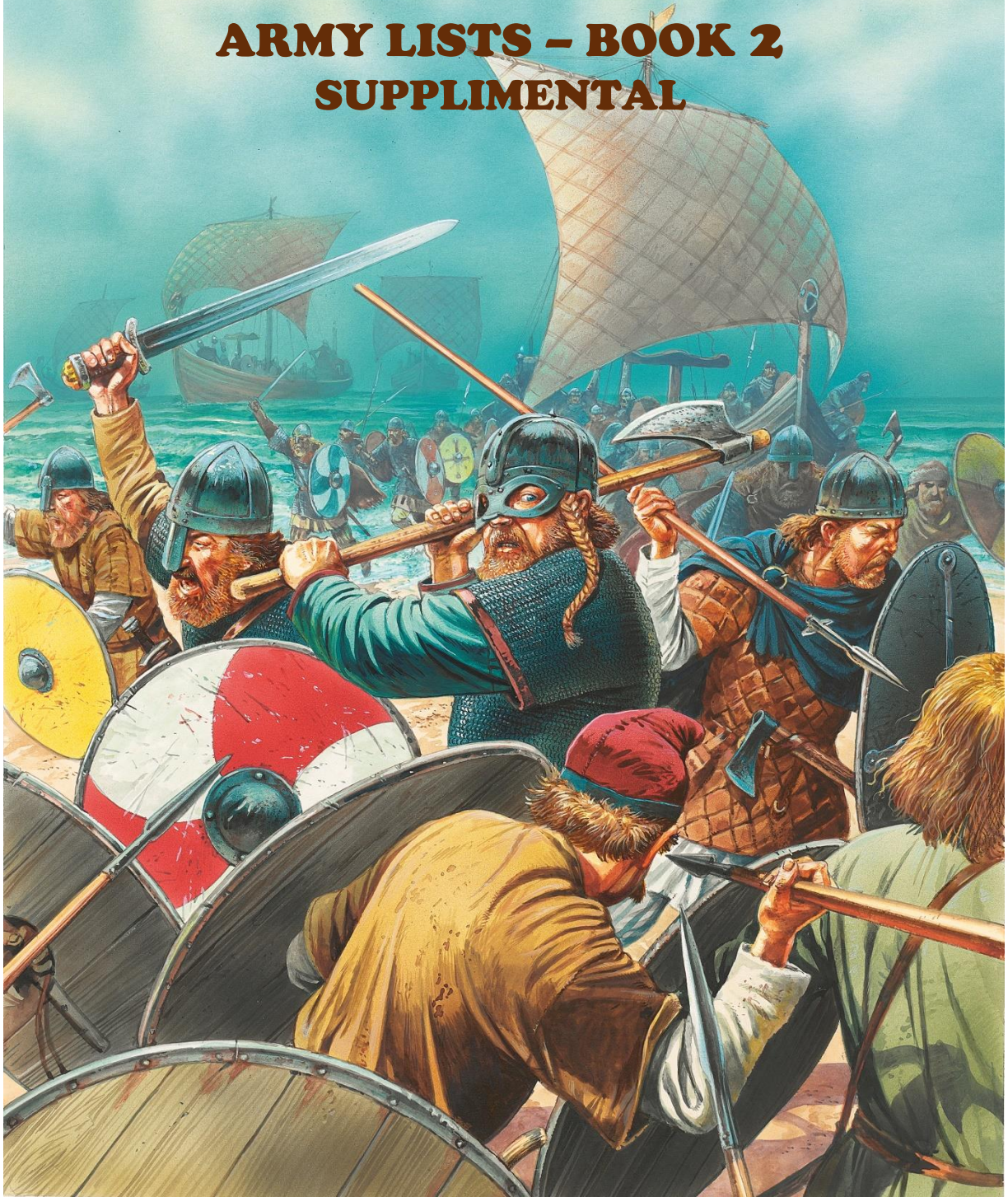


— FIELD of — GLORY

ARMY LISTS — BOOK 2 SUPPLIMENTAL



IMPERIAL ROME TO THE LATER DARK AGES

Contents

EARLY ALAN	3
TEOTIHUACAN	4
PARHAE KOREAN	5
NANZHAO	7
PAGAN BURMESE	9

Early Alan

The Alans were a Sarmation tribe who, by the early 1st century AD, had come to occupy the Steppe north of the Caucasus mountains.

