

HYKSØS ARMIES

1650 to 1550 BC

Historical Background

The Hyksos were a group of mixed Semitic-Asiatic peoples who settled in the eastern Nile Delta during the second intermediate period of ancient Egypt, around 1650-1550 BC. Historically significant for their conquest and rule over parts of Egypt, the Hyksos are credited with introducing advanced military technologies and cultural influences that significantly impacted Egyptian society.

The Hyksos established their capital at Avaris and ruled as the Fifteenth Dynasty. Their rise to power is often associated with their superior military technology, including the use of horse-drawn chariots, composite bows, and improved fortification techniques. These innovations gave them a tactical advantage over the native Egyptian forces, facilitating their dominance in Lower Egypt.

During their rule, the Hyksos adopted and integrated many aspects of Egyptian culture, governance, and religion, while also retaining distinct elements of their own heritage. They worshipped both Egyptian gods and their own deities, with particular reverence for the storm god Baal, whom they associated with the Egyptian god Set.

The Hyksos period came to an end when native Egyptian forces from Thebes, led by pharaohs of the Seventeenth Dynasty such as Kamose and Ahmose I, mounted successful military campaigns against them. The eventual expulsion of the Hyksos marked the beginning of the New Kingdom era in Egypt, characterized by a period of renewed strength, expansion, and cultural renaissance.

Typical Units of the Hyksos

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Egyptian Levies	Rabble	5" / 4"	+1	7+				10
		<i>Unreliable</i>						
Syrian Skirmishers	Skirmishers	5" / 4"	+0	6+				25
		<i>Free Facing, Thrown Missiles</i>						
Retainers with Bow	Archers	4" / 3"	+2	5+	Yes		-1 CF	35
		<i>Bows, (Veteran Morale)</i>						
Libyan Warriors	Light Inf.	5" / 4"	+2	5+	Yes		+1 CF	30
		<i>Thrown Missiles</i>						
Retainers with Sickle	Handwpns.	4" / 3"	+4	3+	Yes			45
		<i>(Elite)</i>						
Aamu Bedouins	Warband	5" / 4"	+2	5+	Yes	+1 CF		35
		<i>Impetuous, Tribal</i>						
Light Chariots	Chariots	10" / 3"	+1	4+		+2 CF	-2 CF	55
		<i>Fast, Bows, (Veteran Morale)</i>						

EARLY MYCENAEAN ARMIES

1600 to 1250 BC

Historical Background

The Early Mycenaeans, flourishing during the Late Bronze Age, were the forebears of classical Greek civilization. Emerging on the Greek mainland, they are often associated with the legendary tales of Homer and the grand palaces that dominated sites like Mycenae, Pylos, and Tiryns.

Militarily, the Mycenaeans were a warrior society. Their armies were comprised of chariot-riding nobles and foot soldiers equipped with spears, swords, and large tower shields. The famous Linear B tablets, used for administrative purposes, suggest a complex and hierarchical society capable of mobilizing large forces for both defensive and offensive purposes. Unlike the later hoplite formations, Mycenaean warriors fought in looser, more flexible arrangements suitable for the rugged terrain of Greece.

Mycenaean society was heavily influenced by the earlier Minoan civilization of Crete, evident in their art, architecture, and religious practices. They built massive fortifications with cyclopean masonry, indicating a need for strong defensive measures and suggesting frequent conflicts. The citadels served not only as military strongholds but also as centers of administration and trade.

Trade was essential to the Mycenaean economy, with extensive networks reaching across the Mediterranean, including contacts with Egypt, the Levant, and Anatolia. They exported goods like olive oil, pottery, and textiles, and imported precious metals and luxury items.

The Mycenaean civilization began to decline around 1200 BC, possibly due to a combination of natural disasters, internal strife, and invasions by the so-called Sea Peoples. Despite their fall, the Mycenaeans left a lasting legacy that profoundly influenced the subsequent development of Greek culture and mythology.

Typical Units of the Early Mycenaeans

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Libyan Javelinmen	Skirmishers	5" / 4"	+0	7+				20
		<i>Free Facing, Thrown Missiles, (Inexperienced Morale)</i>						
Massed Archers	Archers	4" / 3"	+2	6+	Yes		-1 CF	30
		<i>Bows</i>						
Pylions	Spears	4" / 3"	+3	5+	Yes		-1 CF	30
		<i>+1 v. Mounted, (Inexperienced Morale)</i>						
Heavy Line Warriors	Pikes	4" / 2"	+5	3+	Yes	+1 CF	-3 CF	55
		<i>+2 v. Mounted, (Elite)</i>						
Medium Charioteers	Chariots	8" / 3"	+2	5+		+2 CF	-2 CF	45
		<i>Thrown Missiles, (Veteran Combat)</i>						
Heavy Charioteers	Chariots	8" / 3"	+2	4+		+3 CF	-2 CF	60
		<i>Wild Charge, Thrown Missiles, Heavy Armour, (Elite)</i>						

NEW KINGDOM EGYPTIAN ARMIES

1543 to 1069 BC

Historical Background

The New Kingdom Egyptians, spanning from the 16th to the 11th century BC, represent the zenith of ancient Egyptian power and cultural achievement. During this period, Egypt expanded its borders, reaching into Nubia to the south and the Near East to the north, creating a formidable empire.

