies of the Islamic Spanish states of Murcia and Granada. Murcia was founded when its governor revolted against the Almohades in 1228 and lasted until he was murdered by a subordinate in 1238. Granada (founded in 1232) then inherited its power and lasted because, although small, it was rich and mountainous and its inhabitants were well-organised. References: Armies of Feudal Europe Ian Heath, Armies of the Middle Ages Part 1 (W. Europe) Ian Heath

IV/38 Murcian or Granadine army: 1 x General (Kn or Cv), 4 x jinetes (LH), 2 x mercenaries (Sp or Cb), 1 x archers (Cb), 4 x peasant crossbowmen or staff-slingers (Ps or Cb).

Terrain Type: Arable. Aggression: 0. Enemies: III/35c, III/75, IV/38, IV/68d. Ally: III/75

IV/39 NAVARRESE 1234 AD - 1430 AD

This list covers the armies of the Kingdom of Navarre from its transfer from the Spanish to the French sphere of influence until 1378, when Charles the Bald was forced to submit to the French crown. It also covers the Navarrese Company in Greece between 1377 and 1430. References: Armies of Feudal Europe Ian Heath, Armies of the Middle Ages Part 1 (W. Europe) Ian Heath

IV/39a Navarrese army 1234-1327 AD: 1 x General (Kn), 6 x javelinmen (Ax), 1 x Gascons (Cb), 1 x Gascons (Sp or Cb), 3 x Gascon bidets (Ps).

Terrain Type: Hilly. Aggression: 1. Enemies: III/35c, IV/3, IV/4b, IV/23, IV/62a

IV/39b Navarrese army 1328-1378 AD: 1 x General (Kn), 1 x Norman men-at-arms (Kn), 3 x javelinmen (Ax), 2 x javelinmen (Ax) or archers (Lb), 1 x Gascons (Cb), 1 x Gascons (Sp or Cb), 3 x Gascon bidets (Ps).

Terrain Type: Hilly. Aggression: 1. Enemies: III/35c, IV/4b, IV/62a, IV/62b, IV/64a, IV/64b, IV/68d.

IV/39c Navarrese company 1377-1430 AD: 1 x General (Kn), 2 x Italian elmetti (Kn), 4 x Catalans (Ax), 2 x Italians (Cb), 1 x Italians (Cb) or Turks (LH), 2 x Greek archers (Ps).

Terrain Type: Hilly. Aggression: 1. Enemies: IV/51b, IV/55b, IV/60, IV/61, IV/68d, IV/69.

IV/40 SIAMESE 1234 AD - 1518 AD

This list covers the Siamese (or Thai) armies ("Thailand" has no real meaning before the 20th century) of their initial city states and then the kingdoms of Sukhothai (1238-1438), Lan Na (1292-1558), Ayutthaya (1350-1767) and Lan Xang (1353-1779). It ends with the first employment of Portugese military advisers. Reference: DBMM Army Lists Book Four.

IV/40 Siamese army: 1 x General (El), 1 x elephants (El), 1 x noble cavalry (Cv) or retinue (Bd), 1 x levies (Ax) or archers (Ps), 6 x levies (Wb or Ax) or [4 x veterans (Bd) + 2 x veterans (Bd) or levies (Ax)], 1 x archers (Bw or Ps), 1 x archers (Ps).

Terrain Type: Tropical. Aggression: 1. Enemies: III/9b, III/23a, III/60, IV/37a, IV/40, IV/48, IV/73. Allies: III/9b and/or IV/37a or III/23 or IV/40.

IV/41 EARLY SWISS 1240 AD - 1400 AD

*This list covers the Swiss armies from the revolt of Schwyz, Unterwalden, Uri and Lucerne against Count Rudolf of Hapsburg in 1240 and continues until the introduction of large numbers of pikes around 1400 AD. The halberd was the most common weapon of the Bd, but axes, two-handed swords and spears were also used. The crossbowmen (Ps) were used for skirmishing in advance of the main army. Reference: *Armies of the Middle Ages Part 1 (W. Europe)* Ian Heath*

IV/41 Early Swiss army: 1 x General (Bd), 1 x crossbowmen (LH or Ps), 8 x halberdiers (Bd), 2 x crossbowmen or stone-throwing enfants perdus (Ps).

Terrain Type: Hilly. Aggression: 1. Enemies: IV/13b, IV/41, IV/61, IV/76.

IV/42 ISLAMIC PERSIAN 1245 AD - 1393 AD & 1499 AD - 1520 AD

*This list covers the ethnically Iranian dynasties who ruled as Ilkhanid vassals or emerged in the turmoil following the fall of the Ilkhanate and also the new Safavid dynasty which rose to supplant the White Sheep Turks in 1499. As well as the Safavids, it also includes the Injuids of Fars, the Muzaffarids of Fars (who conquered the Injuids) and of Isfahan, the Sarbadarids of Sabzawar (1337-1381) and the Karts of Herat. These dynasties were later destroyed by Timur. Reference: *Armies of the Middle Ages Part 2 (E. Europe)* Ian Heath*

IV/42 Islamic Persian army: 1 x General (Cv), 7 x Persian cavalry with bows (Cv), 1 x Turcomans (LH), 2 x archers (Bw), 1 x levies (Hd) or Afghan spearmen (Sp) or Persian cavalry with bows (Cv).

Terrain Type: Dry. Aggression: 0. Enemies: IV/42, IV/46, IV/52, IV/55a, IV/67, IV/75, IV/77.

IV/43 LATER HUNGARIAN 1245 AD - 1526 AD

*This list covers the Hungarian armies from the aftermath of the disaster of Mohi until the disaster of Mohacs. IV/43b (1396 AD) is the army for the Crusade of Nicopolis while the period from 1441 AD is that of the great Janos Hunyadi, his son Matthias Corvinus and the famous "Black Army" of mercenaries. They became the main shield of Christian Europe against the Turks and their combination of plate-armoured nobles (Kn) and light horse archers was well suited to this role. References: *Armies of Feudal Europe* Ian Heath, *Armies of the Middle Ages Part 2 (E. Europe)* Ian Heath*

IV/43a Hungarian army 1245-1395AD: 1 x General (Kn), 1 x Hungarian nobles (Kn), 7 x horse archers (LH), 1 x spearmen (Sp), 2 x archers (Ps or Bw).

Terrain Type: Steppe. Aggression: 2. Enemies: III/63b, IV/13a, IV/13b, IV/22, IV/25, IV/43a, IV/61, IV/65, IV/66
Allies: (IV/13b and/or IV/65) or IV/47 or IV/61 or IV/66

IV/43b Hungarian army for Crusade of Nicopolis 1396 AD: 1 x General (Kn), 1 x Hungarian nobles (Kn), 2 x Crusaders (Kn), 4 x horse archers (LH), 1 x Crusaders (Cb), 1 x spearmen (Sp), 2 x archers (Ps or Bw).

Terrain Type: Steppe. Aggression: 2. Enemy: IV/55b. Ally: IV/64b

IV/43c Hungarian army 1397-1526AD: 1 x General (Kn), 2 x Hungarian nobles (Kn), 3 x horse archers & Serbian hussars (LH), 1 x archers (Cb or Ps), 1 x spearmen (Sp) or armati (Bd) or or warbands (Wb), 2 x archers (Ps or Bw), 2 x handgunners (Ps) or war wagons (WWg).

Terrain Type: Steppe. Aggression: 2. Enemies: IV/13b, IV/13c, IV/13d, IV/22, IV/55b, IV/61, IV/65, IV/66, IV/80.
Allies: IV/22 or IV/65 or IV/66.

