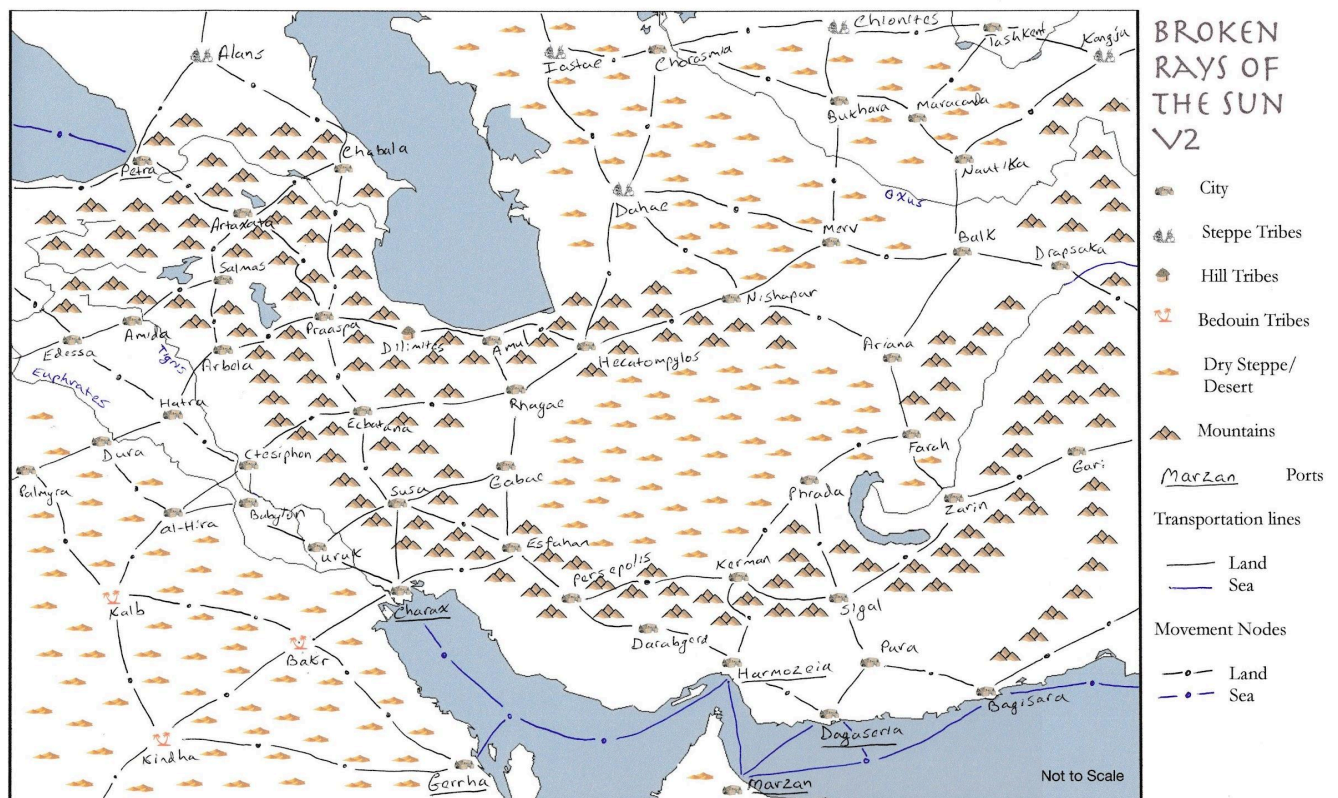




Broken Rays of the Sun

Extra Lists Addendum

I. Parthian Allies

To add some variation to the campaign, the Adiabene and Elymaian Allies lists are amended as follows (Characene, Edessa, Emessa and Hatra are amended in section II that follows):

