

JUSTINIAN BYZANTINE C. 500 - 565 CE

(version April 2011)

CORE

This army list covers the early Byzantine armies from the fall of the Western Roman Empire to the death of the Emperor Justinian. During this period, Justinian determined to re-conquer as much of the old Western Roman Empire as he could. The strength of the Byzantine (really Eastern Roman) armies of this period was the heavily armed and armored Bukellari and Comitatuses cavalry. The Byzantine armies of this period included many foreign troops fighting as Foederati. Rather than mercenaries these were regular Byzantine forces. Under the competent and at times brilliant leadership of his generals Belisarios and Narses, these troops were able to accomplish nearly all that Justinian wished them to do. North Africa, Sicily, Italy and even southern Spain were rejoined to the Empire and the Sassanid Persians held off in the east. The main historical enemies of the Byzantines of this period were the Vandals, Goths, Franks, Avars, Slavs, Moors and Sassanid Persians.

A Justinian Byzantine must include a general and at least 1 unit of Bukellari and 1 unit of Comitatuses.

Strategy Rating: 3

Climate: Fertile

ARMY SELECTION

- Command:** Must include a general
May include up to 2 sub-commanders
- Core:** Must include 1 unit of Bukellari and 1 unit of Comitatuses
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 35% of the points available may be spent on Allies

COMMAND

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

General

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
DUX	9 + 2	9 + 2	+2	ARMY GENERAL, MOUNTED	60
MERARCH	8 + 1	8 + 1	+1		FREE

When rolling for a character trait (see page 120), a Dux may re-roll scores of 1 and 2. If a 1 or 2 is rolled a second time, the resultant trait must be taken (the general is having an off day).

Up to 2 Sub-commanders

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

Players may select up to 10 units from the Core Troops section. At least one unit of Bukellari and one unit of Comitatuses must be taken.

Up to 3 units of Bukellari

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	42

- Weapons:** Hand Weapon, Kontos, Composite Bow
Armour: Heavy Armour, Buckler
Special Rules: Shock Cavalry
Upgrades: May add half-metal barding upgrading ARM to 2+, but reducing MR to 15, at a cost of 4 pts per model.
 May be Drilled at a cost of 2 pts per model.
 May upgrade to shields at a cost of 1 pt per model.
 If the Dux is the general, one unit may be designated Bodyguard (pg 101 CoE rule book) at a cost of 1 pt per model - the general must accompany the unit for the entire battle.

*note that the buckler only provides protection in hand-to-hand combat and against missile fire the cavalryman's ARM should be worsened by 1 point

Dismounted Bukellari

Models per unit: 12-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	8	4+	1	4	4+	4+	1	8	8	22

- Weapons:** Hand Weapon, Long Spear, Composite Bow
Armour: Heavy Armour, Shield
Special Rules: None
Upgrades: May be Drilled at a cost of 1 pt per model.

Comitatuses

Models per unit: 6-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	18	4+	1	3	3+	4+	1	8	8	35

- Weapons:** Hand Weapon, Kontos, Composite Bow
Armour: Heavy Armour, Buckler
Special Rules: Shock Cavalry
Upgrades: May add half-metal barding upgrading ARM to 2+, but reducing MR to 15, at a cost of 4 pts per model.
 May be Drilled at a cost of 2 pts per model.
 May upgrade to shields at a cost of 1 pt per model.

*note that the buckler only provides protection in hand-to-hand combat and against missile fire the cavalryman's ARM should be worsened by 1 point

Dismounted Comitatuses

Models per unit: 12-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	8	4+	1	3	4+	4+	1	8	8	19

- Weapons:** Hand Weapon, Long Spear, Composite Bow
Armour: Heavy Armour, Shield
Special Rules: None
Upgrades: May be Drilled at a cost of 1 pt per model.

Germanic Foederati

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	3	4+*	4+	1	7	8	37

Weapons: Hand Weapon, Kontos
 Armour: Light Armour, Buckler
 Special Rules: Fearsome, Shock Cavalry
 Upgrades: May be Drilled at a cost of 2 pts per model.
 May exchange kontos and buckler for long or throwing spear, javelins and shield at no cost.
 May upgrade to heavy armour, upgrading ARM to 3+, but reducing MR to 18, at a cost of 3 pts per model.

*note that the buckler only provides protection in hand-to-hand combat and against missile fire the cavalryman's ARM should be worsened by 1 point.