IV/44 POST-MONGOL RUSSIAN 1246 AD - 1533 AD

This list covers the armies of Russia from the Mongol conquest until the accession of Ivan the Terrible. The Dvor (Cv) were the paid troops of the prince and the more important boyars, but most of the Cv were lesser nobles with retainers. The infantry were provided by town militia in separate bodies of Sp and Bw or by Cossacks (not cavalry at this period). It is doubtful if the "gulay gorod" (or walking fort) should be classed as WWg since it was so much less mobile and does not seem to have played any significant part in any major battle of the period. (Needs decision from Phil)
References: *Armies of Feudal Europe* Ian Heath, *Armies of the Middle Ages Part 2 (E. Europe)* Ian Heath

IV/44a Post-Mongol Russian army 1246-1380 AD: 1 x General (Cv), 8 x boyars & lesser nobles (Cv), 1 x militia (Sp) or nobles (Cv), 1 x militia (Bw) or nobles (Cv), 1 x nobles (Cv) or gulay gorod (WWg).

Terrain Type: Forest. Aggression: 1. Enemies: III/63b, III/80, IV/18, IV/30, IV/35, IV/44a, IV/47, IV/66. Allies: IV/18 and/or IV/47.

IV/44b Post-Mongol Russian army 1381-1533 AD: 1 x General (Cv), 6 x boyars & lesser nobles (Cv), 2 x Tartars & Cossacks (LH), 1 x militia (Sp), 1 x militia (Bw), 1 x skirmishers (Ps) or peasants (Hd).

Enemies: III/80, IV/18, IV/30, IV/44b, IV/47, IV/66. Ally: IV/18

IV/45 MAMLUK EGYPTIAN 1250 AD - 1517 AD

This list covers Egyptian armies from the overthrow of the Ayyubids until the disaster of Raydaniyah in 1517 AD. The Mamluks were slave soldiers, bought in youth and converted to Islam, who seized power and appointed their own sultans. The halqa were elite non-mamluk cavalry (Cv or LH) recruited from Arabs, Egyptians and others in the area. Infantry were considered inferior to the mounted troops. Reference: Armies and Enemies of the Crusades Ian Heath, Armies of the Middle Ages Part 2 (E. Europe) Ian Heath

IV/45 Mamluk Egyptian army: 1 x General (Cv), 4 x mamluks (Cv), 2 x halqa (Cv), 2 x Turkomans (LH), 1 x archers (Ps or Bw) or Bedouins (LH), 1 x archers (Ps) or ghazis (Wb) or javelinmen (Ax) or Bedouins (LH), 1 x city rabble (Hd) or light horse (LH).
Terrain Type: Dry. Aggression: 2. Enemies: II/55c, III/12, III/74b, IV/2, IV/6, IV/17, IV/26, IV/45, IV/46, IV/49, IV/55b, IV/56, IV/67, IV/75, IV/77. Ally: IV/6.

IV/46 ILKHANID 1251 AD - 1355 AD

This list covers the army of the Mongol Il-khans from the appointment of Hulegu as viceroy of Iran (with orders to destroy the assassins of Alamut and bring the Khalif of Baghdad to heel) until the demise of the khanate. Most of the troops continued to be unarmoured horse archers. References: Armies and Enemies of the Crusades Ian Heath, The Mongol Warlords David Nicolle.

IV/46 Ilkhanid army: 1 x General (Cv), 1 x guard cavalry (Cv), 9 x horse archers (LH) , 1 x javelinmen (Ax) or artillery (Art) or horse archers (LH) or Frankish knights (Kn).
Terrain Type: Steppe. Aggression: 3. Enemies: II/58, III/74b, IV/2, IV/6, IV/17, IV/35, IV/36a, IV/42, IV/45, IV/47, IV/49, IV/52, IV/67. Allies: III/71 or III/74 (Syrian) or IV/2 or (IV/6 and/or IV/47) or IV/42

IV/47 GOLDEN HORDE & SUCCESSORS 1251 AD - 1556 AD

The "Golden Horde" was named for the gilded tent of its first ruler, Chinggis' grandson Batu. This list covers the "Tartar" armies of the Golden Horde until its overthrow by the Crimean khanate in 1502 and also its successor states. Like other Mongol armies, many of the troops were LH but they could have infantry from the Muslim towns under the Horde and some armoured cavalry (Cv) who rode barded horses and carried lances. References: Armies and Enemies of the Crusades Ian Heath, Armies of the Middle Ages Part 2 (E. Europe) Ian Heath

IV/47 Golden Horde or Successor army: 1 x General (Cv), 3 x lancers (Cv), 6 x horse archers (LH), 1 x foot archers (Bw) or horse archers (LH), 1 x archers (Bw or Cb) or Siberian tribesmen (Wb) or horse archers (LH).
Terrain Type: Steppe. Aggression: 2. Enemies: II/58, III/63b, III/71c, III/74b, III/80, IV/18, IV/44a, IV/44b, IV/46, IV/47, IV/52, IV/65, IV/66, IV/75. Allies: IV/44ab or IV/55b.

IV/48 YUAN CHINESE 1260 AD - 1368 AD

This list covers the Mongol armies of the Yuan dynasty founded in China by Kubilai until its overthrow by the Ming. The Guard cavalry (Cv) were mostly Chinese but included many other nationalities all fighting with lance and bow. The Chinese Guards were Bd and the Mongols were a mixture of Cv and LH. The Han-chun infantry were swordsmen, spearmen or halberdiers (all Bd), archers or crossbowmen (all Bw) or skirmishing archers (Ps). References: Chinese Medieval Armies C. Peers, The Mongol Warlords David Nicolle.

IV/48 Yuan Chinese army: 1 x General (Cv), 4 x cavalry (Cv), 2 x horse archers (LH), 5 x horse archers (LH) or [2 x Han Chun archers (Cb) + 1 x Han Chun halberdiers (Bd) + 1 x Han Chun archers (Ps) or artillery (Art) + 1 x swordsmen (Bd) or other infantry (Wb or Hd)].
Terrain Type: Arable. Aggression: 2. Enemies: III/9b, III/11a, III/23b, III/55, III/57, III/60, III/62b, IV/37c, IV/40, IV/52, IV/73 Allies: III/11a or III/56 or IV/35 or IV/37c.

IV/49 ANATOLIAN TURKOMAN 1260 AD - 1515 AD

This list covers the Turkoman emirates of Asia Minor from the emergence of the first of them until the last of them was conquered by the Ottomans. Many Turkoman cavalry wore lamellar armour, some with arm and leg defences, but the bulk of the army were unarmoured LH. Reference: Armies of the Middle Ages Part 2 (E. Europe) Ian Heath

IV/49 Anatolian Turkoman army: 1 x General (Cv), 6 x tribesmen (LH), 4 x tribesmen (LH) or [2 x archers (Ps or Bw) + 2 x spearmen (Ax)], 1 x town militia (Hd) or noble cavalry (Cv).
Terrain Type: Arable. Aggression: 2. Enemies: III/71c, III/74b, IV/2, IV/26, IV/34a, IV/34b, IV/45, IV/46, IV/49, IV/50, IV/55a, IV/55b, IV/56, IV/60, IV/61, IV/67, IV/77. Allies: IV/34 or IV/45 or IV/55b.

IV/50 PALAIOLOGAN BYZANTINE 1261 AD - 1384 AD

*This list starts with Mikhail VIII Palaiologos' reorganisation of the Byzantine army and it ends with the defeat at Chortiatas in 1384 of the last field army outside the Morea. It does not cover the sieges ending with the fall of Constantinople in 1453. Most of the cavalry were stratiotai (Cv) who rode small horses, wore moderate armour and carried lance, sword or mace with either a long triangular shield or a small round one. A few were kavallarioi or Kataphraktoi (Kn) who were more heavily armoured. They also used a range of other troops. References: *Armies and Enemies of the Crusades* Ian Heath, *Armies of the Middle Ages Part 2 (E. Europe)* Ian Heath*

IV/50 Palaiologan Byzantine army: 1 x General (Cv), 2 x light horse (LH), 1 x guards (Ax), 1 x kavallarioi (Kn), 2 x stratiotai (Cv), 1 x kontaratoi (Sp) or light horse (LH), 2 x archers (Bw or Ps), 2 x archers (Bw or Ps) or town militia (Ax or Hd).

