

كولملا لتقل كولما.

It is not the custom of kings to kill kings.

SADES



ARMY LISTS

THE CRUSADES

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CONTENTS

The lists are divided into three sections, Maximus, Magna and Pacto. Within each section are the following lists:

CREATING AN ARMY WITH THE MORTEM ET GLORIAM ARMY LISTS

Use the army lists to create your own customised armies using the Mortem et Gloriam Army Builder.

There are few **general rules** to follow:

- 1. An army must have at least 2 generals and can have no more than 4.
- 2. You must take at least the minimum of any troops noted and may not go beyond the maximum of any.
- 3. No army may have more than two generals who are Talented or better.
- 4. Unless specified otherwise, all elements in a UG must be classified identically. Unless specified otherwise, if an optional characteristic is taken, it must be taken by all the elements in the UG for which that optional characteristic is available.
- 5. Any UGs can be downgraded by one quality grade and/or by one shooting skill (Skilled to Experienced or Experienced to Unskilled) representing less strong, tired, or understrength troops. If any bases are downgraded all in the UG must be downgraded. So Average-Experienced skirmishers can always be downgraded to Poor-Unskilled.
- 6. Points are shown for troops with all mandatory characteristics applied. Points have been rounded to the nearest whole number. If quality or shooting skill is downgraded, then the points (including the points for any optional characteristics) will need to be adjusted.
- 7. An army entirely of Cavalry, Chariots, Camelry or Infantry with the Dismountable characteristic may choose the No Camp option.

Where allies are allowed, they must conform to the following rules:

- 1. An ally must be a minimum of 2 and a maximum of 4 UGs.
- 2. They must take enough UGs to get them to at least 50% of the minimums in the list being used.
- 3. They can thereafter take any troops up to the maximum to create the rest of the allied contingent.
- 4. Unless specified in the notes, the general must be the same type as the army commander in the main list but cannot be legendary. Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

Where an internal ally is allowed, and no contingent is specified they must conform to the following rules:

- 1. Each internal ally must be a minimum of 2 and a maximum of 4 UGs.
- 2. The total number of troops taken of each type in the entire army must not exceed the maxima for that troop type.
- 3. They must take enough UGs to get them to at least 50% of the minimums in the list if there is enough allowance for a UG after the core army itself has taken the minimum. For example: An army has 4-12 cavalry (UG size 4,6) and 18-32 spearmen (UG size 6,8,9) as compulsory troops with 2 internal allies. The core army must take 4 cavalry and at least 18 spearmen. The first ally must take 4 cavalry and at least 9 spearmen. The second ally must take 4 cavalry but cannot take the 9 spearmen as this would exceed the 32 spearmen limit for the army.

- 4. If a list requires a proportion of a troop type to be upgraded or regraded, then the army as a whole must comply with this requirement. Internal allies do not have to comply these requirements. For example: ¼ to ¾ of Turcomans must be upgraded from Experienced to Skilled shooting. An internal ally might have all Experienced as long as the army as a whole has ¼ to ¾ Skilled.
- 5. They can thereafter take any troops up to the maximum to create the rest of the allied contingent. Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

Poor quality TuGs in Pacto must start with 2 or 3 elements. TuGs downgraded from Average quality must start with 2 elements, except where they are already allowed 3 elements. Poor quality SuGs or Average quality downgraded to Poor may start with 1, 2 or 3 elements.

As a courtesy to your opponent when you deploy your troops, you should describe each UG fully; type, training, quality, protection, melee weaponry, shooting skill and weaponry, characteristics, and which ally if appropriate. You should also explain how any unusual troop types in your army function and any special rules including Stakes, Caltrops, Barricades and Obstacles and troop types such as Battle Wagons.

The easiest way to calculate points is to use the downloadable on-line army builder at www.mortem-et-gloriam.co.uk. Use this and all you do is use drop downs for the troop classifications and it does all the work for you. For those who prefer pen and paper, or who want to doodle some approximate designs before loading an army up, we have provided the points values with the lists. If a discrepancy exists in the points values between these lists and the army builder, then the army builder has the correct value.

FRIENDLY AND SCENARIO GAMES

Feel free to vary the troop classifications for friendly and scenario games. An interesting aspect of scenario games can be to see what the effect is from representing troops in a different manner.

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HISTORICAL INTRODUCTION

The Crusades were a series of religious wars sanctioned by the Latin Church in the medieval period. The most commonly known are the campaigns in the Eastern Mediterranean aimed at recovering the Holy Land from Islamic rule and this set of lists focusses on these campaigns. The term "Crusades" is however also applied to other church-sanctioned campaigns.

The defeat of the Byzantine Empire at Manzikert in 1071 CE enabled Seljuk Turkmen generals to carve their own principalities out of formerly Byzantine Anatolia. It was to lead the Byzantine Emperor Alexios I Komnenos to request western aid to help repel the Seljuk Turks from Anatolia. Alexios was probably hoping for a small body of mercenary reinforcements he could direct and control. At the Council of Clermont Pope Urban II preached for a crusade. The Pope had previously contacted and obtained support from some nobles. The result was probably not what the Pope expected. Almost immediately Peter the Hermit preached to thousands of mostly poor Christians whom he led out of Europe in what became known as the People's Crusade. This mass of people, most of whom had little or no military experience, advanced into Anatolia to be ambushed and massacred by the Turks.

Meanwhile the First Crusade, led by a group of nobles started to arrive in Byzantium. The initial aim was to capture Nicaea which had been declared the capital of the Sultanate of Rum. This was achieved and followed up by a victory at Dorylaeum. The Crusaders marched on to Antioch which they started to besiege. Lacking the resources to fully invest the city it took eight months until the city was captured through bribery. Days later the Crusaders were themselves besieged. They suffered further losses until a determined attack caused the Turks to withdraw. After months arguing who would have the captured territory the Crusading army eventually set out for Jerusalem. This had been recently taken from the Turks by the Fatimid Egyptians. This initial attack failed but a later attack captured the city. A surprise attack on an Egyptian relief force consolidated the Crusader hold on the territory and the Kingdom of Jerusalem was created.

Prior to capturing Jerusalem another Crusader, Baldwin of Boulogne, had travel to Edessa and succeeded as ruler, adopting the title Count. This region was occupied by Orthodox Christians. Baldwin became King of Jerusalem when his brother Geoffrey of Bouillon died. The County of Edessa passed to his cousin. The Principality of Antioch, the County of Edessa, the Kingdom of Jerusalem and the County of Tripoli were to form the Outremer states that would have a presence in the Middle East for the next two centuries.

The Christian position was tenuous. To the north was the Sultanate of Rum, a Seljuk state that controlled most of Anatolia. Beyond was the Byzantine Empire but the Byzantine Emperors had little sympathy for the Crusaders who had gone back on their original promise of handing over their conquests to the Empire. To the East was the Seljuk empire which fortunately for the Crusaders had weak central authority and consisted of several lesser rulers in Syria and beyond attempting to hold and expand their own positions. To the south the Fatimid empire also lacked political stability. Over the next few decades there was a succession of wars and battles.

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The loss of Edessa to the forces of Zengi, the atabeg of Mosul, in 1144 was to result in the Second Crusade. It launched an unsuccessful attack on Damascus, a failure that was ultimately to have disastrous consequences for the Kingdom of Jerusalem. In 1171 Saladin became the first Ayyubid Sultan of Egypt. He went on to capture Jerusalem and overrun the Kingdom in 1187 and precipitated the Third Crusade. The Third Crusade led to the capture of Cyprus and although it failed to capture Jerusalem, it allowed Richard the Lionheart to agree a treaty with Saladin which granted Muslim control over Jerusalem but allowed unarmed Christians to visit the city. The successes allowed the Crusaders to maintain their presence on the Syrian coast for a further 100 years.

The Fourth Crusade was originally intended to capture Jerusalem but a sequence of events culminated in the Crusaders sacking the city of Constantinople. They set up the Latin Empire and partitioned other Byzantine territories among themselves. The Crusade was one of the more prominent acts in the schism between the Eastern Orthodox and Roman Catholic churches Byzantine resistance based in unconquered sections of the empire such as Nicaea, Trebizond, and Epirus ultimately recovered Constantinople in 1261.

The Fifth Crusade (1213 to 1221) was an attempt to reacquire Jerusalem and the Holy Land by conquering the Ayyubid state in Egypt. After occupying the port of Damietta, the Crusaders marched south towards Cairo in July 1221, but were turned back after their dwindling supplies a forced a retreat. A night time attack by Sultan Al-Kamil resulted in a great number of Crusader losses, and eventually in the surrender of the army.

The Sixth Crusade started in 1228 as an attempt to regain Jerusalem. It began seven years after the failure of the Fifth Crusade and involved very little actual fighting. The Egyptian sultan, occupied with the suppression of rebellious forces in Syria, agreed to cede Jerusalem to the Franks, along with a narrow corridor to the coast. The ten-year expiration of the treaty with Al-Kamil caused Pope Gregory IX to call for a new crusade to secure the Holy Lands for Christendom beyond 1239. This initiated the Barons' Crusade, a disorganized affair which wound up with relatively limited support. The Barons' Crusade consisted of two separate crusades: one that took place in Constantinople and the other one in the Holy Land. The Crusaders used diplomacy to successfully play the two warring factions of the Muslim Ayyubid dynasty (in Egypt and Syria) against each other. For a few years, the Barons' Crusade returned the Kingdom of Jerusalem to its largest size since 1187.

The Seventh Crusade was a crusade led by Louis IX of France from 1248 to 1254. His troops were defeated by the Egyptian army led by the Ayyubid Sultan Turanshah supported by the Bahariyya Mamluks. The Mamluks were to seize control of Egypt. Louis IX of France's failure to capture Tunis in the Eighth Crusade led Henry III of England's son Edward to sail to Acre in what is known as the Ninth Crusade. The Ninth Crusade saw several impressive victories for Edward but foreshadowed the imminent collapse of the last remaining crusader strongholds along the Mediterranean coast.



MAXIMUS ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAXIMUS

	Army Co	mmander	Sub-ge	eneral	Ally general		
Type of general	Professional	Instinctive	Professional	Instinctive	Professional	Instinctive	
Legendary	1600	1400	n/a	n/a	800	700	
Talented	1150	900	850	700	650	600	
Competent	700	550	600	450	300	250	
Mediocre	400	250	400	250	100	50	

CAMPS

Type of camp	Poor	Average	Superior
Unfortified	108	180	252
Fortified	216	360	504
Flexible	180	300	420
Mobile	126	210	294
No camp	378	N/A	N/A

A flexible camp is deployed as a fortified camp when defending and a mobile camp when invading. No camp deploys a poor mobile camp when defending and no camp at all when invading.

UGs

For each UG multiply the cost shown in the list (adjusting for any optional characteristics) by the number of bases.

Notes

- 1. Points values for skirmishers in Magna and Pacto are greater than in Maximus as SuGs shoot at full effect with only two ranks.
- 2. For further details on how points are calculated visit the Mortem et Gloriam website.

GEORGIAN



1008 TO 1403 CE

HISTORICAL NOTES

The first united Georgian monarchy was formed at the end of the 10th century CE when Curopalate David invaded the Earldom of Kartli-Iberia. Between 1008 and 1010, Bagrat III created a united Georgia in both the east and west. In 1071, the Seljuk army destroyed the united Byzantine-Armenian and Georgian forces in the Battle of Manzikert. Most of Georgia was conquered and devastated by the Seljuks. The struggle against the Seljuk invaders in Georgia was led by King David IV. David created the regular army and peasant militia in order to be able to resist Seljuk colonization of his country. By the end of 1099 David had stopped paying tribute to the Seljuks and had liberated most of the Georgian lands. Between 1110 and 1118 he forced many of the Turks to withdraw and invited Cuman (Kipchak) warriors to settle. The reign of Queen Tamar 1184 to 1213 represented the peak of Georgia's might. In the 1220s, the South Caucasus and Asia Minor faced the invasion of the Mongols. In spite of fierce resistance by Georgian-Armenian forces and their allies, the whole area including most of Georgia, all Armenian lands and Central Anatolia eventually fell to the Mongols. After 1245, the country broke up into competing kingdoms.

TROOP NOTES

At the start of the period, the Georgians relied on the lance rather than the bow. Later they are depicted emphasising the bow rather than the lance. This may well have been under Seljuk influence. Georgian foot were armed with spear or bow. They carried round shields and many wore lamellar armour.

HISTORICAL ENEMIES

Bedouin Dynasties; Dailami Dynasties; Seljuk Turk; Great Seljuk Empire; Bagratid Armenian; Nikephorian Byzantine; Later Nikephorian Byzantine; Medieval Alan; Khwarazmian; Mongol Conquest; Ilkhanate; Georgian; Later Seljuk Empire; Sultanate of Rum; Empire of Trebizond; Turcoman Beyliks; Jalairid Sultanate; Timurid; Kara Koyunlu

GEORGIAN



ARMY COMMANDER		1	Any Instinctive			DATES		1008 CE to 1403 CE		
SUB-GENERALS		0-3	Any Instinctive (befor	e 1246 CE, 0-1 froi	n 1246 CE)	TERRAIN		Standard, Mountains		
INTERNAL ALLIED GENERA	ALS	0-3	Any Instinctive (from	1246 CE)		Самр		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ									
	TRAINING ANI)	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	OPTIONAL	Min	
Name	Formation		Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG Size
CAVALRY COMPRISING FRO	NT RANK AZN	AURI	AND REAR RANK R	ETAINERS						
1/2 Aznauri	CAVALRY		Superior	-	Chancina I an ann		147	Malaa Francis (22)	3	4,6
1/2 Aznaun	Formed Loos	е	Protected	-	Charging Lancer	-	14/	Melee Expert (32)	9	4,0
1/2 Retainers	CAVALRY		Average	Experienced		Shoot & Charge	94	Melee Expert (15)	=	
1/2 Retaillers	Formed Loos	е	Unprotected	Bow	-	Shoot & Charge	7 4	Meiee Expert (10)	=	
Replace cavalry from 1	122 CE									
A	CAVALRY		Superior	Experienced	Cl C		161			1.6
Aznauri	Formed Loos	е	Protected	Bow	Short Spear	-	101	-	Any	4,6
Retainers	CAVALRY		Average	Experienced			87		=	
retaillers	Formed Loos	е	Unprotected	Bow	-	-	07	-	=	
Frankish mercenaries (from	CAVALRY		Average	-	C1 : I	D	110	M 1 E (00)	0	1.6
1121 to 1129 CE)	Formed Loos	е	Protected	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	6	4,6
Frankish mercenaries (from	CAVALRY		Average	-	Chanaina I an ann	Devastating Chargers	148	Melee Expert (29)	0	4,6
1130 to 1144 CE)	Formed Loos	е	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Meiee Expert (29)	6	4,0
Horse archers	CAVALRY		Average	Experienced			94		0	4,6
Tioise archers	Formed Flexib	le	Unprotected	Bow	-	-	24	-	6	4,0
Turcoman mercenaries (from	CAVALRY		Average	Experienced			94		0	4,6
1122 CE)	Formed Flexib	le	Unprotected	Bow	-	-	7 4	-	6	4,0
Turcoman skilled	CAVALRY		Average	Skilled			129		0	4,6
mercenaries (from 1122 CE)	Formed Flexib		Unprotected	Bow			147		6	7,0
Spearmen	INFANTRY		Average	-	Short Spear		62	Integral Shooters (6),	16	6,8,9
	Tribal Close		Protected	-	onore opear	-	02	Combat Shy (-22)	32	0,0,7

GEORGIAN



Archers	INFANTRY	Average	Experienced		_	65	Combat Shy (-22)	0	6,8
Auchers	Tribal Loose	Protected	Bow			00	Collidat 511y (-22)	16	0,0
Skirmishers	INFANTRY	Average	Experienced		_	29	Combat Shy (-4)	0	6,9
Skiiiiisiieis	Skirmisher	Unprotected	Javelin	<u>-</u>	-	49	Combat Sny (-4)	18	0,9
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		12	6,9
	Skirmisher	Unprotected	Bow		Combat Sily	40	_	24	0,7
CUMANS - ONLY FROM 109	90								
Cuman nobles	CAVALRY	Superior	Experienced	Short Spear	_	161		0	4,6
Cuman nobles	Formed Loose	Protected	Bow	Short Spear	-	101	-	6	4,0
Cuman horse archers	CAVALRY	Average	Experienced			94		0	4,6
Cuman horse archers	Formed Flexible	Unprotected	Bow	<u>-</u>	-	24	-	24	4,0
Upgrade Cuman horse	CAVALRY	Average	Skilled			129			4,6
archers	Formed Flexible	Unprotected	Bow	-	-	149	-	Up to half	7,0

ALLIES

Shirvan allies - Bedouin Dynasties (from 1121 to 1204 CE)

Notes

The minima and maxima are for the aznauri. An equal number of retainers must be taken. Cumans must be in a separate command(s). A Cuman command cannot contain other troops.

CHANGES FROM LAST VERSION

LATER FATIMID EGYPTIAN



1074 TO 1171 €E

HISTORICAL NOTES

During the late eleventh and twelfth centuries CE the Fatimid caliphate declined rapidly, and in 1171 Saladin seized its territory. He founded the Ayyubid dynasty and incorporated the Fatimid state into the Abbasid Caliphate.

TROOP NOTES

The Turkish Mamluks were a huge cost on the Fatimid treasury. In 1074 CE Nasir al-Dawla, a major leader, was assassinated. Control of the Turkish Mamluks was lost from this point on. At this time the Dailami were also disbanded. The Fatimids came to rely on significant numbers of Armenians. The 'abid infantry remained the core of the Fatimid army. Some were armed with a heavy lutat mace. The Sariraya were armed with 11 or 12 foot spears.

HISTORICAL ENEMIES

North African Dynasties; Bedouin Dynasties; Seljuk Turk; Great Seljuk Empire; Syrian States; First Crusade; Early Outremer States; Outremer States; Almohad; Christian Nubian; Beja; Abyssinian

LATER FATIMID EGYPTIAN



ARMY COMMANDER	1	Any Professional			DATES		1074 CE to 1171 CE		
SUB-GENERALS	0-3	Any Professional			Terrain		Standard, Coastal		
INTERNAL ALLIED GENER	RALS				Самр		Unfortified or Fortified	; Poor or Ave	rage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Mamluks	CAVALRY	Superior	Experienced	Short Spear		175		0	4,6
IVIdIIIIUKS	Drilled Loose	Protected	Bow	Short Spear	-	173	-	8	4,0
A was an inn any alway	CAVALRY	Average	-	Charging I anger		105	Malaa Errmant (22)	4	16
Armenian cavalry	Formed Loose	Protected	-	Charging Lancer	-	105	Melee Expert (23)	12	4,6
Ci	CAVALRY	Average	-	I C		115	C	4	16
Syrian cavalry	Formed Loose	Protected	-	Long Spear	-	115	Combat Shy (-28)	12	4,6
Ghulam lancers	CAVALRY	Average	-	I and Char		115		0	4,6
Gnulam lancers	Formed Loose	Protected	-	Long Spear	-	113	-	8	4,0
Bedouin cavalry	CAVALRY	Average	-	Long Spear		82	Combat Shy (-18)	0	4,6
Dedouin cavany	Formed Flexible	Unprotected	-	Long Spear	-	02	Collidat Sily (-10)	12	4,0
Turcomans	CAVALRY	Average	Experienced			94		0	4,6
Turcomans	Formed Flexible	Unprotected	Bow	-	-	94	-	8	4,0
Armenian archers	INFANTRY	Average	Experienced			54		12	6,8
Affilelliali afcileis	Formed Loose	Unprotected	Bow	-	-	J 4	-	18	0,0
Sudanese archers	INFANTRY	Average	Experienced			54	Pavise (8), Combat	0	6,8
Suddiffese dictiers	Formed Loose	Unprotected	Bow	-	-	J 4	Shy (-14)	24	0,0
Sudanese 'abid al-shira	INFANTRY	Average	-	Short Spear		77	Integral Shooters (6)	6	6,8
Suddilese abid al-sillia	Drilled Close	Protected	-	Short spear	-	//	ilitegiai silooteis (0)	30	0,0
Sudanese 'abid Sariraya	INFANTRY	Average	-	I and Chark		91	Integral Shooters (6)	0	6,8
Sudanese abid Saniaya	Drilled Close	Protected	-	Long Spear	-	91	integral shooters (0)	8	0,0
Upgrade 'abid al-shira as	INFANTRY	Average	-	2-H Cut-Crush		102	Integral Shooters (6)		*see
lutat with maces	Drilled Close	Protected	-	Z-M Cut-Clush	-	102	micgiai shooleis (0)	Up to 1/4	note
Muttawwi volunteers	INFANTRY	Average	-		Daynatatina Characin	39		0	6.0
iviuttawwi voiuiiteeis	Tribal Loose	Unprotected	-	_	Devastating Chargers	37	-	8	6,8

LATER FATIMID EGYPTIAN



Sudanese tribesmen	INFANTRY	Average	-		Devastating Chargers	60	-	0	6,8,9
Sudanese dibesinen	Tribal Loose	Protected	-	<u>-</u>	Devastating Chargers			9	0,0,9
Ahdath spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	6,8,9
Alluaul spealillell	Tribal Close	Protected	-	Short Spear	Jillela Wali	71	illicgial bilootels (4)	18	
I Ingrada abdath gnaarman	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	6,8,9
Upgrade ahdath spearmen	Tribal Close	Protected	-	Short Spear	Silleiuwali	07	integral shooters (0)	9	0,0,9
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
	Skirmisher	Unprotected	Bow	-	Combat sny	40	-	18	0,9

ALLIES

Crusader allies - Outremer States (only in 1167 CE)

Syrian States allies

NOTES

Up to 2 elements in each Abid 'al-shira TuG may be replaced with lutat macemen.

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

EARLY ARMENIAN CILICIA



1080 TO 1150 €E

HISTORICAL NOTES

The Armenians in Cilicia gained their independence following the battle of Manzikert. The principality was founded c. 1080 CE by the Rubenid dynasty, an alleged offshoot of the larger Bagratid family, which at various times had held the thrones of Armenia and Georgia.

TROOP NOTES

The Armenians relied on bands of paid retainers. Equipment was influenced by the Crusaders. Foot were equipped with spears or bows. Circular shields were carried but some kiteshaped shields seemed to have been adopted from the Crusaders.

