# Age of Belisarius

Age of Belisarius expands Field of Glory II forwards from the fall of the Western Roman Empire in 476 AD to 600 AD, a period when the Eastern Roman (Byzantine) army transformed itself from a mainly infantry force to a cavalry army in response to the threats it faced.

You can be part of the flowering of the new “barbarian” kingdoms that replaced the Roman Empire in the west, and the conflict between them. You can play a major role in the resurgence of the Eastern Roman (Byzantine) Empire and the reconquest by the Emperor Justinian I’s generals, especially Belisarius and later Narses, of the Vandal kingdom of Africa, the Ostrogothic kingdom of Italy and part of the Visigothic kingdom of Spain. You can take part in the almost continuous warfare between the Byzantines and the Sassanid Persians in the East, and the Sassanids’ own troubles with their eastern neighbours, the Hephthalites and the Göktürks. You can lead the Avars to conquer a mighty empire north of the Danube, and to threaten the very existence of the Byzantine Empire – or you can defend against them.

Summary of features:

* 10 new factions
* 17 new units
* 30 new army lists
* 6 new Epic Battles
* 37 new Quick Battles
* Expanded Custom Battles module.
* Expanded Sandbox Campaign module.
* 4 new historically-based campaigns.

Details:

* 11 new named factions: Avars, Byzantines, Franks, Gepids, Lombards, Ostrogoths, Slavs, Turks, Vandals, Visigoths, Welsh.
* 17 new units: Byzantine Lance/Bow cavalry, Veteran Byzantine Lance/Bow cavalry, Byzantine Flankers, Dismounted Armoured Noble Lancers, Dismounted Noble Lancers, Dismounted Armoured Horse Archers, Sabir Foot, Indian Light Horse (javelins), Indian Light Foot (javelins), Bedouin Cavalry (lancers), Bedouin Light Horse (lancers), Bedouin Foot, Pre-Islamic City Arab foot, Bulgar Cavalry, Bulgar Light Horse, Spearmen (Dark Age), Raw Spearmen (Dark Age).
* 29 new army lists (which expands the total number of army lists to 163).
	+ Arab (Bedouin) 300-636 AD
	+ Arab (City) 300-633 AD
	+ Armenian 477-627 AD
	+ Avar 553-557 AD
	+ Avar 558-631 AD
	+ Breton 411-579 AD
	+ Breton 580-1072 AD
	+ Byzantine 493-550 AD
	+ Byzantine 551-578 AD
	+ Byzantine 579-599 AD
	+ Frankish 260-495 AD
	+ Frankish 496-599 AD
	+ Gepid 493-567 AD
	+ Hunnic (Sabir) 463-558 AD
	+ Indian 546-599 AD
	+ Lombard 493-567 AD
	+ Lombard 568-569 AD
	+ Lombard 570-649 AD
	+ Moorish 350-698 AD
	+ Ostrogothic 493-561 AD
	+ Pictish 477-850 AD
	+ Sassanid Persian 477-590 AD
	+ Sassanid Persian 591-628 AD
	+ Scots-Irish 477-846 AD
	+ Slav 500-599 AD
	+ Turkish 552-599 AD
	+ Vandal 442-499 AD
	+ Vandal 500-534 AD
	+ Visigothic 419-621 AD
	+ Welsh 477-599 AD
* 6 new Epic Battles: Dara 530 AD, Tricamarum 533 AD, Taginae 552 AD, The Volturnus 554 AD, Bukhara 557 AD, Raith 596 AD (each playable from either side).
* 37 new Quick Battles (each playable from either side).
* Expanded Field of Glory II Custom Battles module now includes all 166 army lists from Immortal Fire, Rise of Rome, Legions Triumphant and Age of Belisarius. (Purchase of the appropriate DLCs is necessary to access them all).
* Expanded Field of Glory II Sandbox Campaigns module now includes all 166 army lists from Immortal Fire, Rise of Rome, Legions Triumphant and Age of Belisarius. (Purchase of the appropriate DLCs is necessary to access them all).
* 4 new historically-based campaigns:
	+ Belisarius
	+ Clovis I of the Franks
	+ King of Kings 2 (Sassanid Persia)
	+ Rise of the Avars