Terrain Type: Arable. Aggression: 1. Enemies: II/58, III/74b, IV/22, IV/25, IV/32, IV/33, IV/49, IV/55a, IV/55b, IV/60. Allies II/58 or IV/22 or IV/47 or IV/49 or IV/55a or IV/55b

IV/51 MOREAN BYZANTINE 1262 AD - 1460 AD

*This list covers the Byzantine armies of southern Greece from their first regaining a foothold from the Romanian Franks until the Ottoman conquest. After 1349, it represents the semi-independent Despotate of Morea, which continued to field substantial armies when the rest of the empire had shrunk to a 20-mile radius around Constantinople. The bulk of the army consisted of pronoia cavalry and peasant infantry. References: *Armies and Enemies of the Crusades* Ian Heath, *Armies of the Middle Ages Part 2 (E. Europe)* Ian Heath*

IV/51a Morean Byzantine army 1262-1346 AD: 1 x General (Cv), 2 x stratiotai (Cv), 1 x garrison spearmen (Sp) or hillmen (Ax), 2 x garrison archers (Bw), 5 x peasant archers (Bw or Ps), 1 x hillmen (Ax or Ps).

Terrain Type: Arable. Aggression: 1. Enemies: III/74b, IV/32, IV/60, IV/69. Allies: IV/49 or IV/50 or IV/61.

IV/51b Morean Byzantine army 1347-1460 AD: 1 x General (Cv), 1 x stratiotai (Cv), 2 x Albanians (LH), 1 x garrison spearmen (Sp) or hillmen (Ax), 1 x Albanians (Bw), 1 x Albanians (Ax), 5 x peasant archers (Bw or Ps).

Terrain Type: Arable. Aggression: 1. Enemies: IV/39c, IV/55b, IV/60, IV/69. Ally: IV/55b or IV/61.

IV/52 LATER NOMADIC MONGOL 1266 AD - 1508 AD

This list covers all the steppe-based Mongol armies after the period of the great Mongol conquests except the Golden Horde and its successors in Russia. Reference: [DBMM Army Lists Book Four](#).

IV/52 Later Nomadic Mongol army: 1 x General (Cv), 4 x Mongol cavalry (Cv or LH), 4 x horse archers (LH), 2 x horse archers (LH) or foot archers (Bw), 1 x camp followers (Hd) or horse archers (LH).

Terrain Type: Steppe. Aggression: 3. Enemies: III/11a, IV/42, IV/46, IV/47, IV/48, IV/52, IV/73, IV/75, IV/78. Allies: IV/42 or IV/46.

IV/53 MIXTEC, ZAPOTEC & WEST MEXICAN 1280 AD - 1521 AD

*The fall around 900 AD to internal subversion of the Zapotec empire centred on Monte Alban left a political vacuum which was filled from 1280 AD by two new alliances centred on Zapotec Zaachila and Mixtec Cuilapan respectively. The primary weapon of the warrior classes (Ax) was the atlatl dart-thrower, along with a short copper axe or stone-headed or obsidian studded mace. Nobles might carry an obsidian-edged spear or cutting weapon. The Ps were mostly slingers. Mixtec armies were sometimes commanded by the priest of a major oracle dressed as his god. West Mexican armies often replaced the atlatl with bows. Reference: *Armies of the 16th Century: volume 2*. Ian Heath*

IV/53 Mixtec, Zapotec or West Mexican army: 1 x General (Ax), 8 x warriors (Ax or Bw), 3 x peasant slingers (Ps).

Terrain Type: Hilly. Aggression: 1 if Zapotec otherwise 2. Enemies: III/41, IV/19b, IV/53, IV/63. Allies: III/45 (Chichimec) or IV/19

IV/54 MEDIEVAL SCANDINAVIAN 1280 AD - 1523 AD

*This list covers the armies of Norway, Denmark and Sweden from the institution of a feudal knighthood until the end of the union and the accession of Gustavus Vasa to the Swedish throne. Reference: *Armies of Feudal Europe* Ian Heath.*

IV/54a Danish army 1350-1390 AD: 1 x General (Kn), 1 x Fraelse (Kn), 1 x Smaasvenner & Skyttar (Cv), 2 x obudshaer (Bd), 2 x obudshaer (Cb or Bd), 3 x landevaernet (Sp), 2 x landevaernet (Sp or Bd or Bw).

Terrain Type: Littoral. Aggression: 3. Enemies: IV/13b, IV/27, IV/30, IV/54d

IV/54b Union army 1391-1523AD: 1 x General (Kn), 1 x Fraelse (Kn), 1 x Smaasvenner & Skyttar (Cv), 2 x obudshaer (Bd), 3 x landevaernet (Sp), 2 x German landsknecht (Pk), 1 x artillery (Art) or Fraelse (Kn).

ARMY LISTS Section Four: The High Medieval Period

Terrain Type: Littoral. Aggression: 3. Enemies: IV/13b, IV/13c, IV/13d, IV/27, IV/30, IV/54c, IV/54d. Allies IV/13b or IV/13c or IV/13d.

IV/54c Swedish army 1391-1523 AD: 1 x General on horseback (Kn) or on foot (Bd), 1 x Fraelse (Kn or Bd), 1 x skyttar (Cv) or allmoge (Cb), 4 x allmoge (Bd), 4 x allmoge (Cb), 1 x artillery (Art) or scouts (Ps).

Terrain Type: Littoral. Aggression: 1. Enemies: IV/30, IV/54b, IV/54d.

IV/54d Other Medieval Scandinavian army: 1 x General (Kn), 1 x Fraelse (Kn), 1 x Smaasvenner & Skyttar (Cv), 6 x leidang (Bd), 2 x leidang (Bd or Bw or Ps), 1 x German halberdiers (Bd) or artillery (Art).

Terrain Type: Littoral. Aggression: 1. Enemies: III/63b, IV/27, IV/28, IV/30, IV/54a, IV/54b, IV/54c. Allies: IV/13a or IV/13b.

IV/55 OTTOMAN 1281 AD - 1520 AD

This list covers the Ottoman Turkish armies from the accession of Othman I until the accession of Selim I. Early Ottoman armies depended on ghazis (LH) whose main function was to police conquered territory. Later they relied on timariots who provided mounted warriors (sipahis (Cv)) in return for a land grant or timar and akinjis (LH) from the border regions. The azabs (Ps) were foot troops recruited for each campaign and supported by money and provisions from their home villages. In the later period, janissaries (Bw or Ps) and household cavalry regiments were formed.

Reference: *Armies of the Middle Ages Part 2 (E. Europe)* Ian Heath

IV/55a Ottoman army 1281-1361 AD: 1 x General (Cv), 1 x feudal sipahis (Cv), 7 x ghazis (LH), 1 x spearmen (Ax or Sp) or levies (Hd) or ghazis (LH), 2 x azabs (Ps).

Terrain Type: Arable. Aggression: 4. Enemies: II/58, IV/2, IV/25, IV/34a, IV/42, IV/49, IV/50, IV/60, IV/61

IV/55b Ottoman army 1362-1512 AD: 1 x General (Cv), 3 x cavalry (Cv), 4 x light horse (LH), 1 x archers (Bw), 2 x skirmishers (Ps), 1 x artillery (Art) or levies (Hd) or light horse (LH) or Serbian knights (Kn).

Terrain Type: Arable. Aggression: 4. Enemies: II/58, IV/2, IV/13c, IV/13d, IV/18, IV/22, IV/25, IV/34b, IV/39c, IV/43b, IV/43c, IV/45, IV/49, IV/50, IV/51b, IV/56, IV/60, IV/61, IV/65, IV/66, IV/69, IV/75, IV/77.

Allies: IV/47 or IV/49 or IV/65 or IV/69

IV/56 ORDER OF ST JOHN 1291 AD - 1522 AD

*This list covers the land forces of the Knights Hospitaller from the fall of Acre to the Mamluks (their last possession in Palestine) through their tenure of Cyprus, of Rhodes and finally of Malta. They were usually known as the "Knights of St John" or the "Knights of Rhodes" or later the "Knights of Malta". While in Cyprus and Rhodes, they kept up a constant campaign of maritime and coastal piracy against the Muslim states and their low aggression factor reflects only their limited ability to wage war on land. Reference: *Armies and Enemies of the Crusades* Ian Heath, *Armies of the Middle Ages Part 2 (E. Europe)* Ian Heath*

IV/56 Knights Hospitaller army: 1 x General (Kn or Bd), 1 x brother knights (Kn or Bd), 8 x Greek archers (Cb or Ps), 2 x spearmen (Sp).

