

## **“IN DEATH GROUND”: ADDITIONAL ARMY LISTS.**

### **PART 1). “THE GOLDEN HORDE AND ITS ENEMIES, c. 1220 to 1300 AD”.**

For the first of the planned free army list downloads for “In Death Ground”, we have chosen the armies and enemies of the Mongols in Eastern Europe during the 14<sup>th</sup> century AD. The first appearance of these terrifying invaders west of the Caspian Sea was in 1221, when Chinggis Khan’s generals Subotai and Jebei led a long-range reconnaissance mission through the Caucasus and onto the Ukrainian steppe, smashing a Russian alliance in passing at the Battle of Kalka in 1223. In 1237 Subotai returned to Russia with Chinggis’ grandson Batu, this time to stay. An attempt to press on further west was thwarted by the death of the Great Khan Ogedei in 1242, but Batu’s armies, and the successor state which eventually became known as the “Golden Horde”, were to dominate the continent’s eastern frontiers for the next two centuries.

For the armies commanded by Subotai, Jebei and Batu before the latter’s death in 1255, use the Chinggiskhanid Mongol list on page 36 of the “In Death Ground” rule book.

#### **THE GOLDEN HORDE, 1255 - 1300 (Disciplined).**

This list covers the Mongol armies on the western steppe after the death of Batu Khan. Although the name “Golden Horde” became popular later on (inspired by the gold embroidered tents of its rulers), in this period it was better known as the Kipchak Khanate. This reflected the fact that most of its troops were local Kipchaks, recruited during Batu's invasion. Under Batu's successors the Horde tightened its hold on the Russian principalities and occasionally raided further west, but most of its energies were taken up with fighting the Ilkhans, fellow Mongols based in the Middle East.

|   |       |
|---|-------|
| Mongol Guard Cavalry: Elite Armoured Heavy Cavalry with bows (18 points)                              | 0 - 1 |
| Other Mongols: Elite Light Cavalry with bows (14 points) or Elite Heavy Cavalry with bows (16 points) | 1 - 4 |
| Kipchak, Alan, Circassian or similar Light Cavalry with bows (11 points)                              | 3 - 6 |
| Siberian Tribesmen: all Warriors (6 points) or all Skirmishers with spears (4 points)                 | 0 - 1 |
| Armenian or Muslim Archers: Skirmishers with bows (6 points)  | 0 - 1 |
| Genoese: Armoured Warrior Bowmen with crossbows (11 points)   | 0 - 1 |

- See the note on page 37 of the rule book for the classification of Mongol cavalry. There must always be at least twice as many Mongol Light Cavalry as Heavies other than Guards. Finds of metal armour are relatively common in Golden Horde graves, especially later in the century, so from 1270 onwards up to half the non-Guard Heavy Cavalry fielded may be Armoured, at 18 points each.
- The special rule for Mongol Archery on page 37 of the rules applies to all troops described here as Mongol.

**Home terrain** is Steppe.

**Allies:** Russian.

**CENTRAL ASIAN MONGOLS, 1259 - 1300 (Organised if Qaraunas, otherwise Disciplined).**

After the death of the Great Khan Mongke in 1259 the Mongols who remained in Central Asia came to regard themselves as the guardians of traditional nomad ways. They included the followers of Arik Boke and Khaidu, Kubilai Khan's main rivals for control of the empire, and the neighbouring Chagatai Horde. The Chagatais not only fought their relatives in the west but campaigned as far afield as the Delhi Sultanate, which they defeated at the Battle of Kili in 1299. This list also covers the Cheibanids and the White Horde in western Siberia, and the Qaraunas (or Nikudaris), the survivors of a Mongol expeditionary force based in Afghanistan. The Qaraunas themselves were remote from the sphere of operations of the Golden Horde, but this list is a logical place to put them. They were effectively independent from the 1260s onwards and subsisted mainly as glorified bandits, causing trouble for their more settled Ilkhanid neighbours.

|   |       |
|---|-------|
| Mongols: Elite Light Cavalry with bows (14 points) or Elite Heavy Cavalry with bows (16 points) | 2 - 6 |
| Turcomans: Light Cavalry with bows (11 points)  | 2 - 6 |
| Uighurs or Tajiks: Warriors, or Skirmishers with bows, (all 6 points) in any combination        | 0 - 3 |

- Up to 1 Mongol Heavy Cavalry unit may be upgraded to Armoured (+2 points), to represent a Khan's or general's guard unit.
- See the note on page 37 of the rule book for the classification of Mongol cavalry. There must always be at least twice as many Mongol Light Cavalry as Heavies.
- The special rule for Mongol Archery on page 37 of the rules applies to all Mongols in this list.