The military of New Kingdom Egypt was well-organized and included various specialized units. The core of the Egyptian army consisted of the heavy infantry, armed with spears, axes, and large shields. These soldiers were typically supported by archers, who were renowned for their composite bows capable of long-range accuracy. The Egyptians also made extensive use of chariots, which became a symbol of royal power and military prowess. These light, fast chariots, manned by a driver and a warrior armed with a bow or spear, were used for both swift attacks and flanking maneuvers.

Pharaohs like Thutmose III and Ramesses II led numerous military campaigns, their victories often immortalized in detailed temple reliefs and inscriptions. These campaigns were not just for territorial expansion but also for securing trade routes and access to valuable resources like gold and copper.

The New Kingdom period also saw significant advancements in military technology and strategy, influenced by interactions with neighboring civilizations such as the Hittites and the Mitanni. This era included the famous Battle of Kadesh, where Ramesses II faced the Hittite Empire in one of the largest chariot battles ever fought.

In addition to their military might, the New Kingdom Egyptians are remembered for their monumental architecture, including the temples at Karnak and Luxor, and the construction of the tombs in the Valley of the Kings, where pharaohs like Tutankhamun and Seti I were laid to rest.

The New Kingdom Egyptians exemplified a powerful blend of military innovation, strategic diplomacy, and cultural flourishing, marking a golden age in ancient Egyptian history.

Typical Units of the New Kingdom Egyptians

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Nubians	Skirmishers	5" / 4"	+0	7+				20
		<i>Free Facing, Thrown Missiles, (Inexperienced Morale)</i>						
Massed Archers	Archers	4" / 3"	+1	6+	Yes		-1 CF	30
		<i>Bows, Massed Bows, (Inexperienced Combat)</i>						
Close Fighters	Light Inf.	5" / 4"	+2	5+	Yes		+1 CF	25
Axe-Men	Handwpns.	4" / 3"	+4	4+	Yes			40
		<i>(Veteran Combat)</i>						
Royal Guard	Spears	4" / 3"	+4	3+	Yes		-1 CF	45
		<i>+1 v. Mounted, (Elite)</i>						
Sherden	Handwpns.	4" / 3"	+3	4+	Yes			30
		<i>Fearsome, Impetuous, Unreliable</i>						
Libyan Swordsmen	Warband	5" / 4"	+2	6+	Yes	+1 CF		30
		<i>(Inexperienced Morale)</i>						
Light Chariots	Chariots	10" / 3"	+1	4+		+2 CF	-2 CF	55
		<i>Fast, Bows, (Veteran Morale)</i>						

HITTITE ARMIES

1380 to 1170 BC

Historical Background

The Hittite Empire was a powerful Bronze Age kingdom that rose to prominence in Anatolia (modern-day Turkey) around 1600 BC and remained a major force until roughly 1200 BC. The Hittites were among the first Indo-European-speaking peoples to establish a centralized state, with their capital at Hattusa. At their height, the Hittites rivaled Egypt, Babylon, and Assyria in power and prestige.

The Hittite military was notable for its early use of chariots in warfare. These chariots were typically crewed by three men—one driver, one warrior, and one shield-bearer or archer—offering a flexible platform for both ranged and melee attacks. Chariot warfare became a defining element of their military success, and Hittite chariots were considered heavier and more stable than their lighter Egyptian counterparts.

Infantry formed the bulk of the Hittite army and typically carried spears, swords, and round shields. While less celebrated than their chariot corps, Hittite infantry was essential in siege warfare and holding territory. The Hittite military also made use of auxiliary troops from subject or allied peoples, reflecting the empire's wide territorial reach and diplomatic sophistication.

The Hittites were famous for their legal codes, treaties, and record-keeping—especially in the form of cuneiform tablets—and they developed one of the earliest known peace treaties: the Treaty of Kadesh, signed with Egypt after a major battle against Pharaoh Ramesses II. This battle, fought around 1274 BC, stands as one of the most iconic chariot engagements in ancient history.

The Hittite Empire collapsed during the broader Bronze Age Collapse, likely due to a mix of internal strife, invasions (possibly by the so-called "Sea Peoples"), and environmental pressures. Despite their fall, the Hittites left behind a significant legacy in statecraft, law, and military organization that influenced later civilizations in the region.