Terrain Type: Littoral. Aggression: 1. Enemies: IV/45, IV/49, IV/55b Allies: IV/2 or IV/39b or IV/39c

IV/57 LOW COUNTRIES 1297 AD - 1478 AD

*This list covers the communal armies of the Low Countries cities from their first resistance to Philip IV of France until they chose to support Maximilian I of Austria in his struggle against France for his Burgundian inheritance. The main strength of the army was provided by the disciplined pikemen of the Guilds and supplemented by others (Bd) using the plancon – a heavy club with a spiked point. Each pair of crossbowmen was accompanied by a boy carrying a pavise and the DBA element could have three figures with the pavise carried in the centre. References: *Armies of the Middle Ages Part 1 (W. Europe)* Ian Heath, *The Low Countries and the Hundred Years War 1326-1347* Henry Stephen Lucas.*

IV/57a Low Countries army 1297-1329 AD: 1 x General (Pk) +1 x knights (Kn or Bd) or 1 x General on horseback (Kn) or on foot (Bd) +1 x knights (Kn or Pk), 1 x archers (Cb), 6 x guildsmen (Pk), 2 x guildsmen (Bd or Pk), 1 x skirmishers (Ps).

Terrain Type: Arable. Aggression: 0. Enemies: IV/4b, IV/13b. Allies IV/13b or IV/13c

IV/57b Low Countries army 1330-1410 AD: 1 x General (Pk) +1 x knights (Kn or Bd) or 1 x General on horseback (Kn) or on foot (Bd) +1 x knights (Kn or Pk), 1 x archers (Cb), 5 x guildsmen (Pk), 1 x guildsmen (Bd or Pk), 1 x whitehoods (Wb) or guildsmen (Pk), 1 x archers (Ps or Bw), 1 x artillery (Art).

Terrain Type: Arable. Aggression: 0. Enemies: IV/13b, IV/57b, IV/64a, IV/64b, IV/76. Allies: IV/13b and/or IV/62 or IV/13c or IV/39 and/or IV/64a

IV/57c Low Countries army 1411-1478 AD: 1 x General (Pk) +1 x knights (Kn or Bd) or 1 x General on horseback (Kn) or on foot (Bd) +1 x knights (Kn or Pk), 1 x archers (Cb), 6 x guildsmen (Pk), 1 x guildsmen (Bd or Pk), 1 x handgunners (Ps), 1 x guildsmen (Pk) or artillery (Art).
Terrain Type: Arable. Aggression: 0. Enemies: IV/13b, IV/13c, IV/64b, IV/64c, IV/76, IV/ 85a Allies IV/13b or IV/13c or IV/13e

IV/58 MEDIEVAL IRISH 1300 AD - 1515 AD

This list covers Irish armies from the adoption of cavalry until the first recorded use of firearms. Aggression is set at 1 because all their battles were in Ireland. Each Irish cavalryman was accompanied by unarmoured horseboys and their skirmishing mode of combat is reflected in their classification as LH. The Scots option reflects Edward Bruce's attempt to make himself King of Ireland. The majority of the army was kern javelinmen who are classed as Ax and Ps. Reference: Armies of the Middle Ages Part 1 (W. Europe) Ian Heath

IV/58 Medieval Irish army: 1 x Irish general (LH) +1 x cavalry (LH or Cv) + 1 x mercenaries (Bd) or 1 x Scots general (Kn) + 2 x Scots spearmen (Pk), 1 x Galloglaich mercenaries (Bd) or Irish horse (LH), 2 x kern javelinmen (Ax), 4 x kern javelinmen (Ax or Ps), 2 x kern archers & slingers (Ps).
Terrain Type: Forest. Aggression: 1. Enemies: III/78, IV/16, IV/21b, IV/21c, IV/58. Ally: III/78

IV/59 POST-MONGOL SAMURAI 1300 AD - 1542 AD

This list covers Japanese armies from the aftermath of the Mongol invasions until the introduction of firearms and drilled foot. Many samurai fought on foot with swords or naginata and wore haramaki armour (lighter than the cumbersome oyoroi of earlier times) but increasingly with added arm and thigh armour. Others fought as nobushi foot archers. Most of the ashigaru, who were lightly equipped infantry, carried the long yari spear. Reference: Weapons and Fighting Techniques of the Samurai Warrior 1200-1877 AD Thomas D. Conlan.

IV/59a Samurai army 1300-1464 AD: 1 x General (Cv or Bd), 1 x mounted samurai (Cv), 1 x samurai or followers (Cv or Ax), 4 x samurai (Bd), 1 x samurai or followers (Bd or Ax), 2 x followers with naginata (Ax), 1 x followers (Ax or Bw), 1 x nobushi archers (Bw).
Terrain Type: Hilly. Aggression: 0. Enemies: III/57, IV/59a, IV/73, IV/78.

IV/59b Samurai army 1465-1542 AD: 1 x General (Cv or Bd), 1 x mounted samurai (Cv or Bd), 4 x samurai (Bd), 1 x nobushi archers (Bw), [1 x ashigaru (Sp) + 4 x ashigaru (Sp) or 4 x Ikko Ikki fanatics (Wb) or 4 x town militia (Hd)] or [1 x ashigaru (Pk) + 4 x ashigaru (Pk) or 4 x Ikko Ikki fanatics (Wb) or 4 x town militia (Hd)].
Terrain Type: Hilly. Aggression: 0. Enemies: IV/59b, IV/73, IV/78

IV/60 CATALAN COMPANY 1302 AD - 1388 AD

This list covers the Catalan Grand Company from its departure from Sicily until the fall (to the Florentines) of the state it founded in Greece. The Florentines in turn lost it to the Navarrese Company in 1379. The Kn were Aragonese men-at-arms. The bulk of the army were the Catalan almughavars (Ax) assisted by Catalan scouts and crossbowmen (both Ps). Despite leaving the Aragonese service under a cloud after backing the wrong heir, the company continued to fight under the banner of Aragon (yellow with horizontal red stripes). References: Armies of the Middle Ages Part 1 (W. Europe) Ian Heath, Armies of the Middle Ages Part 2 (E. Europe) Ian Heath,

IV/60 Catalan Company army: 1 x General (Kn), 1 x Aragonese cavalls alforrats (Cv), 6 x Catalan almughavars (Ax), 2 x Catalan crossbowmen (Cb) or Catalan scouts (Ps), 2 x Catalan almughavars (Ax) or light horse (LH).
Terrain Type: Arable. Aggression: 4 before 1330, then 2. Enemies: II/58, IV/32, 33, 39c, 49, 50, 51ab, 55ab, 61. Ally: II/58.

IV/61 ITALIAN CONDOTTA 1320 AD - 1515 AD

This list covers the Italian states from the rise of the mercenary companies until the mass introduction of effective arquebusiers. The Condottieri were military sub-contractors hired by a state to provide a mercenary army for an agreed period of time. The LH were crossbowmen (as were many of the Bw or Ps) or Hungarians or stradiots. References: Armies of the Middle Ages Part 1 (W. Europe) Ian Heath, Armies of the Middle Ages Part 2 (E. Europe) Ian Heath.