Adiabene Allies										
Adiabene Allied Commander	Field Commander/Troop Commander						30/20		1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Cataphracts	Cataphracts	Heavily Armoured	Superior	Undrilled	-	Lancer, Swordsmen	19	0-4	0-4	
Horse Archers	Cavalry	Protected	Average	Undrilled	Bow	-	9	4-6	4-6	4-8
		Unprotected					8			
	Light Horse	Unprotected					8	4	0-4	
Archers	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-16	6-24
	Light Foot								0-8	
Javelinmen	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	6-8	0-8
	Light Foot	Unprotected					5	6	0-6	

Elymaian Allies										
Elymaian Allied Commander	Field Commander/Troop Commander						30/20		1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Cataphracts	Cataphracts	Heavily Armoured	Superior	Undrilled	-	Lancer, Swordsmen	19	4-6	4-6	
Horse Archers	Cavalry	Protected	Average	Undrilled	Bow	-	9	4-6	4-12	8-18
		Unprotected					8		4-8	
	Light Horse	Unprotected					8			
Archers	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-16	6-16
	Light Foot								0-8	

II. Arabo-Aramaean 300 BC - 240 AD

To develop this list, I looked at the existing ally lists and worked from there to expand them into full lists. The existing allied lists allowed me to construct core troops. The list notes from *DBM* and *ADLG* provided additional information to expand the core list to allow more options. At that point, I began scouring my own personal library as well as internet sources. The historical records are awash with references of these small entities providing loads of archers to various Roman expeditions in the east as well as support for various Republican/Imperial pretenders. Bow-armed horse is also mentioned quite frequently. Most of these entities have a Parthian slant which explains the existence of cataphract cavalry.

- Nabatea and Characene are exceptions.
 - Up until Trajan absorbed Nabatea into the Empire around 106 AD, it maintained a significant Hellenistic leaning, hence they have lance armed cavalry but no cataphracts. Nabatea is mentioned on several occasions fielding quite large armies in their battles with the Jewish Hasmonean state in the 1st century BC. One source reports an army of more than 50,000.
 - Characene arose out of the ashes of the Seleucid Empire and maintained an on-again, off-again independence throughout the Parthian period. Its population was mainly of Pre-Islamic Arab/Arabo-Aramaean stock. It is not noted for having significant forces of troops or cataphract cavalry. Consequently, it is required to use at least one ally when fielding forces larger than 300 points..
- Parthian armies are mentioned in several sources including heavily armoured camels (Camelphracts). These same sources indicate these may have come from the Hatran subkingdom. (This is somewhat of a misnomer as Hatra was actually the capital of the Kingdom of Araba and not the name of the kingdom itself.) Sometime around 235 AD, Hatra became a Roman client state in all but name. Inscriptions have placed *Cohors IX Maurorum* of *Legio IX Parthica* under Tribune Quintus Petronius Quintlanus in Hatra during this time period.
- Emesa became the capital of an Aramaean dynasty after the fall of the Seleucid Empire. The small kingdom combined Hellenic and Aramaean cultures. The drilled cataphracts for Emesa are based on some evidence that remnant Seleucid soldiers formed the basis of the army. The dynasty was closely allied with the Romans, providing contingents of archers for Roman armies until absorbed into the Syrian province in 72 AD. There are references to a king's guards being bow-armed and wearing white tunics and cloaks. Whether their role was anything but ceremonial is unclear.
- Edessa is actually the capital of the Parthian subkingdom of Orshoene. Sources tend to call it one or the other (and sometimes both on the same page) which has made it difficult at times to keep it straight.

Arabo-Aramaean 300 BC - 240 AD

Territory Types: Nabateans - Agricultural, Desert, Hilly. Emesa - Agricultural, Steppe. Characene - Agricultural, Developed. Others - Agricultural, Steppe

Generals should be depicted as follows:

- Characene - Pre-Islamic Arab style cavalry or Cataphracts
- Edessa and Hatra - Cataphracts
- Emesa - Hellenic style Cataphracts
- Nabataea: Hellenic or Roman style cavalry
- Others - Pre-Islamic Arab, Hellenic or Roman style Cavalry