Typical Units of the Later Hittite Empire

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Hittite Conscripts	Rabble	5" / 4"	+1	7+				15
Anatolian Slingers	Skirmishers	5" / 4"	+0	7+				20
		<i>Free Facing, Thrown Missiles, (Inexperienced Morale)</i>						
Syrian Archers	Archers	4" / 3"	+1	6+	Yes		-1 CF	25
		<i>Bows, (Inexperienced Combat)</i>						
Anatolian Spearmen	Light Inf.	5" / 4"	+2	5+	Yes		+1 CF	25
Hittite Infantry	Pikes	4" / 2"	+4	3+	Yes	+1 CF	-3 CF	50
		<i>+2 v. Mounted, (Veteran Morale)</i>						
Syrian Guards	Handwpsns.	4" / 3"	+4	3+	Yes			45
		<i>(Elite)</i>						
Syrian Charioteers	Chariots	8" / 3"	+1	4+		+2 CF	-2 CF	50
		<i>Bows, (Veteran Morale)</i>						
Hittite Charioteers	Chariots	8" / 3"	+2	4+		+3 CF	-2 CF	55
		<i>Wild Charge, Thrown Missiles, (Elite)</i>						

EARLY GERMAN ARMIES

150 BC to 250 AD

Historical Background

The Germanic tribes were a diverse and loosely connected group of peoples who inhabited large parts of northern Europe, including present-day Germany, Scandinavia, and the Netherlands. They were known for their fierce independence and lack of a centralized government, which made them formidable adversaries to the expanding Roman Empire.

Germanic society was tribal and clan-based, with each tribe led by chieftains who were often chosen for their prowess in battle. The tribes included groups such as the Frisians, Cherusci, Chatti and Suevi, each with its own distinct culture and traditions but sharing common linguistic and religious traits.

In terms of military organization, the Germanic warriors fought as infantry and were renowned for their guerrilla tactics, leveraging their intimate knowledge of local terrain. Their primary weapon was the spear, but they also used swords, axes, and shields. Unlike the Romans, the Germanic tribes did not fight in organized formations; instead, they relied on surprise attacks, ambushes, and hit-and-run tactics, making effective use of forests and swamps to outmaneuver their enemies.

Despite their reputation as fierce warriors, the Germanic tribes also engaged in trade and diplomacy. Over time, many Germanic tribes assimilated aspects of Roman culture and governance, leading to the formation of early medieval kingdoms such as the Franks under Clovis and the Goths in Italy and Spain.

Their legacy is significant, as the Germanic tribes laid the foundation for many modern European nations and influenced the cultural and political landscape of Europe for centuries to come.

Typical Units of the Early Germanics

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Germanic Scouts	Skirmishers	5" / 4"	+0	6+				25
		<i>Free Facing, Thrown Missiles</i>						
Cherusci Warriors	Light Inf.	5" / 4"	+2	5+	Yes		+1 CF	35
		<i>' μϣϥ Thrown Missiles</i>						
Chatti Warriors	Warband	5" / 4"	+3	4+	Yes	+1 CF		50
		<i>1 "ϣϥϥ° " ~ ϣϥ)</i>						
Germanic Warriors	Warband	5" / 4"	+2	4+	Yes	+1 CF		35
		<i>ϣ ϣϥ, ϣ, ϣ) " ϣϥϥ Morale)</i>						
Germanic Cavalry	Med. Horse	6" / 3"	+3	5+		+1 CF	-2 CF	45
		<i>* ϣϥ " «ϣϥϥ</i>						
Sarmatian Cavalry	Hvy. Horse	6" / 3"	+4	4+		+2 CF	-2 CF	55
		<i>Wild Charge, Impetuous, (Veteran Morale)</i>						

GREUTHUNGI AND TERVINGI ARMIES

200 to c. 500 AD

Historical Background

The Greuthungi and Tervingi were two prominent Gothic tribes during the late Roman Empire, often collectively referred to as the Visigoths. They originally inhabited regions north of the Black Sea and in the areas around the Dniester and Danube rivers.

The Greuthungi, likely named after their region of origin, the steppe regions, were known for their equestrian skills and were often engaged in raiding and trading across the Pontic-Caspian steppe. Their society was predominantly warrior-based, with a strong emphasis on mobility, utilizing a mix of light and heavy cavalry in battle. They practiced a semi-nomadic lifestyle, which allowed them to adapt quickly to various environments and pressures.

The Tervingi, on the other hand, occupied the forested and hilly regions to the west of the Greuthungi, near the lower Danube. Their name is believed to mean "forest people." The Tervingi were more settled compared to their eastern neighbors, living in fortified villages and engaging in agriculture. They maintained a formidable infantry force, bolstered by elite cavalry units.

Both groups were part of the larger Gothic migrations that were set in motion by the Hunnic invasions in the late 4th century. These migrations brought them into direct conflict with the Roman Empire. The most notable clash was the Battle of Adrianople in 378 AD, where the Tervingi, under their leader Fritigern, decisively defeated the Roman army, marking a significant turning point in the decline of Roman power.

Despite their initial antagonism towards Rome, the Greuthungi and Tervingi eventually settled within the Roman Empire's borders, becoming foederati (allied tribes) and integrating into the Roman military system. This alliance marked the beginning of their transformation from independent tribes into the Visigothic Kingdom, which would play a crucial role in the later stages of the Western Roman Empire and the early medieval period.