Dismounted Germanic Foederati

Models per unit: 12-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	5+	4+	1	7	8	14

Weapons: Hand Weapon, Long or Throwing Spear
 Armour: Light Armour, Shield
 Special Rules: None
 Upgrades: May add javelins at a cost of 1 pt per model.

Skutatoi

Models per unit: 12-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED OR OPEN	10	4+	1	3	5+	4+	1	7	6	12

Weapons: Long or Throwing Spear, Hand Weapon
 Armour: Large Shield
 Special Rules: Mixed Formation, Shieldwall
 Upgrades: Up to 2 units may add light armour upgrading ARM to 4+ at a cost of 2 pts per model.
 May add javelins or darts at a cost of 1 pt per model.
 Up to one third of the unit's models may exchange spear and large shield for composite bow and shield (ARM 6) at no cost.

Limitani

Models per unit: 12-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED OR OPEN	10	4+	1	2	5+	4+	1	6	5	7

Weapons: Long or Throwing Spear, Hand Weapon
 Armour: Large Shield
 Special Rules: Irregular, Mixed Formation, Shieldwall
 Upgrades: May add javelins or darts at a cost of 1 pt per model.
 Up to one third of the unit's models may exchange spear and large shield for composite bow and shield (ARM 6) at no cost.

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.

Nomadic Horse Archers

Models per unit: 6-12

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

Weapons: Hand Weapon, Composite Bow
 Armour: None
 Special Rules: Feigned Flight
 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.

Up to 2 units of Nomadic Noble Cavalry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	18	3+	1	4	3+	4+	1	7	8	44

Weapons: Hand Weapon, Kontos
 Armour: Heavy Armour, Shield
 Special Rules: Shock Cavalry
 Upgrades: May add full metal barding upgrading ARM to 2+, but reducing MR to 15, at a cost of 4 pts per model.
 May add composite bows at a cost of 2 pts per model.

Up to 2 units of Isaurian or Slavic Tribesmen

Models per unit: 12-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	10	4+	1	3	5+	4+	1	7	7	14

Weapons: Hand Weapon, Long or Throwing Spear
 Armour: Shield
 Special Rules: None
 Upgrades: May add javelins at a cost of 1 pt per model.
 One unit may add light armour upgrading ARM to 5+ at a cost of 2 pts per model.
 One unit may be drilled at a cost of 1 pt per model.

Up to 2 units of Archers

Models per unit: 12-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	10	4+	1	3	N/A	4+	1	6	6	9

Weapons: Composite Bow, Hand Weapon
 Armour: None
 Special Rules: None
 Upgrades: May have shields, upgrading ARM to 6, at a cost of 1 pt per model.

EPIGRU SKIRMISH CRONIUM

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	5	5	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.
 May add hand weapon and shields, upgrading ARM to 6 at a cost of 1pt per model.
 Javelin armed troops may add throwing spears at a cost of 1 pt per model.

ALLIES

Up to 35% of the points available may be spent on allies.

Up to 2 units of Ghassanid Noble Cavalry Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	3	4*	4+	1	7	7	33

Weapons: Hand Weapon, Kontos
 Armour: Light Armour, Buckler
 Special Rules: Drilled
 Upgrades: May be Drilled at a cost of 2 pts per model.
 May exchange kontos and buckler for long or throwing spear, javelins and shield at no cost.

*note that the buckler only provides protection in hand-to-hand combat and against missile fire the cavalryman's ARM should be worsened by 1 point.

Up to 2 units of Ghassanid Light Cavalry Models per unit: 6-12

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

Weapons: Hand Weapon, Javelins
 Armour: Shield
 Special Rules: Feigned Flight
 Upgrades: May have throwing spears at a cost of 2 pts per model.

Up to 2 units of Ghassanid Infantry Models per unit: 12-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	12	4+	1	2	6	4+	1	6	6	7

Weapons: Hand Weapon, Long or Throwing Spear
 Armour: Shield
 Special Rules: None
 Upgrades: May add javelins at a cost of 1 pt per model.

Up to 2 units of Moorish Light Cavalry Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	20	4+	1	3	5+	4+	1	6	7	24

Weapons: Hand Weapon, Javelins
 Armour: Shield
 Special Rules: Feigned Flight
 Upgrades: May have throwing spears at a cost of 2 pts per model.

JUSTINIAN 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 1 unit of comitatenses
 Up to 2 units of skutatoi
 Up to 1 unit of psiloi

Up to 1 unit of bukellari
 Up to 1 unit of Germanic foederati
 Up to 1 unit of archers

Many thanks to Paul Georgian for putting this army list together.