In the 2nd century the Alans became a threat to the Black Sea provinces of the Roman Empire. In 135AD, Arrian, the Roman governor of Cappadocia fought and defeated an Alan invasion.

In the 2nd half of the 4th century, the Alans were defeated by the Huns, after which they scattered into several groups, becoming subjects of a number of other nations including, the Vandals and the Romans. Those that stayed at home in the northern Caucasus were subject variously to the Huns, the Avars, the Bulgars and the Khazars.

This list covers the armies of the Alans from the 1st century AD until their final subjugation by the Khazars around 650AD.

Troop Notes

The main strength of Alan armies was their armoured noble cavalry which were mostly lancers by this period, These were supported by the less capable mounted troops who still used bows as their preferred weapon.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as lancers.

Early Alan									
Territory Types: Steppes									
C-in-C	Inspired Commander/Field Commander/Troop Commander					80/40/30		1	
Sub-commanders	Field Commander					40		0-2	
	Troop Commander					30		0-3	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops									
Nobles	Cavalry	Armoured	Superior	Undrilled	-	Lancers Swordsmen	17	4-6	8-32
Horse archers	Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6	8-48
		Unprotected					10		
		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6
Optional Troops									
Foot archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12
Fortified Camp							24		0-1

Early Alan Allies									
Territory Types: Steppes									
Allies commander	Field Commander/Troop Commander					40/30		1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Nobles	Cavalry	Armoured	Superior	Undrilled	-	Lancers Swordsmen	17	4-6	4-12
Horse archers	Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6	4-16
		Unprotected					10		
	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-4

Teotihuacan

The City-state of Teotihuacan formed the first major empire in the valley of Mexico, just north-east of where Mexico City now stands. The empire dominated the local cities and its impact was felt from the arid north of Mexico down to the Mayan states in the Yucatan peninsula. The city was the largest in the world with perhaps 200,000 inhabitants.

Economic success led to an expansion of their influence. Expansion to the east increased influence over the Cholula, and developed trade routes to the Gulf coast, the Puebla valley and the north east.

The fall of the Teotihuacan is one of the mysteries of the ancient world. The most plausible theory is that the stresses caused by maintaining the empire with only foot transport led to a central collapse.

This list covers the armies of the Teotihuacan from its emergence on 100AD to its fall around 750AD.

Troop Notes

The highest warriors belonged to military societies based on the animal themes: Jaguar, Eagle and Coyote. Members of these societies would wear feathered-covered suits over their armour on the battlefield, each depicting the patron animal of their society. The standard defensive weapon was a helmet and a smallish parrying shield with feather fringes. From 450AD quilted cotton armour was introduced. Weapons included the *macana*- a type of wooden sword, the *macuahuitl* – a wooden club with obsidian blades, and the spear. The Teotihuacan added the massed use of *atlatis* (a small spear-throwing device) to their other weapons.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Nobles

