

Barbarian Invasions

Armies of the Migration Period 375-568AD



WARHAMMER HISTORICAL

WAB FORUM SUPPLEMENT

BARBARIAN INVASIONS 375 – 568 AD

INTRODUCTION

SPECIAL RULES

ALLIES

Each army only can choose one ally with up to 25%, mixing of different ally contingents is not allowed. Subject allies have Ld-1 and cost one point less per model, the subject ally-general 130 points with Ld7 only.

CHARACTERS EQUIPMENT

Characters may have the equipment of the unit they join at the start of the battle (free). Any additional equipment available for that unit can also be taken but the points are doubled which have to be paid for the character.

LIGHT BOLT THROWER (36pts)

(See rulesbook page 180)

Each machine has a two man crew.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	4	3	3	3	3	1	3	1	7	-
Thrower	-	-	-	-	6	2	-	-	-	36

Equipment: Hand weapon.

The crew may have light armour (+4).

Range 36", S4/-1 per rank, no save, D3 wounds per hit

Special Rules: Bolt Thrower

STAMPEDING ANIMALS (200pts)

Some armies sent herds of stampeding animals (e.g. camels, cattle) against their foes. Such a herd is a group of animals based on individual or group bases, which will be deployed and move within up to 6"x6". For a stampeding herd the player declare a direction before the game starts, but after deployment. Beginning in round one the herd move 2d6" each turn exactly in that direction, like a stampeding elephant. Starting with round two the player roll additionally to the 2d6" for the distance another d6. On a 2-5 the stampede continues in exactly the same direction. On a 1 the stampede ends and the animals remain stationary until the battle ends. On a 6 roll the scatter dice for the random direction the stampede goes on. All units touched by a stampeding herd have to flee directly away from it.

SUPERIOR BATTLE STANDARD

Some armies had a special army standard which can be fielded instead of the normal battle standard bearer for the same points if the size of the army is 3000 points or more. Such superior signs are based on a light chariot base (40x80mm), have a movement rate of 4" and cannot march or flee. Whenever they are attacked successfully they are automatically destroyed and the army has to make a panic test similar to the one in case of the generals death. As long as they are on the battlefield the radius of such battle standards is 18" and fleeing troops within 6" are rallying automatically.

UNITS

All units may have a leader, standard and musician for 5pts each.

All limits for units (like 0-1) are written for armies of 2000 points or less. If you play with armies that have more points simply take those units as 0-1 for each 2000 points e.g.. Always round down if you have an odd number. Exception is the wagon tabor which is 0-1 regardless of army size.

UNRULY

Onagers or asses were unreliable draft animals or mounts. Roll a d6 at the begin of each turn for an unruly unit. On a 1 the unit remains stationary that turn. Riders are too busy too shoot then too. On a 2-6 the unit move and act normally.

USED TO ELEPHANTS

As long as an army have access to elephants (not if only via allies) all models are *Used to Elephants*, which means infantry do not fear and elephants cause fear instead of terror for cavalry&chariotry.

WAGON TABOR

See WAB Errata for details:

<http://warhammer-historical.com/PDF/WAB2%20Errata.pdf>

WARHOUNDS

(See rulesbook page 188)

Warhounds are organised in special units consisting of a packmaster (+8) and up to six warhounds (+5 each). Any hits inflicted by missile weapons should be randomly divided between the packmaster and the hounds.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Packmaster	5	4	4	3	3	1	4	1	6	8
Warhound	6	4	0	3	3	1	3	1	3	5

Equipment: Packmaster may have javelins (+1) and light armour (+2)

Special Rules: Warband, Skirmishers

WAR WAGON

See WAB Errata for details

<http://warhammer-historical.com/PDF/WAB2%20Errata.pdf>

Some War Wagons may have two war machines with crew instead of 6 missile armed crew members (+80).

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HISTORICAL BACKGROUND



2nd to 5th century simplified migrations

The **Migration Period**, also called the **Barbarian Invasions** (and in German: *Völkerwanderung* 'migration of peoples'), was a period of human migration in Europe that occurred from c. 300 to 700 AD. This period marked the transition from Late Antiquity to the Early Middle Ages. Migrations were catalyzed by profound changes both within the Roman Empire and on its "barbarian frontier." The migrants with the most lasting influence were the German tribes, such as Goths, Vandals, Lombards, Suebi, Frisii, and Franks, although important roles were also played by Huns, Avars, Slavs, Bulgars, and Alans.

Later migrations, such as the Arab conquest, and Viking, Magyar, Moorish, Turkic, and Mongol invasions, also had significant effects, especially in North Africa, the Iberian peninsula, Anatolia, Central and Eastern Europe, but they are not usually considered part of the Migration Period.

Chronology

Origins of the Germanic Tribes

The Germanic peoples came out of southern Scandinavia, Denmark and the adjacent lands between the Elbe and Oder rivers, some time after BC 1000. The first wave moved westward and southward, pushing the resident Celts west to the Rhine River by about BC 200, and moving into southern Germany and against the Roman province of Gaul by BC 100, where they were stopped first by Gaius Marius and then Julius Caesar. It is this western group that has been described by the Roman historian Tacitus (AD 56 – AD 117) and Julius Caesar (BC 100 - BC 44). A later wave of German tribes migrated eastward from Scandinavia some time between BC 600 and BC 300 to the opposite coasts of the Baltic Sea, moving up the Vistula to near the Carpathians. In the time of Tacitus, it included tribes with lesser-known names, such as the Tencteri, Cherusci, Hermunduri and Chatti; however, a period of federation and blending resulted in the more familiar peoples known as Alamanni, Franks, Saxons, Frisians, and Thuringians.

The first phase

The period of the migrations may be divided into two phases:

The first phase, occurring between 300 and 500 A.D., is partly documented by Greek and Latin historians but difficult to verify in archaeology. It puts Germanic peoples in control of most areas of the then Western Roman Empire.

The Visigoths entered Roman territory, after a clash with the Huns, in 376. Their subsequent *editio* was probably not acceptable. During a dramatic incident the following year in Marcianopolis, the escort to Fritigern, their leader, was killed while meeting with Lupicinus. The Visigoths rebelled, eventually invading Italy and sacking Rome itself in 410, before settling in Iberia and founding a kingdom there that endured for 200 years. They had been followed into Roman territory by the Ostrogoths led by Theodoric the Great, who settled in Italy itself.

In Gaul, the Franks, a fusion of western Germanic tribes whose leaders had been strongly aligned with Rome since the 3rd century, subsequently entered Roman lands more gradually and peacefully during the 5th century, and were generally endured as rulers by the Roman-Gaulish population. Fending off challenges from the Allemanni, Burgundians and Visigoths, the Frankish kingdom became the nucleus of the future states of France and Germany.

The initial Anglo-Saxon settlement of Britain took place in the 5th century, when for all intents and purposes Roman Britain no longer existed.

The second phase

The second phase took place between 500 and 700, saw Slavic tribes settling in Central and Eastern Europe, particularly in eastern Magna Germania, and gradually making it predominantly Slavic. In 567, the Avars - alongside the Lombards- destroyed much of the Gepid Kingdom. The Lombards, a Germanic people, settled in northern Italy in the region now known as Lombardy. The Bulgars, people of either Turkic or Iranic origin who had been present in far Eastern Europe since the 2nd century, conquered the eastern Balkan territory of the Byzantine Empire in the 7th century.

During the early Byzantine–Arab Wars, the Arab armies attempted to invade Southeastern Europe via Asia Minor in the second half of the 7th century and the early 8th century, but were eventually defeated at the siege of Constantinople by the joint forces of Byzantium and the Bulgars in 717–718. During the Khazar–Arab Wars, the Khazars stopped the Arab expansion into Eastern Europe across the Caucasus. At the same time, the Moors (consisting of Arabs and Berbers) invaded Europe via Gibraltar, conquering Hispania (the Iberian Peninsula) from the Visigothic Kingdom in 711, before being halted by the Franks at the Battle of Tours in 732. These battles largely fixed the frontier between Christendom and Islam for the next millenium. The following centuries saw the Muslims successful in conquering Sicily and parts of southern Italy from the Christians, although never consolidating it.

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Causes

There are a number of contemporary historical references across the world that there was an extended period of extreme weather in the years 535-536. This period of very cold weather is also seen through dendrochronology and ice cores. The causes of this cold weather period are debated, as are its consequences. Archaeology correspondent David Keys has asserted, controversially, that this weather event (which he postulates to have been caused by an eruption of the Krakatoa volcano) led to the mass movement of the Mongolian tribes, which in turn prompted moves by neighbouring tribes and thus much of the disruptive 'barbarian invasions' during the reign of Justinian. This theory does not help explain the massive movements of people before the year 535.