HISTORICAL ENEMIES

Seljuk Turk; Great Seljuk Empire; Syrian States; First Crusade; Early Outremer States; Post Seljuk Abbasid; Outremer States; Sultanate of Rum; Komnenan Byzantine

EARLY ARMENIAN CILICIA



60

24

18

24

6.8

6.9

6.9

Combat Shy (-22)

Combat Shy (-14)

Combat Shy (-4)

54

29

40

Combat Shy

Army Commander		1	Any Instinctive			DATES		1080 CE to 1150 CE			
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Standard, Coastal, Mountains			
Internal Allied General	s					САМР		Unfortified or Mobile; Poor or Average			
	ТүрЕ										
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	M ANDAT 0 RY	BASE	OPTIONAL	Min		
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE	
Noble cavalry	CAVALR	Y	Superior	-	Charging Lancer		147	Melee Expert (32)	0	4,6	
Noble Cavally	Formed Lo	ose	Protected	-	- Charging Lancer	-	14/	Meiee Expert (52)	8	4,0	
Covoler	CAVALR	Y	Average	-	Charging Lancor		105	Malaa Export (22)	6	1.6	
Cavalry	Formed Lo	ose	Protected	-	Charging Lancer	-	105	Melee Expert (23)	18	4,6	
Sparman	INFANTE	Ϋ́	Average	-	Short Spear		62	Integral Shooters (6),	16	6,8,9	
Spearmen	T.:11.C1.		D 1		- Short Spear	-	02	Combat Chry (22)	C O	0,0,9	

Experienced

Bow

Experienced

Tavelin

Experienced

Bow

ALLIES

Archers

Iavelinmen

Skirmishers

Seljuk Turk allies - Early Turcoman Beyliks (only in 1128 CE)

Tribal Close

INFANTRY

Formed Loose

INFANTRY

Skirmisher

INFANTRY

Skirmisher

Protected

Average

Unprotected

Average

Unprotected

Average

Unprotected

Crusader allies - First Crusade (from 1098 to 1099 CE)

Crusader allies - Early Outremer States (from 1100 to 1129 CE)

Crusader allies - Outremer States (from 1130 CE)

NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION



1092 TO 1174 €E

HISTORICAL NOTES

The revived Abbasid Caliphate of Baghdad enabled the rulers of various Syrian cities to achieve semi-independence. The most powerful were Damascus and Aleppo. Minor cities included Hama, Homs, Tripoli and Shaizar. Antioch and Jerusalem were captured during the First Crusade. The smaller cities were captured by Zengi and then ruled by him and his son Nur ed-din from 1128 to 1174 CE. Armies of the Atabegs of Mosul prior to 1128 are covered in the Later Seljuk Empire list. Zenghi took Edessa in 1145 and Nur ed-din took Damascus in 1154. In 1169 Nur ed-Din's Kurdish general Shirkuh took Egypt. Shirkuh was succeeded by his nephew Saladin (Salah ed-Din Yusuf), who ruled Egypt theoretically on Nur ed-Din's behalf until the latter's death in 1174, then took over the whole Zenghid territory to create the Ayyubid Sultanate.

Muslim-Frankish alliances include: In 1108, Ridwan of Aleppo with Tancred of Antioch against Jawali Saqawa and Baldwin of Edessa; in 1115, Toghtekin of Damascus, with Roger of Antioch, Pons of Tripoli and Baldwin of Jerusalem against the Seljuq Sultan Mohammed; in 1139, Unur of Damascus with Fulk of Jerusalem against Zengi.

TROOP NOTES

The core of the more powerful rulers forces were slave-soldiers (ghulams or mamluks). These were supported by Syrian, Armenian or Kurdish cavalry. Ahdath were city militia. Ghazis were volunteers fighting for religion, mutatawwi for loot.

HISTORICAL ENEMIES

Great Seljuk Empire; Later Fatimid Egyptian; Early Armenian Cilicia; Syrian States; Later Seljuk Empire; Early Turcoman Beyliks; First Crusade; County of Edessa; Early Outremer States; Post Seljuk Abbasid; Outremer States; Sultanate of Rum; Ayyubid Egyptian; Komnenan Byzantine



ARMY COMMANDER	1	Any Professional			DATES		1092 CE to 1174 CE		
SUB-GENERALS	0-2	Any Professional (Ze	nghids, 0-1 Others)		TERRAIN		Standard, Coastal, Plai	ns	
Internal Allied General	1-3	Any (Syrian) or Any l	Instinctive (up to 2 T	urcoman)	САМР		Unfortified or Fortified	l; Poor or Ave	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
ONLY DAMASCUS OR ALEP	PΘ								
Mamluks	CAVALRY	Superior	Experienced	Short Spear		175		4	4,6
Mamiuks	Drilled Loose	Protected	Bow	Short Spear	-	1/3	-	12	4,0
Turcoman tribesmen	CAVALRY	Average	Experienced			94		0	4,6
Turcomair uroesmen	Formed Flexible	Unprotected	Bow			74		20	4,0
ONLY ZHENGIDS									
Mamluks	CAVALRY	Superior	Experienced	Short Spear		175		8	4,6
IVIaIIIIUKS	Drilled Loose	Protected	Bow	Short Spear	-	1/3	-	16	4,0
Upgrade Mamluks as elite	CAVALRY	Superior	Experienced	Short Spear	_	175	Melee Expert (32)	0	4,6
	Drilled Loose	Protected	Bow			170	Tylelee Expert (02)	6	1,0
Turcoman tribesmen	CAVALRY	Average	Experienced	-	-	94	-	0	4,6
	Formed Flexible	Unprotected	Bow			, ,		24	1,0
Turcoman tribesmen (only	CAVALRY	Average	Experienced	_	<u>_</u>	94	_	0	4,6
minor states)	Formed Flexible	Unprotected	Bow					6	1,0
Upgrade Turcoman	CAVALRY	Average	Skilled						
tribesmen (any except minor	Formed Flexible	Unprotected	Bow	-	-	129	-	Up to 3/4	4,6
states)		•	DOW						
Syrian cavalry	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	0	4,6
T. 1.0 · 1	Formed Loose	Protected	-				- '	18	
Upgrade Syrian cavalry as	CAVALRY	Superior	-	I on a Cossi		161		0	4,6
nobles with retainers (only minor states)	Formed Loose	Protected	-	Long Spear	-	101	<u>-</u>	6	4,0

TATE		4 6	TATE
	UNI		7 TA
	CT	ADI	ATA

mercenaries Formed Close Protected - Short Spear Shieldwall // - 48 Combat Shy (-14)										
Formed Loose Protected Formed Loose Protected Formed Flexible Unprotected Long Spear Spring Spearmen Spring Flexible Unprotected Long Spear Short	Kurdich or Armenian cavalry	CAVALRY	Average	-	Charging Lancer		105	Melee Evnert (23)	0	16
Formed Flexible Unprotected - Long Spear - 82 Combat Shy (-18) 8 Syrian spearmen INFANTRY Average Tribal Close Protected - Short Spear - 62 Combat Shy (-22) 18 Upgrade Syrian spearmen as mercenaries Formed Close Protected - Short Spear Shieldwall 77 - 0 8 6,89 Syrian archers INFANTRY Average Experienced Tribal Loose Unprotected Bow - Short Spear Shieldwall 77 - 0 8 6,89 Syrian crossbowmen (from 1100 CE) Formed Loose Protected Crossbow - 0 8 6,89 Muttawwi and Ghazi Volunteers Tribal Loose Unprotected Crossbow - Devastating Chargers 39 - 0 6,89 Ahdath spearmen INFANTRY Average Tribal Close Protected - Short Spear Shieldwall 41 Integral Shooters (4) 18 Upgrade ahdath spearmen Tribal Close Protected - Short Spear Shieldwall 67 Integral Shooters (4) 18 Upgrade ahdath spearmen Tribal Close Protected - Short Spear Shieldwall 67 Integral Shooters (6) 9 6,89 Ahdath archers INFANTRY Average Integral Short Spear Shieldwall 67 Integral Shooters (6) 9 6,89 Ahdath archers INFANTRY Average Unskilled Short Spear Shieldwall 67 Integral Shooters (6) 9 6,89 INFANTRY Average Unskilled Short Spear Short Spear Short Spear Shoote Scharge (4) 18 INFANTRY Average Unskilled Short Spear - 40 Shoot & Charge (4) 18 INFANTRY Average Unskilled Short Spear - 40 Shoot & Charge (4) 18 INFANTRY Average Unskilled Short Spear - 40 Shoot & Charge (4) 18 INFANTRY Average Unskilled Short Spear - 40 Shoot & Charge (4) 18 INFANTRY Average Unskilled Short Spear - 40 Shoot & Charge (4) 18 INFANTRY Average Unskilled Short Spear - 40 Shoot & Charge (4) 18			Protected	-	Charging Lancer		100	Wielee Expert (20)	6	4,0
Syrian spearmen INFANTRY Average - Short Spear Shieldwall 77 - 0 68 6,89 Upgrade Syrian spearmen as mercenaries INFANTRY Average Formed Close Protected - Short Spear Shieldwall 77 - 0 6,8 Syrian archers INFANTRY Average Experienced Syrian crossbowmen (from 1 INFANTRY Average Experienced Syrian crossbowmen (from 1 INFANTRY Average Experienced Syrian crossbowmen (from 1 INFANTRY Average Experienced Crossbow - 0 Combat Shy (-22) 0 6,89 Muttawwi and Ghazi INFANTRY Average Crossbow - 0 Devastating Chargers 39 - 0 6,89 Muttawwi and Ghazi INFANTRY Average - Devastating Chargers Shieldwall 41 Integral Shooters (4) 18 Upgrade ahdath spearmen INFANTRY Average Short Spear Shieldwall 67 Integral Shooters (6) 9 6,89 Muthawai and Ghazi INFANTRY Poor Combat Shy (-22) - 0 6,89 INFANTRY Average Short Spear Shieldwall 67 Integral Shooters (6) 9 6,89 Upgrade ahdath spearmen INFANTRY Poor Unskilled Combat Shy 17 - 0 0 0 INFANTRY Average Unskilled Tribal Loose Unprotected Bow Combat Shy 17 - 0 0 0 INFANTRY Average Unskilled Short Spear Short	Redouin cavalry	CAVALRY	Average	-	Long Spear		82	Combat Shy (18)	0	16
Syrian spearmen Tribal Close Protected Short Spear Shieldwall Tribal Close Syrian spearmen as mercenaries Syrian archers Syrian archers Tribal Loose Syrian crossbowmen (from INFANTRY Tribal Loose Syrian crossbowmen (from INFANTRY Tribal Loose Tribal Close T		Formed Flexible	Unprotected	-	Long Spear	-	02	Collidat Sily (-10)	8	4,0
Upgrade Syrian spearmen as mercenaries	Syrian spearmen	INFANTRY	Average	-	Short Spear		62	Combat Shy (22)	6	689
mercenaries Formed Close Protected - Short Spear Shieldwall 77 - 8 6,8 Syrian archers Tribal Loose Unprotected Bow Syrian crossbowmen (from 1100 CE) Formed Loose Protected Crossbow Formed Loose Protected Crossbow Shieldwall OCE) Formed Loose Protected Crossbow Shieldwall OCE) Formed Loose Protected Crossbow Shieldwall OCE) Short Spear Shieldwall Short Spear Shieldwall OCE Short Spear OCE		Tribal Close	Protected	-	Short Spear		02	Combat Sily (-22)	18	0,0,7
Formed Close Protected	Upgrade Syrian spearmen as	INFANTRY	Average	-	Short Spaar	Shialdwall	77		0	6.8
Syrian archers Tribal Loose Unprotected Bow Syrian crossbowmen (from 1NFANTRY Average Experienced 100 CE) Formed Loose Formed Loose Protected Crossbow Muttawwi and Ghazi Volunteers Tribal Loose Unprotected Tribal Close Tribal Close Protected Tribal Close Tribal Clos	mercenaries	Formed Close	Protected	-	31101t Spear	Siliciuwali	//	-	8	
Syrian crossbowmen (from 1NFANTRY Average Experienced 1100 CE) Formed Loose Protected Crossbow Syrian crossbowmen (from 1100 CE) Formed Loose Protected Crossbow Syrian crossbowmen (from 1100 CE) Formed Loose Protected Crossbow Syrian crossbowmen (from 1100 CE) Formed Loose Protected Crossbow Syrian crossbowmen (from 1100 CE) Syrian crossbowmen (fro	Syrian archers	INFANTRY	Average	Experienced			18	Combat Shy (14)	0	6.8
1100 CE) Formed Loose Protected Crossbow 80 Combat Shy (-22) 8 6,8 9 Muttawwi and Ghazi INFANTRY Average Devastating Chargers 39 - 0 6,8,9 9 Ahdath spearmen Tribal Close Protected - Short Spear Shieldwall 41 Integral Shooters (4) 18 6,8,9 18 Upgrade ahdath spearmen Tribal Close Protected - Short Spear Shieldwall 67 Integral Shooters (6) 9 6,8,9 18 Ahdath archers Tribal Loose Unprotected Bow - Combat Shy 17 - 0 6,8,9 18 Javelinmen INFANTRY Average Unskilled Tribal Loose Unprotected Javelin Short Spear - 40 Shoot & Charge (4) 18 6,8,9 18	Syrian archers	Tribal Loose	Unprotected	Bow	-	-	40	Combat Sily (-14)	8	- 0,0
Muttawwi and Ghazi volunteers Muttawwi and Ghazi volunteers Tribal Loose Unprotected Tribal Close Protected Tribal Close Tribal Close Tribal Close Protected Tribal Close Tri	Syrian crossbowmen (from	INFANTRY	Average	Experienced			80	Combat Shy (22)	0	6.8
Volunteers Tribal Loose Unprotected Ahdath spearmen INFANTRY Poor Tribal Close Protected Tribal Loose Unprotected Bow INFANTRY Average Unskilled Tribal Loose Unprotected Tribal Loose Unpr	1100 CE)	Formed Loose	Protected	Crossbow	-	-	00	Combat 511y (-22)	8	0,0
Volunteers Tribal Loose Unprotected Ahdath spearmen INFANTRY Poor Tribal Close Protected - Short Spear Shieldwall Integral Shooters (4) INFANTRY Average Ahdath archers INFANTRY Foor Unskilled Tribal Loose Unprotected Bow INFANTRY Average Unskilled Tribal Loose Unprotected Foretage Unskilled Tribal Loose Unprotected Unprote	Muttawwi and Ghazi	INFANTRY	Average	-		Daynetating Chargers	30		0	680
Ahdath spearmen Tribal Close Protected Upgrade ahdath spearmen Tribal Close Protected Tribal Close Protected Tribal Close Protected Short Spear Shieldwall Tribal Close Protected Combat Shy Tribal Loose Tribal Loose Unprotected Tribal Loose Unprotected Tribal Loose Unprotected Unpro	volunteers	Tribal Loose	Unprotected	-	-	Devastating Chargers	39	-	9	0,0,9
Tribal Close Protected - Short Spear Shieldwall 67 Integral Shooters (6) 9 6,8,9 Tribal Close Protected - Short Spear Shieldwall 67 Integral Shooters (6) 9 6,8,9 INFANTRY Poor Unskilled - Combat Shy 17 - 0 6,8 INFANTRY Average Unskilled Short Spear - 40 Shoot & Charge (4) 18 INFANTRY Average Experienced Integral Shooters (6) 9 6,8,9 INFANTRY Average Integral Shooters (6) 9 6,8,9 INFANTRY Average Experienced Integral Shooters (6) 9 6,8,9 INFANTRY Integral Shooters (6) 9 6,8,9	Abdath spearmen	INFANTRY	Poor	-	Short Spaar	Shialdwall	/11	Integral Shooters (1)	0	680
Tribal Close Protected - Short Spear Shieldwall 67 Integral Shooters (6) 9 6,8,9 INFANTRY Poor Unskilled - Combat Shy 17 - 0 18 INFANTRY Average Unskilled Short Spear - 40 Shoot & Charge (4) 18 INFANTRY Average Experienced Integral Shooters (6) 9 6,8,9 9 6,8,	Andaui speaimen	Tribal Close	Protected	-	Short Spear	Siliciuwali	41	integral 31100ters (4)	18	0,0,9
Ahdath archers INFANTRY	Ungrade abdath spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	689
Ahdath archers Tribal Loose Unprotected Bow INFANTRY Average Unskilled Tribal Loose Unprotected Javelin INFANTRY Average Experienced Tribal Loose Unprotected Tavelin Triba		Tribal Close	Protected	-	Short Spear	Siliciawan	07	integral bilooters (0)	9	0,0,7
I ribal Loose Unprotected Bow INFANTRY Average Unskilled Tribal Loose Unprotected Javelin INFANTRY Average Experienced INFANTRY Average Experienced	Abdath archers	INFANTRY	Poor	Unskilled		Combat Shy	17		0	6.8
Javelinmen Tribal Loose Unprotected Javelin Short Spear 40 Shoot & Charge (4) 18 INFANTRY Average Experienced	Alidadi archers	Tribal Loose	Unprotected	Bow	-	Collidat Sily	17	-	18	
I ribal Loose Unprotected Javelin 18 19 19 19 19 19 19 19 19 19 19 19 19 19	Invelinmen	INFANTRY	Average	Unskilled	Short Spear		40	Shoot & Charge (1)	0	689
INFANTRY Average Experienced 0	Javenininen –	Tribal Loose	Unprotected	Javelin	31101t Spear	-	40	SHOOL & CHAIGE (4)	18	0,0,9
Nurmiching archere (Combat Shir III)	Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Skirmisher Unprotected Bow 50,7	Skirmisimig archers	Skirmisher	Unprotected	Bow	-	Collidat Sily	40	-	30	0,9
Skirmishing javelinmen Skirmishing javelinmen Skirmishing javelinmen Skirmishing javelinmen Skirmishing javelinmen	Skirmishing javelinmen	INFANTRY	Average	Experienced			20	Combat Shir (1)	0	6.0
Skirmishing Javelininen Skirmisher Unprotected Javelin 18		Skirmisher	Unprotected	Javelin		-	<i>4</i> 7	Compat 511y (-4)	18	0,7
Naffatun INFANTRY Average Experienced - Combat Shy 30 - 6	Naffatura	INFANTRY	Average	Experienced		Combat Shy	30	<u> </u>	0	6
Skirmisher Unprotected Firearm - Combat Shy 50 - 6	Vaffatun	Skirmisher	Unprotected	Firearm	_ <u>-</u>	Collidat Sily	30	-	6	0



ALLIES

Armenian Cilician allies - Early Armenian Cilicia (before 1151 CE)

Armenian Cilician allies - Armenian Kingdom of Cilicia (from 1151 CE)

Crusader allies - Early Outremer States (only Aleppo in 1108 and Damascus in 1115 CE)

Crusader allies - Outremer States (only Damascus in 1139 CE)

NOTES

Any army must be either Damascus or Aleppo, a minor city state or Zenghid.

A Turcoman ally can only command Turcomans.

Crusader allies may not be used with Armenian Cilician allies.

Allied contingents from this list do not need to take infantry.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

EASTERN SELJUK TURK



1092 TO 1181 €E

HISTORICAL NOTES

After the death of Malik Shah I in 1092 CE the control of the Seljuk Sultanate over their Eastern territories was limited. The most powerful ruler in the East was Ahmad Sanjar who ruled from 1118 to 1157. Sanjar's power, marked by conflict with the Kara-Khitai and Khwarazmians, ended in 1153 when Turkish Ghuzz nomads from beyond the Amu Darya pillaged the city of Merv.

TROOP NOTES

The Seljuk army in the east tended to use more horse archers following the Khurasanian tradition.

HISTORICAL ENEMIES

Ghaznavid; Cuman or Kipchak; Ghurid; Qara Khitan

EASTERN SELJUK TURK



ARMY COMMANDER		Any Professional			DATES	DATES		1092 CE to 1181 CE			
SUB-GENERALS	0-3	Any Professional (0-1	from 1157 CE)		TERRAIN		Standard, Plains, Mour	ntains			
INTERNAL ALLIED GENERA	1.5 0-3	Any Professional (Selji	uk) or Instinctive (Turcoman)	САМР		Unfortified; Poor or Av	rerage			
	ТүрЕ										
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	O PTIONAL	Min			
Name	Formation	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	MAX	UG SIZE		
Elephants (before 1157 CE)	ELEPHANTS	Average	-	_	Shove	240	_	0	2,3		
Liephants (delote 1107 GL)	Tribal Loose	Protected	-		SHOVE	210		3	2,0		
Ghilman	CAVALRY	Superior	Experienced	Short Spear		175		0	4,6		
Gillillaii	Drilled Loose	Protected	Bow	Short Spear	-	1/3	-	12	4,0		
Turcoman tribesmen	CAVALRY	Average	Experienced			94		12	4,6		
Turcoman urbesmen	Formed Flexible	Unprotected	Bow	· <u>-</u>	-	24	-	48	4,0		
Upgrade Turcoman	CAVALRY	Average	Skilled			129			4,6		
tribesmen	Formed Flexible	Unprotected	Bow	-	-	129	-	Up to 3/4	4,0		
A (1 (1 1157 CE)	CAVALRY	Superior	-		M - 1 T	176		0	4		
Agulani (before 1157 CE)	Formed Close	ArmHrs/F Armoured	-	<u>-</u>	Melee Expert	170	-	4	4		
D	CAVALRY	Average	Experienced			115		0	16		
Persian cavalry	Formed Loose	Protected	Bow	-	-	113	-	12	4,6		
D . 1 1	CAVALRY	Average	-	I C		00	C 1 (C1 (10)	0	1.6		
Bedouin cavalry	Formed Flexible	Unprotected	-	Long Spear	-	82	Combat Shy (-18)	12	4,6		
Dailami mercenaries (before	INFANTRY	Average	-		D	0.F	λ 4 . 1 Γ	0	6,8		
1157 CE)	Drilled Flexible	Protected	-	-	Devastating Chargers	85	Melee Expert (16)	18	0,8		
Claime in him a hanna and ana	CAVALRY	Average	Experienced			57	Cantabrian (16),	0	1.6		
Skirmishing horse archers	Skirmisher	Unprotected	Bow	-	-	37	Combat Shy (-4)	12	4,6		
I1:n-n	INFANTRY	Poor	Experienced		Camalage Class	17		0	6,9		
Javelinmen	Skirmisher	Unprotected	Javelin	-	Combat Shy	1/	-	18	0,9		
Skimmaiah in a anah ana	INFANTRY	Poor	Experienced		Cambat Chr	32		0	6.0		
Skirmishing archers	Skirmisher	Unprotected	Bow	-	Combat Shy	52	-	18	6,9		
Claims is him a superstance	INFANTRY	Poor	Experienced		Camalage Class	37		0	6,9		
Skirmishing crossbowmen	Skirmisher	Unprotected	Crossbow	-	Combat Shy	5/	-	9	0,9		

EASTERN SELJUK TURK



ALLIES

Kara-Khanid Khanate allies (before 1128 CE) Ghaznavid allies (from 1117 to 1141 CE) Ghurid allies (from 1117 to 1157 CE)

Notes

A Turcoman ally can only command Turcomans. A Turcoman ally general must be used if more than 24 Turcomans are taken. Only one external ally may be taken. This army may use Feigned Flight.

