

NIKEPHORIAN BYZANTINES (963 CE - 1042 CE)

(version August 2017)

The Nikephorian Byzantine army covers the period from the ascension of Emperor Nikephorus II Phokas (also known as the Pale Death of the Saracens) in 963, to the ascension of Constantine IX, who instituted a number of cost cutting measures in 1041. After ascending the imperial throne, Nikephorus continued his successful military career in Cilicia, Mesopotamia, and the Levant. His successors John I and Basil II 'the Bulgar Slayer' were also successful, but later rulers in the period this list covers seem to have been more preoccupied with palace intrigue. The army was formed around a professional core known as the Tagmata, which was supplemented by part time thematic troops who were levied in the provinces (Themes).

A Nikephorian Byzantine army must include a general and at least 2 units of Thematic Kavallarioi

Strategy Rating: 4

Climate: Fertile

ARMY SELECTION

Command:	Must include a general May include up to 2 sub-commanders
Core:	Must include 2 units of Thematic Kavallarioi May include up to 8 other core troop selections
Support:	May include up to 6 support The number of support plus skirmish selections must not exceed the number of core selections
Skirmish:	May include up to 4 skirmish The number of support plus skirmish selections must not exceed the number of core selections
Allies:	Up to 25% of the points available may be spent on Allies

COMMAND

A Nikephorian Byzantine army must include a general and may include up to 2 sub-commanders.

General

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
DOMESTIKOS	9 + 2	9 + 2	+2	ARMY GENERAL, MOUNTED, STRATEGIST	60
STRATEGOS	8 + 1	8 + 1	+1		FREE

A Domestikos may be upgraded to Basileus (ML 9 + 3) at a cost of 15 pts.

Up to 2 Sub-commanders

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
TAGMATARCHES	8 + 1	8 + 1	+1	MOUNTED	65

CORE

Players may select up to 10 units from the Core section. At least 2 units of Themata Kavallarioi must be taken.

Thematic Kavallarioi

Models per unit: 6-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	3	4+	4+	1	7	7	32

Weapons: Hand Weapon, Kontos
 Armour: Light Armour, Shield
 Special Rules: Missile Charge, Mixed Formation, Shock Cavalry
 Upgrades: May add heavy armour, upgrading ARM to 3+, but reducing MR to 18, at a cost of 3 pts per model.
 May be Drilled at a cost of 2 pts per model.
 Up to half the models in the unit may replace kontos with composite bows for free.
 May be upgraded to Elite Thematic Kavallarioi, upgrading HTH to 4 at a cost of 7 pts per model.

Tagmatic Kavallarioi

Models per unit: 6-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	18	4+	1	4	3+	4+	1	8	8	47

Weapons: Hand Weapon, Kontos
 Armour: Heavy Armour, Shield
 Special Rules: Drilled, Missile Charge, Mixed Formation, Shock Cavalry
 Upgrades: Up to half the models in the unit may replace kontos with composite bows for free.
 One unit may be upgraded to Hetairoi at a cost of 4 pts per model. They are Steady and Bodyguards.

Thematic Kontaratoi

Models per unit: 15-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	5+	4+	1	7	7	13

Weapons: Hand Weapon, Long Spear
 Armour: Large Shield
 Special Rules: Mixed Formation, Shieldwall
 Upgrades: May add light armour upgrading ARM to 4+, at a cost of 2 pts per model.
 May add javelins at a cost of 1 pt per model.
 May be Drilled at a cost of 1 pt per model.
 Up to half the models in the unit may exchange their long spear and large shield for composite bow and shield (ARM 6) for free.

Irregular Kontaratoi

Models per unit: 15-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	2	5+	4+	1	6	6	8

Weapons: Hand Weapon, Long Spear
 Armour: Large Shield
 Special Rules: Irregular, Mixed Formation, Shieldwall
 Upgrades: May add javelins at a cost of 1 pt per model.
 Up to half the models in the unit may exchange their long spear and large shield for composite bow and shield (ARM 6) for free.

SUPPORT

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 6 Support units may be chosen.