Modern discourse

Barbarian identity

The analysis of barbarian identity and how it was created and expressed during the Migration Age has elicited deep discussion among scholars. Herwig Wolfram, the historian of the Goths, in discussing the facile equation of *migratio gentium* with *Völkerwanderung* observes that Michael Schmidt introduced the equation, in his history of the Germans (1778); Wolfram observed that the significance of *gens*, as a biological community was shifting even during the early Middle Ages, and furthermore, "to complicate matters, we have no way of devising a terminology that is not derived from the concept of nationhood created during the French Revolution".

The so-called *Primordialistic* paradigm enjoyed prominence during the 19th century. Scholars subscribing to this mode of thinking, such as the German linguist Johann Gottfried Herder, viewed tribes to have been reasonably coherent biological (that is racial) entities. Herder employed the term to refer to discrete ethnic groups. He believed that Volk were an organic whole with a core identity and unique spirit which was expressed in art, literature and language. These were seen to be intrinsic characteristics which were timeless and remained unaffected by external influences, even conquest. Language in particular was perceived to be the most important expression of ethnicity. They argued that groups sharing the same, or similar, language possessed a common identity and ancestry. The Romantic ideal that there had once been a single German, Celtic or Slavic people who originated from a common homeland and once spoke a common tongue helped provide a conceptual framework for the political movements of the 18th and 19th centuries (such as German nationalism and Pan-Slavism).

Beginning in the 1960s, a reinterpretation of archaeological and historic evidence prompted many scholars to propose new models for explaining the construction of barbarian identity. Scholars such as Goffart and Todd argue that no sense of shared identity was perceived by the various *Germani*. A similar reasoning has been proposed for Celtic and Slavic groups. The argument is that the primordialist mode of thinking was encouraged

by a *prima facie* interpretation of Graeco-Roman sources which grouped together many tribes under such labels as *Germani*, *Keltoi* or *Sclavenoi*, perceiving them to represent distinct peoples. Instead, *modernists* argue that the uniqueness perceived by specific groups was primarily based on common political and economic interests rather than biological or racial distinctions. Even the role of language in constructing and maintaining group identity was ephemeral, given that large-scale language shifts have been common in history. Essentially, they adhere to the idea of "imagined communities"; that the barbarian polities in Late Antiquity should be viewed as social constructs, rather than timeless and changeless lines of blood kin. The process of forming tribal units was termed *ethnogenesis*, a term coined by Soviet scholar Julian Bromley. The so-called "Austrian school", led by Reinhard Wenskus, popularized this idea which influenced numerous current medievalists such as Herwig Wolfram, Walter Pohl and Patrick Geary. They argue that the stimulus for forming tribal polities was perpetuated by a small nucleus of people, called the *Traditionskern* ('kernel of tradition') who were a military or aristocratic elite. This core group formed a standard to set up much larger units, gathering adherents by employing amalgamative metaphors such as kinship and aboriginal commonality, and claiming that they perpetuated an ancient, divinely sanctioned lineage. Any capable soldier would be able to partake in group identity without the requirement of being born into the "tribe". "A victorious campaign confirmed the leaders' right to rule and drew to them an ever-growing people who accepted and shared in their identity". In time, these heterogeneous armies grew into a new people and could even come to possess "a strong belief in a common biological origin". Halsall argues that no objectively definable criterion can be consistently used to distinguish ethnic groups from one another, whether it is language, social customs, geographic habitation, religion or even common origin. "The only common factor in defining ethnicity is belief: in the reality of your group and the difference to others".

Walter Pohl highlights the dynamic nature of acquiring group identity. He proposes that, especially during the Migration Age, people could live in circumstances of 'ethnic ambiguity'. Given that ethnicity was particularly important for the upper classes, they could flexibly adopt even multiple ethnicities to secure the allegiances of their partners and followers, a phenomenon referred to as 'situational ethnicity' by instrumentalists. To advance socially, one needed to "grow into a dominating group with high prestige, to copy its lifestyle". The process of assimilation could produce "a wide variety of transitional stages". Followers could also just as easily disband from larger units. Often, internal factions arose to challenge for the right to lead the people and uphold its traditions. At the same time, defeat by an external power could not only spell the end of a ruler, but also his people, who would be absorbed into another, more victorious confederacy. "Seen in this light, 'ethnic' identity among barbarians was extraordinarily fluid, as new groups emerged and old ones disappeared".

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Peter Heather suggests that constructionism and modernism represent two extremes in a spectrum of possibilities. The process of assimilation and appropriation of new group identity varied from group to group. He alludes to literary sources, which describe two contrasting models of interaction: the *Sclavenes* were ready, after a given period, to accept prisoners as full and free members of their tribal groupings; on the other hand the *Huns*, although politically incorporating non-Hun groups, kept them separate and subordinate. Rather than being mere aristocratic kernels, he argues that the identity of tribal groups was maintained by a large contingent of 'notables' and freemen. He clarifies that, whilst groups like the Goths were multi-ethnic, full assimilation was not the rule. He proposes that conquered groups held a subordinate status, either as otherwise autonomous tribute-payers, or as 'disadvantaged' strata within mixed settlements. Even when a homogeneous material culture arose, disparate groups were likely to preserve their unique identity and language.

Whatever the case, this process of building larger-scaled group identity was particularly evident along the Roman frontier, prompted by the example of Roman provincial life, and the threat of Roman attack. Ethnicity was probably a complex, subjective and multi-layered process. The Migration Period saw numerous groups rise and fall. Great confederations like the *Huns* or *Vandals* arose only to vanish suddenly within a few generations. Other, previously obscure groups like the *Angles* or the *Franks* succeeded in creating enduring polities. Even ancient groups, like the *Goths*, who existed from late Antiquity until the Middle Ages, underwent profound transformation. Given constant migrations, changing allegiances, and new cultural appropriations, all that remained constant was the Gothic name. As Thomas Noble states, "tribes are no longer imagined to have been "marching for centuries at a time in ordered ranks with homogeneous ethnic compositions" from a distant but well-localized 'homeland', across much of Europe, and into a settlement on Roman soil. "The common, track-filled map of the *Völkerwanderung* may illustrate such a course of events, but it misleads. Unfolded over long periods of time, the changes of position that took place were necessarily irregular... (with) periods of emphatic discontinuity. For decades and possibly centuries, the tradition bearers idled, and the tradition itself hibernated. There was ample time for forgetfulness to do its work".

"Invasion" versus "migration"

Several explanations are given for the appearance of barbarians on the frontier, including population pressures, a 'primeval urge' to push into the Mediterranean, or the so-called 'domino effect, whereby the Huns 'fell upon' the Goths, who in turn pushed other Germanic tribes in front of them. Entire barbarian tribes, or even 'nations', were seen to have flooded into Roman provinces, ending classical urbanism and beginning new types of rural settlements. French and Italian scholars viewed this as a catastrophic event; the destruction of an entire civilization and the beginning of a "Dark Age" which set Europe back

one thousand years. In contrast, German and English historians saw it as the replacement of a "tired, effete and decadent Mediterranean civilization" with a "more virile, martial, Nordic one." Rather than the term "invasion," German and Slavic scholars use the term "migration" (*Völkerwanderung* in German, *Stěhování národů* in Czech, "népvándorlás" in Hungarian, etc.), aspiring to the idea of a dynamic and "wandering Indo-Germanic people".

Guy Halsall argues that the barbarian movements were the result of the fall of the Roman Empire, and not its cause. Archaeological finds confirm that Germanic and Slavic tribes were settled agriculturalists that were merely "drawn into the politics of an empire already falling apart for quite other causes". The Crisis of the Third Century caused significant changes within the Roman Empire, both in the west and eastern parts. In particular, economic fragmentation removed many of the political, cultural and economic forces that initially bound the Empire together. The rural population in Roman provinces were distant from the emperor, and there was little to differentiate them from other peasants across the Roman frontier. In addition, Rome increasingly used foreign mercenaries to defend itself. This "barbarisation" of the Empire was paralleled by changes within *barbaricum*. The Roman Empire had played a vital part in the building up of barbarian groups along the frontier. Propped up by imperial support and gifts, the armies of allied chieftains served as important 'buffers' against more hostile barbarian groups. The disintegration of Roman economic power weakened groups formerly dependent on Roman gifts for maintenance of their power. Combined with the arrival of the Huns, this prompted many groups to invade the provinces and seek new fortunes.