Commanders			
CinC	Inspirational Commander/ Field Commander/ Troop Commander	80/40/30	1
Sub-Generals	Field Commander/ Troop Commanders	40/30	0-2*

Arabo-Aramaean Allied Generals	Field Commander/ Troop Commander	30/20	1-3
*Characene armies are allowed a maximum of one sub general			

CORE TROOPS										
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Cavalry	Cavalry	Protected	Average	Undrilled	-	Light Spear, Swordsmen	9	4-6	4-8	12-28
Horse Archers	Cavalry	Protected	Average	Undrilled	Bow	-	9	4-6	4-12	
		Unprotected					8		4-8	
	Light Horse	Unprotected					8			
Archers	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-24	6-32
	Light Foot								0-8	
OPTIONAL TROOPS										
Camel Riders	Cavalry	Protected	Average	Undrilled	-	Light Spear, Camelry	9	4-6	0-8	0-8
		Unprotected			Bow	Camelry	10	4	0-4	
Javelinmen	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	0-16	0-24
	Light Foot	Unprotected					5		0-8	
Swordsmen	Medium Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	6	6-8	0-16	
Slingers	Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-8	
Fortified Camp							24	0-1		
ALLIES										
Arabo-Aramean Allies										
Pre-Islamic Bedouin Allies										
Nabataea 250 BC to 106 AD										
Upgrade Cavalry	Cavalry	Armoured	Average	Drilled	-	Light Spear, Swordsmen	13	4-6	0-8	
Upgrade Archers	Medium Foot	Unprotected	Average	Drilled	Bow	-	6	6-8	0-16	
Upgrade Horse Archers	Light Horse	Unprotected	Average	Drilled	Bow	-	8	4-6	Any	
	Cavalry						9			
Field Fortifications							3	0-12		
Hatra										
125 BC-225 AD Upgrade Cavalry to Cataphracts	Cataphracts	Heavily Armored	Superior	Undrilled	-	Lancer, Swordsmen	19	4-6	0-4	0-4

			Average			Lancer, Swordsmen, Camelry	16	4	0-4	
100 AD to 240 AD Bolt-Shooters	Light Artillery	-	Average	Drilled	Light Artillery	-	15	2	0-4	
From 200 AD Stone-Throwers	Heavy Artillery	-	Average	Drilled	Heavy Artillery	-	20	2	0-2	
From 235 AD Roman Auxiliaries	Medium Foot	Armoured	Average	Drilled	-	Light Spear, Swordsmen	9	6-8	0-8	
		Protected					7			
Before 225 AD - Parthian Allies										
From 235 AD - Principate Roman Allies										
Emesa from 25 BC to 72 AD										
Upgrade Cavalry to Cataphracts	Cataphracts	Heavily Armoured	Superior	Drilled	-	Lancer, Swordsmen	21	4-6	0-4	All
			Average				16		0-8	
Guard Infantry ¹	Medium Foot	Protected	Average	Drilled	Bow	-	7	4-6	4-8	
Parthian Allies										
Edessa from 132 BC to 214 AD										
Upgrade Cavalry to Cataphracts	Cataphracts	Heavily Armoured	Superior	Drilled	-	Lancer, Swordsmen	21	4-6	All	
Parthian Allies										
Characene from 141 BC to 222 AD										
Upgrade Cavalry	Cavalry	Armoured	Superior	Undrilled	-	Lancer, Swordsmen	17	4-6	0-6	0-8
			Average				12			
	Cataphracts	Heavily Armoured	Superior	Undrilled	-	Lancer, Swordsmen	21		0-6	
			Average				16			
Regrade Horse Archers	Light Horse	Unprotected	Average	Undrilled	Bow	Lancers	9	4-6	All	
	Cavalry	Unprotected			Bow*	Lancers	8	4-6		
		Protected					9	4-6		
Javelinmen	Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	0-8	
	Light Foot	Unprotected			Javelins	Light Spear	5	6-8	0-8	

6-24

¹ There is some speculation that these were in fact Roman Auxiliaries seconded to the Priest-Kings to guard/keep them out of trouble.