CHANGES FROM LAST VERSION

LATER SELJUK EMPIRE



1092 TO 1194 €E

HISTORICAL NOTES

The Later Seljuk Empire disintegrated into a series of competing dynasts and emirs. From 1105 to 1118 CE it was nominally ruled by Muhammad I and 1118 to 1131 by Mahmud II. Mahmud II was eventually succeeded by Masud who reigned until 1152. During this period the capital was moved to Hamadan. These Sultans controlled much of modern Iran, Iraq and parts of Syria. After the death of Ahmed Sanjar the governors known as Atabegs were effectively independent in Kerman (southern Iran), Fars (southern Iran), Hamadan (Iraq and Azerbaijan), Damascus (Syria), Mosul (Iraq) and Eastern Anatolia. Georgia expanded from the north. The Armenian kingdom of Cilicia expanded. The Abbasid caliphs reasserted their authority. For a brief period from 1191, Togrul III was the Sultan of all Seljuk except for Anatolia. In 1194, however, Togrul was defeated by the Khwarezmid Empire and the Seljuk Empire finally collapsed.

TROOP NOTES

The Seljuk army did not change significantly during this period. The crossbow was introduced during the 12th century.

HISTORICAL ENEMIES

Bedouin Dynasties; Cuman or Kipchak; Khwarazmian; Georgian; Syrian States; Later Seljuk Empire; First Crusade; County of Edessa; Early Outremer States; Post Seljuk Abbasid; Armenian Kingdom of Cilicia; Ayyubid Egyptian; Ayyubid Syrian States

LATER SELJUK EMPIRE



ARMY COMMANDER	1	Any Professional			DATES		1092 CE to 1194 CE	1092 CE to 1194 CE			
SUB-GENERALS	0-1	Any Professional			TERRAIN		Standard, Plains				
Internal Allied Genera	ALS 0-3	0-3 Any Professional (Seljuk) or Instinctive (Turcoman)				САМР		Unfortified; Poor or Average			
	ТүрЕ										
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min			
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE		
Ghilman	CAVALRY	Superior	Experienced	Short Spear		175		0	4,6		
Gillillali	Drilled Loose	Protected	Bow	Short spear	-	1/3	-	12	4,0		
Turcoman tribesmen	CAVALRY	Average	Experienced			94		12	4,6		
i dicoman dibesmen	Formed Flexible	Unprotected	Bow	-	-	94	-	48	4,0		
Upgrade Turcoman	CAVALRY	Average	Skilled			129			4,6		
tribesmen	Formed Flexible	Unprotected	Bow	-	-	129	-	Up to 3/4	4,0		
Coming constant	CAVALRY	Average	-	I C		115		0	1.6		
Syrian cavalry	Formed Loose	Protected	-	Long Spear	-	113	-	12	4,6		
Kurdish cavalry	CAVALRY	Average	-	Charaina I an aon		105	Melee Expert (23)	0	4,6		
Kurdish cavalry	Formed Loose	Protected	-	Charging Lancer	-	103	Meiee Expert (25)	0 12 0 0 6 0 6	4,0		
Agulani (before 1128 CE)	CAVALRY	Superior	-		Melee Expert	176		0	4,6		
Aguiaiii (beiole 1120 CE)	Formed Close	ArmHrs/F Armoured	-	-	Meiee Expert	170	-	6	4,0		
Bedouin cavalry	CAVALRY	Average	-	Long Spear		82	Combat Shy (-18)	0	4,6		
Dedouiii cavaiiy	Formed Flexible	Unprotected	-	Long Spear	-	02	Collidat Sily (-10)	12	4,0		
Dailami mercenaries (before	INFANTRY	Average	-		Davingtonia Chargora	85	Melee Expert (16)	0	6,8		
1128 CE)	Drilled Flexible	Protected	-	-	Devastating Chargers	0.0	Meiee Expert (10)	8	- 0,0		
Ahdath spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	6,8,9		
Alidadi speamlen	Tribal Close	Protected	-	Short spear	Silieluwali	41	ilitegral silooters (4)	27	- 0,0,9		
I In and a shalp an arms on	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	6,8,9		
Upgrade ahdath spearmen	Tribal Close	Protected	-	Short Spear	Silieidwali	07	integral shooters (0)	9	- 0,0,9		
Chirmighing horse archers	CAVALRY	Average	Experienced			57	Cantabrian (16),	0	4,6		
Skirmishing horse archers	Skirmisher	Unprotected	Bow	_	-	J/	Combat Shy (-4)	12	- 4,0		
C1.::.1:	INFANTRY	Poor	Experienced		C	17		0	6,9		
Skirmishing javelinmen	Skirmisher	Unprotected	Javelin	-	Combat Shy	1/	-	18	- 0,9		

LATER SELJUK EMPIRE



Skirmishing archers	INFANTRY	Poor	Experienced		Combat Shy	27		0	6.0
Skillinsling archers	Skirmisher	Unprotected	Bow	- -	Collidat Sily	34	-	18	6,9
Skirmishing crossbowmen	INFANTRY	Poor	Experienced		Combat Shy	27		0	6.0
	Skirmisher	Unprotected	Crossbow	-	Collidat Sily	37	-	9	6,9

ALLIES

Syrian States allies (before 1128 CE)

Bedouin allies - Bedouin Dynasties (before 1128 CE)

Notes

A Turcoman ally can only command Turcomans. A Turcoman ally general must be used if more than 24 Turcomans are taken.

Bedouin and Syrian State allies may be used together.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

EARLY TURCOMAN BEYLIKS



1092 TO 1277 €E

HISTORICAL NOTES

This list covers the Turkish states that appeared after Anatolia was overrun following the defeat of the Byzantines at Manzikert and the collapse of the Great Seljuk Empire. This includes the Danishmends 1092-1178, Mengujekid 1092-1277 CE, Saltukid 1103-1202 CE and Seljuqs 1092-1140.

TROOP NOTES

The armies of the Beyliks consisted mainly of Turkish horse archers.

HISTORICAL ENEMIES

Syrian States; Early Turcoman Beyliks; Peoples Crusade; First Crusade; Early Outremer States; Sultanate of Rum; Armenian Kingdom of Cilicia; Ayyubid Egyptian; Ayyubid Syrian States; Komnenan Byzantine; Nicaean Byzantine; Empire of Trebizond; Late Imperial Byzantine; Despotate of the Morea

EARLY TURCOMAN BEYLIKS



ARMY COMMANDER		1	Any Instinctive			DATES		1092 CE to 1277 CE		
Sub-Generals		0-2	Any Instinctive			TERRAIN		Standard, Plains		
Internal Allied Genera	ALS	0-2	Any Instinctive (up t	o 1 Turcoman)		Самр		Unfortified; Poor or Av	verage	
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	MANDATORY	BASE	OPTIONAL	Min	
Name	FORMATIO		Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Nobles	CAVALR	Y	Average	Experienced	Short Spear	_	125	_	0	4,6
1100103	Formed Lo	ose	Protected	Bow	Short Spear		120		12	4,0
Upgrade nobles as Mamluks (Seljug or Danishmends	CAVALR	Y	Superior	Experienced	Short Spear	_	175	_	0	4,6
only)	Drilled Lo	ose	Protected	Bow	Short Spear		170		6	1,0
Turcoman tribesmen	CAVALR	Y	Average	Experienced			94		12	4,6
i dicoman dibesilien	Formed Flex	xible	Unprotected	Bow		-	94	-	48	4,0
Upgrade Turcoman	CAVALR	Y	Average	Skilled			129			4,6
tribesmen	Formed Flex	kible	Unprotected	Bow	-	-	129	-	Up to 3/4	4,0
Arab cavalry	CAVALR	Y	Average	-	Long Spear		82	Combat Shy (-18)	0	4,6
Thao cavany	Formed Flex		Unprotected	-	Long Spear	_	02	Combat Sily (-10)	6	7,0
Armenian mercenary cavalry	CAVALR	Y	Average	-	Charging Lancer	_	105	Melee Expert (23)	0	4,6
Turneman mercenary cavany	Formed Lo	ose	Protected	-	Charging Lancer		100	Wielee Expert (20)	6	-1, 0
Byzantine cavalry	CAVALR		Average	-	Charging Lancer		105	Melee Expert (23)	0	4
	Formed Lo	ose	Protected	-	Charging Lancer		100	Tviciec Expert (20)	4	
Spearmen	INFANTE	ΥΥ	Average	-	Short Spear	Shieldwall	67		0	6,8
Spearmen	Tribal Clo	se	Protected	-	Short Spear	Siliciawali	07		16	
Archers	INFANTE	ΥΥ	Average	Experienced			54	Combat Shy (-14)	0	6,8
7 ticricis	Formed Lo	ose	Unprotected	Bow			J- 1	Compatibility (-14)	8	
Crossbowmen	INFANTE	ΥΥ	Average	Experienced			80	Combat Shy (-22)	0	6
CLOSSOOMILICII	Formed Lo	ose	Protected	Crossbow	-	<u>-</u>		Common 311y (-22)	6	
Skirmishing horse archers	CAVALR	Y	Average	Experienced			57	Cantabrian (16),	0	4,6
Skilling iloise archers	Skirmish	er	Unprotected	Bow	-	-	<i>J</i> /	Combat Shy (-4)	12	4,0

EARLY TURCOMAN BEYLIKS



							7	
Javelinmen	INFANTRY	Poor	Experienced	- Combat Shy	17		0	6,9
Javeninilen	Skirmisher	Unprotected	Javelin	- Combat sily	1/	-	18	0,9
Skirmishing archers	INFANTRY	Poor	Experienced	- Combat Shy	32		0	6,9
	Skirmisher	Unprotected	Bow	- Combat sily	32	-	18	0,9
C1:::a1::	INFANTRY	Poor	Experienced	- Combat Shy	37		0	6,9
Skirmishing crossbowmen	Skirmisher	Unprotected	Crossbow	- Combat sily	37	-	9	0,9
Naffatun	INFANTRY	Average	Experienced	- Combat Shy	30		0	6
	Skirmisher	Unprotected	Firearm	- Combat sny	30	-	6	_ 0

Notes

A Turcoman ally can only command Turcomans. A Turcoman ally general must be used if more than 24 Turcomans are taken. An internal ally can be from another Beylik.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

PEOPLES CRUSADE



1096 CE

HISTORICAL NOTES

The People's Crusade was the prelude to the First Crusade and lasted roughly six months from April to October 1096 CE. It is also known as the Peasants' Crusade, Paupers' Crusade or the Popular Crusade as it was not part of the official Catholic Church-organised expeditions that came later. Led primarily by Peter the Hermit with forces of Walter Sans Avoir, the army was destroyed by the Seljuk forces of Kilij Arslan at Civetot, northwestern Anatolia.

TROOP NOTES

The majority of Peter's army was a band of illiterate peasants. The long tradition for pilgrimages to Jerusalem ensured that the location and distance of the city were known to many. While the majority were unskilled in fighting, there were some well-trained minor knights leading them, such as Walter Sans-Avoir, who were experienced in warfare.

HISTORICAL ENEMIES

Early Turcoman Beyliks

PEOPLES CRUSADE



Түре		Creating Street, Street, Married	Mannamony	Dien	Common Nov	
Internal Allied Generals	1-2	Any Instinctive CAMP Unfortified; Pool		Unfortified; Poor or Average		
Sub-Generals	1	Competent or Mediocre Instinctive	TERRAIN	RAIN Standard, Coastal, Mountain		
ARMY COMMANDER	1	Competent or Mediocre Instinctive	DATES		1096 CE to 1096 CE	

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	OPTIONAL	Min	
NAME	Formation	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
French knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	0	4,6
Treffell Killgiles	Formed Loose	Protected	-	Charging Lancer	Devastating Chargers	100	Iviciee Expert (02)	6	-1, 0
Italian and German crusaders	CAVALRY	Average	-	Charging Lancer	Device tating Chargers	118	Melee Expert (23)	0	4,6
Italian and German crusaders	Formed Loose	Protected	-		Devastating Chargers	110	Melee Expert (20)	6	-1, 0
Pilgrims	INFANTRY	Poor	-		Devastating Chargers	24		32	8,10,12
	Tribal Loose	Unprotected	-	_	Devastating Chargers	24		180	0,10,12
Upgrade pilgrims	INFANTRY	Average	Unskilled	Short Spear		40		0	6,8
opgrade prigrims	Tribal Loose	Unprotected	Javelin	Short Spear		40	_	32	
Fanatical pilgrims	INFANTRY	Poor	-		Devastating Chargers,	39		0	8
	Tribal Loose	Unprotected	-	_	Fanatic	07		32	
Involinmen	INFANTRY	Poor	Experienced		Combat Shy	17		0	6,9
Javelinmen	Skirmisher	Unprotected	Javelin	-	Combat Sily	17	-	24	0,9
Clingora	INFANTRY	Poor	Experienced		Combat Shy	27		0	6,9
Slingers	Skirmisher	Unprotected	Sling	-	Compat Sny	41	<u>-</u>	12	0,2

NOTES

The French knights must be in an ally command that doesn't contain any fanatical pilgrims.

Fanatic pilgrims do not require a general present to claim the Fanatic characteristic. This must be pointed out to your opponent when they are deployed.

CHANGES FROM LAST VERSION

FIRST CRUSADE

1096 то 1099 €Е

HISTORICAL NOTES

The First Crusade (1095 to 1099 CE) was the first attempt to capture the Holy Land, called on by Pope Urban II in 1095. The response to the call was much greater than even the Pope expected. The crusade was led by some of the most powerful nobles of France. The four main crusader armies left Europe around the appointed time in August 1096. They gathered outside the city walls of Constantinople between November 1096 and April 1097; Hugh of Vermandois arrived first, followed by Godfrey of Bouillon, Raymond IV, Count of Toulouse, and Bohemond of Taranto.

The Crusader armies crossed over into Asia Minor during the first half of 1097. They were joined by the remnants of the People's Crusade led by Peter the Hermit. The first objective of their campaign was Nicaea, the capital of the Sultanate of Rum. Kilij Arslan was away campaigning against the Danishmends and rushed back to attack the Crusaders but was driven back by the unexpectedly large crusader force. The city surrendered on 18 June 1097 and was handed over to the Byzantines as previously agreed. At the end of June, the crusaders marched on through Anatolia. They marched in two groups, the Normans in the lead and ahead of the French. Kilij Arslan surrounded the Normans at Dorylaeum but the French arrived sooner than expected and the Turks fled. The crusaders' march through Anatolia was thereafter unopposed but due to the heat and inadequate supplies, discipline broke down, looting was widespread, and many Crusaders and horses died of thirst.

The Crusader army marched on to Antioch, which lay about halfway between Constantinople and Jerusalem. The siege of Antioch was to last 8 months between October 1097 and June 1098. The crusaders were reinforced with supplies and armies in March 1098 and the city fell to bribery. A few days later the Crusaders were themselves besieged by the Turkish army of Kerbogha of Mosul. On 28 June 1098 the Crusaders defeated the Muslims after the Fatimid section deserted the Turkish contingent. The leaders argued amongst themselves so the Crusade was delayed for the rest of the year. Finally, at the beginning of 1099, the march restarted, leaving Bohemond behind as the first Prince of Antioch.

Proceeding down the Mediterranean coast, the crusaders encountered little resistance, as local rulers preferred to make peace with them and furnish them with supplies rather than fight. Jerusalem, which had been recaptured from the Seljuqs by the Fatimids only the year before, was reached on 7 June 1099. They resolved to take the city by assault as they could not blockade the city and had little in the way of supplies. An initial assault on 13 June failed but may have been intended to test the defences. The final assault began on 13 July and

was completed on 15 July when the defenders abandoned the city. A massacre of many Muslims and Jews followed. A Fatimid army approached the city but was surprised by an

army led by Godfrey of Bouillon.

The Kingdom of Jerusalem was formed and when Godfrey died in July 1100, he was succeeded by his brother, Baldwin of Edessa who was the first King of Jerusalem.

TROOP NOTES

The First Crusade was most likely one of the largest gathering of lords and knights of any army from the west. Despite attempts to forbid certain groups to crusade (including women, monks and the sick), most who took up the call were not knights, but peasants who were not wealthy and had little in the way of fighting skills.

HISTORICAL ENEMIES

Later Fatimid Egyptian; Early Armenian Cilicia; Syrian States; Later Seljuk Empire; Early Turcoman Beyliks

FIRST CRUSADE



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ARMY COMMANDER		1	Any Instinctive			DATES		1096 CE to 1099 CE				
SUB-GENERALS		0-1	Any Instinctive (0-2 is	n 1098 or 1099 CE)		TERRAIN		Standard, Coastal, Mountains				
Internal Allied Genera	ALS .	0-3	Any Instinctive or 1 F	rofessional (Byzant	ine)	САМР		Fortified or Mobile; Poo	or or Averag	ge		
	ТүрЕ											
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	M andat or y	BASE	OPTIONAL	Min			
Name	FORMATIO	N	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size		
Е ҳсерт in 1098 С Е												
Crusader lords and knights	CAVALR'		Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	4	4,6		
	Formed Lo	ose	Protected	-	Charging Lancer	Devastating Chargers	100	Wielee Expert (02)	24	4,0		
Sergeants	CAVALR		Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	0	4,6		
Dergeants	Formed Lo		Protected	-	Charging Lancer	Devastating Chargers	110	ividice Expert (20)	8	4,0		
Regrade sergeants as up to	CAVALR'		Superior	-	_	Devastating Chargers	131	Melee Expert (32)				
half of Crusader lords TuG	Formed Lo	ose	Protected	-		Devastating Chargers	101	Wielee Expert (02)	Any			
ONLY IN 1098 CE - DUE TO	O LOSS OF HO	ORSE	S									
Crusader lords and knights	CAVALR'	Y	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	0	4,6		
Crusader forus and Knights	Formed Lo	ose	Protected	-	Charging Lancer	Devastating Chargers	100	Meiee Expert (32)	6	4,0		
Crusaders without horses	INFANTR	Y	Superior	-	Short Spear	Shield Cover	108	Shieldwall (7)	4	4,6		
	Formed Clo	ose	Protected	-	Short Spear	Silicia Cover	100	Siliciawan (7)	18	4,0		
Poorer knights and sergeants	INFANTR	Y	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	0	4,6		
without horses	Formed Clo	ose	Protected	-	Short Spear	Silicia Cover		Sinciawan (0)	8	7,0		
C 1	INFANTR	Y	Average	-	C1 . C	C1 · 11 C	77	C1 · 11 - 11 /F)	16	6.0		
Crusader spearmen	Formed Clo	ose	Protected	-	Short Spear	Shield Cover	77	Shieldwall (5)	32	6,8		
Spearmen brought by the	INFANTR	Y	Average	-	I C		06	C1::11 (C (F)	0	6.0		
Count of Flanders	Formed Clo	ose	Protected	-	Long Spear	-	86	Shield Cover (5)	8	6,8		
Archers	INFANTR	Y	Average	Experienced			54	Combat Shir (14)	0	6,8		
1 11 (11 (15	Formed Lo	ose	Unprotected	Bow			<i>∪</i> 1	Combat Shy (-14)	12			
Crossbowmen	INFANTR	Y	Average	Experienced		_	59	Combat Shy (-14)	0	6,8		
CIOSSOCWIIICII	Formed Lo	ose	Unprotected	Crossbow	-	-	U 9	Compatibily (-14)	18	0,0		

FIRST CRUSADE



Upgrade crossbowmen with	INFANTRY	Average	Experienced		_	80	Combat Shy (-22)		6,8
armour	Formed Loose	Protected	Crossbow	<u>-</u>	-	00	Combat Sily (-22)	Up to 2/3	0,0
Pilgrims	INFANTRY	Poor	-	-	Devastating Chargers	24	_	0	8,10,12
1 ligililis	Tribal Loose	Unprotected	-		Devastating Chargers	24	-	36	0,10,12
Regrade pilgrims as fanatics	INFANTRY	Poor	-		Devastating Chargers,	39			4
Tegrade prigrims as fariaties	Tribal Loose	Unprotected		Fanatic	07	-	Up to 1/3	-	
Skirmishers	INFANTRY Poor Experienced - Combat Shy	17		0	6,9				
Skirmishers	Skirmisher	Unprotected	Javelin	<u>-</u>	Collidat Sily	1/	-	12	0,9
BYZANTINE ALLY (ONLY B	его ке 1098 СЕ)								
Byzantine marines	INFANTRY	Average	-	Short Spear	-	72		0	1
byzanune mannes	Drilled Loose	Protected	-	Short Spear		14	-	4	4
Byzantina tourkonouloi	CAVALRY	Average	Experienced	Short Spear		100		0	4,6
Byzantine tourkopouloi	Formed Flexible	Unprotected	Bow	Short Spear	-	100	-	6	4,0
Byzantine archers	INFANTRY	Average	Experienced			44	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Bow	- -	-	44		12	0,9

Notes

A TuG with Crusader knights may have half the TuG as sergeants. A TuG can consist entirely of sergeants.

Pilgrim fanatics do not need to be led by a general to count the Fanatic characteristic. This must be pointed out to your opponent as they are deployed.

CHANGES FROM LAST VERSION

COUNTY OF EDESSA



1097 TO 1144 CE

HISTORICAL NOTES

In 1098 CE, Baldwin of Boulogne left the main Crusading army. He went to Edessa, where he convinced its lord, Thoros, to adopt him as son and heir. Thoros may have been assassinated or abdicated but in March 1098 Baldwin succeeded Thoros as ruler, taking the title of Count. In 1100 Baldwin became King of Jerusalem and the title passed to his cousin, Baldwin of Bourgq. The Frankish lords formed a good rapport with their Armenian subjects, and there were frequent intermarriages. In 1104 Baldwin was taken prisoner at the Battle of Harran. Tancred (Bohemond's cousin) became regent until Baldwin was ransomed in 1108. In 1110 all the lands east of the Euphrates were lost to Mawdud of Mosul. Baldwin II became King of Jerusalem in 1118 and Edessa was given to Joscelin of Courtenay. In 1121 Joscelin was taken prisoner and in 1122 Baldwin was captured when he tried to rescue him. Both were released in 1123. In 1131 Joscelin was succeeded by his son Joscelin II. The growing power of Zengi who had united Aleppo and Mosul threatened the County the fall of Edessa in 1144 was the first major setback for Outremer and provoked the Second Crusade. Edessa was briefly taken in 1146 but lost again in the same year. The second Crusade focused on the capture of Antioch.