This barbarian takeover of former Roman provinces varied from province to province. For example, in Aquitaine, the provincial administration was largely self-reliant. Halsall argues that local rulers simply 'handed over' military rule to the Ostrogoths, and in the process acquired the identity of the newcomers. In Gaul, collapse of imperial rule resulted in anarchy, and the Franks and Alemanni were pulled into the ensuing 'power vacuum', resulting in dramatic conflicts. In Spain, local aristocrats maintained independent rule for some time, and even raised their own armies against the Vandals. Meanwhile, the Roman withdrawal from lowland England resulted in conflict between Saxons and the Brythonic chieftains whose power retreated westward. The Eastern Empire attempted to maintain control of the Balkan provinces despite a thinly spread imperial army with local militias and the undertaking of an extensive re-fortification program of the Danubian *limes*. However, this grandiose program of fortifications collapsed and worsened the impoverished conditions of the local populace, resulting in permanent colonization by Slavic warriors and their families.

Halsall and Noble both argue that the changes which took place were the result of the breakdown in Roman political control which exposed the weakness of Roman rule at the local level. Rather than large-scale migrations, there were military takeovers by small groups of warriors and their families, who usually numbered in the tens of thousands.

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This process often involved active, conscious decisions taken by Roman provincial populations. Collapse of centralized control severely weakened the sense of Roman identity in the provinces. This would explain the dramatic culture changes seen without huge numbers of barbarian migrants. Ultimately, the Germanic groups in the western Empire were accommodated without 'dispossessing or overturning indigenous society' and maintained a structured and hierarchical (albeit degenerate) form of Roman administration. Paradoxically, they lost their unique identity as they were absorbed into Latinhood. This contrasted with the situation in the east, whereby Slavic tribes maintained a more "spartan and egalitarian" existence bound to the land, "even in times when they took their part in plundering Roman provinces". Their organization was not based on Roman models, and their leaders were not normally dependent on Roman gold for success. Thus, their effect was far more thorough than anything that the Goths, Franks or Saxons ever achieved"

Ethnicity

Based on the belief that artifacts carry an ethnic ascription, the 'Culture-History' school of archaeologists assumed that archaeological cultures represent the *Urheimat* ('homeland') of tribal polities named in historical sources. Following on, the shifting extensions of material cultures were therefore interpreted as the expansion of peoples. Influenced by constructionism, processual archaeologists rejected the Culture-Historical doctrine. In fact they marginalized the discussion of ethnicity altogether, and focused on the intra-group dynamics that generated such material remains. Moreover they argued that adoption of new cultures could occur through trade in or internal political developments rather than 'military takeovers'. Today, scholars take a more moderate position. While recognizing that artifacts do not possess an inherent 'ethnic ascription', some artifacts may have been used as 'emblems in identity and alterity – of belonging and exclusions'. Peter Heather suggests that although shifts in culture should not solely rely on migratory explanations, there is no reason to *a priori* rule them out, especially if there is evidence to support it from literary sources. In this regard, profound changes in culture (and language) could occur through the influx of a ruling elite with minimal or no impact on overall population composition, especially if it occurs at a time when the indigenous population is receptive to such changes.

http://en.wikipedia.org/wiki/Barbarian_invasions

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ARMY LISTS

II/58. ALAN (50-1500AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	3	1	8	26

Equipment: Hand weapon, shield, light armour

May have bow (+2) and throwing spear (+2)

May upgrade to *Veterans* (+2), *Expert Horsemen* (+2) and *Feigned Flight* (+2)

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

May have light armour (+2) and throwing spear (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Light Cavalry*

INFANTRY

AXEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, shield

May have light armour (+2).

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*

0-1 WAGON TABOR

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II/65. EARLY VISIGOTHIC (200-419AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

ALLIES

Only from 253-269AD: Ostrogothic Allies, II/67
 Only from 253-375AD: Taifali Allies, II/67
 Only from 253-375AD: Carpi Allies, II/52
 Only from 416AD: Roman Allies, II/78

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear
 May have light armour (+2) and shield (+2)

DISSIDENT HUNS AND ALANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
 May have light armour (+2) and throwing spear (+2)
Special Rules: *Light Cavalry*, Only in 378AD

EXILED OSTROGOTHS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, kontos. May have light armour (+2)
Special Rules: Only in 378AD

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
 May have light armour (+2).
Special Rules: *Warband*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, sling.
 May have bow instead of sling (+1)
Special Rules: *Skirmishers*

0-1 WAGON TABOR

WAB FORUM SUPPLEMENT

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II/66. EARLY VANDAL (200-442AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear
 May have light armour (+2) and shield (+2)

REMNANT ALANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

May have light armour (+2) and throwing spear (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Light Cavalry*, Only after 420AD

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield

May have light armour (+2).

Special Rules: *Warband*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, sling.

May have bow instead of sling (+1)

Special Rules: *Skirmishers*

0-1 WAGON TABOR

ALLIES

Only in 291: Gepid Allies, II/71

Only from 406-409AD: Burgundian Allies, II/70

Only from 406-420AD: Alan Allies, II/58

Only from 406-427AD: Suevi Allies, II/72

Only after 427AD: Moorish Allies, II/57

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II/67. EARLY OSTROGOTHIC, HERUL, SCIRI OR TAIFALIUS (200-493AD)

CHARACTERS: Up to 25%

CAVALRY: 25- 50%

INFANTRY: 25- 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+2)

HUN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

May have light armour (+2) and throwing spear (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only Ostrogoths in 376AD

ALLIED ALANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

May have light armour (+2) and throwing spear (+2)

May upgrade to *Expert Horsemen* (+2)

Special Rules: *Light Cavalry*, Only Radagaesus from 401-406AD

ALLIED GERMAN NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+2)

Special Rules: Only Radagaesus from 401-406AD

HUN REMNANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow.

May have light armour (+2) and throwing spear (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only Ostrogoths after 488AD

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

Special Rules: *Light Infantry*, All but Heruls

0-1 WAGON TABOR

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	5	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins and buckler

May have shield (+1).

Special Rules: *Light Infantry*, Only Heruls

ALLIED GERMAN WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	3	1	6	9

Equipment: Hand weapon, shield

May have light armour (+2).

Special Rules: *Warband*, Only Radagaesus from 401-406AD

ALLIED GERMAN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	5	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins and buckler

May have shield (+1). May have sling instead of javelins&buckler (free)

Special Rules: *Skirmishers*, Only Radagaesus from 401-406AD

ALLIES

Only Sciri from 379-380AD: Carpodacae Allies, II/52

Only Sciri from 379-380AD: Hunnic Allies, II/80

Only Sciri in 469AD: Rugi Allies, II/72

Only Sciri in 469AD: Gepid Allies, II/71

WAB FORUM SUPPLEMENT

BARBARIAN INVASIONS 375 – 568 AD

II/70. BURGUNDI OR LIMIGANTES (250-534AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+2)

Only Limigantes from 250-359AD: Downgrade to *Light Cavalry*, Ld6 and WS2 (-4)

INFANTRY

FOOT WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, javelins

May have shield (+1).

Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	5	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and buckler

May have shield (+1). May have sling instead of javelins&buckler (free)

Special Rules: *Skirmishers*

II/71. GEPID (250-566AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+2)

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearmen	4	4	3	3	3	1	3	1	6	11

Equipment: Hand weapon, throwing spear, shield

May have light armour (+2).

Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

Special Rules: *Light Infantry*

0-1 WAGON TABOR

ALLIES

Ostrogoth Allies, II/67

Herul Allies, II/67

Rugian Allies, II/72

Thuringian Allies, II/73

Only in 291AD: mVandal Allies, II/66

WAB FORUM SUPPLEMENT

BARBARIAN INVASIONS 375 – 568 AD

II/72. EARLY FRANKISH, ALAMANNI, QUADI, SUEVI, RUGIAN OR TURCILINGI (250-584AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear
 May have light armour (+2) and shield (+2)
 Only Quadi: May upgrade to WS4 (+3)

INFANTRY

FOOT WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	4	1	6	10

Equipment: Hand weapon, javelins, shield
 May have light armour (+2)
Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.
 Only Alamanni: Upgrade to BS3, Ld6 and *Light Infantry* (+3)
Special Rules: *Skirmishers*

ALLIES

Only Alamanni from 270-271AD: Quadi Allies, II/72
 Only Alamanni in 286AD: Burgundian Allies, II/70
 Only Alamanni in 286AD: Herul Allies, II/67
 Only Franks before 362AD: Alamannic Allies, II/72
 Only Alamanni before 362AD: Frankish Allies, II/72
 Only Quadi from 373-375AD: Sarmatian Allies, II/26
 Only Alamanni in 406AD and Suevi from 406-416AD: Vandal Allies, II/66
 Only Alamanni in 406AD and Suevi from 406-416AD: Alan Allies, II/58
 Only Suevi in 419AD: Western Roman Allies, II/78
 Only Suevi in 471AD: Sciri Allies, II/67

II/73. OLD SAXON, FRISIAN, BAVARIAN, THURINGIAN OR EARLY ANGLO-SAXON (250-804AD)

CHARACTERS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

INFANTRY

NOBLE WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	4	4	3	3	3	1	4	1	6	11

Equipment: Hand weapon, throwing spear, shield
 May have light armour (+2). May have *Riding Horses* (+1)
Special Rules: *Warband*

PEASANT SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	5	7

Equipment: Hand weapon, throwing spear, shield
 May have light armour (+2).
Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	5	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins and buckler
 May have shield (+1). May have sling instead of javelins&buckler (free)
Special Rules: *Skirmishers*

LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*

WAB FORUM SUPPLEMENT

BARBARIAN INVASIONS 375 – 568 AD

II/78. LATE IMPERIAL ROMAN (307-425AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

EQUITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, shield.

May have light armour (+2) and throwing spear (+2).

Only after 380AD: Upgrade to WS4 (+3)

Special Rules: Only in western armies

EQUITES ILLYRICANI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow. May have light armour (+2)

Special Rules: *Light Cavalry*, Only in western armies and eastern armies after 324AD

EQUITES SAGITARI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow. May have light armour (+2)

Special Rules: *Skirmishers*, Only in western armies and eastern armies after 324AD

CATAFRACII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	8	27

Equipment: Hand weapon, kontos, cataphract armour.

May have barding (+3).

May be *Veterans* (+2)

Special Rules: *Cataphracts*, Only western armies after 312AD and eastern armies after 324AD

CLIBANARI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	4	1	8	26

Equipment: Hand weapon, shield, light armour

May have heavy armour (+2) or bow (+2), barding (+3) and kontos (+2).

May be *Drilled* (+2) and *Veterans* (+2)

Special Rules: Only western armies after 312AD and eastern armies after 324AD

DROMEDARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.

May have shield (+2) and short bow (+1) or bow (+2)

Special Rules: *Skirmishers*, *Camelry*, Only eastern armies after 324AD

0-1 CURRUS DREPANUS CATAPHRACT SCYTHED CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	3	3	5	4	1	3	W6+2	7	75

Equipment: Hand weapon shield, light armour, barding

Special Rules: *Scythed Chariots*, Only eastern armies from 366-375AD

HUN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

May have light armour (+2) and throwing spear (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only in eastern armies after 388AD or western after 395AD

EQUITES TAIFALI, SCIRI OR THEODOSICAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+2)

Special Rules: Only in eastern armies after 388AD or western after 395AD

INFANTRY

LEGIONARI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	4	4	3	3	3	1	3	1	8	13

Equipment: Hand weapon, throwing spear, large shield

May have light armour (+2), heavy throwing spear (+2) and javelins (+1)

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*

AUXILIA PALATINA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxilar	4	4	3	3	3	1	3	1	7	12

Equipment: Hand weapon, throwing spear, large shield

May have light armour (+2). May be *Drilled* (+2)

BORDER AUXILIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxilar	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, throwing spear, large shield

May have light armour (+2).

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, sling.

May have javelins&buckler (free) instead of sling or crossbow (+3)

Special Rules: *Skirmishers*

WAB FORUM SUPPLEMENT

BARBARIAN INVASIONS 375 – 568 AD

0-2 LIGHT BOLT THROWERS

LAETI OR CITY MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, shield

AUXILIA PALATINA SAGITARI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	11

Equipment: Hand weapon, bow, light armour

Special Rules: Only in western armies and eastern armies after 324AD

BORDER PALATINA SAGITARI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow

May have light armour (+2)

Special Rules: Only in eastern armies after 324AD

RIOTING RELIGIOUS MOB

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	3	3	3	3	1	2	1	5	4

Equipment: Hand weapon

May have shield (+1)

Special Rules: *Levy*, Only in eastern armies in 399AD

ARMED PEASANTS AND SLAVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon

Special Rules: *Levy*, Only in eastern armies in 399AD

GOTHIC FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield

May have light armour (+2).

Special Rules: *Warband*, Only in eastern armies after 388AD or western from 395-408AD

ALLIES

Frankish Allies, II/72

Only in western armies after 406AD: Alan Allies, II/58

Only in western armies after 418AD: Visigothic Allies, II/82

Only in eastern armies after 324AD: Arab Nomad Allies, II/23

Only in eastern armies from 325-363AD: Armenian and Hibernian Allies, II/28

Only in eastern armies from 395-397AD: Visigothic Allies, II/65

WAB FORUM SUPPLEMENT

BARBARIAN INVASIONS 375 – 568 AD

80. HUNNIC (356-570AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	3	1	7	26

Equipment: Hand weapon, bow, light armour

May have throwing spear (+2). May upgrade to *Expert Horsemen* (+2)

Special Rules: *Light Cavalry*

HUNS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

May have light armour (+2) and throwing spear (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

ALAN SUBJECTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	6	20

Equipment: Hand weapon, bow.

May have light armour (+2) and throwing spear (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only western huns before 454AD

SCIRI OR HERUL SUBJECTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	6	20

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+2)

INDIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	2	1	7	16

Equipment: Hand weapon, javelins.

Special Rules: *Light Cavalry*, Only Hephtalites in India from 470-570AD

INFANTRY

0-1 WAGON TABOR

HERUL SUBJECTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.

May have javelins&buckler (free) instead of sling or bow (+1)

Special Rules: *Skirmishers*

FRANKISH AND RUGIAN SUBJECTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	3	1	6	11

Equipment: Hand weapon, throwing spear, shield

May have light armour (+2).

Special Rules: *Warband*, Only western huns under Attila from 433-453AD

BURGUNDIAN OR THURINGIAN SUBJECTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, javelins

May have shield (+1).

Special Rules: *Warband*, Only western huns under Attila from 433-453AD

INDIAN LEVY FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon

Special Rules: *Levy*, Only Hephtalites in India from 470-570AD

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)

Special Rules: *Elephants*, Only Hephtalites in India from 470-570AD

ALLIES

Only western huns in 408AD: Sciri Allies, II/67

Only western huns before 454AD: Geepid Subject Allies, II/71

Only western huns under Attila from 433-453AD: Ostrogothic Subject Allies, II/67

WAB FORUM SUPPLEMENT

BARBARIAN INVASIONS 375 – 568 AD

II/81. SUB-ROMAN BRITISH (407-945AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear.

May have shield (+2) and light armour (+2)

Only from 475-539AD: May upgrade to WS4 (+3)

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon, javelins

Special Rules: *Light Cavalry*

INFANTRY

PEDYT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield

May have thrusting spear (+1).

Only mainland British before 580AD: Upgrade to Ld7 (+1) or M5,

Warband with Ld5 (free)

Special Rules: *Light Infantry*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

Special Rules: *Light Infantry*

SAXON MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	3	1	6	11

Equipment: Hand weapon, throwing spear, shield

May have light armour (+2).

Special Rules: *Warband*, Only in 429AD

PRAYING MONKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon

Special Rules: *Levy*, Only before 664AD

ALLIES

Only before 425AD: West Roman Allies, II/78

Only from 425-470AD: West Roman Allies, II/83

Only from 430-441AD: Saxon Allies, II/73

Only if Armorican from 411-580AD: Alan Allies, II/58

Only after 790AD: Viking Allies, III/40

WAB FORUM SUPPLEMENT

BARBARIAN INVASIONS 375 – 568 AD

II/82. LATER VISIGOTHIC (419-720AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

BUCELLARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+2)

GARDINGI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear.

May have light armour (+2)

BASQUE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon, javelins

May upgrade to *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only after 621AD

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

Only after 621AD: Ld6 instead of *Warband* (free)

Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

Special Rules: *Light Infantry*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.

Special Rules: *Skirmishers*

ROMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Roman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield.

May have javelins (+1).

Only from 466AD: May have thrusting spear (+1)

Special Rules: *Light Infantry*

BASQUE JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins, buckler.

May have shield (+1) .

Special Rules: *Light Infantry*, Only after 621AD

BASQUE SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling.