Regrade Javelinmen as City Militia	All Medium or Heavy Foot	Protected	Poor	Drilled	-	Defensive Spearmen	5	6-8	6-16	
Later-Pre-Islamic Bedouin Allies										
Parthian Allies										

Most of these kingdoms tended to be on the small side and could only form substantial armies through alliances with others. Nabataea and Hatra are possible exceptions. Nabataea is recorded to have fielded substantial armies (one of 50,000 men) in its multiple wars against the Hasmonean Jewish state. Hatra is said to have fought a pitched battle (and won) against the Sassanids under Ardashir I sometime in the 220s.

Edessan Allies										
Edessan Allied Commander	Field Commander/Troop Commander						30/20		1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Cavalry	Cavalry	Protected	Average	Undrilled	-	Light Spear, Swordsmen	9	4-6	4-6	8-12
Upgrade Cavalry to Cataphracts	Cataphracts	Heavily Armoured	Superior	Drilled	-	Lancer, Swordsmen	21	0-4	0-4	
Horse Archers	Cavalry	Protected	Average	Undrilled	Bow	-	9	4-6	4-6	
		Unprotected					8		4-6	
	Light Horse	Unprotected					8	4	0-4	
Archers	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-16	6-24
	Light Foot								0-8	
Javelinmen	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	0-8	0-8
	Light Foot	Unprotected					5	6	0-6	

Emessan Allies										
Emessan Allied Commander	Field Commander/Troop Commander						30/20		1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Cavalry	Cavalry	Protected	Average	Undrilled	-	Light Spear, Swordsmen	9	4-6	4-6	8-12
Upgrade Cavalry to Cataphracts	Cataphracts	Heavily Armoured	Superior	Drilled	-	Lancer, Swordsmen	21	0-4	0-4	
Horse Archers	Cavalry	Protected	Average	Undrilled	Bow	-	9	4-6	4-6	
		Unprotected					8		4-6	
	Light Horse	Unprotected					8	4	0-4	

Archers	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-16	6-24
	Light Foot								0-8	
Javelinmen	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	0-8	0-8
	Light Foot	Unprotected					5	6	0-6	

Hatran Allies										
Hatran Allied Commander	Field Commander/Troop Commander						30/20		1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Cavalry	Cavalry	Protected	Average	Undrilled	-	Light Spear, Swordsmen	9	4-6	4-6	8-16
Upgrade Cavalry to Cataphracts	Cataphracts	Heavily Armoured	Superior	Undrilled	-	Lancer, Swordsmen	21	0-4	0-4	
Upgrade Cataphracts to Camelphracts			Average	Undrilled	-	Lancer, Swordsmen, Camelry	16			
Horse Archers	Cavalry	Protected	Average	Undrilled	Bow	-	9	4-6	4-8	
		Unprotected					8			
	Light Horse	Unprotected					8	4	0-4	
Archers	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-16	6-24
	Light Foot								0-8	

Nabatean Allies										
Nabatean Allied Commander	Field Commander/Troop Commander						30/20		1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Cavalry	Cavalry	Protected	Average	Undrilled	-	Light Spear, Swordsmen	9	4-6	0-4	8-12
Upgraded Cavalry		Armoured	Average	Drilled	-	Light Spear, Swordsmen	13	4	0-4	
Horse Archers	Cavalry	Protected	Average	Undrilled	Bow	-	9	4-6	4-8	
		Unprotected					8			
	Light Horse	Unprotected					8	4	0-4	
Upgrade Horse Archers	Cavalry	Protected	Average	Drilled	Bow	-	10	4-6	Any	
		Unprotected					9			
Archers	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-24	6-24
Upgrade Archers				Drilled			6		0-8	

Javelinmen	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	0-8
	Light Foot	Unprotected					5		