TROOP NOTES

The core of the army was still Frankish but the County relied more on its Armenian subjects than neighbouring states.

HISTORICAL ENEMIES

Syrian States; Later Seljuk Empire; Komnenan Byzantine

COUNTY OF EDESSA



ARMY COMMANDER	1	Any Instinctive			DATES		1097 CE to 1144 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Plains, Mount	ains	
INTERNAL ALLIED GENER	ALS				Самр		Unfortified or Flexible; l	Poor or Av	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	O PTIONAL	Min	
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG Size
MIXED TUGS OF 1/2 KNIG	HTS AND $1/2$ SER	GEANTS BEFORE 1130	CE						
Encode in location	CAVALRY	Superior	-	Chansina I an ann	Davis at a time. Change	166	Malas Francis (22)	2	4,6
Frankish knights	Formed Loose	Protected	-	- Charging Lancer	Devastating Chargers	100	Melee Expert (32)	3	4,0
Sergeants	CAVALRY	Superior	-		Devastating Chargers	131	Melee Expert (32)	2	
Sergearits	Formed Loose	Protected	-	-	Devastating Chargers	131	Meiee Expert (32)	3	
MIXED TUGS OF 1/2 KNIG	HTS AND $1/2$ SER	GEANTS FROM 1130 (Œ						
Outrop or Imighto	CAVALRY	Average	-	Charging Langur	Devastating Chargers	148	Melee Expert (29)	2	4,6
Outremer knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	148	Meiee Expert (29)	3	4,0
Outremer sergeants	CAVALRY	Average	-	_	Devastating Chargers	93	Melee Expert (23)	2	
Outremer sergeants	Formed Loose	Protected	-	-	Devastating Chargers	70	Wielee Expert (25)	3	
Separate sergeants and	CAVALRY	Average	-	Charging Langur		105	Melee Expert (23)	4	4,6
Armenian cavalry	Formed Loose	Protected	-	Charging Lancer	-	105	Meiee Expert (25)	16	4,0
Regrade separate sergeants	CAVALRY	Average	Experienced	Short Spear		100		0	4,6
as tourkopouloi	Formed Flexible	Unprotected	Bow	31101t Spear	-	100	-	6	4,0
Foot sergeants	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	6	6,8
1 Oot sergeants	Formed Close	Protected	-	Short Spear	Silicia Cover	//	Sincidwan (0)	24	0,0
Crossbowmen	INFANTRY	Average	Experienced	_	_	59	Combat Shy (-14)	0	6,8
C103300 WIIICII	Formed Loose	Unprotected	Crossbow				, ,	12	0,0
Spearmen	INFANTRY	Average	-	Short Spear	-	62	Integral Shooters (6),	0	6,8,9
	Tribal Close	Protected	-	Shore open			Combat Shy (-22)	36	- · · · · · · · · · · · · · · · · · · ·
Archers	INFANTRY	Average	Experienced	_	-	54	Combat Shy (-14)	0	6,8
	Formed Loose	Unprotected	Bow			<i>\(\)</i>		24	٥,٠

COUNTY OF EDESSA



Tanalia wa sa	INFANTRY	Average	Experienced			20	C 1 (C1 (-4)	0	6.0
Javelinmen	Skirmisher	Unprotected	Javelin		-	29	Combat Shy (-4)	18	6,9
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
	Skirmisher	Unprotected	Bow	-	Collidat Sily	40	-	18	0,9

ALLIES

Armenian Cilician allies - Early Armenian Cilicia

Syrian States allies (only in 1108 CE)

Crusader allies - Early Outremer States (before 1130 CE)

Crusader allies - Outremer States (from 1130 CE)

Notes

A TuG with Frankish knights must take half the TuG as sergeants. Only one external ally may be taken.

CHANGES FROM LAST VERSION

EARLY OUTREMER STATES



1100 TO 1129 €E

HISTORICAL NOTES

This list covers the Kingdom of Jerusalem, the Principality of Antioch and the County of Tripoli.

Jerusalem was captured by the First Crusade. The number of Latin inhabitants increased as the minor crusade of 1101 brought reinforcements. Acre was captured in 1104 CE, Beirut in 1110 and Sidon in 1111. Baldwin successfully defended the kingdom against the Fatimids from the south and from Damascus and Mosul to the north. Baldwin died without heir in 1118 and after the kingdom was rejected by his brother Eustace, passed to his cousin, Baldwin who had previously succeeded him in Edessa. Baldwin II's reign saw the establishment of the military orders. Tyre was captured in 1124 with support from the Venetians. He died in 1131.

Antioch was captured during the First Crusade and held by Bohemond and his Italian Normans. Following Bohemond's capture in 1100 his nephew Tancred became regent. Tancred succeeded Bohemond in 1111 but died in 1112. Although Bohemond had sworn to return Antioch to the Byzantines upon his death Tancred refused. Bohemond II succeeded under the regency of Tancred's nephew, Roger of Salerno, but he was killed in 1119 and Antioch became a vassal state of Jerusalem. Bohemond II ruled for four years from 1126 until succeeded by his four-year old daughter Constance.

The County of Tripoli was created after the region was captured by Crusaders in 1109. Bertrand of Toulouse was created the first Count of Tripoli as a vassal of King Baldwin of Jerusalem.

TROOP NOTES

The army was mainly Frankish but started incorporating native Syrian elements. The Pope granted protection to the Templars in 1128 CE.

HISTORICAL ENEMIES

Later Fatimid Egyptian; Early Armenian Cilicia; Syrian States; Later Seljuk Empire; Early Turcoman Beyliks; Komnenan Byzantine

EARLY OUTREMER STATES



ARMY COMMANDER		1	Any Instinctive			DATES		1100 CE to 1129 CE		
SUB-GENERALS		0-3	Any Instinctive			Terrain		Standard, Coastal, Mo	untains	
Internal Allied Genera	LS	0-1	Any Instinctive (Sigur	d's crusade from 11	107 to 1110 CE)	САМР		Unfortified or Flexible	; Poor or Aver	age
	ТүрЕ									
	TRAINING A	NĐ	QUALITY	SHOOTING SKILL	MELEE	M ANDAT OR Y	BASE	OPTIONAL	Min	
Name	FORMATIO	N	Ркотестіон	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Mixed TuGs of 1/2 knigh	HTS AND $1/2$	SERG	EANTS							
Feudal and crusader knights	CAVALR	Y	Superior	-	Charging I an aar	Daysastatina Characra	166	Melee Expert (32)	2	4,6
reddai and crusader kinghts	Formed Lo	ose	Protected	-	Charging Lancer	Devastating Chargers	100	ivielee Expert (52)	8	4,0
Sergeants and turcopoles	CAVALR	Y	Superior	-		Devastating Chargers	131	Melee Expert (32)	2	
Sergearits and turcopoles	Formed Lo	ose	Protected	-	-	Devastating Chargers	131	Melee Expert (32)	8	
Separate sergeants	CAVALR	Y	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	0	4,6
	Formed Lo	ose	Protected	-	Charging Lancer	Devastating Chargers	110	Wielee Expert (20)	6	4,0
Regrade separate sergeants	CAVALR	Y	Average	Experienced	Short Spear		100			4,6
as tourkopouloi	Formed Flex		Unprotected	Bow	Short Spear	_	100	_	All or none	7,0
Spearmen	INFANTE	Y	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	16	6,8
	Formed Cl		Protected	-	Short Spear	Silieia Cover	, ,	Silicia wali (0)	32	0,0
Archers	INFANTE		Average	Experienced	_	_	54	Combat Shy (-14)	0	6,8
7 deficis	Formed Lo		Unprotected	Bow			0 1	Comoat Sily (11)	12	
Crossbowmen	INFANTE	Y	Average	Experienced	_	_	59	Combat Shy (-14)	6	6,8
Crossoownien	Formed Lo		Unprotected	Crossbow			07	Comoat Sily (11)	24	0,0
Upgrade crossbowmen with	INFANTE		Average	Experienced	_	_	80	Combat Shy (-22)		6,8
armour	Formed Lo		Protected	Crossbow				Goillout Sily (-22)	Up to 3/4	
Maronite or Syrian archers	INFANTE		Average	Experienced	_	_	48	Combat Shy (-14)	0	6,8
	Tribal Loc	se	Unprotected	Bow			10	Comoat only (-14)	12	

EARLY OUTREMER STATES



ONLY FROM 1107 TO 1110	CE - Norwegian	ALLY COMMAND							
Norwegian lendermen and	INFANTRY	Average	-	Short Spear	Integral Shooters	73		12	6
bondi	Formed Loose	Protected	-	Short Spear	integral Shooters	7.0		12	0
Pilgrims	INFANTRY	Poor	-		Devastating Chargers	24		0	8,10,12
	Tribal Loose	Unprotected	-		Devastating Chargers	5 24	-	24	0,10,12
Ragrada pilgrims as fanatics	INFANTRY	Poor	-		Devastating Chargers, Fanatic	39			1
Regrade pilgrims as fanatics	Tribal Loose	Unprotected	-	- <u>-</u>		39	-	Up to 1/3	4
Skirmishers	INFANTRY	Poor	Experienced		Combat Shy	17		0	6,9
	Skirmisher	Unprotected	Javelin	<u>-</u>	Coinbat Sny	17	-	12	- 0,9

ALLIES

County of Edessa allies

Armenian Cilician allies - Early Armenian Cilicia

Bedouin allies - Bedouin Dynasties

Damascus or minor state allies - Syrian States (from 1114 to 1115 CE)

NOTES

A TuG with knights must take half the TuG as sergeants.

Pilgrim fanatics do not need to be led by a general to count the Fanatic characteristic. This must be pointed out to your opponent as they are deployed.

Norwegian troops are only compulsory if a Norwegian allied contingent is taken.

Only one ally (including Norwegians) may be taken.

CHANGES FROM LAST VERSION

POST SELJUK ABBASID



1120 TO 1259 €E

HISTORICAL NOTES

This list covers the caliphal armies of Baghdad in the period following the collapse of the Great Seljuq Empire until the Mongol conquest.

TROOP NOTES

The caliphal armies were generally of poor quality and often relied on militia infantry.

HISTORICAL ENEMIES

Ilkhanate; Early Armenian Cilicia; Syrian States; Later Seljuk Empire; Outremer States

POST SELJUK ABBASID



ARMY COMMANDER	1	Any			DATES		1120 CE to 1259 CE		
SUB-GENERALS	0-1	Any			TERRAIN		Standard, Plains		
Internal Allied Gener	ALS 0-3	Any Instinctive (Up to	o 1 Turcoman, 1 Be	douin)	Самр		Unfortified or Fortified	l; Poor or Ave	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG Size
Baghdad cavalry	CAVALRY	Average	-	Long Spear		115	Combat Shy (-28)	6	4,6
Dagildad Cavally	Formed Loose	Protected	-	Long Spear	-	110	Combat 3ny (-20)	18	4,0
Upgrade Baghdad cavalry	CAVALRY	Superior	-	Long Spear		161		0	4,6
Opgrade bagildad cavally	Formed Loose	Protected	-	Long Spear	-	101	-	6	4,0
Mamluks	CAVALRY	Superior	Experienced	Short Spear		175		0	4,6
iviaiiiuks	Drilled Loose	Protected	Bow	Short Spear	-	175	-	6	4,0
Bedouin cavalry	CAVALRY	Average	-	Long Spear		82	Combat Shy (-18)	0	4,6
- Sectional Cavally	Formed Flexible	Unprotected	-	Long Spear	-	02	Combat Sily (-10)	12	4,0
Kurdish cavalry	CAVALRY	Average	-	Charging Lancer	_	105	Melee Expert (23)	0	4,6
- Caraisii Cavairy	Formed Loose	Protected	-	Charging Lancer		100	Tviciec Expert (20)	12	-1, 0
Turcomans	CAVALRY	Average	Experienced	_	_	94	_	0	4,6
- urcomans	Formed Flexible	Unprotected	Bow			74		18	-1, 0
Baghdad infantry	INFANTRY	Poor	-	Short Spear	_	38	Shieldwall (3)	24	6,8,9
	Tribal Close	Protected	-	Short Spear			Sinciawan (6)	64	0,0,5
Upgrade infantry	INFANTRY	Average	-	Short Spear	Shieldwall	67	_	0	6,8,9
	Tribal Close	Protected	-	Short Spear	Sinciawan			32	0,0,5
Further upgrade infantry	INFANTRY	Average	-	Short Spear	Shieldwall	77	_		6,8,9
	Formed Close	Protected	-	Short Spear	Sinciawan	, ,		Up to half	0,0,5
Archers	INFANTRY	Average	Experienced	_	_	48	Combat Shy (-14)	0	6,8
7 deficis	Tribal Loose	Unprotected	Bow	_	_	40	Comoat Sily (-14)	12	0,0
Ghazi and other volunteers	INFANTRY	Average	-	_	Devastating Chargers	39	_	0	6,8,9
Gilazi alia otilei voluliteels	Tribal Loose	Unprotected	-		Devastating Chargers	07	39 - 	18	U,U,>
Ayyarun	INFANTRY	Poor	-			20	Combat Shy (0)	0	8,9,10
1 ty y at att	Tribal Loose	Unprotected	-	-	-	20 Combat Shy (-9)	10	0,7,10	

Post Seljuk Abbasid



BEDOUIN CONTINGENT									
Bedouin cavalry	CAVALRY	Average	-	Long Spear		82	Combat Shy (-18)	8	4,6
	Formed Flexible	Unprotected	-	Long Spear	_	02	Combat Sily (-10)	18	4,0
Armourad cavalay	CAVALRY	Average	-	Long Spear		115	Combat Shy (-28)	0	4,6
Armoured cavalry	Formed Loose	Protected	-	Long Spear	-	110	Combat 511y (-20)	6	4,0
Skimishing archers	INFANTRY	Average	Experienced		Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow		Collidat Sily	40		18	0,7
Skimishing javelinmen	INFANTRY	Average	Experienced			29	Combat Shy (-4)	0	6,9
Skimishing javelinmen	Skirmisher	Unprotected	Javelin	-	-	29	Collidat Sily (-4)	12	0,9

ALLIES

Seljuk Atabeg allies - Later Seljuk Empire (to 1194 CE)

Syrian Atabeg allies - Syrian States (to 1174 CE)

NOTES

If more than 1 UG of Turocman are used, then a Turcoman allied general must command all and only Turcomans.

Bedouin cavalry are only mandatory if a Bedouin contingent is taken.

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION



1130 TO 1187 €E

HISTORICAL NOTES

In 1131 CE Baldwin II died. He was succeeded by his eldest daughter Melisende and her husband Fulk V of Anjou. He was not popular and in 1132 Antioch, Tripoli and Edessa all asserted their independence. He defeated Tripoli and married Melisdende's niece to his relative Raymond of Poitiers. The Kingdom now faced the growing threat of the atabeg Zengi of Mosul who took control of Aleppo and had his sights set on Damascus. Fulk died in 1143 and Zengi invaded and conquered Edessa in 1144. The fall of Edessa shocked Europe and led to the Second Crusade arriving in 1148. The crusading kings Louis VII of France and Conrad III of Germany agreed to attack Damascus. The subsequent siege was a failure and the French and German armies returned home.

Melisende ruled as regent long after Baldwin III came of age. Baldwin III was crowned as sole ruler in 1153 but had to seize the south of the Kingdom from his mother and her supporters. The threat from Egypt was removed due to weak caliphs and the capture of the fortress at Ascalon and a tribute imposed.

Baldwin III had died in 1162 and the kingdom passed to his brother Amalric. Zengi's successor Nur ad-Din was now the major threat to the Kingdom. An alliance was agreed with the Byzantine Empire. This prevented Nur ad-Din seizing Antioch, but Nur-ad-Din's general Shirkuh was able to seize Egypt. He died in 1169 to be succeeded by Saladin. Amalric and Nur ad-Din both died in 1174. Baldwin IV reached his majority in 1176 but as a leper could not have children. Succession issues dominated the kingdom. Baldwin however proved a good military leader and defeated Saladin in 1177. In 1183 Saladin was finally able to gain control of Aleppo. The Kingdom had to introduce a general tax to recruit enough troops to meet the new threat.

On July 4 1187, Saladin destroyed the army of the kingdom at the Battle of Hattin. The entire kingdom was overrun in a few months. The fall of Jerusalem led to the Third Crusade launched in 1189.

TROOP NOTES

The kingdom of Jerusalem relied on the military orders and the mercenaries they hired to supplement the kingdom's own resources. During the 12th century the armour used by knights increased but armies were largely unchanged.

HISTORICAL ENEMIES

Later Fatimid Egyptian; Early Armenian Cilicia; Syrian States; Post Seljuk Abbasid; Outremer States; Ayyubid Egyptian



ARMY COMMANDER		1	Any Instinctive			DATES		1130 CE to 1187 CE			
SUB-GENERALS		0-3	Any Instinctive or (if I	Military Order) Pro	fessional	TERRAIN		Standard, Coastal, Mo	untains		
Internal Allied Genera	ALS					САМР		Unfortified or Flexible;	Poor or Aver	age	
	ТүрЕ										
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	OPTIONAL	Mŧn		
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Mixed TuGs of 1/2 knigh	HTS AND 1/2	SERG	EANTS								
Feudal and crusader knights	CAVALR'	Y	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	2	4,6	
reudai and crusadei kingilis	Formed Lo	ose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	ivielee Expert (29)	8	4,0	
Upgrade knights	CAVALR'	Y	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4	
Opgrade Kingits	Formed Lo	ose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	2	4	
Sargaants and turconolas	CAVALR'	Y	Average	-		Devastating Chargers	93	Melee Expert (23)	2		
ergeants and turcopoles	Formed Lo	ose	Protected	-	-	Devastating Chargers	93	Tvielee Expert (20)	8		
Separate sergeants	CAVALR'	Y	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	0	4	
Separate sergeants	Formed Lo	ose	Protected	-	Charging Lancer	Devastating Chargers	110	Meiee Expert (25)	4	4	
Spearmen	INFANTR	Y	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	16	6,8	
Spearmen	Formed Clo	ose	Protected	-	Short spear	Siliela Covel	//	Silieluwali (5)	32	0,0	
Archers	INFANTR	Y	Average	Experienced			54	Combat Shy (-14)	0	6,8	
7 ticlicis	Formed Lo	ose	Unprotected	Bow	<u>-</u>		U T	Combat Sily (-14)	12	0,0	
Crossbowmen	INFANTR	Y	Average	Experienced			59	Combat Shy (-14)	6	6,8	
Crossoowinen	Formed Lo	ose	Unprotected	Crossbow	_		07	Combat Sity (-14)	24		
Upgrade crossbowmen with	INFANTR	Y	Average	Experienced			80	Combat Shy (-22)		6,8	
armour	Formed Lo		Protected	Crossbow				Control 511y (-22)	Up to 3/4		
Maronite or Syrian archers	INFANTR		Average	Experienced			48	Combat Shy (-14)	0	6,8	
	Tribal Loo	se	Unprotected	Bow	-	-	70	Comoat only (-14)	16		

M	OR'	PEM
ET	GLO	RIAM

Arriere-ban	INFANTRY	Poor	Unskilled	Short Spear		25		0	8,9,10
Alliere-ball	Tribal Loose	Unprotected	Javelin	Short Spear	-	20	-	24	- 0,9,10
Skirmishers	INFANTRY	Poor	Experienced		Combat Shy	17		0	6,9
Skiiiiisiieis	Skirmisher	Unprotected	Javelin	<u>-</u>	Collidat Sily	17	-	12	0,9
Military Orders									
Μιχεd TuGs of 1/2 κνις	HTS AND $1/2$ SERG	EANTS							
Military and an Imighta	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4,6
Military order knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Meiee Expert (40)	4	- 4,0
Military order sergeants and	CAVALRY	Superior	-		Devastating Chargers	131	Melee Expert (32)	0	
turcopoles	Formed Loose	Protected	-	<u>-</u>	Devastating Chargers	131	Meiee Expert (52)	4	
Brother knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers,	265	Fanatic (105)	0	1
brother kinghts	Drilled Loose	-/Fully Armoured	-	- Charging Lancer	Melee Expert	200	ranauc (100)	4	- 4
Turcopoles	CAVALRY	Average	Experienced	Short Spear		107		0	4,6
Turcopoles	Drilled Flexible	Unprotected	Bow	- Short Spear	pear -		-	6	- 4,0
ATTTEC									

ALLIES

Armenian Cilician allies - Early Armenian Cilicia (before 1151 CE)

Armenian Cilician allies - Armenian Kingdom of Cilicia (from 1151 CE)

Saracen allies - Syrian States (not Zenghid and until 1174 CE)

Imperial German allies - Early Imperial German (only 2nd Crusade in 1148 CE)

French allies - Feudal French (only 2nd Crusade in 1148 CE)

Fatimid allies - Later Fatimid Egyptian (only in 1167 CE)

Byzantine allies - Komnenan Byzantine (only in 1169 and 1177 CE)



Notes

Except for Brother knights, a TuG with knights must take half the TuG as sergeants.

The army may have a single Military Order commander who must be Professional. Military Order troops must be commanded by the Military Order commander. A Military Order commander can command other troops.

Only one external ally may be taken.

CHANGES FROM LAST VERSION

SULTANATE OF RUM



1140 TO 1276 €E

HISTORICAL NOTES

The Sultanate of Rum started to secede from the Great Seljuk Empire as early as 1077 CE. Rum reflects the Arabic name of Anatolia. The Seljuk sultans bore the brunt of the Crusades, and eventually succumbed to the Mongol invasion in 1243. From this point they became vassals of the Ilkhanid Mongols.

TROOP NOTES

The Sultanate of Rum was influenced by the Byzantine territories they conquered and from fighting the Crusaders. The allied Syrian State was ruled by al-Ashraf, an Ayyubid who ruled Damascus, the Jazira and Khilat.