Typical Units of the Greuthungi and Tervingi

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Ex-Slaves or Civilians	Rabble	5" / 4"	+1	7+				15
Light Javelinmen	Skirmishers	5" / 4"	+1	6+				30
<i>Free Facing, Thrown Missiles, (Veteran Combat)</i>								
Bowmen	Archers	4" / 3"	+1	6+	Yes		-1 CF	35
<i>Free Facing, Bows, (Inexperienced Combat)</i>								
Warriors	Warband	5" / 4"	+2	5+	Yes	+1 CF		30
<i>Impetuous</i>								
Noble Warriors	Warband	5" / 4"	+3	4+	Yes	+1 CF		45
<i>(Elite)</i>								
Hun Mercenaries	Light Horse	8" / 4"	+2	6+			-2 CF	50
<i>Free Facing, Bows, Unreliable</i>								
Cavalry	Med. Horse	6" / 3"	+3	5+		+1 CF	-2 CF	45
<i>Wild Charge</i>								
Noble Cavalry	Hvy. Horse	6" / 3"	+4	4+		+2 CF	-2 CF	60
<i>Wild Charge, (Veteran Morale)</i>								

SASSANID ARMIES

224 to 651 AD

Historical Background

The Sassanid Empire, also known as the Sassanian Empire, was the last pre-Islamic Persian empire, founded by Ardashir I in 224 AD after the fall of the Parthian Empire. It endured until 651 AD, making it one of the most formidable and enduring empires of the ancient world. The Sassanid state was highly centralized, with a strong emphasis on military and administrative efficiency, mirroring the sophistication of the earlier Achaemenid Persians.

Militarily, the Sassanids were renowned for their heavy cavalry, or cataphracts, who were heavily armored horsemen capable of devastating charges. These cavalry units were complemented by infantry armed with spears, swords, and shields, as well as archers and war elephants. The Sassanid military organization also included elite units like the Asavaran, who were noble cavalry warriors, and the Paighan, who were less-armored infantrymen.

The Sassanids were often in conflict with their powerful neighbors to the west, the Roman Empire, and later the Byzantine Empire. These conflicts were characterized by both large-scale battles and protracted sieges, with notable engagements such as the Battle of Edessa and the Siege of Ctesiphon. Despite the almost constant warfare, the Sassanids managed to maintain a vibrant and thriving culture, heavily influencing art, architecture, and science.

Culturally, the Sassanids saw a revival of Persian traditions and Zoroastrianism, which became the state religion. They also contributed to the fields of astronomy, medicine, and philosophy, preserving and building upon the knowledge of earlier civilizations.

The Sassanid Empire ultimately fell to the Islamic Caliphate after a series of debilitating wars and internal strife, but their legacy endured, influencing Islamic culture and administration. The Sassanids are remembered for their administrative prowess, military might, and cultural achievements, which bridged the ancient and medieval worlds.

Typical Units of the Sassanids

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Peasant Levies	Rabble	5" / 4"	+1	7+				10
		<i>Unreliable</i>						
Archers and Slingers	Skirmishers	5" / 4"	+0	6+				25
		<i>Free Facing, Thrown Missiles</i>						
Dailami	Handwpns.	4" / 3"	+4	4+	Yes			45
		<i>Thrown Missiles, (Veteran Combat)</i>						
Arabs	Light Horse	8" / 4"	+2	7+			-2 CF	45
		<i>Free Facing, Thrown Missiles, (Inexperienced Morale)</i>						
Vassal Horse Archers	Light Horse	10" / 4"	+2	6+			-2 CF	60
		<i>Fast, Free Facing, Bows</i>						
Asavaran	Med. Horse	6" / 3"	+4	5+		+1 CF	-2 CF	55
		<i>Wild Charge, Thrown Missiles, (Veteran Combat)</i>						
Cataphracts	Hvy. Horse	6" / 3"	+5	4+		+2 CF	-2 CF	70
		<i>Heavy Armour, Wild Charge, (Elite)</i>						
Indian Elephants	Elephants	4" / 3"	+4	6+		+3 CF	-2 CF	60
		<i>Thrown Missiles, Fearsome, Panic, +2 v. Mounted</i>						

LATE IMPERIAL ROMAN ARMIES

250 to 500 AD

Historical Background

By the 3rd and 4th centuries AD, the Roman Empire had undergone significant transformations, both politically and militarily. The late Imperial Roman military was characterized by a shift from the earlier, more uniform legions of the Marian and early Imperial eras to a more diverse and adaptable structure. This period saw the rise of mobile field armies (comitatenses) and static frontier troops (limitanei), reflecting the need to address multiple threats across the Empire's vast territories.

The late Roman army was less rigidly structured compared to its predecessors. It included a mix of heavy infantry, light infantry, and cavalry units, with the latter becoming increasingly important. The traditional legions were supplemented and sometimes replaced by smaller, more flexible units called auxilia and foederati—barbarian troops under Roman command. These foederati were often settled within the Empire's borders, providing both military support and local defense.

Armor and weaponry also evolved during this period. Soldiers were equipped with a mix of older Roman gear, such as the gladius and pilum, and newer influences like the spatha (a longer sword) and various forms of heavy armor, including the lorica segmentata and chain mail. The use of archers and cavalry units armed with bows and lances became more prominent, reflecting a need to counter the mobile and varied threats posed by enemies like the Germanic tribes, Persians, and Huns.