IV/61 Italian Condotta army: 1 x General (Kn), [4 x condottieri knights (Kn)] or [only Venetians in Greece – 4 x militia crossbowmen (Cb or Ps)], 1 x mounted crossbowmen (LH), 2 x militia crossbowmen (Cb or Ps), 2 x militia (Sp or Pk), 1 x crossbowmen (Cb) or javelinmen (Ax) or swordsmen (Bd) or mounted crossbowmen (LH), 1 x militia (Ps) or artillery (Art).
Terrain Type: Littoral if Venice or Genoa, Arable if not. Aggression: 1. Enemies: IV/5c, IV/13b, IV/13c, IV/13d, IV/26, IV/39c, IV/41, IV/43a, IV/43c, IV/49, IV/55a, IV/55b, IV/60, IV/61, IV/64b, IV/64c, IV/69, IV/74, IV/79a,

IV/79b, IV/79d, IV/82a, IV/82b Allies: IV/61 or IV/69 or IV/74 or IV/79b

IV/62 100 YEAR'S WAR ENGLISH 1322 AD - 1455 AD

This list covers English armies from the first use of dismounted men-at-arms and recruiting by indenture until the start of the Wars of the Roses. The men-at-arms (Kn) were composed of bannerets, knights, esquires and gentlemen and later included sergeants and hobilar as well. The proportion of longbowmen to men-at-arms increased during the period. Later the longbowmen were supplemented by billmen (Bd). Late 15th century records showed that the longbowmen were supposed to have bow, sword, dagger, sallet and jack and many were fined for lacking jack or helmet. A few men-at-arms were fined for lacking armour. References: Armies of the Middle Ages Part 1 (W. Europe) Ian Heath, A History of Medieval Spain Joseph F. O'Callaghan

IV/62a English army 1322-1333: 1 x General (Kn//Bd), 4 x men-at-arms (Kn//Bd), 2 x archers (Lb), 1 x hobilar(Cv), 2 x militia (Bd), 2 x Gascons (Ps or Cb).

Terrain Type: Arable. Aggression: 3. Enemies: III/19c, IV/4b, IV/16, IV/39a, IV/39b, IV/64a

IV/62b English army 1334-1414 AD: 1 x General (Kn//Bd), 2 x men-at-arms (Kn//Bd), 6 x archers (Lb), 1 x Gascon brigans (Sp) or cavalry (Cv) or skirmishers (Ps), 1 x archers (Lb or Cb) or militia (Bd), 1 x archers (Cb) or artillery (Art).

Terrain Type: Arable. Aggression: 3. Enemies: III/19c, IV/16, IV/39b, IV/64a, IV/64b, IV/64c, IV/68a, IV/68d, IV/76
Allies: IV/13b and/or IV/57b or IV/39b or IV/39c and/or IV/68a

IV/62c English army 1415-1422 AD: 1 x General (Kn//Bd) (Gen), 1 x men-at-arms (Kn//Bd), 8 x archers (Lb), 1 x militia (Bd) or skirmishers (Ps) or archers (Lb or Cb), 1 x archers (Lb) or artillery (Art).

Terrain Type: Arable. Aggression: 3. Enemies: III/19c, IV/16, IV/64c, IV/68a, IV/68d, IV/76 Allies: IV/39b or IV/39c and/or IV/68 or IV/76

IV/62d English army 1423-1455 AD: 1 x General (Kn//Bd) (Gen), 1 x men-at-arms (Kn//Bd), 8 x archers (Lb), 1 x militia (Bd) or skirmishers (Ps) or archers (Lb or Cb), 1 x archers (Lb) or artillery (Art).

Terrain Type: Arable. Aggression: 3. Enemies: IV/16, IV/64c, IV/68a, IV/68d, IV/76, IV/82a Allies: IV/39b or IV/39c and/or IV/68a or IV/76

IV/63 AZTEC 1325 AD - 1521 AD

"Aztec" is the most usual name for a people also called "Tenocha" and "Colhua Mexica". They originated as a Chichimec tribe that immigrated into Mexico from the north, absorbed culture from the Toltecs, Mixtecs and Zapotecs and founded the lake island city of Tenochtitlan in 1325. This list covers their armies from the foundation of Tenochtitlan until the conquest of the Aztecs by Cortez' Spaniards around 1521 AD. Reference: Armies of the 16th Century: volume 2 Ian Heath

IV/63 Aztec army: 1 x General (Bd), 2 x military order knights (Bd), 7 x clan warriors (all Wb or all Ax), 1 x military order knights (Bd) or scouts (Ps), 1 x archers (Bw) or scouts (Ps).

Terrain Type: Arable. Aggression: 3. Enemies: III/22c, III/22d, III/41, IV/10, IV/11, IV/19a, IV/19b, IV/53, IV/63.
Allies: IV/19a.

IV/64 MEDIEVAL FRENCH 1330 AD - 1445 AD

This list covers French armies from the transition to plate armour until the institution of a standing army. After 1346, French and Scots knights habitually dismounted and fought as Bd. Many of the Sp or crossbowmen (Bw or Ps) used pavises as protection against archery, especially longbows. The Hd are the peasant levies. The Wb are Jacquerie. Reference: Armies of the Middle Ages Part 1 (W. Europe) Ian Heath

IV/64a Medieval French army 1330-1349 AD: 1 x General (Kn), 5 x noble knights (Kn), 3 x crossbowmen (Cb), 2 x brigans (Bd), 1 x spearmen (Sp) or peasants (Hd).

Terrain Type: Arable. Aggression: 1. Enemies: IV/13b, IV/39b, IV/57b, IV/62a, IV/62b, IV/64a.

IV/64b Medieval French army 1350-1400 AD: 1 x General (Kn//Bd), 3 x noble knights (Kn//Bd), 1 x spearmen (Sp), 2 x crossbowmen (Cb), 2 x noble knights (Kn//Bd) or 2 x Jacquerie (Wb), 1 x archers (Cb or Ps), 2 x spermen (Sp) or archers (Bw) or peasants (Hd).

Terrain Type: Arable. Aggression: 1. Enemies: IV/13b, IV/39b, IV/57b, IV/57c, IV/61, IV/62b, IV/64b, IV/74, IV/76.

IV/64c Medieval French army 1401-1445 AD: 1 x General (Kn//Bd)(Gen), 3 x noble knights (Kn//Bd), 1 x cavalry (Kn or Cv), 1 x brigans (Bd) or archers (Bw), 1 x crossbowmen (Cb), 2 x vougiers (Bd), 2 x crossbowmen (Cb), 1 x crossbowmen (Ps) or peasants (Hd) or artillery (Art).

Terrain Type: Arable. Aggression: 1. Enemies: IV/13b, IV/57c, IV/61, IV/62b, IV/62c, IV/62d, IV/64c, IV/76, IV/79a,

IV/79b. Ally: IV/16.

IV/65 WALLACHIAN & MOLDAVIAN 1330 AD - 1517 AD

*This list covers the Wallachians from their independence from Hungary in 1330 until they became vassals of the Ottomans in 1476 after the death of Dracula ("Vlad Tepes" or "Vlad the Impaler" 1456-1462 & 1476). It also covers the Moldavians from their independence from Hungary in 1359 until the death of Bogdan the One-eyed in 1517. Reference: *Armies of the Middle Ages Part 2 (E. Europe)* Ian Heath*

IV/65 Wallachian or Moldavian army: 1 x General (Cv or Kn), 4 x boyars & viteji (LH), 6 x archers (Bw or Ps), 1 x rustici (Wb or Ax) or voynuks (Bd) or archers (Ps).

Terrain Type: Forest. Aggression: 1. Enemies: IV/18, IV/43a, IV/43c, IV/47, IV/55b, IV/65, IV/66. Allies: IV/43a or IV/43c or IV/47 or IV/55a or IV/55b or IV/65 or IV/66.

IV/66 LATER POLISH 1335 AD - 1515 AD

*This list covers the Polish armies from the reforms of Kazimierz III (Casimir the Great) until the widespread use of firearms. The rycerz (Kn) were supported by followers (Cv), initially armed with the crossbow and called strzelcy or "shooters". Later they were armed with lances or sometimes complemented by Lithuanian LH. Sometimes the army included axemen (Bd) and they usually had some infantry from the town militias who were armed with crossbows (who could be double-based). Reference: *Armies of the Middle Ages Part 2 (E. Europe)* Ian Heath*

IV/66 Later Polish army: 1 x General (Kn), 3 x rycerz (Kn), 4 x strzelcy (Cv), 1 x cavalry (LH), 1 x axemen (Bd) or cavalry (LH), 1 x town militia (8Bw) or cavalry (LH), 1 x war wagons (WWg) or town militia (8Bw) or rycerz (Kn) or strzelcy (Cv).