Special Rules: *Skirmishers*, Only after 621AD

ALLIES

Only before 466AD: Burgundian Allies, II/70

Only from 469-584AD: Suevi Allies, II/72

Only from 493-526AD: Ostrogoth Allies, III/3

Only from 550-554AD: Byzantine Allies, III/4

WAB FORUM SUPPLEMENT

BARBARIAN INVASIONS 375 – 568 AD

II/83. PATRICIAN ROMAN (425-493AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50).. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

EQUITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, shield.

May have light armour (+2) and throwing spear (+2).

EQUITES ILLYRICANI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow. May have light armour (+2)

Special Rules: *Light Cavalry*

EQUITES SAGITARI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow. May have light armour (+2)

Only after 454AD: Upgrade to BS4 and Ld7 (+4)

Special Rules: *Skirmishers*

ALAN AND HUN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

May have light armour (+2) and throwing spear (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

0-1 CLIBANARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	26

Equipment: Hand weapon, shield, light armour

May have heavy armour (+2) or bow (+2), barding (+3) and kontos (+2).

May be *Veterans* (+2)

Special Rules: Only western armies in Africa before 442AD and eastern armies

FOEDERATI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+2)

Special Rules: Only western armies outside Africa until 476AD, Soissons or eastern armies

INFANTRY

LEGIONARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	4	4	3	3	3	1	3	1	8	13

Equipment: Hand weapon, throwing spear, large shield

May have light armour (+2), heavy throwing spear (+2) and javelins (+1)

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*

AUXILIA PALATINA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxilar	4	4	3	3	3	1	3	1	7	12

Equipment: Hand weapon, throwing spear, large shield

May have light armour (+2). May be *Drilled* (+2)

GARRISON AUXILIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxilar	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, throwing spear, large shield

May have light armour (+2).

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, sling.

May have javelins&buckler (free) instead of sling

Special Rules: *Skirmishers*

FOEDERATI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	4	3	3	3	1	3	1	6	9

Equipment: Hand weapon, shield

May have light armour (+2).

Special Rules: *Warband*, All but western armies in Africa before 442AD and eastern armies after 466AD

0-2 LIGHT BOLT THROWERS

AUXILIA PALATINA SAGITARI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	11

Equipment: Hand weapon, bow, light armour

Special Rules: Only in eastern armies

ALLIES

Only outside Africa before 443AD or from 454-461AD: Hun Allies, II/80

Only western armies outside Africa before

470AD: Visigothic Allies, II/82

471AD: Armorican Allies, II/81

475AD: East Roman Allies, II/83

476AD: Burgundian Allies, II/70

481AD: Frankish Allies, II/72

486AD: Alan Allies, II/58

Only eastern armies: Ostrogothic Allies, II/67

Only eastern armies: Arab Nomad Allies, II/23

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WAB FORUM SUPPLEMENT

BARBARIAN INVASIONS 375 – 568 AD

II/84. AFRICAN VANDAL (425-493AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

VANDALS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+2)

Special Rules: *Light Cavalry*

MOORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow.

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

REMNAANT ALANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

May have light armour (+2) and throwing spear (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only before 500AD

INFANTRY

0-1 WAGON TABOR

ALLIES

Only before 500AD: Moorish Allies, II/57

WAB FORUM SUPPLEMENT

BARBARIAN INVASIONS 375 – 568 AD

III/1. EARLY SLAV (476-1218AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour

May have thrusting spear (+2) and shield (+2).

Special Rules: Only after 580AD

DANISH, OLD SAXON AND THURINGIAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon

May have throwing spear (+2) and light armour (+2).

Only if Wends after 1106AD: Upgrade to WS4 (+2), may have heavy armour (+3), lance (+2), barding (+3).

Special Rules: Only if Wends from 1057-1184AD

SWABIAN KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Knight	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, shield

May have thrusting spear (+2) and shield (+2).

May be upgraded to WS4 (+3)

Special Rules: Only if Western Slavs after 830AD

INFANTRY

SLAV JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and buckler

Only if Western Slavs after 830AD: Upgrade to Ld7 and thrusting spear instead of *Light Infantry* and javelins&buckler (+2), may have shield (+1)

Special Rules: *Light Infantry*

SLAV ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow

Only if Wends from 1057-1184AD:

Upgrade to BS3, Ld7 and Light Infantry (+3)

Only if Western Slavs after 830AD:

Upgrade to BS3, Ld6 and not longer *Skirmishers* (+2)

Special Rules: *Skirmishers*

SLAV SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, javelins and buckler

May have sling instead of javelins&buckler (free)

Special Rules: *Skirmishers*

SLAV ILL-ARMED

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, javelins and buckler

Special Rules: *Light Infantry*

0-1 WAGON TABOR

VIKINGS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Viking	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon

May have light armour (+2) and shield (+1)

Special Rules: Only if Wends from 804-1056AD

ALLIES

Only if Western Slavs from 741-772AD: Bavarian Allies, II/73

Only if Wends before 804AD: Old Saxon Allies, II/73

Only if Western Slavs after 830AD: Pecheneg Allies, III/30

Only if Western Slavs after 830AD: Magyar Allies, III/47

WAB FORUM SUPPLEMENT

BARBARIAN INVASIONS 375 – 568 AD

III/2. EARLY LOMBARD (489-584AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour

May have thrusting spear (+2) and shield (+2).

FOLLOWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour

May have thrusting spear (+2) and shield (+2).

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

Special Rules: *Light Infantry*

0-1 WAGON TABOR

FOLLOWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Follower	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield

Special Rules: *Warband*, Only before 568AD instead of mounted Followers

ALLIES

Only from 526-583AD: Suevi Allies, II/72

Only in 566AD: Avar Allies, III/13

Only in 566AD: Frankish Allies, III/5

Only from 568-574AD: Saxon Allies, II/73

Only from 568-583AD: Bulgar Allies, III/14

WAB FORUM SUPPLEMENT

BARBARIAN INVASIONS 375 – 568 AD

III/3. ITALIAN OSTROGOTHIC (493-561AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

GOTHIC CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour

May have thrusting spear (+2) and shield (+2).

0-1 BITTUGURIC HUNS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow

May have light armour (+2) and shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

BYZANTINE DESERTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour

May have throwing spear (+2) and shield (+2).

Special Rules: *Light Cavalry*, Only from 544-552AD

MOORISH DESERTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*, Only from 544-552AD

INFANTRY

GOTHIC SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2)

GOTHIC ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

May be upgraded to Ld7 (+1)

Special Rules: *Light Infantry*

ITALIAN PEASANT LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peasant	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levies*

ALLIES

Burgundian Allies, II/70

Only after 548AD: Middle Frankish Allies, III/5

WAB FORUM SUPPLEMENT

BARBARIAN INVASIONS 375 – 568 AD

III/4. EARLY BYZANTINE (493-578AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

BOUKELLARIOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	3	1	8	26

Equipment: Hand weapon, light armour

May have thrusting spear (+2) and shield (+2). May be *Veterans* (+2)

Only after 550AD: Up to half can have bow instead of spear or shield placed in the second rank using *Combined Formation* (free)

KAVALLARIOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour

May have thrusting spear (+2) and shield (+2).

Only after 550AD: May be upgraded to WS4 (+2)

Special Rules: *Light Cavalry*

GEPID, HERUL, GOTH OR VANDAL SYMMACHOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour

May have thrusting spear (+2) and shield (+2).

MOORISH SYMMACHOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*

SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow, buckler

May have light armour (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only after 550AD

HUNS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow

May have light armour (+2) and shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only after 550AD

INFANTRY

SKOUTATOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	3	1	7	9

Equipment: Hand weapon, shield

May have thrusting spear (+2) and light armour (+2). May have *Shieldwall* (+2)

PSILOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling

May be upgraded to Ld7 and BS3 with bow instead of sling (+3)

Special Rules: *Skirmishers*, Bow armed Psiloi may be designated as Light Infantry (free)

ISAURIANS, ARMENIANS, LAZOI, ABASGOI, TZANOI, ANTAE OR SLAVS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins

May have shield (+1)

Special Rules: *Light Infantry*

LYKAONIAN “ISAURIANS” OR MOORISH LEVY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	3	3	3	1	3	1	6	4

Equipment: Hand weapon, javelins

May have shield (+1)

Special Rules: *Light Infantry*

CITY RACING FACTIONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, shield

Special Rules: *Levies*

RELUCTANTLY LEVIED CITY OR PEASANT MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peasant	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levies*

0-1 WAGON TABOR

ALLIES

Hun Allies, II/80

Arab Nomad Allies, II/23

Only after 550AD: Herul Allies, II, 67

Only after 550AD: Lombard Allies, III/2

WAB FORUM SUPPLEMENT

BARBARIAN INVASIONS 375 – 568 AD

III/5. MIDDLE FRANKISH (496-639AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour

May have thrusting spear (+2)

May be downgraded to WS3 (-2)

0-1 BRETONS AND ALANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear

May have light armour (+2) and barding (+3)

SARMATIANS AND TAIFALI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+2)

BRETON OR BASQUE LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins

May have throwing spear (+2) and shield (+2).