HISTORICAL ENEMIES

Khwarazmian; Mongol Conquest; Ilkhanate; Georgian; Early Armenian Cilicia; Syrian States; Early Turcoman Beyliks; Armenian Kingdom of Cilicia; Komnenan Byzantine; Lusignan Cypriot; Latin Empire; Nicaean Byzantine; Empire of Trebizond

SULTANATE OF RUM

DATES

Any Professional

INFANTRY

Formed Loose

CAVALRY

Skirmisher

ARMY COMMANDER

Crossbowmen

Skirmishing horse archers



1140 CE to 1276 CE

80

57

Combat Shy (-22)

Cantabrian (16),

Combat Shy (-4)

6

0

12

Rul (Coniniander		Ι.	Ally I lotessional			DATES		1140 CE to 1270 CE			
SUB-GENERALS		0-2	Any Professional (0-1	from 1246 CE)		TERRAIN		Standard, Plains			
INTERNAL ALLIED GENERA	ALS	0-2	Any Instinctive (Turco	oman)		Самр		Unfortified; Poor or Av	rerage		
	ТүрЕ										
	TRAINING AN	TD O	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min		
Name	Formation	r	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
Nobles	CAVALRY	r	Average	Experienced	Short Spear		125		0	4,6	
INODIES	Formed Loo	se	Protected	Bow	Short spear	-	120	-	12	4,0	
I I NI II NA II	CAVALRY	7	Superior	Experienced	Cl ut Cu a u		175			4,6	
Upgrade Nobles as Mamluks	Drilled Loos	se	Protected	Bow	Short Spear	-	1/3	-	Any	4,0	
T	CAVALRY	7	Average	Experienced			0.4		12	16	
Turcoman tribesmen	Formed Flexi	ble	Unprotected	Bow	-	-	94	-	48	4,6	
Upgrade Turcoman	CAVALRY	r	Average	Skilled			100			4.6	
tribesmen	Formed Flexi	ble	Unprotected	Bow		-	129	-	Up to 3/4	4,6	
A 1 1	CAVALRY	7	Average	-	I C		00	C 1 C1 (10)	0	16	
Arab cavalry	Formed Flexi	ble	Unprotected	-	Long Spear	-	82	Combat Shy (-18)	6	4,6	
P 1 · 1 · .	CAVALRY	7	Average	-	C1 . I	D C1	4.40	M 1 E (00)	0	1.6	
Frankish mercenaries	Formed Loo	se	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	6	4,6	
A	CAVALRY	r	Average	-	C1 · I		105	M 1 E . (00)	0	4.6	
Armenian mercenary cavalry	Formed Loo	se	Protected	-	Charging Lancer	-	105	Melee Expert (23)	6	4,6	
D 1	CAVALRY	r	Average	-	C1 · I		105	M 1 E . (00)	0	4	
Byzantine cavalry	Formed Loo	se	Protected	-	Charging Lancer	-	105	Melee Expert (23)	4	4	
C	INFANTRY	<u>Z</u>	Average	-	C1 . C	C1 · 1 1 11	7		0	6.0	
Spearmen	Tribal Close	е	Protected	-	Short Spear	Shieldwall	67	-	16	6,8	
Λ1	INFANTRY	Z.	Average	Experienced			ΕΛ	C 1 (C1 (1 4)	0	6.0	
Archers	Formed Loo	se	Unprotected	Bow	-	-	54	Combat Shy (-14)	8	6,8	

Experienced

Crossbow

Experienced

Bow

Average

Protected

Average

Unprotected

SULTANATE OF RUM



Javelinmen	INFANTRY	Poor	Experienced		Combat Shy	17		0	6,9
Javeninnen	Skirmisher	Unprotected	Javelin	<u>-</u>	Combat Sily	17	-	18	0,9
Skirmishing archara	INFANTRY	Poor	Experienced		Combat Shy	32		0	6,9
Skirmishing archers	Skirmisher	Unprotected	Bow	-	Collidat Sily	02	-	18	0,9
Skirmishing crossbowmen	INFANTRY	Poor	Experienced		Combat Shy	37		0	6,9
Skiiilisiiilig Clossbowilleli	Skirmisher	Unprotected	Crossbow	-	Collidat Sily	3/	-	9	0,9
Naffatun	INFANTRY	Average	Experienced		Combat Chy	20		0	6
	Skirmisher	Unprotected	Firearm	- Combat Shy	30	-	6	0	

ALLIES

Danishmend allies - Early Turcoman Beyliks

Ayyubid Syrian State allies (only in 1230 CE)

Khwarazmian allies (from 1232 to 1234 CE)

NOTES

A Turcoman ally can only command Turcomans. A Turcoman ally general must be used if more than 24 Turcomans are taken.

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

ARMENIAN KINGDOM OF CILICIA



1151 **TO** 1375 **CE**

HISTORICAL NOTES

The Armenian Kingdom of Cilicia proved a strong ally of the European Crusaders. In 1198 CE Levon the Magnificent of the Rubenid dynasty became the first king. In 1226 the crown was passed to the Hethumids. As the Mongols approached Syria, Hethun sought to create an alliance against common foes, most notably the Mamluks. Despite paying tributes to the Mamluks, the city of Tarsus was taken in 1275. In 1281 a truce was forced on Armenia. A further truce with harsher terms was imposed in 1285. Despite these, the Mamluks again invaded in 1292 and Hrmokia was sacked. The Mamluks continued to attack the kingdom. In 1342, Guy de Lusignan was anointed as King Constantine II. The new rulers tried to impose their Catholicism which was resisted by many Armenians. Amidst failed Armenian pleas for help from Europe, the fall of Sis to the Mamluks in 1374 and the fortress of Gaban in 1375, where King Levon V, his daughter Marie, and her husband Shahan had taken refuge, put an end to the kingdom.

TROOP NOTES

Some Armenians adopted Frankish armour. Also many Armenian fortresses were manned by Crusaders including the Military Orders.

HISTORICAL ENEMIES

Mongol Conquest; Later Seljuk Empire; Early Turcoman Beyliks; Sultanate of Rum; Mamluk Egyptian; Lusignan Cypriot; Early Ottoman Turkish; Turcoman Beyliks; Jalairid Sultanate; Timurid

ARMENIAN KINGDOM OF CILICIA



ARMY COMMANDER	1	Any Instinctive			DATES		1151 CE to 1375 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Coastal, Mou	ntains	
Internal Allied Genera	LS				САМР		Unfortified or Flexible; l	Poor or Av	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
Noble cavalry and followers	CAVALRY	Superior	-	Charging Lancar	Devastating Chargers	166		6	4,6
Noble cavally and followers	Formed Loose	Protected	-	- Charging Lancer	Devastating Chargers	100	-	12	4,0
Cavalry	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	0	4,6
Cavally	Formed Loose	Protected	-	Charging Lancer	-	103	ivielee Expert (25)	12	4,0
Upgrade cavalry as	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29)	0	4,6
Armenian knights	Formed Loose	-/Fully Armoured	-	- Charging Lancer	-	132	Meiee Expert (29)	6	4,0
Bedouin cavalry	CAVALRY	Average	-	Long Spear		82	Combat Shy (-18)	0	4,6
	Formed Flexible	Unprotected	-		-	02	Compatibility (-10)	12	4,0
Imitation Mongols (from	CAVALRY	Average	Experienced	Short Spear		100		0	4,6
1260 CE)	Formed Flexible	Unprotected	Bow	31101t Spear	-	100	-	6	4,0
MIXED TUGS OF 1/2 KNIGH	HTS AND $1/2$ SERO	EANTS							
Eropkich knichte	CAVALRY	Average	-	Charaina I an aar	Daysatatina Characra	148	Melee Expert (29)	0	4,6
Frankish knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	ivielee Expert (29)	3	4,0
Corporate guarantina luriahta	CAVALRY	Average	-		Daysastatina Characra	93	Malaa Erro ant (22)	0	*see
Sergeants supporting knights	Formed Loose	Protected	-	-	Devastating Chargers	93	Melee Expert (23)	3	note
C	INFANTRY	Average	-	Clarat Carre		62	Integral Shooters (6),	16	600
Spearmen	Tribal Close	Protected	-	Short Spear	-	02	Combat Shy (-22)	60	6,8,9
A rah ara	INFANTRY	Average	Experienced			ΕΛ	Combat Chir (11)	0	6.0
Archers	Formed Loose	Unprotected	Bow	-	-	54	Combat Shy (-14)	16	6,8

ARMENIAN KINGDOM OF CILICIA



Frankish mercenary	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	0	6,8
spearmen	Formed Close	Protected	-	Short Spear	Siliela Covei	//	Silieidwaii (5)	8	0,0
Frankish mercenary	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	6,8
crossbowmen	Formed Loose	Protected	Crossbow	-	-	00	Compatibility (-22)	8	0,0
Javelinmen	INFANTRY	Average	Experienced			29	Combat Shy (-4)	0	6,9
Javeninnen	Skirmisher	Unprotected	Javelin	-	-	49	Combat Sily (-4)	18	0,9
Chirmighora	INFANTRY	Average	Experienced		Combat Shir	40		6	6,9
Skirmishers	Skirmisher	Unprotected	Bow	-	Combat Shy	40	- -	24	0,9

ALLIES

Crusader allies - Outremer States (before 1188 CE)

Crusader allies - Later Crusader (from 1188 to 1263 CE)

Seljuk Turk allies - Sultanate of Rum (from 1220 to 1246 CE)

Ilkhanid Mongol allies - Ilkhanate (from 1260 CE)

Cypriot allies - Lusignan Cypriot (from 1300 CE)

Notes

Only one ally may be taken. *Frankish knights must be supported by an equal number of sergeants.

CHANGES FROM LAST VERSION

AYYUBID EGYPTIAN



1171 TO 1250 €E

HISTORICAL NOTES

Salah ad-Din (Saladin) was the founder of the Ayyubid dynasty after abolishing the Fatimid Caliphate. In the following years, he led forays against the Crusaders in Palestine, commissioned the successful conquest of Yemen, and staved off pro-Fatimid rebellions in Upper Egypt. After the death of Nar ad-Din in 1174 CE he conquered Syria, capturing Aleppo in 1182. Ultimately he failed to take the Zengid stronghold of Mosul. In 1187 he defeated the Crusaders at the Battle of Hattin and captured Palestine. He died in 1193. After the death of Saladin in 1193, his sons contested control of the sultanate, but Saladin's brother al-Adil became the paramount Ayyubid sultan in 1200, and all of the later Ayyubid sultans of Egypt were his descendants. In the 1230s, the emirs of Syria attempted to assert their independence from Egypt and the Ayyubid realm remained divided until Sultan as-Salih Ayyub restored its unity by conquering most of Syria, except Aleppo, by 1247. In 1250 the Mamluk generals who had defeated a Crusader invasion of the Nile Delta ended Ayyubid power in Egypt.

TROOP NOTES

Sultan's Mamluks could include Saladins Salabiyya or elite Tawashi. Toassin were elite white mamluks. Halqa were non-mamluk elite cavalry. Some cavalry are described as "mudajjaj" - referring possibly to heavy armour.

The penultimate Ayyubid sultan of Egypt, al-Salih Ayyub significantly expanded the number of mamluks in the army.

Qaraghulams were probably Berbers and negroes armed with lance, progressively replaced by Kurds. Infantry were now used only in a supporting role. The Sudanese archers were new regiments raised by Saladin to replace those he had massacred in 1169 CE.

HISTORICAL ENEMIES

Khwarazmian; Syrian States; Later Seljuk Empire; Early Turcoman Beyliks; Outremer States; Later Crusader; Ayyubid Syrian States; Komnenan Byzantine; Christian Nubian; Beja

AYYUBID EGYPTIAN



Combat Shy (-22)

6,8

6,8,9

0

18

80

Devastating Chargers

ARMY COMMANDER	1	Any Professional			DATES		1171 CE to 1250 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERA	ALS				Самр		Unfortified; Poor or Av	verage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Sultan's mamluks	CAVALRY	Superior	Skilled	Short Spear		210	Melee Expert (32)	0	4,6
	Drilled Loose	Protected	Bow	Short Spear		210	Wielee Expert (02)	6	4,0
Asadiyya, Tawashi and other	CAVALRY	Superior	Experienced	Short Spear		175		4	4,6
provincial mamluks	Drilled Loose	Protected	Bow	- Short Spear	-	170	-	12	4,0
Additional mamluks (from	CAVALRY	Average	Experienced	Short Spear		135		4	4,6
1240 CE)	Drilled Loose	Protected	Bow	- Short Spear	-	100	-	12	4,0
Oarachulame	CAVALRY	Average	-	Long Spear		115		4	4,6
Qaraghulams ————————————————————————————————————	Formed Loose	Protected	-	Long Spear	-	110	-	12	4,0
Bedouin cavalry	CAVALRY	Average	-	Long Spear		82	Combat Shy (-18)	0	4,6
	Formed Flexible	Unprotected	-	Long Spear		02	Combat Sily (-10)	8	4,0
Kurdish cavalry	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	0	4,6
Ruidisii cavairy	Formed Loose	Protected	-	- Charging Lancer	-	100	Meiee Expert (20)	6	4,0
Turcoman tribesmen	CAVALRY	Average	Experienced			94		4	4,6
1 dicoiliali dibesilieli	Formed Flexible	Unprotected	Bow	-	-	24	-	18	4,0
Upgrade Turcoman	CAVALRY	Average	Skilled			129			4,6
tribesmen	Formed Flexible	Unprotected	Bow	-	-	149	-	Up to 3/4	4,0
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77		0	6,8,9
	Formed Close	Protected	-	Short Spear	Siliciawan	//		18	0,0,7
Sudanese archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	0	6,8
Sudanese archers	Formed Loose	Unprotected	Bow	-	-	J4 	Compat 511y (-14)	16	
Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	6.8
CALCADA LACTOR VICIONIA				_		UU.			

Crossbow

Crossbowmen

volunteers

Muttawwi and Ghazi

Formed Loose

INFANTRY

Tribal Loose

Protected

Average

Unprotected

AYYUBID EGYPTIAN



Ahdath spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	6,8,9
Alluaui speaimen	Tribal Close	Protected	-	31101t Spear	Siliciawali	41	ilitegral shooters (4)	9	0,0,9
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Skillilisticis	Skirmisher	Unprotected	Bow	· -	Compat Sily	40	-	18	0,9
Skirmiching croschovyman	INFANTRY	Average	Experienced		Combat Shy	45		0	6,9
Skirmishing crossbowmen	Skirmisher	Unprotected	Crossbow	-	Combat Sily	40		9	0,9
Clingora	INFANTRY	Average	Experienced		Combat Shy	35		0	6,9
Slingers	Skirmisher	Unprotected	Sling	· -	Compat Sily	30	-	9	0,9
Naffatun	INFANTRY	Average	Experienced		Combat Shy	30		0	6
	Skirmisher	Unprotected	Firearm	- -	- Combat Shy		-	6	U

ALLIES

Ayyubid Syrian States allies

Khwarazmian allies (from 1244 to 1245 CE)

Notes

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION



1188 TO 1291 €E

HISTORICAL NOTES

This list covers the 3rd Crusade (1189 to 1192 CE) and 5th Crusade (1213 to 1221), but not the 4th Crusade. It covers the 7th Crusade when based in Acre. The 6th Crusade (1228) involved very little fighting but enabled the Kingdom of Jerusalem to gain some control over areas of the Holy Land. It also covers the Kingdom of Acre (sometimes called the Second Kingdom of Jerusalem) that was re-established after the Third Crusade and lasted until the city was destroyed in 1291, the Principality of Antioch until 1268 and the County of Tripoli until 1289.

The Third Crusade was largely successful in capturing the important cities of Acre and Jaffa, and reversing most of Saladin's conquests, but it failed to capture Jerusalem, the emotional and spiritual motivation of the Crusade. The Fifth Crusade was an attempt to reacquire Jerusalem by conquering the Ayyubid state in Egypt. It occupied the port of Damietta but failed to take Cairo due to dwindling supplies. A night-time attack by Sultan Al-Kamil resulted in a great number of crusader losses, and eventually in the surrender of the army. After Louis surrendered Damietta to Egypt in May 1250, he made an alliance with the Mamluks and established a new base at Acre. He returned to France in 1254, but a French garrison remained until the fall of Acre in 1291.

TROOP NOTES

Richard the Lionheart introduced the idea of mixing crossbowmen and spearmen. It may have been copied by later commanders.

The tent pegs used by Richard at Jaffa in 1192 CE could be represented by a special rough going terrain selection that is treated as good going for close order infantry.

HISTORICAL ENEMIES

Khwarazmian; Ayyubid Egyptian; Ayyubid Syrian States; Mamluk Egyptian



ARMY COMMANDER	1	Any Instinctive			DATES		1188 CE to 1291 CE		
Sub-Generals	1	Any Instinctive or up	to 2 (if Military Or	der) Professional	TERRAIN		Standard, Coastal, Mo	untains	
Internal Allied Genera	ALS				Самр		Unfortified or Flexible	; Poor or Ave	rage
	ТүрЕ				_				
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	WEAPONRY	Characteristics	PTS	CHARACTERISTICS	Max	UG SIZE
Mixed TuGs of 1/2 knigh	HTS AND 1/2 SEI	RGEANTS							
Outremer and crusader	CAVALRY	Average	-	Charging I anger	Devastating Chargers	148	Melee Expert (29)	2	4,6
knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	ivielee Expert (29)	6	4,0
Sergeants and turcopoles	CAVALRY	Average	-	_	Devastating Chargers	93	Melee Expert (23)	2	
Sergeants and tureopoies	Formed Loose	Protected	-		Devastating Chargers	70	Wielee Expert (20)	6	
ONLY IN 3RD CRUSADE (11	89 то 1192) an	D 5TH CRUSADE (121	3 то 1221) - М е	XED TUGS OF 1/	2 KNIGHTS AND $1/2$ S	ERGEA	NTS		
Crusader knights	CAVALRY	Superior	-	Charging I an agr	Devastating Chargers	207	Melee Expert (40)	0	4,6
	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	ivielee Expert (40)	4	4,0
Crusader sergeants	CAVALRY	Superior	-		Devastating Chargers	131	Melee Expert (32)	0	
Crusauer sergearris	Formed Loose	Protected	-	-	Devastating Chargers	101	Wielee Expert (02)	4	
C	CAVALRY	Average	-	Chamina I aman	Daniel Chaman	110	M.1. F. (22)	0	4
Separate sergeants	Formed Loose	Protected	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	4	4
Spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	12	6,8
Speamen	Formed Close	Protected	-	31101t Spear	Silield Cover	//	Silielawali (3)	32	0,0
Archers	INFANTRY	Average	Experienced	_	_	54	Combat Shy (-14)	6	6,8
7 Herrers	Formed Loose	Unprotected	Bow			0 1	Comoat Sily (11)	12	0,0
Crossbowmen	INFANTRY	Average	Experienced	_	-	59	Combat Shy (-14)	6	6,8
	Formed Loose	Unprotected	Crossbow			0,		24	٥,٥
Upgrade crossbowmen with	INFANTRY	Average	Experienced	_	-	80	Combat Shy (-22)		6,8
armour	Formed Loose	Protected	Crossbow				= =====================================	Up to 3/4	-,-



Spearmen with	INFANTRY	Average	Experienced	Clarat Carra	Shield Cover	97			6,8
crossbowmen	Formed Close	Protected	Crossbow	Short Spear	Sniela Cover	97	-	All or none	0,8
Rear rank crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)		
iveal fallik crossoowilleli	Formed Loose	Protected	Crossbow				Collidat Sily (-22)		
Maronite or Syrian archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	6,8
Ivial Office Of Syrian archers	Tribal Loose	Unprotected	Bow	-	-	40	Combat Sily (-14)	16	0,0
Arriere-ban or Egyptian	INFANTRY	Poor	Unskilled	Short Spear		25		0	8,9,10
infantry	Tribal Loose	Unprotected	Javelin	Short spear	-	20	-	24	0,9,10
Skirmishers	INFANTRY	Poor	Experienced		Combat Shy	17		0	6,9
SKIIIIISIICIS	Skirmisher	Unprotected	Javelin	-	Collidat Sily	17	-	12	0,9
Military Orders (up to	TWO CONTINGENT	s)							
MIXED TUGS OF 1/2 KNIG	HTS AND 1/2 SERG	EANTS							
Military order knights	CAVALRY	Superior	-	Charging Lancar	Devastating Chargers	207	Melee Expert (40)	0	4,6
Military order kinglits	Formed Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	207	Meiee Expert (40)	4	4,0
Military order sergeants and	CAVALRY	Superior	-		Daynetating Chargers	131	Malaa Eymart (22)	0	
turcopoles	Formed Loose	Protected	-	-	Devastating Chargers	151	Melee Expert (32)	4	
D.,	CAVALRY	Superior	-	Chanain a Lancan	Devastating Chargers,	265	E (105)	0	4
Brother knights	Drilled Loose	-/Fully Armoured	-	Charging Lancer	Melee Expert	203	Fanatic (105)	4	4
	CAVALRY	Average	Experienced	Chart Cross		107		0	4,6
Turcopoles				Short Spear	-	107	-		4.0

Ayyubid Syrian States allies (from 1244 to 1245 and 1252 to 1253 CE)



Notes

Sub-generals can be military order (Templar or Hospitaller). They can command other troops as well as their own military order contingent. If no military order general is used, only a minimum sized single TuG of military order troops can be taken. The maximums listed in the military order contingents apply to each contingent. Except for Brother knights, a TuG with knights must take half the TuG as sergeants.

If mixed TuGs of Spearmen and Crossbowmen are taken, then the minimum and maximum number of spearmen is reduced by half the number of bases in the mixed TuGs.

CHANGES FROM LAST VERSION

Increased maximum number of Outremer knights.

AYYUBID SYRIAN STATES



1193 TO 1285 CE

HISTORICAL NOTES

After the death of Saladin, the provincial Ayyubid dynasties retained control in Syria until absorbed by the Mamluks. They received religious support from the Abbasid Caliphate until it was destroyed by the Mongols in 1258 CE.

TROOP NOTES

The Syrians continued the same styles of fighting that had existed since before Ayyubid times.