Terrain Type: Forest. Aggression: 1. Enemies: IV/13b, IV/13c, IV/13d, IV/18, IV/30, IV/43a, IV/43c, IV/44a, IV/44b, IV/47, IV/55b, IV/65, IV/66, IV/80. Allies IV/18 or IV/43a or IV/43c.

IV/67 JALAYIRID 1336 AD - 1432 AD

*The Iraq-based Jalayirids split off from the Ilkhanids after the deaths of Abu Sa'id and Arpa Ke'un. This list covers their armies. They were replaced by the Black Sheep Turkoman (list IV/77). Reference: *Armies of the Middle Ages 2 (E. Europe)* Ian Heath*

IV/67 Jalayirid army: 1 x General (Cv), 2 x ghulams (Cv), 8 x hors archers (LH), 1 x foot (Hd) or horse archers (LH).

Terrain Type: Arable. Aggression: 1. Enemies: III/71c, IV/2, IV/42, IV/45, IV/46, IV/49, IV/75, IV/77. Allies: III/71c or IV/77.

IV/68 MEDIEVAL SPANISH & PORTUGUESE 1340 AD - 1515 AD

*This list covers the three main Christian armies of the Iberian peninsula (Castile, Aragon & Portugal) from the introduction of plate armour until the introduction of efficient massed arquebusiers. The colonial Portugese armies fighting in Asia or South America would have had very few horses and so only the general's element should be mounted and the element of ginetes should be replaced by spearmen (Sp) when fighting these enemies. References: *Armies of the Middle Ages Part 1 (W. Europe)* Ian Heath, *A History of Medieval Spain* Joseph F. O'Callaghan*

IV/68a Portuguese army 1340-1494 AD: 1 x General on horseback (Kn//Bd), 3 x men-at-arms (Kn//Bd), 1 x ginetes (LH) or armoured ginetes (Cv), 1 x spearmen (Sp) or peasants (Wb), 4 x javelinmen (Ax or Ps), 1 x archers (Ps or Cb), 1 x archers (Lb or Cb).

Terrain Type: Arable. Aggression: 3. Enemies: III/75, IV/29, IV/37a, IV/37b, IV/37c, IV/37d, IV/62b, IV/62c, IV/62d, IV/68c, IV/68d Ally: IV/62

IV/68 Portugese army 1495-1515AD: 1 x General (Kn//Bd), 3 x men-at-arms (Kn//Bd), 1 x ginetes (LH) or armoured ginetes (Cv), 2 x spearmen (Sp), 2 x sword-and-buckler men (Bd), 3 x crossbowmen & handgunners (Ps).

Terrain Type: Arable. Aggression: 3. Enemies: III/75, IV/29, IV/37a, IV/37b, IV/37c, IV/37, IV/68e, IV/68f

IV/68c Aragonese army 1340-1478AD: 1 x General (Kn), 2 x men-at-arms (Kn), 2 x cavalls alforrats (Cv), 1 x genets (LH) or cavalls alforrats (Cv), 2 x militia (Sp or Ps), 2 x javelinmen (Ax or Ps), 2 x militia (Cb or Ps) or javelinmen (Ax).

Terrain Type: Arable. Aggression: 3. Enemies: III/75, IV/68a, IV/68d

IV/68d Castilian army 1340-1478 or Spanish army 1479-1494 AD: 1 x General (Kn), 2 x men-at-arms (Kn), 2 x jinetes (LH) or armoured jinetes (Cv), 1 x men-at-arms (Kn or Bd) or archers (Lb) or jinetes (LH), 2 x militia (Sp or Ps), 2 x javelinmen (Ax or Ps), 2 x archers (Cb or Ps).

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Terrain Type: Arable. Aggression: 3. Enemies: III/75, IV/38, IV/39b, IV/39c, IV/62b, IV/62c, IV/62d, IV/68a, IV/68c, IV/74, IV/82a. Ally: IV/64b

IV/68e Spanish army 1495-1503 AD: 1 x General (Kn), 3 x men-at-arms (Kn), 2 x jinetes (LH) or armoured jinetes (Cv), 2 x spearmen (Sp), 2 x sword-and-buckler men (Bd), 2 x archers (Ps).

Terrain Type: Arable. Aggression: 3. Enemies: IV/68b, IV/74, IV/82b. Ally: IV/61

IV/68f Medieval Spanish 1504-1515 AD: 1 x General (Kn), 2 x men-at-arms (Kn), 1 x jinetes (LH) or armoured jinetes (Cv), 4 x pikemen (Pk), 2 x sword-and-buckler men (Bd), 2 x archers or hand gunners (Ps).

Terrain Type: Arable. Aggression: 3. Enemies: IV/68b, IV/74, IV/82b. Ally: IV/61

IV/69 ALBANIAN 1345 AD - 1430 AD & 1443 AD - 1479 AD

Prior to this period, Albania was variously controlled by Epiros, Morea, Naples and Serbia. After rebelling from Serbia around 1345 under George Balshan and Charles Thopia, it fought successfully against the Angevins of Naples and the Venetians before falling to the Ottomans in 1430. In 1443, John Castriot "Scanderbeg" rebelled against the Turks and fought them until his death in 1468. His son took cavalry into Venetian service as the famous "stradiots". Reference: *Armies of the Middle Ages Part 2 (E. Europe)* Ian Heath

IV/69 Albanian army: 1 x General (LH or Cv), 4 x cavalry (LH), 4 x archers (Cb or Ps), 1 x archers (Cb), 1 x javelinmen (Ax or Ps) or cavalry (LH), 1 x halberdiers (Bd) or peasants (Wb) or mercenary men-at-arms (Kn).

Terrain Type: Hilly. Aggression: 1. Enemies: IV/22, IV/33, IV/39c, IV/51a, IV/51b, IV/55b, IV/61. Ally: IV/61.

IV/70 CHANCA 1350 AD - 1440 AD

The Chanca or Chinchaysuyu confederation of the Chancas, Soras, Rucuna and Vilca blocked Inca expansion until subjugated and are included mainly as contemporary enemies of the Incas. The portable shrine should appear in the camp. Reference: *Armies of the 16th Century: volume 2* Ian Heath

IV/70 Chanca army: 1 x General (Sp), 6 x warriors (Sp), 2 x warriors (Sp or Ax), 3 x slingers (Ps).

Terrain Type: Hilly. Aggression: 3. Enemies: IV/71a, IV/71b, IV/72, IV/81a

IV/71 CHIMU & COASTAL PERUVIAN 1350 AD - 1490 AD

The Chimu or Chimor empire occupied a dry desert plain cut through by rivers between the sea and the wooded foot hills of the Andes. This list starts with its first possible contact with the Chanca and continues until it was conquered by a series of Inca campaigns from 1461-1475 and disarmed in 1480. Nobles wore textile and/or copper armour and helmets and fought with large hardwood clubs. Ordinary warriors were more lightly equipped and fought with a variety of smaller clubs and spears. The coastal tribes used the atlatl and carried small round shields. In BBDBA, only the commander-in-chief of a Chimu army may have a litter, the other generals were Bd.

Reference: *Armies of the 16th Century: volume 2* Ian Heath

IV/71a Chimu imperial army 1350-1480 AD : 1 x General (Bd or Lit), 1 x nobles (Bd), 6 x warriors (Ax), 3 x slingers (Ps) or warriors (Ax or Wb).

Terrain Type: Dry. Aggression:3 Enemies: IV/11, IV/70, IV/71b, IV/81a, IV/81b

IV/71b Coastal Peruvian army 1350-1490 AD: 1 x General (Bd), 1 x nobles (Bd), 6 x warriors (Ax), 3 x slingers (Ps).

Terrain Type: Dry. Aggression:1 Enemies: IV/70, IV/71a, IV/81b. Allies IV/81a or IV/81b

IV/72 AMAZONIAN 1350 AD - 1662 AD

This list covers the well-organised riverine tribes of the Upper Amazon. It starts with the appearance of the first known external rivals they could have fought (the Chanca of the Andes) and continues until the expulsion of their Jesuit protectors led to the depopulation of most of their settlements by disease, migrations and Portuguese slave-raiding. Reference: *Armies of the 16th Century: volume 2* Ian Heath

IV/72 Amazonian army: 1 x General (Bw), 10 x archers (Bw or Ps), 1 x spearmen (Ax) or archers (Bw or Ps).