Special Rules: *Light Cavalry*, *Feigned Flight*

CITY OR CHAMPAGNE LEVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	14

Equipment: Hand weapon

May have throwing spear (+2) and shield (+2).

Special Rules: Only after 560AD

INFANTRY

TRIBAL INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	3	1	6	9

Equipment: Hand weapon, shield

May have light armour (+2) and throwing spear (+2)

May be downgraded to WS3 and Ld5 (-4)

Special Rules: *Warband*

LEVY INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, thrusting spear

May have shield (+1)

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and buckler

Special Rules: *Skirmishers*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*

SAXONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield

May have light armour (+2)

Special Rules: *Warband*

ALLIES

Only in 507AD: Burgundian Allies, II/70

Only after 588AD: Visigothic Rebel Allies, II/82

WAB FORUM SUPPLEMENT

BARBARIAN INVASIONS 375 – 568 AD

III/13. AVAR (553-826AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

AVAR NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	3	1	7	28

Equipment: Hand weapon, throwing spear, light armour, bow

May have barding (+3)

May upgrade to *Expert Horsemen* (+2)

AVAR SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow

May have light armour (+2), throwing spear (+2) and buckler (+1)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

GEPIDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, shield

May have light armour (+2)

Special Rules: Only after 562AD

BULGAR NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, throwing spear, light armour

May have barding (+3)

Special Rules: Only from 558-631AD

BULGAR HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	6	20

Equipment: Hand weapon, bow

May have light armour (+2) and buckler (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only from 558-631AD

INFANTRY

SLAV JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins, buckler

Special Rules: *Light Infantry*, Only from 558-631AD

SLAV ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	2	3	3	1	3	1	6	5

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*, Only from 558-631AD

SLAV SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling

May have javelins&buckler instead of sling (free)

Special Rules: *Skirmishers*, Only from 558-631AD

ALLIES

Only in 626AD: Sassanid Allies, II/69

Only from 675-805AD: Bulgar Allies, III/14

WAB FORUM SUPPLEMENT

BARBARIAN INVASIONS 375 – 568 AD

III/14. EARLY BULGAR (559-1018AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

BULGAR NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, throwing spear, light armour

May have barding (+3)

BULGAR HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow

May have light armour (+2) and buckler (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

INFANTRY

0-1 WAGON TABOR

Special Rules: Only before 680AD

WAGON TABOR LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levies*, Only before 680AD and with Wagon Tabor

SLAV JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins, buckler

Only after 812AD: Have throwing spears instead of javelins and buckler (+1)

Special Rules: *Light Infantry*, Only after 675AD

SLAV ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	2	3	3	1	3	1	6	5

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*, Only after 675AD

SLAV SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling

May have javelins&buckler instead of sling (free)

Special Rules: *Skirmishers*, Only from Only after 675AD

ALLIES

Only in 896AD: Pecheneg Allies, III/47

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BARBARIAN INVASIONS 375 – 568 AD

Battle of Catalaunian Plains



The **Battle of the Catalaunian Plains** (or **Fields**), also called the **Battle of Châlons** sur Marne, took place in 451 between a coalition led by the Roman general Flavius Aëtius and the Visigothic king Theodoric I on one side and the Huns and their allies commanded by Attila on the other. It was one of the last major military operations of the Western Roman Empire and marks the apex of the career of Flavius Aëtius. The battle resulted in a tactical defeat for the Huns and considerably hindered their attempt to conquer western Europe. The Huns were later destroyed by a coalition of Germanic peoples at the Battle of Nedao in 454.

Prelude

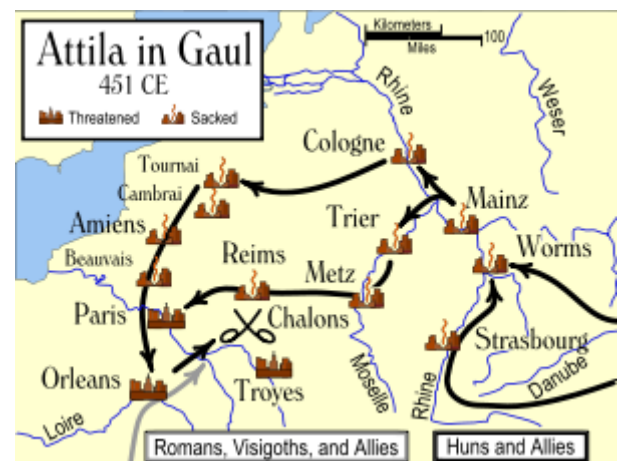
By 450 Roman control of Gaul had grown feeble, as had control over all of the provinces beyond Italy. Celtic Armorica was only nominally part of the empire. Germanic tribes prowling around Roman territory had been forcibly settled and served as foederati under their own leaders. Northern Gaul between the Rhine and Marne rivers (Gallia Belgica) had unofficially been abandoned to the Franks. The Visigoths in Gallia Aquitania were growing restive. The Burgundians near the Alps were more submissive, but likewise awaiting openings for

revolt. The only parts still securely in Roman control were the Mediterranean coastline, a band of varying width running from Aurelianum (present-day Orléans) upstream along the Loire and one downstream along the Rhône River.

The historian Jordanes states that Attila was enticed by the Vandals' king Gaiseric to wage war on the Visigoths. At the same time, Gaiseric would attempt to sow strife between the Visigoths and the Western Roman Empire (*Getica* 36.184–6).

Other contemporary writers offer different motivations: Honoria, a troublesome sister of the emperor Valentinian III, had been married off to the loyal senator Herculanius a few years before. This kept her in respectable confinement. In 450, she sent a message to the Hunnic king asking for Attila's help in escaping her confinement. She offered her hand in marriage, and half of the empire as dowry. He demanded Honoria to be delivered along with the dowry. Valentinian rejected these demands, and Attila used it as an excuse to launch a destructive campaign through Gaul.

Attila crossed the Rhine early in 451 with his followers and a large number of allies, sacking Divodurum (Metz) on April 7. Other cities attacked can be determined by the hagiographic *vitae* written to commemorate their bishops: Nicasius was slaughtered before the altar of his church in Rheims; Servatus is alleged to have saved Tongeren with his prayers, as Genevieve is to have saved Paris. Lupus, bishop of Troyes, is also credited with saving his city by meeting Attila in person.



The map shows the general routes taken by Attila's forces as they invaded Gaul, and the major cities that were sacked or threatened by the Huns and allied troops.

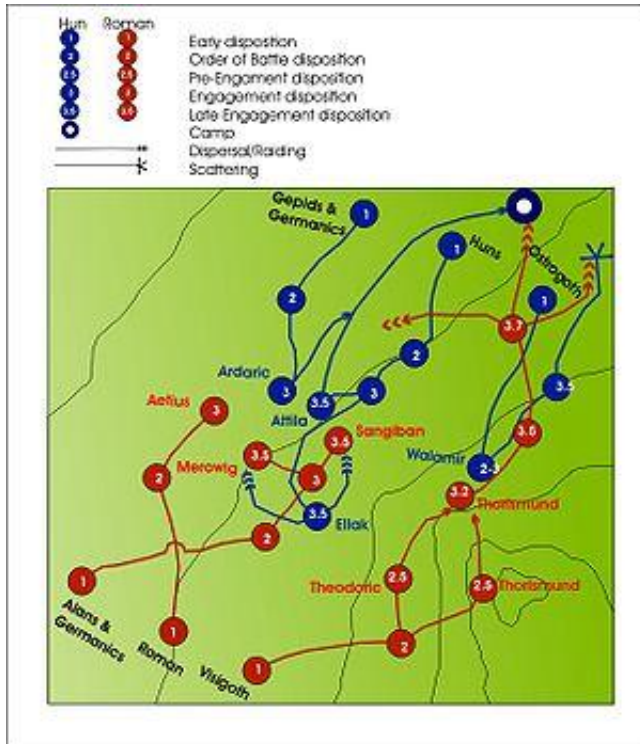
Attila's army had reached Aurelianum by June. This fortified city guarded an important crossing over the Loire. According to Jordanes, the Alan king Sangiban, whose foederati realm included Aurelianum, had promised to open the city gates; this siege is confirmed by the account of the *Vita S. Anianus* and in the later account of Gregory of Tours, although Sangiban's name does not appear in their accounts. However, the inhabitants of Aurelianum shut their gates against the advancing invaders. Attila

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began to besiege the city, while he waited for Sangiban to deliver on his promise.