**Home terrain** may be Steppe or Mountain if Qaraunas, otherwise Steppe.

**ILKHANID, 1256 - 1300 (Disciplined).**

This covers the armies of Hulegu Khan and his successors from his crossing of the River Oxus on his way to conquer Persia and the Middle East, which had been left in chaos after the initial Mongol incursions a generation earlier. By 1260 Hulegu had destroyed the castles of the Assassins in Persia, captured Baghdad and Damascus, and established a permanent base on the grasslands of Azerbaijan. He was preparing to march on Jerusalem and Cairo when news of the death of the Great Khan Mongke forced him to abandon the campaign. His troops then settled in Iraq and Persia and established the Ilkhanid state, which engaged in a long a bitter rivalry with the Golden Horde. The Ilkhans converted to Islam around 1295.

|  |       |
|--|-------|
| Mongols: Elite Light Cavalry with bows (14 points) or Elite Heavy Cavalry with bows (16 points)      | 4 - 8 |
| Persians: Armoured Heavy Cavalry (15 points) or Heavily Armoured Heavy Cavalry (17 points) with bows | 0 - 1 |
| Turcomans or Kipchaks: Light Cavalry with bows (11 points)   | 0 - 3 |
| Chinese Siege Specialists: Warrior Bowmen with crossbows (9 points)                                  | 0 - 1 |
| Chinese Skirmishers with fire-lances (8 points)  | 0 - 1 |

- Up to 1 Mongol Heavy Cavalry unit may be upgraded to Armoured (+2 points) or Heavily Armoured (+4 points), to represent the Khan's guard or a similar elite unit, possibly riding armoured horses.
- It has been argued that the Ilkhanid army was reorganised during the late 13<sup>th</sup> century to rely on heavy rather than light cavalry as its main striking force. This theory is controversial (and frankly the evidence is unconvincing), but players who choose to accept it may upgrade all or none of their Mongol Light Cavalry to Heavy from 1276 onwards. Before 1276, there must be at least twice as many Mongol Light Mounted Archers as Heavy.
- The special rule for Mongol Archery on page 37 of the rules applies to all Mongols in this list.
- See page 38 of the rules for the special rule relating to Chinese fire-lances. No more than 8 bases of Chinese may be fielded in total.

**Home terrain** is Steppe.

**Allies:** Georgian. The Georgians were unwilling allies, so any troops from this list except for 1 unit of Heavy Cavalry must be downgraded to Raw (-2 points per base).

### **GEORGIAN, 1200 - 1300 (Organised).**

The Georgians were Christians, but by this period they had adopted many of the military styles of their Turkish enemies. They were fierce warriors who had successfully fought off the surrounding Muslims for centuries, but they proved no match for the Mongols, and were defeated by Subotai and Jebei during their expedition to the west in 1221 - 2. After 1245 the country was divided. The kingdom of Imereti in the west remained independent, but the Eastern Georgians became reluctant subjects of the Ilkhans.

|   |       |
|---|-------|
| Georgian Aznauri: Armoured Heavy Cavalry with bows (15 points)                    | 1 - 4 |
| Georgian, Cuman or Turkoman Light Cavalry with bows (11 points)                   | 1 - 3 |
| Georgian or Russian Spearmen: Warriors (6 points) or Armoured Warriors (8 points) | 1 - 2 |
| Skirmishers with bows (6 points)  | 1 - 2 |
| Skirmishers with spears (4 points)  | 0 - 2 |

- In a Georgian army any or all Aznauri units may be upgraded to Elite (+2 points), but this cannot be done in an allied contingent.