Terrain Type: Tropical. Aggression: 0. Enemies: IV/29, IV/70, IV/ 81b

IV/73 MING CHINESE 1350 AD - 1598 AD

*This list covers the Ming from the rise to power of Chu Yuan-chang (who became the first Ming emperor in 1368) until the Korean war. Reference: *Chinese Medieval Armies* C. Peers*

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IV/73 Ming Chinese army: 1 x General (Cv), 1 x cavalry (Cv), 2 x light horse (LH), [5 x cavalry (Cv) + 3 x light horse (LH)] or [1 x infantry (Bd or Ps) + 2 x infantry (Bd) + 2 x archers (Bw or Cb) + 1 x infantry (Ax or Hd or Ps) + 2 x artillery (Art) or skirmishers (Ps)].

Terrain Type: Arable. Aggression: 2. Enemies: II/42d, III/9b, III/60, IV/37a, IV/37c, IV/40, IV/48, IV/52, IV/59a, IV/59b, IV/73, IV/78. Allies: III/9b or IV/52 or IV/78.

IV/74 FREE-COMPANY & ARMAGNAC 1357 AD - 1410 AD & 1444 AD

*This list covers the free companies of the 100 Year's War who were made redundant by the truce of Bordeaux, the Treaty of Breigny and later by the truce of Tours. It represents the army-sized accumulations that sometimes came together for major looting expeditions. The last of these companies disappeared in 1410. After the end of the 100 Years' war, the French king collected 40,000 of these mercenaries (the "Armagnacs") and hired them to the Hapsburg emperor Frederick III for an invasion of Switzerland in 1444. Reference: *Armies of the Middle Ages Part 1 (W. Europe)* Ian Heath*

IV/74 Free Company or Armagnac army: 1 x General (Kn), 3 x men-at-arms (Kn or Bd), 2 x men-at-arms (Kn or Bd) or spearmen (Sp), 1 x men-at-arms (Kn), 4 x archers (Lb), 1 x infantry (Cb or Ps or Ax).

Terrain Type: Arable. Aggression: 4. Enemies: IV/61, IV/64b, IV/68d, IV/79b

IV/75 TIMURID 1360 AD - 1506 AD

*This list covers Transoxanian armies from the revolt of Timur (or Tamburlaine) and Mir Hassan until the death of Husayn Bayqara. Like most steppe armies, they could be all mounted. References: *Armies of the Middle Ages Part 2 (E. Europe)* Ian Heath, *The Mongol Warlords* David Nicolle.*

IV/75 Timurid army: 1 x General (Cv), 5 x cavalry (Cv), 2 x light horse (LH), 1 x elephants (El) or archers (Bw) or cavalry (Cv), 2 x cavalry (Cv) or archers (Bw or Ps), 1 x spearmen (Sp or Ax) or light horse (LH).

Terrain Type: Steppe. Aggression: 4. Enemies: II/58, III/10c, III/71c, IV/2, IV/34b, IV/36b, IV/42, IV/45, IV/47, IV/52, IV/55b, IV/67, IV/77. Allies: IV/52 or IV/77.

IV/76 EARLY BURGUNDIAN 1363 AD - 1471 AD

*This list covers Burgundian armies for the period before the reforms of Charles the Bold had taken effect. Reference: *Armies of the Middle Ages Part 1 (W. Europe)* Ian Heath*

IV/76 Early Burgundian army: 1 x General on horseback (Kn) or on foot (Bd), 2 x men-at-arms (Kn/Bd), 3 x men-at-arms (Kn/Bd) or cavalry (Cv) or archers (Cb), 2 x pikes (Pk) or archers (Cb), 1 x archers (Cb or Lb), 1 x archers (Cb), 1 x artillery (Art) or archers (Lb), 1 x archers (Cb) or infantry (Bd) or skirmishers (Ps).

Terrain Type: Arable. Aggression: 2. Enemies: IV/13b, IV/13c, IV/41, IV/57b, IV/57c, IV/62b, IV/62c, IV/62d, IV/64b, IV/63c, IV/82a, IV/82b.

IV/77 BLACK SHEEP & WHITE SHEEP TURKOMAN 1378 AD - 1504 AD

*These two Turkoman confederations (the White Sheep included Kurdish clans) were successor states to the Jalayirids in eastern Anatolia and were influenced by late Mongol practice. Both survived Timur's invasions. The Black Sheep took over Azerbaijan and Iraq from the Jalayirids, but were overthrown by the White Sheep who then fought against the Ottomans but eventually fell to the Safavids around 1499-1504. Reference: *Armies of the Middle Ages Part 2 (E. Europe)* Ian Heath*

IV/77 Black Sheep or White Sheep Turkoman army: 1 x General (Cv), 3 x cavalry (Cv), 2 x cavalry (Cv) or light horse (LH), 2 x light horse (LH), [3 x archers (Ps or Bw) + 1 x levies (Hd)] or [2 x cavalry (Cv) + 2 x light horse (LH)].

Terrain Type: Steppe. Aggression: 2. Enemies: II/58, III/71c, IV/42, IV/45, IV/49, IV/55b, IV/67, IV/75, IV/77. Allies: III/71c or IV/34 or IV/49 or IV/77

IV/78 YI DYNASTY KOREAN 1392 AD - 1598 AD

This list covers Korean armies from the beginning of the Yi dynasty until the end of the Japanese invasion under Hideyoshi, which prompted military reforms and the increased use of hand guns. Reference: [DBMM Army Lists Book Four](#).

IV/78 Yi Dynasty Korean army: 1 x General (Cv), 2 x cavalry (Cv), 2 x scouts (LH), 2 x archers (Bw), 2 x pikes (Pk), 1 x levies (Hd), 1 x archers (Ps) or light horse (LH), 1 x artillery (Art).

Terrain Type: Hilly. Aggression: 0. Enemies: IV/52, IV/59b, IV/73. Ally: IV/73.

IV/79 LATER SWISS 1400 AD - 1522 AD

This list covers the heyday of Swiss armies, from the first large scale use of pikes until the disastrous battle of Bicocca in 1522 finally ended their battlefield supremacy. Reference: Armies of the Middle Ages Part 1 (W. Europe) Ian Heath

IV/79a Swiss army 1400-1424 AD: 1 x General (Pk), 3 x pikes (Pk), 6 x halberdiers (Bd), 2 x skirmishers (Ps).
Terrain Type: Hilly. Aggression: 3. Enemies: IV/13b, IV/61, IV/64c

IV/79b Swiss army 1425-1477 AD: 1 x General (Pk), 5 x pikes (Pk), 4 x pikes (Pk) or halberdiers (Bd), 2 x skirmishers (Ps).
Terrain Type: Hilly. Aggression: 3. Enemies: IV/13b, IV/13c, IV/61, IV/64c, IV/74, IV/85a

IV/79c League of Constance army: 1474-1477 AD: 1 x General (Pk or Kn), 2 x horse (Kn), 2 x halberdiers (Bd), 3 x pikes (Pk), 2 x halberdiers (Bd) or pikes (Pk), 1 x skirmishers (Ps), 1 x skirmishers (Ps) or artillery (Art).
Terrain Type: Hilly. Aggression: 3. Enemies: IV/85a

IV/79d Swiss army 1478-1522 AD: 1 x General (Pk), 9 x pikes (Pk), 1 x skirmishers (Ps), 1 x skirmishers (Ps) or artillery (Art) or halberdiers (Bd).
Terrain Type: Hilly. Aggression: 3. Enemies: IV/13d, IV/61, IV/85b

IV/80 HUSSITE 1419 AD - 1434 AD & 1464 AD - 1471 AD

The Hussites were named after Jan Hus, a Bohemian Protestant reformer judicially murdered while under safe-conduct in 1415. In 1419, a revolt broke out, led by Jan Zizka which won many victories against the Catholic League's armies. After initial successes, the Hussites split into factions and were finally defeated in 1434 at Lipany. A further series of anti-Hussite crusades took place from 1464 to 1471. Reference: Armies of the Middle Ages Part 2 (E. Europe) Ian Heath

IV/80 Hussite army: 1 x General (Kn or Bd or WWg), 1 x cavalry (Kn) or scouts (LH) or artillery (Art), 5 x halberdiers (Bd), 2 x war wagons (WWg), 3 x war wagons (WWg) or halberdiers (Bd).
Terrain Type: Arable. Aggression: 1. Enemies: IV/13b, IV/13c, IV/43c, IV/66, IV/80.