Battle



Course of the battle

Upon learning of the invasion, the *Magister militum* Flavius Aëtius moved quickly from Italy into Gaul. According to Sidonius Apollinaris, he was leading forth a force consisting of few and sparse auxiliaries without one regular soldier. He immediately attempted to convince Theodoric I to join him. The Visigothic king learned how few troops Aëtius had with him and decided it was wiser to wait to oppose the Huns in his own lands. Aëtius turned then to the powerful local magnate Avitus for help, who was not only able to convince Theodoric to join with the Romans, but also a number of other wavering "barbarians" resident in Gaul. The combined armies then marched for Aurelianum (Orléans), reaching that city about June 14. According to the author of the *Vita S. Anianus*, they had reached the besieged Aurelianum literally at the last possible minute. Attila's men had made a breach in the city's walls and had positioned a party within the city. At this very moment, news of an advancing hostile army reached the Huns. They were virtually in control of the city, but to keep it meant to be besieged in it. Hence they broke camp and proceeded back homewards, doubtless looking for an advantageous spot to make a stand. Theodoric and Aëtius followed in close pursuit. The two forces at last met at the Catalaunian Fields on June 20, a date first proposed by J.B. Bury and since accepted by many, although some sources claim September 20. The night before the main battle, one of the Frankish forces on the Roman side encountered a band of the

Gepids loyal to Attila. Jordanes' recorded number of 15,000 dead on either side for this skirmish is not verifiable.

In accordance with Hunnic customs, Attila had his diviners examine the entrails of a sacrifice the morning before battle. They foretold disaster would befall the Huns and one of the enemy leaders would be killed. At the risk of his own life and hoping for Aëtius to die, Attila at last gave the orders for combat, but delayed until the ninth hour so the impending sunset would help his troops to flee the battlefield in case of defeat.

According to Jordanes, the Catalaunian plain rose on one side by a sharp slope to a ridge. This geographical feature dominated the battlefield and became the center of the battle. The Huns first seized the right side of the ridge, while the Romans seized the left, with the crest unoccupied between them. Jordanes explains that the Visigoths held the right side, the Romans the left, with Sangiban of uncertain loyalty and his Alans surrounded in the middle. When the Hunnish forces attempted to seize the decisive central position, they were foiled by the Roman alliance. Their troops had arrived first and repulsed the Hunnic advance. The Hunnish warriors fled in disorder back into their own forces, thereby disordering the rest of Attila's army.

Attila attempted to rally his forces, struggling to hold his position. Meanwhile Theodoric, while leading his own men after the disordered enemy, was killed in the assault without his men noticing. Jordanes states that Theodoric was thrown from his horse and trampled to death by his advancing men, but he also mentions another story that had Theodoric slain by the spear of the Ostrogoth Andag. Since Jordanes served as the notary of Andag's son Gunthigis, even if this latter story is not true, this version was certainly a proud family tradition.

The Visigoths outstripped the speed of the Alans beside them and fell upon Attila's own Hunnic household unit. Attila was forced to seek refuge in his own camp, which he had fortified with wagons. The Romano-Gothic charge apparently swept past the Hunnic camp in pursuit; when night fell, Thorismund, son of king Theodoric, returning to friendly lines, mistakenly entered Attila's encampment. There he was wounded in the ensuing mêlée before his followers could rescue him. Darkness also separated Aëtius from his own men. As he feared that disaster had befallen them, he spent the rest of the night with his Gothic allies.

On the following day, finding the battlefields "were piled high with bodies and the Huns did not venture forth", the Goths and Romans met to decide their next move. Knowing that Attila was low on provisions and "was hindered from approaching by a shower of arrows placed within the confines of the Roman camp", they started to besiege his camp. In this desperate situation, Attila remained unbowed and "heaped up a funeral pyre of horse saddles, so that if the enemy should attack him, he was determined to cast himself into the flames, that none might have the joy of wounding him and that the lord of so many races might not fall into the hands of his foes".

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While Attila was trapped in his camp, the Visigoths searched for their missing king and his son Thorismund. After a long search, they found Theodoric's body beneath a mound of corpses and bore him away with heroic songs in sight of the enemy. Upon learning of his father's death, Thorismund wanted to assault Attila's camp, but Aëtius dissuaded him. According to Jordanes, Aëtius feared that if the Huns were completely destroyed, the Visigoths would break off their allegiance to the Roman Empire and become an even graver threat. So Aëtius convinced Thorismund to quickly return home and secure the throne for himself, before his brothers could. Otherwise, civil war would ensue among the Visigoths. Thorismund quickly returned to Tolosa (present-day Toulouse) and became king without any resistance. Gregory of Tours (*Historia Francorum* 2.7) claims Aëtius used the same stratagem to dismiss his Frankish allies, and collected the booty of the battlefield for himself.

On the Visigoths' withdrawal, Attila first believed it to be a feigned retreat to draw his battered forces out into the open for annihilation. So he remained within his defences for some time before he risked leaving his camp and returned home.



Roman Empire (yellow) and Hunnic Empire (orange) 450

Forces

Both armies consisted of combatants from many peoples. Jordanes lists Aëtius' allies as including (besides the Visigoths) both the Salic and Riparian Franks, Sarmatians, Armoricans, Liticians, Burgundians, Saxons, librones (whom he describes as "once Roman soldiers and now the flower of the allied forces"), and other Celtic or German tribes.

Jordanes' list for Attila's allies includes the Gepids under their king Ardaric, as well as an Ostrogothic army led by the brothers Valamir, Theodemir (the father of the later Ostrogothic king Theodoric the Great) and Widimer, scions of the Amali. Sidonius offers a more extensive list of allies: Rugians, Gepids, Gelonians, Burgundians, Sciri, Bellonotians, Neurians, Bastarnae, Thuringians, Bructeri, and Franks living along the Neckar River E.A. Thompson expresses his suspicions that some of these names are drawn from literary traditions rather than from the event itself.

The Bastarnae, Bructeri, Geloni and Neuri had disappeared hundreds of years before the time of the Huns, while the

Bellonoti had never existed at all: presumably the learned poet was thinking of the Balloniti, a people invented by Valerius Flaccus nearly four centuries earlier.

On the other hand, Thompson believes that the presence of Burgundians on the Hunnic side is credible, noting that a group is documented as remaining east of the Rhine; likewise, he believes that the other peoples Sidonius alone mentions—the Rugians, Scirans and Thuringians—were likely participants in this battle.

However, the number of participants for either side—or in total—is entirely speculative. Jordanes reports the number of dead from this battle as 165,000, excluding the casualties of the Franko-Gepid skirmish previous to the main battle. Hydatius, a historian who lived at the time of Attila's invasion, reports the number of 300,000 dead. No primary source offers an estimate for the number of participants.

The figures of both Jordanes and Hydatius are implausibly high. Thompson remarks in a footnote, "I doubt that Attila could have fed an army of even 30,000 men." As a reference, in the early 3rd century, the Roman Empire maintained thirty legions with just under 5,200 actual men each; if we follow the general assumption that the number of auxiliaries matched the number of legionaries, then add the Praetorian Guard as 5,000 strong, and six Urban Cohorts, we find that the Empire at its height fielded a grand total of 323,000 soldiers across its territories.

A better sense of the size of the forces may be found in the study of the *Notitia Dignitatum* by A.H.M. Jones. This document is a list of officials and military units that was last updated in the first decades of the 5th century. *Notitia Dignitatum* lists 58 various regular units, and 33 *limitanei* serving either in the Gallic provinces or on the frontiers nearby; the total of these units, based on Jones analysis, is 34,000 for the regular units and 11,500 for the *limitanei*, or just under 46,000 all told. While the Roman forces in Gaul had become much smaller by this time, if we accept this number as the total of all of the forces fighting with Theodoric and Aëtius, we should not be too far off. Assuming that the Hunnic forces were roughly the same size as the Romano-Gothic, the number involved in battle is just under 100,000 combatants in total. This excludes the inevitable servants and camp followers who usually escape mention.