Teotihuacan											
Territory Types: Agricultural, Developed, Hilly											
C-in-C		Inspired Commander/Field Commander/Troop Commander					80/40/30		1		
Sub-commanders		Field Commander					40		0-2		
		Troop Commander					30		0-3		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Military Societies	Jaguars and Coyotes	Medium Foot	Unprotected	Superior	Drilled	Javelins	Heavy Weapon	10	6-8	16-32	
	Eagles	Medium Foot	Unprotected	Superior	Drilled	Javelins	Offensive Swordsmen	10	6-8	8-16	
Upgrade Military societies with quilted armour	Only from 450AD	Medium Foot	Protected	Superior	Drilled	Javelins	As above	12	6-8	Any	
Commoners	Any date	Medium Foot	Unprotected	Average	Undrilled	-	Light Spear Sword	6	6-8	24-80	
	Only from 450AD		Protected					7			
Arm entire battlegroups of commoners with <i>atlatl</i>		Medium Foot	Unprotected	Average	Undrilled	Javelins	Light Spear Sword	6	6-8	Up to half	
			Protected					7			
Optional Troops											
Conscripted Commoners	Any date	Medium Foot	Unprotected	Average	Undrilled	-	Light Spear	5	8-10	0-40	
				Poor				3			
	Only from 450AD	Medium Foot	Protected	Average	Undrilled	-	Light Spear	6	8-10		
				Poor				4			
<i>Atlatl</i> skirmishers		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-12	
Slings		Light Foot	Unprotected	Average	Undrilled	Slings	-	4	6-8	0-12	

Teotihuacan Allies										
Territory Types: Agricultural, Developed, Hilly										
Allied commander		Field Commander/Troop Commander					40/30		1	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Military Societies	Jaguars and Coyotes	Medium Foot	Unprotected	Superior	Drilled	Javelins	Heavy Weapon	10	6-8	6-12
	Eagles	Medium Foot	Unprotected	Superior	Drilled	Javelins	Offensive Swordsmen	10	6-8	0-8
Upgrade Military societies with quilted armour	Only from 450AD	Medium Foot	Protected	Superior	Drilled	Javelins	As above	12	6-8	Any
Commoners	Any date	Medium Foot	Unprotected	Average	Undrilled	-	Light Spear Sword	6	6-8	8-24
	Only from 450AD		Protected					7		
Arm entire battlegroups of commoners with <i>atlatl</i>		Medium Foot	Unprotected	Average	Undrilled	Javelins	Light Spear Sword	6	6-8	Up to half
			Protected					7		

Parhae Korean										
Territory Types: Developed, Hilly, Woodlands										
Ally Commander	Field Commander/Troop Commander						40/30	1		
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Manchurian nobles	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-6	8-40
Other nomad cavalry	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4	0-4	
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	4-8	
		Protected					11			
Korean regular cavalry	Cavalry	Armoured	Average	Drilled	-	Lancers, Swordsmen	13	4	0-4	
		Protected					10			
Levy "spearmen"	Medium Foot	Unprotected	Poor	Undrilled	-	Light Spear	2	1/2	8-10	0-20
Levy archers					Bow	-	3	1/2		

Nanzhao Allies												
Allied commander		Field Commander/Troop Commander						40/30	1			
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Heavy cavalry	Any date	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4	0-4	4-8	
			Protected	Average				12				
	Only from 795AD	Cavalry	Armoured	Superior	Drilled	Crossbow	Swordsmen	19	4-6	0-6		
			Protected	Average				11				
Fupai guards		Heavy Foot	Armoured	Superior	Drilled	-	Offensive Spearmen	14	6-8	0-8		
			Protected					11				
Spearmen		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	8-10	0-20		
			Unprotected					6				
Archers		Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8	**6-16	6-16	
			Unprotected					6				
Crossbowmen	From 795AD	Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	**6-16		
			Unprotected					6				

Pagan Burmese Allies											
Allied commander		Field Commander/Troop Commander						40/30		1	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Elephants		Elephants	-	Average	Undrilled	-	-	25	2	0-4	
Burman archers	Any date	Light Foot	Unprotected	Average	Undrilled	Bow or crossbow	-	5	4-6	0-12	6-24
		Medium Foot	Protected	Average	Undrilled			6	4-6		
			Unprotected					5			
	Only from 1173AD	Medium Foot	Protected	Average	Drilled	Bow or crossbow	-	7	4-6		
			Unprotected					6			
		Burman Spearmen	Any date	Medium Foot	Unprotected			Average	Undrilled	-	
Only from 1173AD	Drilled	7									