**Home terrain** is Mountain.

**Allies:** A Kipchak allied contingent may be fielded between 1225 and 1229 only.

### **VOLGA BULGAR, 1200 - 1237 (Organised).**

The Volga Bulgars were originally a nomad tribe from the steppes, who had settled on the fringes of the Siberian forest and established a wealthy commercial empire. They both fought and traded with the Russians, and by this period many of them wore Russian-style armour. The Volga

Bulgars beat off the first Mongol invasion in about 1223, but were conquered by Batu in 1237 and eventually absorbed into the Golden Horde.

|                                     |       |
|-------------------------------------|-------|
| Heavy Cavalry with bows (13 points) | 1 - 3 |
| Light Cavalry with bows (11 points) | 1 - 3 |
| Warriors (6 points)                 | 1 - 2 |
| Skirmishers with bows (6 points)    | 1 - 3 |
| Skirmishers with spears (4 points)  | 0 - 2 |

- Any or all Heavy Cavalry may be upgraded to Armoured (+2 points).
- Any or all Warriors may be classed as Furious, at no extra points cost, to represent the warlike but undisciplined Siberian forest peoples.

**Home terrain** may be either Forest or Steppe.

### **KIPCHAKS & ALANS, 1200 - 1239 (Organised).**

The Kipchaks (also known as Cumans or Polovtsy) were a Turkish horde which had migrated into the region north of the Black Sea during the 11<sup>th</sup> century. They had long been in contact with the Byzantines, from whom they probably learned the use of “Greek Fire”. The Kipchaks were scattered by Subotai and Jebei in 1221 and many of them became refugees in Hungary or Russia, where they found employment with the local rulers. Enough of them were left, however, to put up fierce resistance to a new Mongol onslaught in 1229. In 1239 Batu finally overcame them, and from then on Kipchaks provided most of the manpower for his army. The Alans were an unrelated people, once nomadic but now mostly settled, who lived in the same region and fought alongside the Kipchaks until Mongol threats and diplomacy split the alliance.

|   |       |
|---|-------|
| Heavy Cavalry with bows (13 points)             | 1 - 2 |
| Light Cavalry with bows (11 points)             | 3 - 8 |
| Skirmishers with bows (6 points)                | 0 - 2 |
| Skirmishers with spears (4 points)              | 0 - 2 |
| Skirmishers with Greek Fire missiles (8 points) | 0 - 1 |

- Any or all Heavy Cavalry may be upgraded to Armoured (+2 points). Up to 1 unit of Heavy Cavalry may dispense with the bows (-3 points), representing Russian-influenced nobles fighting mainly with spears.
- Treat Greek Fire the same as Chinese fire-lances, for which see page 38 of the rule book.

**Home terrain** is Steppe.

### **RUSSIAN, 1200 - 1300 (Tribal before 1241, Organised thereafter).**

Russia at this period was divided into numerous separate principalities, most of which were subjugated in Batu Khan's campaign of 1237 - 40. However Novgorod held out in the far north, as much thanks to the weather as to its defenders. Many of the northern principalities rebelled in 1257 after the death of Batu, but they were suppressed with typical Mongol ruthlessness. After

that the Russian princes continued to raise armies, but were restricted to fighting either against each other or as vassals of the Golden Horde.

|  |       |
|--|-------|
| Russian Druzhina or Dvor: Armoured Heavy Cavalry (12 points)     | 1 - 2 |
| Russian Druzhina or Polk: Light Cavalry (8 points)               | 1 - 3 |
| German Knights: Heavily Armoured Elite Heavy Cavalry (16 points) | 0 - 1 |
| "Chernye Klobuki": Light cavalry with bows (11 points)           | 1 - 3 |
| Spearmen: Warriors (6 points)                                    | 1 - 3 |
| Raw Skirmishers with bows (4 points)                             | 0 - 2 |
| Raw Skirmishers with spears (2 points)                           | 0 - 2 |

A General representing **Alexander Nevsky (1236 - 1263)** may be Outstanding (+25 points). He can only command Novgorod armies before his appointment as Grand Prince of Vladimir in 1246.