HISTORICAL ENEMIES

Khwarazmian; Ilkhanate; Later Seljuk Empire; Early Turcoman Beyliks; Ayyubid Egyptian; Later Crusader; Mamluk Egyptian

AYYUBID SYRIAN STATES



Army Commander	1	Any Professional			DATES		1193 CE to 1285 CE		
SUB-GENERALS	0-	1 Any Professional			TERRAIN		Standard, Coastal, Plai	ns	
Internal Allied Genera	ALS 0-	3 Any Professional (Sy	rian) or Any Instinct	tive (1 Turcoman)	Самр		Unfortified or Fortified	l; Poor or Ave	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Guard mamluks	CAVALRY	Superior	Experienced	Short Spear		175	Melee Expert (32)	0	4,6
Guara mannuks	Drilled Loose	Protected	Bow	- Short Spear	-	1/3	Meiee Expert (32)	6	4,0
Mamluks	CAVALRY	Superior	Experienced	Short Spear		175		4	4,6
Mamiuks	Drilled Loose	Protected	Bow	Short Spear	-	1/3	-	12	4,0
Turcoman tribesmen	CAVALRY	Average	Experienced			94		0	4,6
i urcoman urbesmen	Formed Flexible	Unprotected	Bow	-	-	94	-	12	4,0
Upgrade Turcoman	CAVALRY	Average	Skilled			129			4,6
tribesmen	Formed Flexible	Unprotected	Bow	-	-	129	-	Up to 2/3	4,0
Syrian cavalry	CAVALRY	Average	-	Long Spanr		115	Combat Shy (-28)	0	4,6
Syriali Cavally	Formed Loose	Protected	-	Long Spear	-	115	Collidat Sily (-20)	12	4,0
Kurdish or Armenian cavalry	CAVALRY	Average	-	Charging I an agr		105	Melee Expert (23)	0	4,6
Ruidish of Affilelian Cavalry	Formed Loose	Protected	-	Charging Lancer	-	105	Meiee Expert (25)	6	4,0
Dadavia asystem	CAVALRY	Average	-	I on a Choose		82	Combat Shy (-18)	0	4,6
Bedouin cavalry	Formed Flexible	Unprotected	-	Long Spear	-	04	Combat Sily (-10)	8	4,0
Cymin n an an an an	INFANTRY	Average	-	Chart Char		62	Combat Shy (-22)	6	6,8,9
Syrian spearmen	Tribal Close	Protected	-	Short Spear	-	02	Combat Sily (-22)	18	0,0,9
Upgrade Syrian spearmen as	INFANTRY	Average	-	Short Spear	Shieldwall	77		0	6,8
mercenaries	Formed Close	Protected	-	Short Spear	Silieiawali	//	-	8	0,0
C	INFANTRY	Average	Experienced			48	C1 Cl (1 1)	0	6,8
Syrian archers	Tribal Loose	Unprotected	Bow	-	-	48	Combat Shy (-14)	8	0,8
Cravian areasharran	INFANTRY	Average	Experienced			90	Combat Chry (20)	0	6,8
Syrian crossbowmen	Formed Loose	Protected	Crossbow	-	-	80	80 Combat Shy (-22)	8	0,8
Muttawwi and Ghazi	INFANTRY	Average	-		D	39		0	6,8,9
volunteers	Tribal Loose	Unprotected	-	-	Devastating Chargers	39	-	18	0,8,9

AYYUBID SYRIAN STATES



Ahdath spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	6,8,9
Alidadi speaillieii	Tribal Close	Protected	-	31101t Spear	Siliciawali	41	integral 31100ters (4)	18	0,0,7
Upgrade ahdath spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	6,8,9
Opgrade andaur spearmen	Tribal Close	Protected	-	31101t Spear	Siliciawali	07	integral bilooters (0)	9	0,0,9
Ahdath archers	INFANTRY	Poor	Unskilled		Combat Shy	17		0	6,8
Alluaur archers	Tribal Loose	Unprotected	Bow	<u>-</u>	Compatibility	17	-	18	0,0
Javelinmen	INFANTRY	Average	Unskilled	Short Spear		40	Shoot & Charge (4)	0	6,8,9
javeiiiiiieii	Tribal Loose	Unprotected	Javelin	31101t Spear	-	40	SHOOL & Charge (4)	18	0,0,9
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Skillinstillig arctiers	Skirmisher	Unprotected	Bow	<u>-</u>	Compatibility	40	-	30	0,9
Skirmishing javelinmen	INFANTRY	Average	Experienced			29	Combat Shy (-4)	0	6,9
Skinnistinig javenimien	Skirmisher	Unprotected	Javelin	<u>-</u>	-	29	Collidat Sily (-4)	18	0,9
Naffatun	INFANTRY	Average	Experienced		Combat Shy	30		0	6
	Skirmisher	Unprotected	Firearm	- -	Collidat Sily 50				

ALLIES

Armenian Cilician allies - Armenian Kingdom of Cilicia

Later Crusader allies

Sultanate of Rum allies (only in 1240 CE)

Khwarazmian allies (only Damascus in 1246 CE)

Notes

A Turcoman ally can only command Turcomans.

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

SEVENTH CRUSADE



1249 TO 1250 CE

HISTORICAL NOTES

The Seventh Crusade was a crusade led by Louis IX of France from 1248 to 1254. This list covers the operations in Egypt. Damietta, a port on the Nile, was taken in June 1249 with little resistance. Louis however did not take into account the Nile flooding and the fleet and army was grounded for six months. In November Louis marched towards Cairo. A force led by Robert of Artois alongside the Templars and an English contingent were defeated at the Battle of Al Mansurah. Louis was defeated by the Mamluk Baibars but attempted to besiege Mansourah. In the end it was the Crusaders who starved rather than the Egyptians. Louis tried to return to Damietta but was captured at the Battle of Fariskur where his army was annihilated. Louis fell ill with dysentery but was cured. He was ransomed and agreed to surrender Damietta. Louis made an alliance with the Mamluks who were rivals of the Sultan of Damascus and left for Acre.

TROOP NOTES

Louis raised 3,000 knights and 5,000 crossbowmen in a 15,000 strong army. This included English, Achaian, Syrian Frankish, Hospitaller and Templar knights.

HISTORICAL ENEMIES

Mamluk Egyptian

SEVENTH CRUSADE



ARMY COMMANDER		1	Any Instinctive			DATES		1249 CE to 1250 CE		
SUB-GENERALS	-	0-2	Any Instinctive or up	to 1 (if Military Ord	der) Professional	TERRAIN		Standard, Coastal		
Internal Allied Gener	ALS	0-1	Any Instinctive			Самр		Unfortified or Fortified;	Poor or Av	rerage
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATIO	N P	Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG SIZE
MIXED TUG COMPRISING	1/2 KNIGHTS	AND	1/2 SERGEANTS							
Doot leniabte	CAVALRY	ζ	Superior	-	Charging I an oar	Devastating Chargers	207	Melee Expert (40)	4	4,6
Best knights	Formed Loc	se	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Meiee Expert (40)	9	4,0
Best sergeants	CAVALRY	<u> </u>	Superior	-		Devastating Chargers	131	Melee Expert (32)	4	
Dest sergeants	Formed Loc	se	Protected	-	-	Devastating Chargers	131	Meiee Expert (32)	9	
MIXED TUG COMPRISING	1/2 KNIGHTS	AND :	1/2 SERGEANTS							
Vnichte	CAVALRY	7	Average	-	Charging Lancer		132	Melee Expert (29)	0	4,6
Knights	Formed Loc	se	-/Fully Armoured	-	Charging Lancer	-	152	Meiee Expert (29)	4	4,0
Sergeants	CAVALRY	Z	Average	-			80	Melee Expert (23)	0	
Dergeants	Formed Loc	se	Protected	-	_		00	ividice Expert (20)	4	
Spearmen	INFANTR	Y	Average	-	Short Spear	Shieldwall	77		0	6,8
Spearmen	Formed Clo	se	Protected	-	Short spear	Silieidwaii	//	-	24	0,0
Crossbowmen	INFANTR	Y	Average	Experienced			80	Combat Shy (-22)	0	6,8
Crossoowillen	Formed Loc		Protected	Crossbow	_	-	00	Combat Sily (-22)	16	0,0
Mercenary crossbowmen	INFANTR		Average	Experienced	_	_	85	Combat Shy (-22)	8	6,8
	Drilled Loc		Protected	Crossbow					24	
Archers	INFANTR		Average	Experienced	_	-	48	Combat Shy (-14)	0	4,6
Therioto	Tribal Loo		Unprotected	Bow					8	1,0
Skirmishing javelinmen	INFANTR		Average	Experienced	_	-	29	-	0	6,9
	Skirmishe		Unprotected	Javelin					9	~ 1-
Skirmishing archers	INFANTR		Average	Experienced	_	Combat Shy	40	-	0	6,9
	Skirmishe	r	Unprotected	Bow					9	- 1-

SEVENTH CRUSADE

	ODTEN	Л
IV	OKILL	41
E	'GLORIAI	VÌ

Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	45		0	6,9
Skinnishing crossbownien	Skirmisher	Unprotected	Crossbow	-	Compat sny	40	-	9	0,9
MILITARY ORDER CONTING	GENT								
Mixed TuGs of 1/2 knig	HTS AND $1/2$ SERG	EANTS							
Military order knights	CAVALRY	Superior	-	Charging Lancar	Daysetating Chargers	207	Melee Expert (40)	0	4,6
Willitary order kinglits	Formed Loose	-/Fully Armoured	-	Charging Lancer Devastating Chargers	207	Tvicice Expert (40)	4	4,0	
Military order sergeants and	CAVALRY	Superior	-	_	Devastating Chargers	131	Melee Expert (32)	0	
turcopoles	Formed Loose	Protected	-	-	Devastating Chargers	131	Meiee Expert (52)	4	
Brother knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers,	265	Fanatic (105)	0	1
brother kinghts	Drilled Loose	-/Fully Armoured	-	- Charging Lancer	Melee Expert	200	ranauc (100)	4	4
Turconolos	CAVALRY	Average	Experienced	Short Spear		107		0	4,6
Turcopoles	Drilled Flexible	Unprotected	Bow	= Short spear	<u>-</u>	107	-	6	4,0

Notes

A military order commander can command other troops as well as their own military order contingent. If no military order general is used, only a minimum sized single TuG of military order troops can be taken.

Spearmen and crossbowmen cannot be mixed.

CHANGES FROM LAST VERSION

MAMŁUK EGYPTIAN



1250 TO 1517 €E

HISTORICAL NOTES

Mamluk control of Egypt arose in 1250 CE when a group of Mamluks assassinated the lazy Ayyubid sultan Turanshah. This led to factional power struggles amongst the Mamluks. Meanwhile in 1258 the Mongols sacked Baghdad and proceeded westwards capturing Aleppo and Damascus. A threatened invasion of Egypt was averted when the Mongol leader Hulagu left to claim the Mongol throne. The Mamluks under Qutuz advanced into Palestine and defeated the Mongols at the Battle of Ain Jalut in September 1260. On his return to Cairo Qutuz was assassinated and the Bahri Mamluk Sultanate was established by Baybars.

Baybars initiated an aggressive policy of attacking and destroying Crusader fortresses. He also extended Mamluk control south into the Nubian kingdom of Makuria. He died in 1277. In 1280 the Mamluks defeated an Ilkhanid army at Homs which confirmed the Mamluk dominance of Syria. In 1291 the Mamluks captured Acre, the last Crusader fortress in Palestine, allowing the Mamluks to rule all of Syria. A further Ilkhanid invasion was defeated in 1303. A further invasion was defeated in 1313 and then a peace treaty agreed in 1322. After 1341 the Mamluks entered a period of political instability. A planned invasion of Armenia, the main Christian state, was abandoned after an invasion of Alexandria by Peter I of Cyprus.

The 15th century saw the Mamluks compete with the rising Ottoman Empire for influence in Anatolia. In 1501 conflict broke out between Egypt and the Safavid dynasty in Persia. In 1516 the Ottomans invaded, the Egyptian cavalry proving no match for the Ottoman artillery and janissaries. In 1517 Ottoman Selim I captured Cairo and Egypt became a vassal of the Ottomans.

TROOP NOTES

The failure of the Ilkhanids to defeat the Mamluks may have been in part due to dry conditions in Syria and Palestine. A Mongol warrior on campaign needed six or seven ponies to meet his logistical needs. A Mamluk warrior had one horse. Each horse requires a lot of water each day. It is clear however that the Mamluks were capable of meeting and defeating Mongol armies. Infantry were second rate troops and largely used for sieges and usually took a defensive stance in battles.

At the end of Mamluk rule there is an account of 600 sets of horse armour issued to the sultan's elite made of steel and coloured velvet.

HISTORICAL ENEMIES

Ilkhanate; Armenian Kingdom of Cilicia; Later Crusader; Ayyubid Syrian States; Seventh Crusade; Mamluk Egyptian; Lusignan Cypriot; Order of St John; Genoese in Cyprus; Turcoman Beyliks; Jalairid Sultanate; Timurid; Ottoman Turkish; Christian Nubian; Beja

MAMLUK EGYPTIAN

Unprotected

Average

Unprotected

Average

Unprotected

Formed Flexible

CAVALRY

Formed Flexible

CAVALRY

Formed Flexible

Turcoman mercenaries

Upgrade Turcoman

mercenaries



18

0

12

Up to 2/3

4.6

4,6

94

129

ARMY COMMANDER	1	Any Professional			DATES		1250 CE to 1517 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERA	ALS				Самр		Unfortified or Mobile;	Poor or Aver	age
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Royal mamluks	CAVALRY	Superior	Skilled	Chart Crans		210	Melee Expert (32)	0	4,6
Royal mamuks	Drilled Loose	Protected	Bow	Short Spear	-	210	Meiee Expert (52)	12	4,0
Upgrade royal mamluks	CAVALRY	Superior	Skilled	Chart Crans	Chart Or Charge	224	Malas Exmant (25)	0	4,6
(from 1260 CE)	Drilled Close	ArmHrs/ Protected	Bow	Short Spear	Shoot & Charge	224	Melee Expert (35)	6	4,0
Amirs' mamluks	CAVALRY	Average	Experienced	Chart Crans		135		8	4,6
Millis mainuks	Drilled Loose	Protected	Bow	Short Spear	-	150	-	24	4,0
Upgrade mamluks	CAVALRY	Average	Skilled	Short Spear		170			4,6
	Drilled Loose	Protected	Bow		<u>-</u>	170	-	Up to 3/4	4,0
Al Halqa (before 1316 CE)	CAVALRY	Average	Experienced	Short Spear		125		0	4,6
Ai Flaiqa (belole 1310 CE)	Formed Loose	Protected	Bow	Short Spear	-	120	-	12	4,0
Al Ashir cavalry (before 1316	CAVALRY	Average	-	I and Char		115		0	4,6
CE)	Formed Loose	Protected	-	Long Spear	-	113	-	6	4,0
Al Halqa (from 1316 to 1341	CAVALRY	Poor	Experienced	Short Spear		89		0	4,6
CE)	Formed Loose	Protected	Bow	Short Spear	-	09	-	12	4,0
Al Ashir cavalry (from 1316	CAVALRY	Poor	-	I and Char		69		0	4,6
to 1341 CE)	Formed Loose	Protected	-	Long Spear	-	09	-	6	4,0
Al Halas (from 13/12 CE)	CAVALRY	Poor	Experienced	Short Spear		89		0	16
Al Halqa (from 1342 CE)	Formed Loose	Protected	Bow	Short Spear	-	09	-	6	4,6
Dadauin anyalmy	CAVALRY	Average	-	I on a Cost		82	Cambat Chry (10)	0	4,6
douin cavalry	Formed Flexible	Unprotected	_	Long Spear	-	ŏΖ	Combat Shy (-18)	18	4,0

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Experienced

Bow

Skilled

Bow

MAMLUK EGYPTIAN

M	ORTEM
ET	GLORIAM

								1	
Hillmen	INFANTRY	Average	-	Short Spear		57		0	6,8,9
	Tribal Loose	Protected	-	31101t Spear	-	37	-	9	0,0,9
Al Ashir archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	6,8
Al Asilli dictiers	Tribal Loose	Unprotected	Bow	<u>-</u>	-	40	Compatibily (-14)	18	0,0
Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	6
Clossoowillell	Formed Loose	Protected	Crossbow	<u>-</u>	-	80	Compatibily (-22)	6	0
Muttawwi and Ghazi	INFANTRY	Average	-		Daynatatina Characra	39		0	6,8,9
volunteers	Tribal Loose	Unprotected	-	-	Devastating Chargers	39	-	9	0,0,9
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Skiiiiisiieis	Skirmisher	Unprotected	Bow	<u>-</u>	Collidat Sily	40	-	18	0,9
Naffatun	INFANTRY	Average	Experienced		Combat Shy	30		0	6
Nanatun	Skirmisher	Unprotected	Firearm	-	Combat sny	30	-	6	0
Replace Naffatun with Handgunners (from 1490	INFANTRY	Average	Experienced	_	_	40	Combat Shy (-5)		6
CE)	Skirmisher	Protected	Firearm	_	-	40	Combat Sily (-0)	All	O
Light guns (from 1340 CE)	ARTILLERY	Average	Experienced		Combat Shy	ombat Shy 108	8 Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art	-	Combat Sny	100		2	2

ALLIES

Ayyubid Syrian States allies

CHANGES FROM LAST VERSION



MAGNA ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAGNA

	Army Co.	mmander	Sub-ge	eneral	Ally general		
Type of general	Professional	Instinctive	Professional	Instinctive	Professional	Instinctive	
Legendary	1280	1120	n/a	n/a	640	560	
Talented	920	720	680	560	520	480	
Competent	560	440	480	360	240	200	
Mediocre	320	200	320	200	80	40	

CAMPS

Type of camp	Poor	Average	Superior
Unfortified	108	180	252
Fortified	216	360	504
Flexible	180	300	420
Mobile	126	210	294
No camp	378	N/A	N/A

A flexible camp is deployed as a fortified camp when defending and a mobile camp when invading. No camp deploys a poor mobile camp when defending and no camp at all when invading.

UGs

For each UG multiply the cost shown in the list (adjusting for any optional characteristics) by the number of bases.

Notes

- 1. Points values for skirmishers in Magna are greater than in Maximus as SuGs shoot at full effect with only two ranks.
- 2. For further details on how points are calculated visit the Mortem et Gloriam website.

GEORGIAN



		1	Any Instinctive			DATES		1008 CE to 1403 CE		
		Any Instinctive (before 1246 CE, 0-1 from 1246 CE)			Terrain		Standard, Mountains			
		0-3	Any Instinctive (from 1246 CE)			САМР		Unfortified or Flexible; Poor or Average		
	ТүрЕ									
	TRAINING ANI	•	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	OPTIONAL	Min	
Name	Formation		Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG Size
CAVALRY COMPRISING FRO	NT RANK AZN	AUR	I AND REAR RANK R	ETAINERS						
1/2 Aznauri	CAVALRY		Superior	-	Charging Lancer	-	147	Melee Expert (32)	2	4
1/2 Aznaun	Formed Loos	е	Protected	-					6	4
1/2 Retainers	CAVALRY		Average	Experienced	-	Shoot & Charge	94	Melee Expert (15)	=	
1/2 Retaillers	Formed Loos	е	Unprotected	Bow					=	
Replace cavalry from 1	122 CE									
Λ · · · · ·	CAVALRY		Superior	Experienced	Short Spear	-	161	-		4
Aznauri	Formed Loos	е	Protected	Bow					Any	– 4
Retainers	CAVALRY		Average	Experienced	_	-	87	-	=	
Ivetailleis	Formed Loos	е	Unprotected	Bow					=	
Frankish mercenaries (from	CAVALRY		Average	-	Classia Issue	Daniel Chaman	110	M. 1 F (22)	0	4
1121 to 1129 CE)	Formed Loos	е	Protected	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	4	- 4
Frankish mercenaries (from	CAVALRY		Average	-	Charging Lancar	Devastating Chargers	148	Melee Expert (29)	0	4
1130 to 1144 CE)	Formed Loos	е	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	140	Meiee Expert (29)	4	
Horse archers	CAVALRY		Average	Experienced		-	94	-	0	4
1 1018C dicticis	Formed Flexib	le	Unprotected	Bow					4	7
Turcoman mercenaries (from	CAVALRY		Average	Experienced			94		0	4
1122 CE)	Formed Flexib		Unprotected	Bow			74		4	7
Turcoman skilled	CAVALRY		Average	Skilled	_	_	129	<u> </u>	0	4
mercenaries (from 1122 CE)	Formed Flexib		Unprotected	Bow			147		4	,
Spearmen	INFANTRY		Average	-	Short Spear	-	62	Integral Shooters (6),	10	4,6
opeannen -	Tribal Close		Protected	-				Combat Shy (-22)	22	1,0

GEORGIAN



Archers	INFANTRY	Average	Experienced	-	-	65	Combat Shy (-22)	0	4
	Tribal Loose	Protected	Bow					12	
Skirmishers	INFANTRY	Average	Experienced		-	32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					12	
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50	-	8	4,6
	Skirmisher	Unprotected	Bow					16	
Cumans - only from 1090									
Cuman nobles	CAVALRY	Superior	Experienced	Short Spear	-	161	-	0	4
	Formed Loose	Protected	Bow					4	
Cuman horse archers	CAVALRY	Average	Experienced	-	-	94	-	0	1
	Formed Flexible	Unprotected	Bow					16	4
Upgrade Cuman horse	CAVALRY	Average	Skilled	_	-	129	-		1
archers	Formed Flexible	Unprotected	Bow					Up to half	'1

ALLIES

Shirvan allies - Bedouin Dynasties (from 1121 to 1204 CE)

NOTES

The minima and maxima are for the aznauri. An equal number of retainers must be taken. Cumans must be in a separate command(s). A Cuman command cannot contain other troops.