The late Imperial Romans faced constant pressure on multiple fronts, necessitating reforms in both strategy and organization. Emperors such as Diocletian and Constantine implemented significant changes to maintain control over the vast Empire. Diocletian's tetrarchy divided the Empire into more manageable parts, while Constantine's establishment of Constantinople as a new capital provided a strategic eastern base.

Despite these adaptations, the late Imperial Roman army struggled with internal challenges, including political instability, economic strain, and the increasing reliance on non-Roman soldiers. These issues, combined with relentless external pressures, ultimately contributed to the gradual decline of the Western Roman Empire by the late 5th century. However, the Eastern Roman Empire, or Byzantine Empire, continued to carry on the legacy of Rome for nearly a millennium.

Typical Units of the Late Imperial Romans

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Skirmishers with Darts	Skirmishers	5" / 4"	+0	6+				25
		<i>Free Facing, Thrown Missiles</i>						
Legionary Archers	Archers	4" / 3"	+2	6+	Yes		-1 CF	35
		<i>Bows, Roman Drill</i>						
Frankish Mercenaries	Warband	5" / 4"	+2	5+	Yes	+1 CF		30
		<i>ONLY WESTERN ARMIES</i> <i>Unreliable</i>						
Legionaries	Handwpns.	4" / 3"	+3	5+	Yes			40
		<i>Pila, Roman Drill, (Inexperienced Morale)</i>						
Auxilia Palatina	Handwpns.	4" / 3"	+4	3+	Yes			50
		<i>Pila, (Elite)</i>						
Equites Illyriciani	Light Horse	8" / 4"	+2	6+			-2 CF	50
		<i>ONLY WESTERN ARMIES</i> <i>Free Facing, Thrown Missiles</i>						
Equites Sagittarii	Light Horse	8" / 4"	+2	5+			-2 CF	60
		<i>ONLY EASTERN ARMIES</i> <i>Free Facing, Bows, (Veteran Morale)</i>						
Equites	Med. Horse	6" / 3"	+3	5+			-2 CF	40
Catafractarii	Hvy. Horse	6" / 3"	+4	4+		+2 CF	-2 CF	65
		<i>ONLY EASTERN ARMIES</i> <i>Heavy Armour, Wild Charge, (Veteran Morale)</i>						
Carroballista	Lt. Artillery	5" / 2"	+0	5+			-1 CF	40
		<i>Artillery, Fast, (Inexperienced Combat)</i>						

⊕LD SAXON AND FRISIAN ARMIES

250 to 800 AD

Historical Background

The Old Saxons and Frisians were two closely related Germanic peoples who inhabited the lowland regions of what is now northern Germany and the coastal Netherlands, between roughly 250 AD and 800 AD. They played a significant role in the migration period and the early Middle Ages. Both groups were maritime in nature, with strong ties to the North Sea, which influenced their culture, warfare, and interactions with other peoples.

The Old Saxons were primarily organized into tribal confederations rather than a centralized kingdom. They lived in what is today Lower Saxony and Westphalia, and while they were formidable fighters, they were largely decentralized and resistant to external rule. Their society revolved around warrior aristocracy, and their military was dominated by infantry. Saxon warriors fought with spears, shields, and seaxes (short swords or long knives), often raiding coastal areas, especially the British Isles, which eventually led to their descendants forming part of the Anglo-Saxon population in England. The Old Saxons were known for their fierce resistance to the expanding Frankish Empire, particularly during the Saxon Wars (772-804 AD) led by Charlemagne. Their decentralized and tribal structure, however, made it difficult to organize against external threats effectively. Eventually, the Saxons were forcibly Christianized and integrated into the Carolingian Empire.

The Frisians, like the Saxons, were seafaring people, but they were concentrated along the coastal areas of what is now the Netherlands and northern Germany. Their society was heavily influenced by their maritime environment, and they developed a reputation as skilled traders and sailors. Unlike the more warlike Saxons, the Frisians relied heavily on trade routes through the North Sea, though they, too, were not strangers to coastal raids and warfare. The Frisian military largely consisted of lightly armed foot soldiers and small fleets of ships used for both trade and warfare. Their society was highly independent, and they resisted Roman, Frankish, and later Viking influences for centuries. The Frisian Kingdom reached its height under King Aldgisl and his successor Redbad, who resisted Frankish expansion in the 7th and early 8th centuries before ultimately falling to the Franks.