- There must always be at least as many Light as Heavy Cavalry bases in total.
- Up to half the Spearmen fielded may be upgraded to Armoured (+2 points).
- The "Chernye Klobuki" or "Black Caps" were steppe nomads who had settled in Russian territory as refugees or mercenaries. They were most numerous in the south. No more than 4 bases can be fielded in an army representing the forces of Novgorod.
- A Novgorod army can instead replace the "Chernye Klobuki" (including the normally compulsory unit) with extra units of Warriors or Skirmishers, representing town militia.
- Eventually most Russians began to adopt the fighting styles of their Mongol overlords. Therefore after 1245 any or all Russian Heavy or Light Cavalry may be equipped with bows (+3 points).
- German Knights cannot be fielded after 1240.

**Home terrain** is Forest.

**Allies:** A Kipchak contingent may be used before 1247 only.

### **HUNGARIAN, 1220 - 1300 (Tribal).**

The Hungarians were originally another nomadic people, but by the 13<sup>th</sup> century the aristocracy were mostly equipped as western knights. Their King Bela IV was a man of ability, but failed to exercise much control over his army and was defeated by the Mongols at the Battle of Mohi in 1241. However the Mongols remembered this as an extremely hard fight, in which they suffered unprecedented casualties. The Mongols' unexpected withdrawal in the spring of 1242 saved Hungary, whose nobles spent most of the rest of the century fighting amongst themselves.

|  |       |
|--|-------|
| Hungarian or Mercenary Knights: Heavily Armoured Furious Heavy Cavalry (14 points) | 1 - 2 |
| Traditionally armed poorer gentry: Heavy Cavalry with bows (13 points)             | 0 - 2 |
| Hungarian or Kipchak Light Cavalry with bows (11 points)                           | 2 - 3 |
| Hungarian Spearmen: Warriors (6 points)  | 0 - 2 |
| Croatian Axemen: Warrior Swordsmen (8 points)                                      | 0 - 1 |

Hungarian or Croatian Skirmishers with spears (4 points) or bows (6 points) in any combination

1 - 3

- Up to 1 unit of Knights may be upgraded to Elite (+2 points) as Templars or Hungarian Royal Household Knights. Hungarians can be both Elite and Furious, but Templars should lose the Furious classification if they become Elite. This does not affect the points value of either type.

**Home terrain** is Steppe.

**Allies:** Kipchak refugees from the Mongols played a prominent part in most Hungarian armies, though on the eve of the crucial Mohi campaign their hosts unwisely massacred them on suspicion of being in league with the enemy. Therefore they can only be used between 1238 and 1240, and 1245 and 1300.

### **POLISH OR GERMAN, 1220 - 1257 (Tribal).**

This list is based mainly on the alliance of Poles and Teutonic Knights under Duke Henry II of Silesia which was destroyed by Batu's generals at the Battle of Liegnitz in 1241. It can also represent any of the Mongols' opponents in Poland or Prussia until the last major confrontations during Burundai's raid of 1257, plus the anti-Mongol crusaders summoned from throughout Europe by the Pope, who (luckily for them) never actually made contact with the invaders.

|  |       |
|--|-------|
| Polish, German or other military order Knights: Heavily Armoured Elite Heavy Cavalry (16 points) | 1 - 3 |
| Russians: Armoured Heavy Cavalry (12 points)   | 0 - 1 |
| Lithuanian, Kipchak or Hungarian Light Cavalry with bows (11 points)                             | 0 - 1 |
| Polish or German Spearmen: Warriors (6 points)   | 1 - 2 |
| Polish conscripts or Silesian miners: Raw Warriors (4 points)                                    | 1 - 3 |
| Polish Axemen: Warrior Swordsmen (8 points)  | 0 - 1 |
| German, military order or crusader Crossbowmen: Warrior Bowmen with crossbows (9 points)         | 0 - 1 |
| Skirmishers with spears (4 points) or bows (6 points) in any combination                         | 1 - 2 |

- Any or all crossbowmen may be upgraded to Armoured (+2 points).

**Home terrain** may be Forest or Pastoral.