Site of the Catalaunian Fields

The actual location of the Catalaunian Fields is not known with certainty: Historian Thomas Hodgkin located the site near Méry-sur-Seine, but current consensus places the battlefield at Châlons-en-Champagne.

In 1842, a labourer uncovered a burial at Pouan-les-Vallées (Aube), a village on the south bank of the Aube River, that consisted of a skeleton with a number of jewels and gold ornaments and buried with two swords; by the nature of its grave goods this elite burial was of a princely Germanic warrior who lived in the 5th century. The Treasure of Pouan is conserved in the Musée Saint-Loup (Musée d'Art d'Archéologie et de Sciences Naturelles), Troyes.

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The archeologist who described this find, Achille Peigné-Delacourt (1797–1881), claimed that these were the remains of Theodoric, but twentieth-century historians generally have expressed their scepticism over this identification.

Historical importance

Traditional view: The battle was of macro-historical importance

This battle, especially since Edward Gibbon addressed it in *The Decline and Fall of the Roman Empire* and Sir Edward Creasy wrote his *The Fifteen Decisive Battles of the World*, has been considered by many historians to be one of the most important battles of Late Antiquity, at least in the Latin-speaking world.

Creasy quoted Herbert's *Attila* concerning this battle. The discomfiture of the mighty attempt of Attila to found a new anti-Christian dynasty upon the wreck of the temporal power of Rome, at the end of the term of twelve hundred years, to which its duration had been limited by the forebodings of the heathen.

Creasy also stated:

Attila's attacks on the Western empire were soon renewed, but never with such peril to the civilized world as had menaced it before his defeat at Châlons; and on his death, two years after that battle, the vast empire which his genius had founded was soon dismembered by the successful revolts of the subject nations. The name of the Huns ceased for some centuries to inspire terror in Western Europe, and their ascendancy passed away with the life of the great king by whom it had been so fearfully augmented.

John Julius Norwich, the historian known for his works on Venice and on Byzantium, said of the battle of Chalons:

It should never be forgotten that in the summer of 451 and again in 452, the whole fate of western civilization hung in the balance. Had the Hunnish army not been halted in these two successive campaigns, had its leader toppled Valentinian from his throne and set up his own capital at Ravenna or Rome, there is little doubt that both Gaul and Italy would have been reduced to spiritual and cultural deserts.

He goes on to say that though the battle in 451 was "indecisive insofar as both sides sustained immense losses and neither was left master of the field, it had the effect of halting the Huns' advance."

There are a couple of reasons why this combat has kept its epic importance down the centuries. One is that—ignoring the Battle of Qarqar (Karkar), which was forgotten at this time—this was the first significant conflict that involved large alliances on both sides. No single nation dominated either side; rather, two alliances met and fought in surprising coordination for the time. Arthur Ferrill, addressing this issue, goes on to say:

After he secured the Rhine, Attila moved into central Gaul and put Orleans under siege. Had he gained his objective, he would have been in a strong position to subdue the Visigoths in Aquitaine, but Aëtius had put together a

formidable coalition against the Hun. Working frenetically, the Roman leader had built a powerful alliance of Visigoths, Alans and Burgundians, uniting them with their traditional enemy, the Romans, for the defense of Gaul. Even though all parties to the protection of the Western Roman Empire had a common hatred of the Huns, it was still a remarkable achievement on Aëtius' part to have drawn them into an effective military relationship. Addressing Attila's fearsome reputation, and the importance of this battle, Gibbon noted that it was from his enemies we hear of his terrible deeds, not from friendly chroniclers, emphasizing that the former had no reason to elevate Attila's reign of terror, and the importance of the Battle of Chalons in proving Attila to be defeatable.

Opposing view: The battle was *not* of macro-historical importance

However, J.B. Bury expresses a quite different judgement: The battle of Maurica was a battle of nations, but its significance has been enormously exaggerated in conventional history. It cannot in any reasonable sense be designated as one of the critical battles of the world. The Gallic campaign had really been decided by the strategic success of the allies in cutting off Attila from Orleans. The battle was fought when he was in full retreat, and its value lay in damaging his prestige as an invincible conqueror, in weakening his forces, and in hindering him from extending the range of his ravages.

The number of combatants, while not as small as many conflicts over the following centuries, is not large compared to the entire forces of the Roman empire. And it did not halt Attila's campaign against the Roman Empire: the following year a weakened Attila invaded Italy, and caused much destruction, only ending his campaign after Pope Leo I met with him at a ford of the river Mincio. It was only after Attila's sudden death in 453, and after the divided and competing Hunnic forces fell upon each other at the Battle of Nedao in the following year, that the Huns vanished as a threat to Europe.

Further, following this victory the Roman Empire did not emerge with renewed military might, but instead was likewise weakened, though more slowly than the Huns: despite the assassinations of first Aëtius, then Emperor Valentinian III, then the Sack of Rome by Geiseric in 455, a generation later there were still sufficient useful remains of the Western Roman Empire for the warlords to fight over. As Bury further observes:

If Attila had been victorious, if he had defeated the Romans and the Goths at Orleans, if he had held Gaul at his mercy and had translated — and we have no evidence that this was his design — the seat of his government and the abode of his people from the Theiss to the Seine or the Loire, there is no reason to suppose that the course of history would have been seriously altered. For the rule of the Huns in Gaul could only have been a matter of a year or two; it could not have survived here, any more than it survived in Hungary, the death of the great king, on whose brains and personal character it depended. Without depreciating the achievement of Aëtius and Theodoric we must recognise that at worst the danger they averted was

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BARBARIAN INVASIONS 375 – 568 AD

of a totally different order from the issues which were at stake on the fields of Plataea and the Metaurus. If Attila had succeeded in his campaign, he would probably have been able to compel the surrender of Honoria, and if a son had been born of their marriage and proclaimed Augustus in Gaul, the Hun might have been able to exercise considerable influence on the fortunes of that country; but that influence would probably not have been anti-Roman. It is highly notable that Bury, who does not believe the Battle of Chalons to be of macrohistorical importance, characterizes Aëtius' rule thus: "From the end of the regency to his own death, Aëtius was master of the Empire in the west, and it must be imputed to his policy and arms that Imperial rule did not break down in all the provinces by the middle of the fifth century." Bury goes on to say, after noting that the emperor had cut off his right hand with his left by murdering the only man who held the dying empire together, "Who was now to save Italy from the Vandals?" Bury made clear that there was no one capable of taking Aëtius' place.

Several other respected historians have similar views.

Aftermath and reputation of the battle

"*Cadavera vero innumera*," the Romans said afterwards: "Truly countless bodies!"

Gibbon succinctly states:

Attila's retreat across the Rhine confessed the last victory which was achieved in the name of the Western Roman Empire.

The following year, Attila renewed his claims to Honoria and territory in the Western Roman Empire. Leading his troops across the Alps and into Northern Italy, he conquered the cities of Aquileia, Vicetia, Verona, Brixia, Bergomum, and Milan. Finally, at the very gates of Rome, he turned his army back only after seeing the pope. This event of sparing Rome is remarkable and adds new dimensions to the personality of the Hun leader as a spiritual leader himself.

Another reason the ferocity of this campaign left a deep impression upon its contemporaries is that not only did Attila savage much of Europe in a manner unrepeated for centuries, but the battle acquired a reputation for carnage almost immediately. Considering the extravagant totals for casualties, Gibbon remarked that they "suppose a real and effective loss, sufficient to justify the historian's remark that whole generations may be swept away by the madness of kings in a single hour".

Two contemporary descriptions survive showing that this battle had an unparalleled reputation for its carnage. The first is from Jordanes:

For, if we may believe our elders, a brook flowing between low banks through the plain was greatly increased by blood of the slain. It was not flooded by showers, as brooks usually rise, but was swollen by a strange stream and turned into a torrent by the increase of blood. Those

whose wounds drove them to slake their parching thirst drank water mingled in gore. In their wretched plight they were forced to drink what they thought was the blood they had poured from their own wounds.

The second comes from the philosopher Damascius, who not many years afterwards heard that the fighting was so severe "that no one survived except only the leaders on either side and a few followers: but the ghosts of those who fell continued the struggle for three whole days and nights as violently as if they had been alive; the clash of their arms was clearly audible".

A further reason for the reputation of this battle is that it was the first major battle since the death of Constantine I where a predominantly Christian force faced a predominantly pagan opponent. This factor was very much apparent to the contemporaries, who often mention prayer playing a factor in this battle (e.g., Gregory of Tours' story of the prayers of Aëtius' wife saving the Roman's life in *Historia Francorum* 2.7).

ARMY LIST SAMPLES

BATTLE REPORT

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