Typical Units of the Old Saxons and Frisians

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Peasant Levies	Rabble	5" / 4"	+1	7+				10
		<i>Unreliable</i>						
Scouts	Skirmishers	5" / 4"	+0	6+				25
		<i>Free Facing Thrown Missiles</i>						
Bowmen	Archers	4" / 3"	+1	6+	Yes		-1 CF	25
		<i>Bows, (Inexperienced Combat)</i>						
Peasant Warriors	Warband	5" / 4"	+2	5+	Yes	+1 CF		35
		<i>Tribal, fl³, fl², fl</i>						
Noble Warriors	Warband	5" / 4"	+3	4+	Yes	+1 CF		45
		<i>(Elite)</i>						
Noble Cavalry	Med. Horse	6" / 3"	+3	4+		+1 CF	-2 CF	50
		<i>Wild Charge, (Veteran Morale)</i>						

EARLY BYZANTINE ARMIES

500 to 600 AD

Historical Background

The Early Byzantine Empire represented a significant transformation of the Eastern Roman Empire, marked by both military and cultural evolution. Under the reign of emperors like Justinian I, the Byzantines sought to restore the former glory of the Roman Empire, focusing on territorial reconquests and administrative reforms.

Militarily, the Byzantine army was a sophisticated and versatile force. It retained some aspects of the Roman legions but incorporated new strategies and diverse troop types to adapt to changing warfare needs. Heavy infantry remained a crucial component, typically equipped with swords, spears, and large oval shields. These soldiers, known as the Skoutatoi, often fought in dense formations reminiscent of the Roman legions. The Byzantine military also utilized various forms of light infantry, including archers and slingers, as well as specialized units like the famous "foederati"—barbarian allies who served as auxiliary troops.

In addition to heavy infantry, the Byzantine army relied heavily on cavalry, reflecting influences from neighboring regions such as Persia and the steppe nomads. The Boukellarioi, heavily armored cavalry units, were particularly notable for their devastating charges and formidable presence on the battlefield. Light cavalry, including horse archers, provided essential mobility and skirmishing capabilities.

Justinian's reign is particularly noteworthy for his ambitious campaigns to reclaim lost western territories. General Belisarius achieved significant successes, such as the reconquest of North Africa from the Vandals and parts of Italy from the Ostrogoths. These military efforts, however, were costly and strained the empire's resources.

The legal reforms under Justinian, most notably the Corpus Juris Civilis or Justinian Code, were monumental. This codification of Roman law had a lasting impact on legal systems throughout Europe and beyond, underscoring the Byzantines' role as preservers and transmitters of classical knowledge.

Typical Units of the Early Byzantines

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Psiloi	Skirmishers	5" / 4"	+0	6+				25
		<i>Free Facing, Thrown Missiles</i>						
Archers	Archers	4" / 3"	+2	6+	Yes		-1 CF	30
		<i>Bows</i>						
Isaurians	Light Inf.	5" / 4"	+2	5+	Yes		+1 CF	30
		<i>Thrown Missiles</i>						
Skoutatoi	Handwpns.	4" / 3"	+3	5+	Yes			35
		<i>Pila, (Inexperienced Morale)</i>						
Hunnish Symmachoi	Light Horse	8" / 4"	+2	7+			-2 CF	50
		<i>Free Facing, Bows, (Inexperienced Morale)</i>						
Kavallarioi	Light Horse	8" / 4"	+3	5+			-2 CF	65
		<i>Free Facing, Bows, (Elite)</i>						
Boukellarioi	Med. Horse	6" / 3"	+4	4+		+1 CF	-2 CF	60
		<i>Wild Charge, Heavy Armour, (Elite)</i>						
Gothic Symmachoi	Hvy. Horse	6" / 3"	+4	5+		+2 CF	-2 CF	50
		<i>Wild Charge, Impetuous</i>						

LATER VISIGOTHIC ARMIES

420 to 720 AD

Historical Background

The Later Visigoths, also known as the Kingdom of the Visigoths, were a prominent Germanic people who played a significant role in the transition from Roman to medieval Europe. After their initial migrations and conflicts with the Roman Empire, the Visigoths established a kingdom in southwestern Gaul (modern-day France) and later expanded into the Iberian Peninsula (modern Spain and Portugal).

The Visigoths initially served as federates (allies) of Rome, settling in the Roman province of Aquitaine in 418 AD under King Wallia. However, the decline of Roman power allowed them to assert greater independence. In 507 AD, the Visigoths, under King Alaric II, were defeated by the Franks at the Battle of Vouillé, losing their territories in Gaul. Subsequently, they consolidated their power in Hispania, establishing their capital at Toledo.

The Visigothic Kingdom in Hispania was marked by significant cultural and legal developments. King Euric (466–484 AD) codified the first set of Visigothic laws, which were later expanded under King Leovigild (569–586 AD) and his son Reccared I (586–601 AD). Reccared's conversion from Arian Christianity to Nicene Christianity in 587 AD was a pivotal moment, helping to unify the Visigothic and Hispano-Roman populations under a single faith.

The Visigothic military organization evolved from their early, more tribal structure to a more Romanized system influenced by their interactions with the Roman Empire. Their armies were composed of heavily armed cavalry, which were the elite forces, supported by infantry who carried spears, swords, and shields. Despite these improvements, the Visigoths struggled to maintain a strong centralized authority, leading to internal conflicts and weakened defenses.