IV/81 INCA 1438 AD - 1530 AD

The Inca state (Tawantinsuyu) in Peru was founded in the 13th century AD, but after the failed Chanca invasion of 1438 AD the many Quechua tribes were united under Pachacutic the ninth Inca. They conquered the Chimu, expanded into the largest empire in the Americas, but then collapsed into civil war. The Spanish allied with one side, then took over the whole area. The list ends before the introduction of horses, pikes and firearms during Manco's rebellion. List IV/81a can also be used for other Quechua and Aymara peoples conquered by the Inca. In BBDBA, only one Litter is allowed (for the C-in-C), the other generals are Ax. Reference: Armies of the 16th Century: Volume 2 Ian Heath.

IV/81a Pre-Empire Inca army 1438-1469 AD: 1 x General (Ax), 6 x warriors (Ax), 3 x skirmishers (Ps), 2 x warriors (Ax or Sp).
Terrain Type: Hilly. Aggression: 2. Enemies: IV/70, IV/71a, IV/81a Allies: IV/70, IV/71b

IV/81b Inca Imperial army 1470-1529 AD: 1 x General (Lit or Ax), 1 x warriors (Ax or Sp or Bw), 6 x warriors (Ax), 3 x skirmishers (Ps), 1 x warriors (Ax or Bd).
Terrain Type: Hilly. Aggression: 2. Enemies: IV/71a, IV/71b, IV/72, IV/84a, IV/84b Allies: IV/71b

IV/81c Inca Civil War army 1530-1532 AD: 1 x General (Lit or Ax), 5 x warriors (Ax), 3 x skirmishers (Ps), 3 x levies (Hd).
Terrain Type: Hilly. Aggression: 2. Enemies: IV/81c

IV/82 FRENCH ORDONNANCE 1445 AD - 1515 AD

This list covers French armies from the ordonnance reforms until Marignano. Gendarmes (Kn) still sometimes dismounted to fight as Bd. Coustilliers are assumed to make up the rear of the Kn element and do not appear separately. Ordonnance archers evolved into cavalry but occasionally fought on foot as Bw. Reference: Armies of the Middle Ages Part 1 (W. Europe) Ian Heath

IV/82a French Ordonnance army 1445-1480 AD: 1 x General (Kn/Bw), 3 x gendarmes (Kn/Bd), 4 x ordonnance archers (Cb or Lb), 2 x francs archers (Bw), 1 x garrison troops (Bw or Bd), 1 x archers (Bw or Ps) or artillery (Art).
Terrain Type: Arable. Aggression: 2. Enemies: IV/13b, IV/13c, IV/61, IV/62d, IV/68d, IV/76, IV/83a Allies: IV/61 or IV/79b

IV/82b French Ordonnance army 1481-1515 AD: 1 x General (Kn), 3 x gendarmes (Kn), 4 x ordonnance archers (all Cv or all Lb), 2 x aventuriers (Bw or Ps) or pikes (Pk), 1 x archers (Bw) or militia vougiers (Bd) or light horse (LH), 1 x archers (Bw) or artillery (Art) or skirmishers (Ps).
Enemies: IV/13c, IV/13d, IV/61, IV/68e, IV/68f, IV/76, IV/83a, IV/85b Allies: IV/61 or IV/79.

IV/83 "WARS OF THE ROSES" & TUDOR ENGLISH 1455 AD - 1515 AD

This list covers the armies of the English civil wars, popularly known as the "Wars of the Roses", from the first battle of St Albans until the battle of Stoke. At the start of the wars, armies formed with a conventional centre and two wings. By the end of the period, they were more likely to form with a vaward containing the best troops, a main body containing most of the rest and a rearward of the least reliable troops. Sometimes there was a picked mounted reserve under the C-in-C. This arrangement may be easier to simulate when playing BBDBA.

Reference: *Armies of the Middle Ages Part 1 (W. Europe)* Ian Heath

IV/83a Wars of the Roses or Tudor army: 1 x General on horseback (Kn) or on foot (Bd), 1 x men-at-arms (Kn or Bd) or border staves (LH), 3 x billmen (Bd), 6 x archers (Lb), 1 x artillery (Art) or spearmen (Sp) or curours (Cv) or skirmishers (Ps).

Terrain Type: Arable. Aggression: 1. Enemies: IV/16, IV/82a, IV/82b, IV/83a, IV/83b Ally: IV/68d

IV/83b Yorkist Pretender army 1487 AD: 1 x General on horseback (Kn) or on foot (Bd), 1 x men-at-arms (Kn or Bd) or curours (Cv), 2 x billmen (Bd), 1 x billmen (Bd) or archers (Lb), 1 x artillery (Art) or skirmishers (Ps), 6 x archers (Lb) or [2 x pikes (Pk) + 2 x border foot (Ax) + 2 x skirmishers (Ps)].

Terrain Type: Arable. Aggression: 1. Enemy: IV/83a . Ally: IV/16

IV/84 MAPUCHE 1461 AD - 1552 AD

*This covers the Mapuche of modern Chile from the Inca invasion of 1461 until the southern tribes began making use of captured Spanish armour, guns and horses. Records of warfare between the southern tribes and the Spanish describe them as using separate blocks of men carrying 15 foot long pikes and of archers who also carried 2-handed wooden clubs called lonco quillquill. References: Slingshot 222 & 236, *Armies of the 16th Century* Ian Heath*

IV/84a Araucanians: 1 x General (Sp or Bw), 6 x warriors (Sp), 4 x warriors (all Sp or all Bw), 1 x warriors (Sp) or slingers (Ps).

Terrain Type: Hilly. Aggression: 0. Enemies: IV/81b, IV/84b

IV/84b Other Mapuche: 1 x General (Ax or Bw), 6 x warriors (Ax), 4 x warriors (all Ax or all Bw), 1 x warriors (Ax) or slingers (Ps).

Terrain Type: Hilly. Aggression: 0. Enemies: IV/81b, IV/84a, IV/84b

IV/85 BURGUNDIAN ORDONNANCE 1471 AD - 1506 AD

This list covers Burgundian armies after the reforms of Charles the Bold until the death of his grandson Philip the Handsome. Although various measures had been suggested earlier, no action was taken until 1471 when Charles instituted a regular army using the best troops and ideas from all over Europe. The Household and Ordonnance gendarmes and coustilliers fought as Kn and were accompanied by mounted archers (3/4 longbows and 1/4 crossbows) who seem to have fought on foot. When insufficient archers were available, the numbers were made up by pikes. The Ps were petardiers and the Art could be anything from light organ guns to heavy seige guns or bombards.

Reference: *Armies of the Middle Ages Part 1 (W. Europe)* Ian Heath

IV/85a Burgundian Ordonnance army 1471-1477 AD: 1 x General on horseback (Kn) or on foot (Bd), 3 x gendarmes (Kn or Bd), 3 x archers (Lb), 1 x archers (Cb), 2 x pikes (Pk) or archers (Lb), 1 x skirmishers (Ps), 1 x artillery (Art).

Terrain Type: Arable. Aggression: 4. Enemies: IV/13c, IV/57c, IV/79b, IV/79c Ally: IV/83a

IV/85b Burgundian Ordonnance army 1478-1506 AD: 1 x General (Kn or Pk), 2 x gendarmes (Kn), 1 x archers (Lb), 1 x archers (Cb), 5 x pikes (Pk), 1 x skirmishers (Ps), 1 x artillery (Art).

Terrain Type: Arable. Aggression: 4. Enemies: IV/13c, IV/79d, IV/82b.