CHANGES FROM LAST VERSION

LATER FATIMID EGYPTIAN



ARMY COMMANDER 1		Any Professional			DATES		1074 CE to 1171 CE		
SUB-GENERALS 0-3		Any Professional			Terrain		Standard, Coastal		
INTERNAL ALLIED GENERALS					Самр		Unfortified or Fortified; Poor or Average		
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	О РТІӨ NAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Mamluks	CAVALRY	Superior	Experienced	Short Spear	-	175	-	0	4
IVIdIIIIUKS	Drilled Loose	Protected	Bow					4	
A mos aning any alm y	CAVALRY	Average	-	C1 : I	-	105	Melee Expert (23)	4	4
Armenian cavalry	Formed Loose	Protected	-	Charging Lancer				8	4
Syrian cavalry	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	4	4
Syllali Cavally	Formed Loose	Protected	-					8	
Ghulam lancers	CAVALRY	Average	-	Long Spear	-	115	-	0	4
GIIUIAIII IAIICEIS	Formed Loose	Protected	-					4	4
Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	4
Dedoum cavany	Formed Flexible	Unprotected	-					8	4
Turcomans	CAVALRY	Average	Experienced	_	-	94	-	0	4
1 urcomans	Formed Flexible	Unprotected	Bow					4	4
Armenian archers	INFANTRY	Average	Experienced	_	-	54	-	8	4
Allifelliali archers	Formed Loose	Unprotected	Bow					12	- 4
Sudanese archers	INFANTRY	Average	Experienced	_	-	54	Pavise (8), Combat	0	4
Judanese archers	Formed Loose	Unprotected	Bow				Shy (-14)	16	- 4
Sudanese 'abid al-shira	INFANTRY	Average	-	Short Spear	-	77	Integral Shooters (6)	4	4
Judanese abid ai-siliia	Drilled Close	Protected	-					20	4
Sudanese 'abid Sariraya	INFANTRY	Average	-	Long Spear	-	91	Integral Shooters (6)	0	4
Sudanese adid Sanraya	Drilled Close	Protected	-					4	
Upgrade 'abid al-shira as	INFANTRY	Average	-	2-H Cut-Crush		102	Integral Shooters (6)		*see
lutat with maces	Drilled Close	Protected	-	2-11 Cut-Clusii		102		Up to 1/4	note
Muttavari voluntaers	INFANTRY	Average	-		Devastating Chargers	39		0	4
Muttawwi volunteers	Tribal Loose	Unprotected	-	-			-	4	4

LATER FATIMID EGYPTIAN



C 1	INFANTRY	Average	-		Devestating Chargers			0	1.6
Sudanese tribesmen	Tribal Loose	Protected	-	-	Devastating Chargers	60	-	6	4,6
Ahdath spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	4,6
Alidaul speailliell	Tribal Close	Protected	-	Short Spear	Silieluwali	41	integral 31100ters (4)	12	4,0
Upgrade ahdath spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	4,6
Opgrade andaur speamien	Tribal Close	Protected	-	Short Spear	Silieluwali	07	integral Shooters (0)	6	4,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skiiiiisiiiig aicheis	Skirmisher	Unprotected	Bow	-	Collidat Sily	30	-	12	- 4, 0

ALLIES

Crusader allies - Outremer States (only in 1167 CE)

Syrian States allies

NOTES

1 element in each Abid 'al-shira TuG may be replaced with lutat macemen.

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

Corrected minima for cavalry.

EARLY ARMENIAN CILICIA

Any Inatinative

Unprotected

Average

Unprotected



16

ARMY COMMANDER		1	Any Instinctive			DATES		1080 CE to 1150 CE			
Sub-Generals		0-3	Any Instinctive			TERRAIN		Standard, Coastal, Mou	ntains		
Internal Allied Geni	ERALS					САМР		Unfortified or Mobile; Poor or Average			
	ТүрЕ										
	TRAINING AI	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Mŧn		
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	Characteristics	Max	UG Size	
Noble cavalry	CAVALRY	Y	Superior	-	Charging Lancer		147	Melee Expert (32)	0	1	
1400le cavally	Formed Loc	ose	Protected	-	Charging Lancer	-	14/	ivielee Expert (52)	4	4	
Cavalry	CAVALRY	Y	Average	-	Charging Lancer		105	Melee Expert (23)	4	1	
Cavally	Formed Loc	ose	Protected	-	Charging Lancer	-	100	Melee Expert (23)	12	- 4	
Spearmen	INFANTR'	Y	Average	-	Short Spear		62	Integral Shooters (6),	10	4,6	
Speamen	Tribal Clos	se	Protected	-	Short spear	-	02	Combat Shy (-22)	40	4,0	
Archers	INFANTR'	Y	Average	Experienced			54	Combat Shy (-14)	0	1	
VICIEIS	Formed Loc	ose	Unprotected	Bow		-	J4	Compat Sily (-14)	16	— 4 ———	
Javelinmen	INFANTR'	Y	Average	Experienced			32	Combat Shy (-4)	0	4,6	
javemmen	C1.::		T.T.,	T 11	-	-	$\mathcal{S}_{\mathcal{L}}$	Combat Sify (-4)	10	4,0	

Combat Shy

50

Iavelin

Experienced

Bow

ALLIES

Skirmishers

Seljuk Turk allies - Early Turcoman Beyliks (only in 1128 CE)

Skirmisher

INFANTRY

Skirmisher

Crusader allies - First Crusade (from 1098 to 1099 CE)

Crusader allies - Early Outremer States (from 1100 to 1129 CE)

Crusader allies - Outremer States (from 1130 CE)

Notes

Only one external ally may be taken.

CHANGES FROM LAST VERSION

SYRIAN STATES



ARMY COMMANDER		1	Any Professional			DATES		1092 CE to 1174 CE		
SUB-GENERALS		0-2	Any Professional (Zer	nghids, 0-1 Others)		TERRAIN		Standard, Coastal, Plai	ns	
Internal Allied Genera	ALS	1-3	Any (Syrian) or Any I	nstinctive (up to 2 T	urcoman)	Самр		Unfortified or Fortified	l; Poor or Ave	erage
	ТүрЕ									
	TRAINING ANI)	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	Formation		Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
ONLY DAMASCUS OR ALEP	РО									
Mamluks	CAVALRY		Superior	Experienced	Short Spear		175		4	4
Iviaiiiuks	Drilled Loos	е	Protected	Bow	Short Spear	-	170	-	8	4
Turcoman tribesmen	CAVALRY		Average	Experienced	_	<u>_</u>	94	<u>-</u>	0	4
- urcoman urocsmen	Formed Flexib	le	Unprotected	Bow	_		74		12	
ONLY ZHENGIDS										
Mamluks	CAVALRY		Superior	Experienced	Short Spear		175		4	4
Iviaiiiuks	Drilled Loos	е	Protected	Bow	Short Spear	-	173	-	12	- 4
Upgrade Mamluks as elite	CAVALRY		Superior	Experienced	Short Spear	_	175	Melee Expert (32)	0	4
——————————————————————————————————————	Drilled Loos	е	Protected	Bow	Short Spear		170	Tviciec Expert (02)	4	,
Turcoman tribesmen	CAVALRY		Average	Experienced	_	-	94	_	0	4
r dreeman dreemen	Formed Flexib	ole	Unprotected	Bow			, ,		16	,
Turcoman tribesmen (only	CAVALRY		Average	Experienced			94		0	4
minor states)	Formed Flexib	le	Unprotected	Bow) -1		4	
Upgrade Turcoman	CAVALRY		Average	Skilled			129			4
tribesmen (any except minor states)	Formed Flexib	le	Unprotected	Bow	-	-	129	-	Up to 3/4	4
Cranian aproduce	CAVALRY		Average	-	I and Char		115	Combat Shy (-28)	0	4
Syrian cavalry	Formed Loos	е	Protected	-	Long Spear	- -	113	Combat Sny (-20)	12	4
Upgrade Syrian cavalry as nobles with retainers (only	CAVALRY		Superior	-	Long Spear		161		0	1
minor states)	Formed Loos	е	Protected	-	Long Spear	-	101	-	4	'1

SYRIAN STATES

N	ADTEM
L	OVILLI
Dan	GLORIAM

									200
Kurdish or Armenian cavalry	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	0	1
Kuruisii Oi 7 iiiiciiiaii cavaiiy	Formed Loose	Protected	-	Charging Lancer		100	Wielee Expert (20)	4	
Bedouin cavalry	CAVALRY	Average	-	Long Spear		82	Combat Shy (-18)	0	4
	Formed Flexible	Unprotected	-	Long Spear	-	02	Collidat Sily (-10)	4	4
Syrian spearmen	INFANTRY	Average	-	Short Spear		62	Combat Shy (-22)	4	4,6
Syrian spearmen	Tribal Close	Protected	-	31101t Spear	-	02	Collidat Sily (-22)	12	4,0
Upgrade Syrian spearmen as	INFANTRY	Average	-	Short Spear	Shieldwall	77		0	4
mercenaries	Formed Close	Protected	-	31101t Spear	Siliciawali	//	-	4	4
Syrian archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	4
Syrian archers	Tribal Loose	Unprotected	Bow	-	-	40	Combat sify (-14)	4	4
Syrian crossbowmen (from	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	4
1100 CE)	Formed Loose	Protected	Crossbow	-	-	00	Collidat Sily (-22)	4	4
Muttawwi and Ghazi	INFANTRY	Average	-		Devastating Chargers	39		0	4,6
volunteers	Tribal Loose	Unprotected	-	-	Devastating Chargers	39	-	6	4,0
Ahdath spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	4,6
Alluaui speaimen	Tribal Close	Protected	-	31101t Spear	Siliciawali	41	integral 31100ters (4)	12	4,0
Upgrade ahdath spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	4,6
Opgrade andadi speamien	Tribal Close	Protected	-	31101t Spear	Siliciawali	07	integral bilooters (0)	6	4,0
Ahdath archers	INFANTRY	Poor	Unskilled		Combat Shy	17		0	4
Alluaul archers	Tribal Loose	Unprotected	Bow	-	Comoat sny	17	-	12	4
Javelinmen	INFANTRY	Average	Unskilled	Short Spear		40	Shoot & Charge (4)	0	4,6
Javeninnen –	Tribal Loose	Unprotected	Javelin	31101t Spear	-	40	SHOOL & CHAIGE (4)	12	4,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skiiilisiiliig alcheis	Skirmisher	Unprotected	Bow	-	Collidat Sily	50	-	20	4,0
Skirmishing javelinmen	INFANTRY	Average	Experienced			32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin	-	<u>-</u>	04	Compat 511y (-4)	12	4, 0
Naffatun	INFANTRY	Average	Experienced		Combat Shy	35		0	4
INAIIAIUII	Skirmisher	Unprotected	Firearm	-	Comoat sny	<i>30</i>	-	4	- 4

SYRIAN STATES



ALLIES

Armenian Cilician allies - Early Armenian Cilicia (before 1151 CE)

Armenian Cilician allies - Armenian Kingdom of Cilicia (from 1151 CE)

Crusader allies - Early Outremer States (only Aleppo in 1108 and Damascus in 1115 CE)

Crusader allies - Outremer States (only Damascus in 1139 CE)

NOTES

Any army must be either Damascus or Aleppo, a minor city state or Zenghid.

A Turcoman ally can only command Turcomans.

Crusader allies may not be used with Armenian Cilician allies.

Allied contingents from this list do not need to take infantry.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

EASTERN SELJUK TURK



ARMY COMMANDER		1	Any Professional			DATES		1092 CE to 1181 CE			
Sub-Generals		0-3	Any Professional (0-1	from 1157 CE)		TERRAIN		Standard, Plains, Mour			
Internal Allied Gener	ALS	0-3	Any Professional (Sel	juk) or Instinctive (T	Turcoman)	САМР		Unfortified; Poor or Av	Infortified; Poor or Average		
	ТүрЕ										
	TRAINING A	ND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT O RY	BASE	OPTIONAL	Min		
Name	FORMATIO	1	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
Elephants (before 1157 CE)	ELEPHANT	īS	Average	-		Shove	240		0	2	
Elephants (before 1107 CE)	Tribal Loos	se	Protected	-	-	211076	240	-	2		
Ghilman	CAVALRY	(Superior	Experienced	Chart Char		175		0	1	
Gillinan	Drilled Loo	se	Protected	Bow	Short Spear	- -	1/3	-	8	- 4	
Turcoman tribesmen	CAVALRY	[Average	Experienced			94		8	1	
i ui coman ui desmen	E 1 El	1_1_	T T	D	-	-	94	-	20	- 4	

EASTERN SELJUK TURK



ALLIES

Kara-Khanid Khanate allies (before 1128 CE) Ghaznavid allies (from 1117 to 1141 CE) Ghurid allies (from 1117 to 1157 CE)

Notes

A Turcoman ally can only command Turcomans. A Turcoman ally general must be used if more than 16 Turcomans are taken. Only one external ally may be taken. This army may use Feigned Flight.

CHANGES FROM LAST VERSION

LATER SELJUK EMPIRE



ARMY COMMANDER	1	Any Professional			DATES		1092 CE to 1194 CE		
SUB-GENERALS	0-1	Any Professional			TERRAIN		Standard, Plains		
INTERNAL ALLIED GENERA	1.5 0-3	Any Professional (Selji	ık) or Instinctive (Turcoman)	Самр		Unfortified; Poor or Av	erage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Ghilman	CAVALRY	Superior	Experienced	Short Spear		175		0	4
Gilliliaii	Drilled Loose	Protected	Bow	Short Spear		170		8	-
Turcoman tribesmen	CAVALRY	Average	Experienced			94		8	4
dicoman dibesilien	Formed Flexible	Unprotected	Bow	-	-	24	-	32	
Upgrade Turcoman	CAVALRY	Average	Skilled			129			4
tribesmen	Formed Flexible	Unprotected	Bow	-	-	149	-	Up to 3/4	4
Syrian cavalry	CAVALRY	Average	-	Long Spear		115		0	4
Syrian cavally –	Formed Loose	Protected	-	Long Spear	-	110	-	8	4
Kurdish cavalry	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	0	4
Rufulsii Cavaliy	Formed Loose	Protected	-	Charging Lancer	-	103	Meiee Expert (20)	4	4
Agulani (before 1128 CE)	CAVALRY	Superior	-	_	Melee Expert	176	_	0	4
rigularii (octore 1120 CL)	Formed Close	ArmHrs/F Armoured	-		Ividice Expert	170		4	
Bedouin cavalry	CAVALRY	Average	-	Long Spear	_	82	Combat Shy (-18)	0	4
	Formed Flexible	Unprotected	-	Long Spear		02	Compatibility (10)	8	<u>'</u>
Dailami mercenaries (before	INFANTRY	Average	-	_	Devastating Chargers	85	Melee Expert (16)	0	4
1128 CE)	Drilled Flexible	Protected	-		Devastating Chargers		Tvicice Expert (10)	4	<u>'</u>
Ahdath spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	4,6
- Indatif Spearmen	Tribal Close	Protected	-	Short Spear	Sinciawan	1,1	integral bilooters (1)	18	1,0
Upgrade ahdath spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	4,6
opgrade andadi speamien	Tribal Close	Protected	-	Short Spear	Sincidwan	07	integral Shooters (0)	6	7,0
Skirmishing horse archers	CAVALRY	Average	Experienced	_	_	70	Cantabrian (16),	0	4
ominimis noise archers	Skirmisher	Unprotected	Bow		-	, 0	Combat Shy (-4)	8	г
Skirmishing javelinmen	INFANTRY	Poor	Experienced		Combat Shy	20		0	4,6
	Skirmisher	Unprotected	Javelin	-	Comoat only	20	-	12	-1 ,0

LATER SELJUK EMPIRE



Skirmishing archers	INFANTRY	Poor	Experienced		Combat Shy	42		0	16
Skillinstillig arctiers	Skirmisher	Unprotected	Bow	<u>-</u>	Collidat Sily	42	-	12	4,0
Skirmishing crossbowmen	INFANTRY	Poor	Experienced		Combat Shy	50		0	16
Skilllisillig Clossoowilleli	Skirmisher	Unprotected	Crossbow	-	Collidat Sily	30	-	6	4,0

ALLIES

Syrian States allies (before 1128 CE)

Bedouin allies - Bedouin Dynasties (before 1128 CE)

Notes

A Turcoman ally can only command Turcomans. A Turcoman ally general must be used if more than 16 Turcomans are taken.

Bedouin and Syrian State allies may be used together.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

EARLY TURCOMAN BEYLIKS



Cantabrian (16),

Combat Shy (-4)

70

ARMY COMMANDER	1	Any Instinctive			DATES		1092 CE to 1277 CE		
Sub-Generals	0-2	Any Instinctive			TERRAIN		Standard, Plains		
Internal Allied Genera	ALS 0-2	Any Instinctive (up to	o 1 Turcoman)		Самр		Unfortified; Poor or Av	verage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	M andat o ry	BASE	OPTIONAL	Min	
NAME	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG Size
Nobles	CAVALRY	Average	Experienced	Short Spear		125		0	4
Nobles	Formed Loose	Protected	Bow	Short Spear	-	120	-	8	4
Upgrade nobles as Mamluks (Seljuq or Danishmends	CAVALRY	Superior	Experienced	Short Spear	_	175	_	0	4
only)	Drilled Loose	Protected	Bow	Short Spear		170		4	,
Turcoman tribesmen	CAVALRY	Average	Experienced			94		8	4
Turcoman tribesmen	Formed Flexible	Unprotected	Bow	-	-	94	- -	32	4
Upgrade Turcoman	CAVALRY	Average	Skilled			129			4
tribesmen	Formed Flexible	Unprotected	Bow	<u>-</u>	-	129	-	Up to 3/4	4
Arab cavalry	CAVALRY	Average	-	LongSpoor		82	Combat Shy (-18)	0	4
Alab Cavally	Formed Flexible	Unprotected	-	Long Spear	-	02	Compatibility (-10)	4	4
Armenian mercenary cavalry	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	0	4
Affileman mercenary cavally	Formed Loose	Protected	-	- Charging Lancer	-	105	Meiee Expert (23)	4	4
Dymonting appealant	CAVALRY	Average	-	Charging Langur		105	Melee Expert (23)	0	4
Byzantine cavalry	Formed Loose	Protected	-	Charging Lancer	-	103	ivielee Expert (25)	4	4
Cro o press o so	INFANTRY	Average	-	Chart Char	Shieldwall	67		0	4
Spearmen	Tribal Close	Protected	-	Short Spear	Silielawali	07	- -	12	4
Archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	0	4
VICHEIS	Formed Loose	Unprotected	Bow	<u>-</u>	-	54	Compatibily (-14)	4	- 4
Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	1
CIOSSOOMIIIGII	Formed Loose	Protected	Crosshow	-	-	00	Combat Sily (-22)	4	- 4

Crossbow

Experienced

Bow

Formed Loose

CAVALRY

Skirmisher

Skirmishing horse archers

Protected

Average

Unprotected

EARLY TURCOMAN BEYLIKS



							7	
Javelinmen	INFANTRY	Poor	Experienced	- Combat Shy	20		0	4,6
Javeniniien	Skirmisher	Unprotected	Javelin	- Combat Sily	20	-	12	4,0
Skirmishing archers	INFANTRY	Poor	Experienced	- Combat Shy	42		0	4,6
Skillinstillig arctiers	Skirmisher	Unprotected	Bow	- Contoat Sity	42	-	12	4,0
Skirmishing crossbowmen	INFANTRY	Poor	Experienced	- Combat Shy	50		0	4,6
Skillinstinig crossbowitien	Skirmisher	Unprotected	Crossbow	- Combat sny	50	-	6	4,0
Naffatun	INFANTRY	Average	Experienced	Combat Shy	25		0	1
	Skirmisher	Unprotected	Firearm	- Combat Shy	35	-	4	- 4

Notes

A Turcoman ally can only command Turcomans. A Turcoman ally general must be used if more than 16 Turcomans are taken. An internal ally can be from another Beylik.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

PEOPLES CRUSADE

DATES



4.6

16

0

1096 CE to 1096 CE

20

35

Combat Shy

Combat Shy

SUB-GENERALS		1	Competent or Medio	cre Instinctive		TERRAIN		Standard, Coastal, Mou	ıntains	
Internal Allied Genera	LS	1-2	Any Instinctive			САМР		Unfortified; Poor or Av	erage	
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
NAME	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
French knights	CAVALR	Y	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	0	1
riench kinghts	Formed Loc	ose	Protected	-	Charging Lancer	Devastating Chargers	100	Melee Expert (02)	4	4
Italian and German crusaders	CAVALR	Y	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	0	1
Italiali allu Gelillali Clusadels –	Formed Loc	ose	Protected	-	Charging Lancer	Devastating Chargers	110	Melee Expert (20)	Min MAX 0 4	4
Pilgrims	INFANTR	Y	Poor	-		Devastating Chargers	24		24	6
i ngimis –	Tribal Loo	se	Unprotected	-	-	Devastaurig Chargers	2 4	-	120	
Upgrade pilgrims	INFANTR	Y	Average	Unskilled	Short Spear		40		0	1
Opgrade prigrims	Tribal Loo	se	Unprotected	Javelin	Short spear	-	40	-	20	- 4
Fanatical pilgrims	INFANTR	Y	Poor	-		Devastating Chargers,	39	_	0	6
ranaucai pugimis	Tribal Loo	se	Unprotected	-		Fanatic	39	-	24	6

NOTES

Slingers

Iavelinmen

ARMY COMMANDER

The French knights must be in an ally command that doesn't contain any fanatical pilgrims.

INFANTRY

Skirmisher

INFANTRY

Skirmisher

Fanatic pilgrims do not require a general present to claim the Fanatic characteristic. This must be pointed out to your opponent when they are deployed.