The Visigothic Kingdom faced numerous external threats, including invasions by the Byzantine Empire, the Franks, and later, the Muslim Umayyad Caliphate. The kingdom ultimately fell in 711 AD when King Roderic was defeated at the Battle of Guadalete by the invading Muslim forces. This marked the beginning of Muslim rule in much of the Iberian Peninsula and the end of the Visigothic Kingdom.

Typical Units of the Late Visigoths

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Slingers	Skirmishers	5" / 4"	+0	6+				25
		<i>Free Facing, Thrown Missiles</i>						
Bowmen	Archers	4" / 3"	+1	6+	Yes		-1 CF	35
		<i>Free Facing, Bows, (Inexperienced Combat)</i>						
Roman Auxilia	Light Inf.	5" / 4"	+2	5+	Yes		+1 CF	25
		<i>Thrown Missiles, Unreliable</i>						
Spearmen	Spears	4" / 3"	+3	5+	Yes		-1 CF	30
		<i>+1 v. Mounted, (Inexperienced Morale)</i>						
Warriors	Warband	5" / 4"	+2	4+	Yes	+1 CF		40
		<i>(Veteran Morale)</i>						
Gardingi	Med. Horse	6" / 3"	+3	4+			-2 CF	45
		<i>(Veteran Morale)</i>						
Bucellarii	Hvy. Horse	6" / 3"	+5	4+		+2 CF	-2 CF	65
		<i>Wild Charge, (Elite)</i>						

LATER OSTROGOTHIC ARMIES

490 to 560 AD

Historical Background

The Later Ostrogoths, also known as the Ostrogothic Kingdom in Italy, represent a fascinating chapter in the late antique period, blending Roman and Germanic cultures. Following the collapse of the Western Roman Empire, the Ostrogoths, led by their king Theodoric the Great, established a powerful kingdom in Italy around 493 AD. Theodoric, having been educated in Constantinople, aimed to restore the glory of Rome while maintaining Gothic traditions.

The Ostrogothic military was a blend of Roman and Gothic elements. Gothic warriors, known for their mobility and ferocity, fought as heavy cavalry or mounted archers, equipped with lances, swords, and composite bows. They were supported by a Roman-influenced infantry, which included both native Italians and Romanized Goths. This infantry typically fought with spears, shields, and short swords, maintaining some traditional Roman military tactics.

The Ostrogoths also incorporated Roman administrative structures and urban institutions. Theodoric respected Roman customs, retaining the Senate and other civic institutions in Rome, and promoting religious tolerance, especially between Arian Christians (the Gothic faith) and Roman Catholics.

The kingdom thrived under Theodoric's rule, marked by efforts to rebuild infrastructure and promote economic stability. However, after Theodoric's death in 526 AD, internal strife and external pressures, particularly from the Eastern Roman Empire under Emperor Justinian I, led to the kingdom's decline. The protracted Gothic War (535-554 AD) ultimately resulted in the downfall of the Ostrogothic Kingdom and the reassertion of Byzantine control over Italy.

Despite their relatively brief dominion, the Later Ostrogoths left a lasting impact on the cultural and political landscape of Italy, serving as a bridge between the ancient Roman world and the medieval European order.

Typical Units of the Late Ostrogoths

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Italian Peasant Levies	Rabble	5" / 4"	+1	7+				10
		<i>Unreliable</i>						
Skirmishing Archers	Skirmishers	5" / 4"	+0	6+				25
		<i>Free Facing, Thrown Missiles</i>						
Bowmen	Archers	4" / 3"	+1	6+	Yes		-1 CF	35
		<i>Free Facing, Bows, (Inexperienced Combat)</i>						
Gothic Spearmen	Spears	4" / 3"	+3	5+	Yes		-1 CF	30
		<i>+1 v. Mounted, (Inexperienced Morale)</i>						
Dismounted Nobles	Handweapons	4" / 3"	+4	4+	Yes			40
		<i>(Veteran Combat)</i>						
Byzantine Deserters	Light Horse	8" / 4"	+2	6+			-2 CF	50
		<i>Free Facing, Bows, Unreliable</i>						
Gothic Cavalry	Med. Horse	6" / 3"	+3	5+		+1 CF	-2 CF	45
		<i>Wild Charge</i>						
Gothic Nobles	Hvy. Horse	6" / 3"	+4	4+		+2 CF	-2 CF	60
		<i>Wild Charge, (Veteran Morale)</i>						

AVAR ARMIES

550 to 850 AD

Historical Background

The Avars were a nomadic group of Eurasian origin who emerged as a significant power in Central and Eastern Europe during the early medieval period, specifically from the late 6th to the early 9th centuries. Originating from the steppes of Central Asia, the Avars were part of the broader wave of migratory tribes that included Huns and later the Magyars. They were instrumental in the collapse of the Gepid and Lombard kingdoms and established the Avar Khaganate in the Carpathian Basin.

The Avar Khaganate, centered in what is now Hungary, became a dominant military and political force in the region. The Avars were known for their formidable cavalry, which was heavily influenced by the steppe traditions of horsemanship and warfare. Avar warriors were typically armored with chain mail or scale armor and used composite bows, lances, and sabers in combat, making them a versatile and mobile force on the battlefield.