Up to 2 units of Varangoi

Models per unit: 12-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	4	5+	4+	1	8	8	26

Weapons: Hand Weapon, Long Spear, Two-Handed Weapon

Armour: Light Armour, Shield

Special Rules: Fearsome, Mixed Formation, Shieldwall, Steady

Upgrades: May add heavy Armour upgrading ARM to 4+, but reducing MR to 8, at a cost of 2 pts per model.

Up to 1 unit of Klibanophoroi

Models per unit: 6-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	15	4+	1	4	2+	3+	1	8	8	43

Weapons: Heavy Hand Weapon

Armour: Cataphract Armour, Buckler, Full Metal Barding

Special Rules: Cataphracts, Missile Charge, Mixed Formation

Upgrades: May add kontos at a cost of 4 pts per model.

May be steady at a cost of 3 pts per model.

Up to half the unit may add composite bows at a cost of 2 pts per model.

Hyperkerastai

Models per unit: 6-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	3	5+	4+	1	7	7	24

Weapons: Hand Weapon, Composite Bow

Armour: Shield

Special Rules: None

Upgrades: May add light armour, upgrading ARM to 4+, at a cost of 3 pts per model.

May add throwing spears at a cost of 2 pts per model.

Up to 2 units of Prokoursatores

Models per unit: 6-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	3	5+	4+	1	6	6	24

Weapons: Hand Weapon, Long Spear

Armour: Shield

Special Rules: Feigned Flight, Mixed Formation

Upgrades: May add light armour, upgrading ARM to 4+, at a cost of 3 pts per model.

Up to half of the models in the unit may exchange long spears for composite bows for free.

Trapezitai

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN/ SKIRMISH	20	4+	1	3	5+	4+	1	6	6	23

Weapons: Hand Weapon, Javelins
 Armour: Shield
 Special Rules: Feigned Flight, Mercenaries
 Upgrades: May replace javelins with either composite bows or throwing spears at a cost of 1 pt per model.

Akritai

Models per unit: 12-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED OR OPEN	10	4+	1	3	6	4+	1	6	6	9

Weapons: Long Spear, Hand Weapon
 Armour: Shield
 Special Rules: Woodsmen
 Upgrades: May add light armour, upgrading ARM to 4+, at a cost of 2 pts per model. Open Order Akritai may add composite bows at a cost of 2 pts per model.

Skythikoi/Tourkopouli

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN/ SKIRMISH	20	4+	1	3	6	4+	1	7	7	24

Weapons: Hand Weapon, Composite Bow
 Armour: None
 Special Rules: Feigned Flight, Mercenaries
 Upgrades: May add shields upgrading ARM to 5+ at a cost of 2 pts per model. May add throwing spears at a cost of 2 pts per model.

EPIGRU SKIRMISH

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 4 Skirmish units may be chosen.

Psiloi

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	2	N/A	4+	1	6	6	7

Weapons: Javelins or Sling, Improvised Weapon
 Armour: None
 Special Rules: None
 Upgrades: May exchange javelin/sling for composite bow at a cost of 1 pt per model.

Akontistai

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	3	6	4+	1	7	7	11

Weapons: Hand Weapon, Javelins
 Armour: Buckler
 Special Rules: None
 Upgrades: None

Up to 2 units of Menaulatoi

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN/ SKIRMISH	12	4+	1	3	6	4+	1	7	7	14

Weapons: Hand Weapon, Menaulion (treat as Pilum)
 Armour: Shield
 Special Rules: Feigned Flight
 Upgrades: None

ALLIES

Up to 25% of the points available may be spent on troops from the Allies section. May choose from one of the following:

Early Rus	Bagratid Armenian
Italo-Lombard	Medieval Georgian
Steppe Nomads (Alans, Khazars or Pechenegs)	Syrian Arab

NIKEPHORIAN BYZANTINE ALLIES

Allied armies may take the following Byzantine troops as allies. They do not have to take compulsory troops and they do not have to select core troops in order to gain access to support troops. They are otherwise bound by any restrictions in the parent list. Byzantine allies are subject to the 'Allies' special rule (see page 101).

Up to 1 Sub-commander	Up to 2 units of Thematic Kavallarioi
Up to 1 unit of Tagmatic Kavallarioi	Up to 2 units of Thematic Kontaratoi
Up to 1 unit of Akonistai	Up to 2 units of Hyperkerastai

Many thanks to Dan Minculescu and Vlad Diaconescu for putting this army list together.