Characene Allies										
Characene Allied Commander	Field Commander/Troop Commander						30/20		1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Cavalry	Cavalry	Protected	Average	Undrilled	-	Light Spear, Swordsmen	9	4-6	4-6	8-12
Upgrade Cavalry	Cavalry	Armoured	Superior	Undrilled	-	Lancer, Swordsmen	17	4	0-4	
			Average				12			
	Cataphracts	Heavily Armoured	Superior	Undrilled	-	Lancer, Swordsmen	21	4	0-4	
			Average				16			
Horse Archers	Cavalry	Protected	Average	Undrilled	Bow*	Lancers	9	4-6	4-6	
		Unprotected			8					
	Light Horse	Unprotected			Bow		9	4	0-4	
Archers	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-16	6-24
	Light Foot								0-8	
Javelinmen	Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6	0-6	6-12
	Light Foot	Unprotected			Javelins	Light Spear	5	6	0-6	
Regraded Javelinmen as City Militia	All Medium Foot or Heavy Foot	Protected	Poor	Drilled	-	Defensive Spearmen	5	6-8	6-8	

III. Pre-Islamic Arabian

This list fills the gap in Field of Glory, 3rd Edition, left with the removal of the Pre-Islamic Arabian list of Lost Scrolls.

This list covers the larger oasis cities in the Arabian peninsula with their largely sedentary populations and the Southern Pre-Islamic and apostate armies before the coming of Islam from 300 BC until the end of the Ridda Wars. It also covers the more settled lands in what is now Oman and the United Arab Emirates.

The Christian Auximites sent several expeditions across the Red Sea to conquer the area in the 6th Century until the Sassanid Persians sent help to their Arabian Allies. A formal satrapy was established in the late 590s and existed until the last Satrap converted to Islam. Tabari is the only real source for this era and mentions small bodies of troops dispatched to the area including what is possibly either Dailami mercenaries or freed prisoners. The presence of large numbers of Sassanid Cavalry

is doubtful but some have been included in this list to cover the possibility of small numbers being part of the expeditions. Some Bedouins were used to guard the desert fringes including some camel riders. Large scale contingents were supplied at times through alliances with the Bedouin tribes.

Pre-Islamic Arabian 300 BC - 640 AD

Territory Types: Agricultural, Steppe.

- Commanders should be depicted as Foot Warriors, Bedouin Cavalry, City Cavalry or Southern Arabian from 570-628 AD as Sassanid Cavalry.
- The minimum marked * only applies if Sassanid cavalry are used.

Commanders			
CinC	Inspirational Commander/ Field Commander/ Troop Commander	80/40/30	1
Sub-Generals	Field Commander/Troop Commanders	40/30	0-2/0-3
Pre-Islamic Arabian Allied Generals	Field Commander/ Troop Commander	30/20	0-1

CORE TROOPS											
Troop name	Troop Type				Capabilities		Points per base	Bases per BG		Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat					
City Cavalry	Cavalry	Armoured	Superior	Undrilled	-	Lancer, Swordsmen	17	4-6		0-8	
		Average					12				
Foot Warriors	Heavy Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	6	⅔ or all	8-9	24-120	
Supporting Archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	⅓ or 0		0-24	0-24
Separately Deployed Archers	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		0-16	
	Light Foot									0-8	
OPTIONAL TROOPS											
Upgrade Foot Warriors to Veterans	Heavy Foot	Protected	Superior	Undrilled	-	Light Spear, Swordsmen	9	⅔ or all	8-9	Up to ⅓ of total bases	
	Light Foot	Unprotected	Superior	Undrilled	Bow	-	6	⅓ or 0			
Bedouin Cavalry	Light Horse	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6		0-4	0-12
	Cavalry	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6		0-8	
		Protected	Average	Undrilled		Lancers, Swordsmen	9	4-6			
Camel-Mounted Scouts	Cavalry	Unprotected	Average	Undrilled	-	Light Spear, Camelry	8	4		0-4	0-4
					Bow	Camelry	10	4		0-4	