Their society was organized under a hierarchical system headed by a Khagan, who wielded absolute authority. Below the Khagan were various tribal leaders and warriors, creating a stratified society that emphasized military prowess and loyalty. The Avars maintained their dominance through a combination of military raids, strategic alliances, and tribute from subjugated peoples, including Slavs, who provided manpower and resources.

The decline of the Avar Khaganate began in the late 8th century, driven by internal strife and external pressures, particularly from the Franks under Charlemagne, who launched a series of campaigns against them. By the early 9th century, the Avar power had significantly diminished, and their territories were gradually absorbed by emerging powers such as the Bulgars and the Franks, leading to the eventual dissolution of the Avar Khaganate.

Typical Units of the Avars

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Slav Scouts	Skirmishers	5" / 4"	+0	7+				20
		<i>Free Facing, Thrown Missiles, (Inexperienced Morale)</i>						
Slav Archers	Archers	4" / 3"	+2	7+	Yes		-1 CF	35
		<i>Free Facing, Bows, (Inexperienced Morale)</i>						
Slav Javelinmen	Light Inf.	5" / 4"	+2	6+	Yes		+1 CF	25
		<i>Thrown Missiles, (Inexperienced Morale)</i>						
Horse Archers	Light Horse	8" / 4"	+2	5+			-2 CF	60
		<i>Free Facing, Bows, (Veteran Morale)</i>						
Noble Cavalry	Med. Horse	6" / 3"	+4	4+		+1 CF	-2 CF	60
		<i>Wild Charge, Heavy Armour, (Elite)</i>						
Gepids	Hvy. Horse	6" / 3"	+4	4+		+2 CF	-2 CF	55
		<i>Wild Charge, Impetuous, (Veteran Morale)</i>						

CAROLINGIAN FRANKISH ARMIES

700 to 900 AD

Historical Background

The Carolingian Frankish state emerged in the early Middle Ages under the leadership of the Carolingian dynasty, founded by Charles Martel and expanded by his grandson Charlemagne. This period, roughly spanning the 8th to 10th centuries, marked the transition from the Merovingian to the Carolingian Empire, reshaping the political and military landscape of Western Europe.

Charles Martel's victory at the Battle of Tours in 732 AD was a pivotal moment, halting the advance of Muslim forces into Western Europe and solidifying his control. This victory laid the foundation for the Carolingian Empire, which reached its zenith under Charlemagne, crowned Emperor of the Romans by Pope Leo III in 800 AD. Charlemagne's reign saw the consolidation of vast territories, including modern-day France, Germany, the Low Countries, and parts of Italy and Central Europe.

The Carolingian military was organized around the concept of vassalage and feudal obligations. Lords and nobles provided military service to the king in exchange for land and protection. The core of the Carolingian army was the heavily armed cavalry, known as knights, who were supported by infantry and light cavalry. These knights wore chainmail armor and wielded lances, swords, and shields, forming a formidable mounted force that could perform swift and decisive strikes.

Infantry troops, though less emphasized than the cavalry, played crucial roles in supporting roles, such as defending fortifications and holding ground in battle. The infantry comprised a mix of spear-armed soldiers, archers, and other light troops, often recruited from the peasantry or lower nobility.

Charlemagne's military campaigns were extensive, ranging from the conquest of the Lombards in Italy to the subjugation of the Saxons in the north. These campaigns expanded the Carolingian Empire and spread Christianity, often through force. The administrative and logistical organization of the Carolingian state supported these military efforts, with a network of counts and local officials ensuring efficient governance and resource mobilization. The Carolingian Empire eventually fragmented due to internal strife, external pressures and the eventual division among Charlemagne's grandsons through the Treaty of Verdun in 843 AD.

Typical Units of the Carolingian Franks

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Local Levies	Rabble	5" / 4"	+1	7+				10
		<i>Unreliable</i>						
Gascon Javelinmen	Skirmishers	5" / 4"	+1	6+				30
		<i>Free Facing, Thrown Missiles, (Veteran Combat)</i>						
Archers	Archers	4" / 3"	+2	6+	Yes		-1 CF	30
		<i>Bows</i>						
Select Levies (Spears)	Spears	4" / 3"	+3	5+	Yes		-1 CF	30
		<i>+1 v. Mounted, (Inexperienced Morale)</i>						
Select Levies (Sword)	Handwpns.	4" / 3"	+3	5+	Yes			30
		<i>(Inexperienced Morale)</i>						
Dismounted Bavarians	Warband	5" / 4"	+2	5+	Yes	+2 CF		35
Gascon Mercenaries	Light Horse	8" / 4"	+2	6+			-2 CF	45
		<i>Free Facing, Thrown Missiles, Unreliable</i>						
Bavarian Caballarii	Med. Horse	6" / 3"	+4	5+		+1 CF	-2 CF	45
		<i>Wild Charge, Impetuous, (Veteran Combat)</i>						
Frankish Caballarii	Hvy. Horse	6" / 3"	+5	4+		+2 CF	-2 CF	65
		<i>Wild Charge, (Elite)</i>						