Javelinmen	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	0-16	0-24
	Light Foot	Unprotected					5		0-8	
Slingers	Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-8	
Fortified Camp							24	0-1		
ALLIES										
Pre-Islamic Bedouin Allies										
Special Campaigns										
Only from 570 to 628 AD										
Dailami or freed prisoners	Medium Foot	Protected	Superior	Undrilled	-	Impact Foot, Swordsmen	10	4-6	*4-6	
	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	4-6		
Sassanid Cavalry	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4	0-4	
			Average				14			

Pre-Islamic Arabian Allies											
Allied Commander	Field Commander/Troop Commander							30/20		1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG		Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat					
City Cavalry	Cavalry	Armoured	Superior	Undrilled	-	Lancer, Swordsmen	17	4		0-4	
			Average				12				
Foot Warriors	Heavy Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	6	⅔ or all	8-9	8-32	
Supporting Archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	⅓ or 0		0-12	0-12
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		0-6	
	Medium Foot									0-8	

IV. Classical Caucasian 300 BC - 350 AD

Strabo is our best source for descriptions of troops from this region forming the armies of Albania, Lazica (or Chalcis) and Iberia. He states that the Albanians were more numerous than the Iberians [and I suspect the Lazicans as well]. The Albanians fielded heavy cavalry in the Achaemenid Era and on into the Sassanid era. The Albanians are said to be more numerous than the other peoples and in the early 1st Century BC were capable of fielding 22,000 Cavalry and 60,000 Infantry. They are described by Strabo as follows:

“They fight however on foot and on horseback, both in light and in heavy armor, like the Armenians...they can send into the field a larger army than the Iberians, for they can equip 60,000 infantry and 22,000 horsemen; with such a force they offered resistance to Pompey. The nomads also cooperate with them against foreigners, as they do with the Iberians on similar

occasions...They use javelins and bows, wear breastplates, shields, and coverings for the head, made of hides of wild animals, like the Iberians.”

Iron armor seems to have been featured on the cavalry with horses also covered to some extent in the later part of the period. Albanian Cavalry are thought to have been built on the cataphract model but did not seem to use the Kontos, using a cut down spear instead.

Classical Caucasian 300 BC - 350 AD

Territory Types: Agricultural, Hilly, Mountains

- Generals should be depicted as Noble Cavalry.

Commanders			
CinC	Inspirational Commander/ Field Commander/ Troop Commander	80/40/30	1
Sub-Generals	Field Commander/Troop Commanders	40/30	0-2
Classical Caucasian Allied Generals	Field Commander/ Troop Commander	30/20	0-2

CORE TROOPS										
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Noble Cavalry	Cavalry	Armoured	Superior	Undrilled	-	Lancer, Swordsmen	17	4-6	0-8	
		Average					12			
Cataphracts - Albania only	Cataphracts	Heavily Armoured	Average	Undrilled	-	Light Spear, Swordsmen	14			
Horse Archers	Light Horse	Unprotected	Average	Undrilled	Bow	-	8		4-8	8-12
	Cavalry	Unprotected					8		4-12	
		Protected					9	0-8		
Foot Warriors - Colchis & Lazica only	Medium Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	6	6-8	6-16	6-16
Foot Warriors - Colchis, Iberia & Lazica	Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	6-16	
Javelinmen	Medium Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	6-16	6-24
	Light Foot	Unprotected							0-8	
OPTIONAL TROOPS										
Nomad Mercenaries	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-6	0-12
	Cavalry	Unprotected						4-6		
		Protected					11	4-6	0-12	
Slingers	Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-8	
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	0-12
	Medium Foot								0-12	
Fortified Camp							24	0-1		

ALLIES										
Albania & Iberia: Early Armenian, Early Alan Calchis & Lazica: Early Alan, Principate Roman or Dominate Roman										

Classical Caucasian Allies										
Allied Commander	Field Commander/Troop Commander							30/20	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Noble Cavalry	Cavalry	Armoured	Superior	Undrilled	-	Lancer, Swordsmen	17	4	0-4	
			Average				12			
Cataphracts-Albania only	Cataphracts	Heavily Armoured	Average	Undrilled	-	Light Spear, Swordsmen	14	4		
Horse Archers	Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	0-4	4-8
	Cavalry						8		4-8	
							Protected		9	
Foot Warriors - Colchis, & Lazica only	Medium Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	6	6	0-6	6-12
Foot Warriors - Colchis, Iberia & Lazica	Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	6-12	
Javelinmen	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-6	6-12
	Medium Foot								6-8	

V. Dilimite 1 AD - 600 AD

This is a very speculative list designed to fill a gap in the Broken Rays of the Sun. I suspect there are many out there who will pick it apart and may even be able to provide additional insight in which case, I will revise the list as time goes along to improve its accuracy.

Dilimite 1 AD - 600 AD²

Territory Types: Agricultural, Hilly, Mountains

- Generals should be depicted as Warriors.
- Only one external ally is allowed.

Commanders			
CinC	Inspirational Commander/ Field Commander/ Troop Commander	80/40/30	1
Sub-Generals	Field Commander/ Troop Commanders	40/30	0-1
Dilimite Allied Generals	Field Commander/ Troop Commander	30/20	0-2

² Pure speculation as to these dates.

CORE TROOPS										
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Foot Warriors	Medium Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	6	6-8	24-160	
Skirmishers	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-32	
OPTIONAL TROOPS										
Foot Warriors from 575 AD	Medium Foot	Protected	Average	Undrilled	-	Impact Foot, Swordsmen	7	6-8	All or None	
Upgrade Warriors to Veteran	Medium Foot	Protected	Superior	Undrilled	-	Light Spear, Swordsmen	9	6-8	Up to ¼ of bases	
Upgrade Warriors to Veteran after 575 AD						Impact Foot, Swordsmen	10			
Nomad Mercenaries	Light Horse	Unprotected	Average	Undrilled	Bow	-	10	4-6	0-6	
	Cavalry	Unprotected					11			
		Protected								
Slingers	Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-8	0-12
Archers	Light Foot				Bow	-	5		0-8	
Poor Quality Tribal Foot	Medium Foot	Unprotected	Average	Undrilled	-	Light Spear	4	8-12	0-12	0-36
			Poor				2		0-24	
Fortified Camp							24	0-1		
ALLIES										
Parthian Rebels: Parthian or Early Sassanid up to 225 AD										

See the Dilimite Ally list - *Army Lists - Book 2*, page 147

VI. Early Central Asian

Early Central Asian 50 AD - 300 AD

Territory Types: Steppes, Chorosam only - Agricultural, Steppes

- Generals should be depicted as Armoured Cavalry.
- Foot troop minimums denoted with “*” are required if any non-allied foot are used.

Commanders			
CinC	Inspirational Commander/ Field Commander/ Troop Commander	80/40/30	1
Sub-Generals	Field Commander/Troop Commanders	40/30	0-2/0-3

CORE TROOPS									
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Armoured Cavalry	Cavalry	Armoured	Superior	Undrilled	-	Lancer, Swordsmen	17	4-6	8-18
	Cataphracts	Armoured	Superior	Undrilled	-	Lancer, Swordsmen	19	4-6	

Less Armoured Cavalry	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	8-32		
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	12-32		
	Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6			
OPTIONAL TROOPS											
Foot Archers	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	12-24	*12-24	
			Poor				3				
	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8		
			Poor				3				
Foot Spearmen	Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	*8-24		
			Poor				3				
ALLIES											
Early Central Asian Kangju or Chionites - Early Eastern Steppe Horse Cultures - Army List Book, p.73											

Early Central Asian Allies									
Allied Commander	Field Commander/Troop Commander							30/20	1
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Armoured Cavalry	Cavalry	Armoured	Superior	Undrilled	-	Lancer, Swordsmen	17	4-6	0-8
	Cataphracts	Heavily Armoured	Superior	Undrilled	-	Lancer, Swordsmen	19	4-6	
Less Armoured Cavalry	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	4-12
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	8-12
	Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6	