Experienced

Iavelin

Experienced

Sling

Competent or Mediocre Instinctive

Poor

Unprotected

Poor

Unprotected

CHANGES FROM LAST VERSION

FIRST CRUSADE



Army Commander		1	Any Instinctive			DATES		1096 CE to 1099 CE		
SUB-GENERALS		0-1	Any Instinctive (0-2 is	n 1098 or 1099 CE)		TERRAIN		Standard, Coastal, Moi	ıntains	
Internal Allied Genera	ALS	0-3	Any Instinctive or 1 F	rofessional (Byzant	ine)	САМР		Fortified or Mobile; Po	or or Averag	ge
	ТүрЕ					•				
	TRAINING A	NĐ	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Е хсерт in 1098 СЕ										
Crusader lords and knights	CAVALR	Y	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	2	4
Clusader folds and kinglits	Formed Loc	ose	Protected	-	Charging Lancer	Devastating Chargers	100	Melee Expert (02)	16	4
Sergeants	CAVALR	Y	Average	-	Charging Lancar	Devastating Chargers	118	Melee Expert (23)	0	4
Seigeants	Formed Loc	ose	Protected	-	Charging Lancer	Devastating Chargers	110	Melee Expert (23)	4	4
Regrade sergeants as up to	CAVALR	Y	Superior	-		Devastating Chargers	131	Melee Expert (32)		
half of Crusader lords TuG	Formed Loc	ose	Protected	-	-	Devastating Chargers	131	Wielee Expert (52)	Any	
ONLY IN 1098 CE - DUE TO	O LOSS OF HO	ORSES	S							
Crusader lords and knights	CAVALR	Y	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	0	4
	Formed Loc	ose	Protected	-	Charging Lancer	Devastating Chargers	100	Tviciec Expert (02)	4	7
Crusaders without horses	INFANTR		Superior	-	Short Spear	Shield Cover	108	Shieldwall (7)	4	Λ
Crusaders without horses	Formed Clo		Protected	-	Short Spear	Sincia Cover	100	Silicia wali (7)	12	7
Poorer knights and sergeants	INFANTR	Y	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	0	4
without horses	Formed Clo	ose	Protected	-	Short Spear	Silicia Gover	, ,	Silicia wali (5)	4	7
C 1	INFANTR	Y	Average	-	Cl C	C1. : .1.1 C	77	C1:: 1 1 11 /F)	8	4
Crusader spearmen	Formed Clo	ose	Protected	-	Short Spear	Shield Cover	77	Shieldwall (5)	20	4
Spearmen brought by the	INFANTR	Y	Average	-	I C		86	C1: -1.1 (C (F)	0	4
Count of Flanders	Formed Clo	ose	Protected	-	Long Spear	-	80	Shield Cover (5)	4	4
Archers	INFANTR		Average	Experienced			54	Combat Shy (-14)	0	4
1 HCHCIS	Formed Loc	ose	Unprotected	Bow		<u>-</u>	J 4	Combat Sily (-14)	8	'1
Crossbowmen	INFANTR	Y	Average	Experienced		_	59	Combat Shy (-14)	0	4
C109900MIIICII	Formed Loc	ose	Unprotected	Crossbow		<u>-</u>	IJŹ	Combat Sily (-14)	12	4

FIRST CRUSADE



Upgrade crossbowmen with	INFANTRY	Average	Experienced		_	80	Combat Shy (-22)		1
armour	Formed Loose	Protected	Crossbow				Comoat 311y (-22)	Up to 2/3	
Pilgrims	INFANTRY	Poor	-		Devastating Chargers	24		0	6
1 ligililis	Tribal Loose	Unprotected	-	<u>-</u>	Devastating Chargers	24	-	24	
Regrade pilgrims as fanatics	INFANTRY	Poor	-		Devastating Chargers,	39			1
Regiade pilgilinis as lanades	Tribal Loose	Unprotected	-	Fanatic		39	-	Up to 1/3	4
Skirmishers	INFANTRY	Poor	Experienced	- Combat Shy	20		0	4,6	
Skirmishers	Skirmisher	Unprotected	Javelin		Combacony	20		8	4,0
BYZANTINE ALLY (ONLY B	его ке 1098 СЕ)								
Byzantine marines	INFANTRY	Average	-	Short Spear		72		0	1
byzanune mannes	Drilled Loose	Protected	-	Short Spear	-	12	-	4	4
Przentine tourkeneulei	CAVALRY	Average	Experienced	Short Spear		100		0	1
Byzantine tourkopouloi	Formed Flexible	Unprotected	Bow	Short Spear	-	100	-	4	4
Ryzantina archare	INFANTRY	Average	Experienced			54	Combat Shy (-4)	0	4,6
Byzantine archers	Skirmisher	Unprotected	Bow	<u>-</u>	-		Compat Sny (-4)	8	4,0
and the second s									

Notes

A TuG with Crusader knights may have half the TuG as sergeants. A TuG can consist entirely of sergeants.

Pilgrim fanatics do not need to be led by a general to count the Fanatic characteristic. This must be pointed out to your opponent as they are deployed.

CHANGES FROM LAST VERSION

COUNTY OF EDESSA



ARMY COMMANDER	1	Any Instinctive			DATES		1097 CE to 1144 CE			
Sub-Generals	0-3	Any Instinctive			TERRAIN		Standard, Plains, Moun	tains		
Internal Allied Gener	ALS				Самр		Unfortified or Flexible;	Poor or Av	erage	
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min		
NAME	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
MIXED TUGS OF 1/2 KNIG	THTS AND $1/2$ SER	GEANTS BEFORE 1130	CE							
Frankish knights	CAVALRY	Superior	-	Charging I an oar	Davidatatina Characra	166	Malaa Erroant (22)	2	4	
riankish kilights	Formed Loose	Protected	-	Charging Lancer	Devastating Chargers	100	Melee Expert (32)	2	4	
Corgonnia	CAVALRY	Superior	-		Devastating Chargers	131	Melee Expert (32)	2		
Sergeants	Formed Loose	Protected	-	-	Devastating Chargers	131	Melee Expert (32)	2		
MIXED TUGS OF 1/2 KNIC	THTS AND $1/2$ SER	GEANTS FROM 1130 (CE CE							
O	CAVALRY	Average	-	Classia Issues	Daniel Classic	1.40	Μ. 1 Γ (20)	2	4	
Outremer knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	2	4	
Outremer sergeants	CAVALRY	Average	-	- I	Devastating Chargers	93	Melee Expert (23)	2		
Outremer sergeants	Formed Loose	Protected	-		Devastating Chargers	93	Melee Expert (23)	2		
Separate sergeants and	CAVALRY	Average	-	Chamain a Lamann		105	Malaa Farrant (22)	4	4	
Armenian cavalry	Formed Loose	Protected	-	Charging Lancer	-	103	Melee Expert (23)	12	4	
Regrade separate sergeants	CAVALRY	Average	Experienced	Short Spear		100		0	4	
as tourkopouloi	Formed Flexible	Unprotected	Bow	Short spear	-	100	-	4	4	
Foot sergeants	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	4	4	
1 Oot sergeams	Formed Close	Protected	-	Short Spear	Silieia Covei	//	Siliciawan (0)	16		
Crossbowmen	INFANTRY	Average	Experienced	_		59	Combat Shy (-14)	0	4	
C103300 WILLOIL	Formed Loose	Unprotected	Crossbow	-	-	U)		8	-	
Spearmen	INFANTRY	Average	-	Short Spear	<u>-</u>	62	Integral Shooters (6),	0	4,6	
- Pedilileli	Tribal Close	Protected	-	Differ openi		02	Combat Shy (-22)	24	1,0	
Archers	INFANTRY	Average	Experienced	_	<u>-</u>	54	Combat Shy (-14)	0	4	
1 MCHC10	Formed Loose	Unprotected	Bow	-	-	U T	Compacing (-14)	16		

COUNTY OF EDESSA



Invalinman	INFANTRY	Average	Experienced			20	Combat Shy (-4)	0	16
Javelinmen	Skirmisher	Unprotected	Javelin	-	-	34	Combat Sily (-4)	12	4,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	16
okimiisimig archers	Skirmisher	Unprotected	Bow	<u>-</u>	Combat Sily	50	-	12	4,0

ALLIES

Armenian Cilician allies - Early Armenian Cilicia

Syrian States allies (only in 1108 CE)

Crusader allies - Early Outremer States (before 1130 CE)

Crusader allies - Outremer States (from 1130 CE)

Notes

A TuG with Frankish knights must take half the TuG as sergeants. Only one external ally may be taken.

CHANGES FROM LAST VERSION

EARLY OUTREMER STATES



Army Commander		1	Any Instinctive			DATES		1100 CE to 1129 CE	1100 CE to 1129 CE	
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Standard, Coastal, Mo	untains	
Internal Allied Genera	ALS	0-1	Any Instinctive (Sigur	d's crusade from 11	.07 to 1110 CE)	Самр		Unfortified or Flexible	; Poor or Aver	rage
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO	N	Ркотестіон	Weaponry	Weaponry	Characteristics	PTS	CHARACTERISTICS	Max	UG SIZE
MIXED TUGS OF $1/2$ KNIG	HTS AND 1/2	SERG	EANTS							
Feudal and crusader knights	CAVALRY Formed Loc		Superior Protected	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	2	4
Sergeants and turcopoles	CAVALRY Formed Loc	Y	Superior Protected	-	_	Devastating Chargers	131	Melee Expert (32)	2	
Separate sergeants	CAVALRY		Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	0	4
D 1	Formed Loc CAVALRY		Protected	- T 1					4	
Regrade separate sergeants as tourkopouloi	Formed Flex		Average Unprotected	Experienced Bow	Short Spear	-	100	-	All or none	4
Spearmen	INFANTR Formed Clo		Average Protected	-	Short Spear	Shield Cover	77	Shieldwall (5)	12 22	4
Archers	INFANTR Formed Loc		Average Unprotected	Experienced Bow	-	-	54	Combat Shy (-14)	0	4
Crossbowmen	INFANTR Formed Loc		Average Unprotected	Experienced Crossbow	-	-	59	Combat Shy (-14)	4 16	4
Upgrade crossbowmen with armour	INFANTR Formed Loc	Y	Average Protected	Experienced Crossbow	_	-	80	Combat Shy (-22)	Up to 3/4	4
Maronite or Syrian archers	INFANTR Tribal Loos	Y	Average Unprotected	Experienced Bow	_	-	48	Combat Shy (-14)	0	4

EARLY OUTREMER STATES



ONLY FROM 1107 TO 1110	CE - Norwegian	ALLY COMMAND							
Norwegian lendermen and	INFANTRY	Average	-	Short Spear	Integral Shooters	73		8	1
bondi	Formed Loose	Protected	-	Short Spear	integral Shooters	7.0		8	7
Pilgrims	INFANTRY	Poor	-	_	Devastating Chargers	24		0	6
1 lightins	Tribal Loose	Unprotected	-	-	Devastating Chargers	∠ 4	-	16	0
Regrade pilgrims as fanatics	INFANTRY	Poor	-		Devastating Chargers,	39			1
regrade prigrims as ranaucs	Tribal Loose	Unprotected	-	-	Fanatic	39	-	Up to 1/3	4
Skirmishers	INFANTRY	Poor	Experienced		Combat Shy	20		0	4,6
	Skirmisher	Unprotected	Javelin	<u>-</u>	Collidat Sily	20	-	8	4,0

ALLIES

County of Edessa allies

Armenian Cilician allies - Early Armenian Cilicia

Bedouin allies - Bedouin Dynasties

Damascus or minor state allies - Syrian States (from 1114 to 1115 CE)

NOTES

A TuG with knights must take half the TuG as sergeants.

Pilgrim fanatics do not need to be led by a general to count the Fanatic characteristic. This must be pointed out to your opponent as they are deployed.

Norwegian troops are only compulsory if a Norwegian allied contingent is taken.

Only one ally (including Norwegians) may be taken.

CHANGES FROM LAST VERSION

POST SELJUK ABBASID



ARMY COMMANDER	1	Any			DATES		1120 CE to 1259 CE		
Sub-Generals	0-1	Any			TERRAIN		Standard, Plains		
Internal Allied Gener	ALS 0-3	Any Instinctive (Up t	o 1 Turcoman, 1 Be	edouin)	Самр		Unfortified or Fortified	l; Poor or Ave	rage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Baghdad cavalry	CAVALRY	Average	-	Long Chapr		115	Combat Shy (-28)	4	4
bagildad cavally	Formed Loose	Protected	-	Long Spear	- -	113	Combat sily (-20)	12	4
I La sua da Da ala da da sassalura	CAVALRY	Superior	-	I C		161		0	4
Upgrade Baghdad cavalry	Formed Loose	Protected	-	Long Spear	-	101	-	4	4
Mamluks	CAVALRY	Superior	Experienced	Clarat Carasa		175		0	4
Iviamiuks	Drilled Loose	Protected	Bow	Short Spear	-	1/3	-	4	4
D . 1 1	CAVALRY	Average	-	I C		00	C 1 C1 (10)	0	4
Bedouin cavalry	Formed Flexible	Unprotected	-	Long Spear	-	82	Combat Shy (-18)	8	4
IZ1:-11	CAVALRY	Average	-	C1		105	Μ.1 Γ	0	4
Kurdish cavalry	Formed Loose	Protected	-	Charging Lancer	-	105	Melee Expert (23)	8	4
T	CAVALRY	Average	Experienced			94		0	4
Turcomans	Formed Flexible	Unprotected	Bow	-	-	94	-	12	4
D 1	INFANTRY	Poor	-	Cl C		20	C1. : .1.1 11./0\	16	1.6
Baghdad infantry	Tribal Close	Protected	-	Short Spear	-	38	Shieldwall (3)	44	4,6
I I 1	INFANTRY	Average	-	Cl C	C1. : . 1 .1 11	67		0	1.6
Upgrade infantry	Tribal Close	Protected	-	Short Spear	Shieldwall	07	-	22	4,6
Econtly and are also in facilities	INFANTRY	Average	-	Clarate Caraca	C1.: -1 J 11	77			16
Further upgrade infantry	Formed Close	Protected	-	Short Spear	Shieldwall	77	-	Up to half	4,6
Λ 1	INFANTRY	Average	Experienced			40	C 1 . C1 / 4.4)	0	4
Archers	Tribal Loose	Unprotected	Bow	-	-	48	Combat Shy (-14)	8	4
	INFANTRY	Average	-		D	20		0	1.6
Ghazi and other volunteers	Tribal Loose	Unprotected	-	-	Devastating Chargers	39	-	12	4,6
A	INFANTRY	Poor	-			20	C 1 C1 / O\	0	1.6
Ayyarun	Tribal Loose	Unprotected	-	-	-	20 Combat Shy (-9)	6	4,6	

Post Seljuk Abbasid



BEDOUIN CONTINGENT									
Bedouin cavalry	CAVALRY	Average	-	Long Spear		82	Combat Shy (-18)	4	1
	Formed Flexible	Unprotected	-	Long Spear	-	02	Combat Sily (-10)	12	4
Armoured cavalry	CAVALRY	Average	-	Long Spear		115	Combat Shy (-28)	0	1
	Formed Loose	Protected	-		-	110	Combat Sily (-20)	4	4
Skimishing archers	INFANTRY	Average	Experienced		Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow	<u>-</u>	Combat Sily	50		12	4,0
Skimishing javelinmen	INFANTRY	Average	Experienced	-		32	Combat Shy (-4)	0	16
	Skirmisher	Unprotected	Javelin		-	52	Combat Sily (-4)	8	4,6

ALLIES

Seljuk Atabeg allies - Later Seljuk Empire (to 1194 CE)

Syrian Atabeg allies - Syrian States (to 1174 CE)

NOTES

If more than 1 UG of Turocman are used, then a Turcoman allied general must command all and only Turcomans.

Bedouin cavalry are only mandatory if a Bedouin contingent is taken.

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

OUTREMER STATES



ARMY COMMANDER		1 Any Instinctive			DATES		1130 CE to 1187 CE		
SUB-GENERALS	()-3 Any Instinctive or (if	Military Order) Pro	fessional	TERRAIN		Standard, Coastal, Mo	untains	
Internal Allied Genera	ALS				Самр		Unfortified or Flexible	Poor or Ave	rage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Mixed TuGs of $1/2$ knigi	HTS AND $1/2$ SI	ERGEANTS							
Feudal and crusader knights	CAVALRY Formed Loos	Average -/Fully Armoured	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	2	4
Upgrade knights	CAVALRY Formed Loos	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0 2	4
Sergeants and turcopoles	CAVALRY Formed Loose	Average	-	-	Devastating Chargers	93	Melee Expert (23)	2	
Separate sergeants	CAVALRY Formed Loos	Average Protected	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	0 4	4
Spearmen	INFANTRY Formed Close	Average Protected	-	Short Spear	Shield Cover	77	Shieldwall (5)	12 20	4
Archers	INFANTRY Formed Loos	Average Unprotected	Experienced Bow	_	-	54	Combat Shy (-14)	0	4
Crossbowmen	INFANTRY Formed Loos	Average Unprotected	Experienced Crossbow	_	-	59	Combat Shy (-14)	4 16	4
Upgrade crossbowmen with armour	INFANTRY Formed Loos	Average	Experienced Crossbow	_	-	80	Combat Shy (-22)	Up to 3/4	4
Maronite or Syrian archers	INFANTRY Tribal Loose	Average	Experienced Bow	_	-	48	Combat Shy (-14)	0 12	4

OUTREMER STATES

MORTEI	VI
MORTEI Et GLORIA	M

Arriere-ban	INFANTRY	Poor	Unskilled	Short Spear		25		0	4,6
Afficie-ball	Tribal Loose	Unprotected	Javelin	Short Spear	-	23	-	16	4,0
Skirmishers	INFANTRY	Poor	Experienced		Combat Shy	20		0	4,6
Skiiiiisiieis	Skirmisher	Unprotected	Javelin	<u>-</u>	Collidat Sily	20	-	8	4,0
Military Orders									
Mixed TuGs of 1/2 knigh	HTS AND $1/2$ SERG	EANTS							
Military order knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
Military order knights	Formed Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	207	Meiee Expert (40)	2	4
Military order sergeants and	CAVALRY	Superior	-		Devastating Chargers	131	Melee Expert (32)	0	
turcopoles	Formed Loose	Protected	-	<u>-</u>	Devastating Chargers	131	Meiee Expert (32)	2	
Brother knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers,	265	Fanatic (105)	0	2
brother kinghts	Drilled Loose	-/Fully Armoured	-	- Charging Lancer	Melee Expert	200	Fanatic (105)	2	- <i>L</i>
Turconoles	CAVALRY	Average	Experienced	Short Spear	_	107	_	0	1
Turcopoles	Drilled Flexible	Unprotected	Bow	= Short Spear	-	107	-	4	7
Arrena									

ALLIES

Armenian Cilician allies - Early Armenian Cilicia (before 1151 CE)

Armenian Cilician allies - Armenian Kingdom of Cilicia (from 1151 CE)

Saracen allies - Syrian States (not Zenghid and until 1174 CE)

Imperial German allies - Early Imperial German (only 2nd Crusade in 1148 CE)

French allies - Feudal French (only 2nd Crusade in 1148 CE)

Fatimid allies - Later Fatimid Egyptian (only in 1167 CE)

Byzantine allies - Komnenan Byzantine (only in 1169 and 1177 CE)

OUTREMER STATES



Notes

SPECIAL RULE: A TUG of 2 Brother knights is exempted from the requirement to be 2 elements wide.

Except for Brother knights, a TuG with knights must take half the TuG as sergeants.

The army may have a single Military Order commander who must be Professional. Military Order troops must be commanded by the Military Order commander. A Military Order commander can command other troops.

Only one external ally may be taken.

CHANGES FROM LAST VERSION

SULTANATE OF RUM



ARMY COMMANDER		1	Any Professional			DATES		1140 CE to 1276 CE			
SUB-GENERALS		0-2	Any Professional (0-1	from 1246 CE)		TERRAIN		Standard, Plains			
INTERNAL ALLIED GENERA	ALS	0-2	Any Instinctive (Turcoman)			САМР		Unfortified; Poor or Average			
	ТүрЕ										
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	M ANDAT O RY	BASE	OPTIONAL	Min		
NAME	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
Nobles	CAVALR	Y	Average	Experienced	Short Spear		125		0	4	
inobles	Formed Loc	ose	Protected	Bow	- Short Spear	-	120	-	8	4	
I Ingrada Nobles as Mamluks	CAVALR	Y	Superior	Experienced	Short Spear		175			1	
Ipgrade Nobles as Mamluks	Drilled Loc	ose	Protected	Bow	Short Spear		170	-	Any	4	
Turcoman tribesmen	CAVALR	Y	Average	Experienced			94		8	1	
i dicoman dibesinen	Formed Flex	ible	Unprotected	Bow	<u>-</u>	-	7 7		32	-	
Upgrade Turcoman	CAVALR	Y	Average	Skilled			129			4	
tribesmen	Formed Flex	ible	Unprotected	Bow	- -	-	129	-	Up to 3/4	4	
Arab cavalry	CAVALR	Y	Average	-	I on a Choor		82	Combat Shy (-18)	0	1	
MIAU CAVAILY	Formed Flex	ible	Unprotected	-	Long Spear	-	02	Collidat Sily (-10)	4	4	
Frankish mercenaries	CAVALR	Y	Average	-	Charging Innon	Devastating Chargers	148	Melee Expert (29)	0	1	
rialikisii illeitellalles	Formed Loc	ose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	140	Meiee Expert (29)	4	4	
Armanian marcanani cavalni	CAVALR	Y	Average	-	Charging Lancer		105	Melee Expert (23)	0	1	
nenian mercenary cavalry 🦰	Formed Loc	200	Protected		Charging Lancer	Lancer -	100	ivielee Expert (23)	1	- 4	

Byzantine cavalry	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	0	1
Byzanune cavany	Formed Loose	Protected	-	Charging Lancer		100	Meiee Expert (23)	4	4
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67		0	1
- Spearmen	Tribal Close	Protected	-	Siloit spear	Siliciawali	07	-	12	4
Archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	0	1
	Formed Loose	Unprotected	Bow		-	54		4	4
Crassbourman	INFANTRY	Average	Experienced			٥٥	Combat Shy (22)	0	1
Ciossoowilleli	Formed Loose	Protected	Crossbow	-	-	00	Collidat 311y (-22)	4	4
Skirmishing horse archers	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	1
	Skirmisher	Unprotected	Bow	-	-	70	Combat Shy (-4)	8	4
Crossbowmen Skirmishing horse archers	Formed Loose CAVALRY	Protected Average	Crossbow Experienced		-	80 70	` //	0 4 0 8	4

Formed Loose

Protected

SULTANATE OF RUM



T 1.	INFANTRY	Poor	Experienced		C 1 . C1	20		0	1.6
Javelinmen	Skirmisher	Unprotected	Javelin		Combat Shy	20	-	12	4,6
Skirmishing archers	INFANTRY	Poor	Experienced		Combat Shy	42		0	16
	Skirmisher	Unprotected	Bow	-	Collidat Sily	42	-	12	4,6
Skirmishing crossbowmen	INFANTRY	Poor	Experienced		Combat Shy	50		0	4,6
	Skirmisher	Unprotected	Crossbow	<u>-</u>	Collidat Sily	30	-	6	4,0
Naffatun	INFANTRY	Average	Experienced		Combat Shy	35		0	1
	Skirmisher	Unprotected	Firearm	<u>-</u>	Compat Sny		-	4	- 4

ALLIES

Danishmend allies - Early Turcoman Beyliks

Ayyubid Syrian State allies (only in 1230 CE)

Khwarazmian allies (from 1232 to 1234 CE)

NOTES

A Turcoman ally can only command Turcomans. A Turcoman ally general must be used if more than 16 Turcomans are taken.

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

ARMENIAN KINGDOM OF CILICIA



ARMY COMMANDER	1	Any Instinctive			DATES		1151 CE to 1375 CE		
SUB-GENERALS	0-3	Any Instinctive			Terrain		Standard, Coastal, Mou	ntains	
INTERNAL ALLIED GENERA	ALS				Самр		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Noble cavalry and followers	CAVALRY	Superior	-	Charging Lancar	Devastating Chargers	166		4	4
Noble Cavally and followers	Formed Loose	Protected	-	Charging Lancer	Devastating Chargers	100	-	8	- 4
Cavalry	CAVALRY	Average	-	Charging Inncar		105	Melee Expert (23)	0	4
Cavally	Formed Loose	Protected	-	Charging Lancer	-	105	Melee Expert (23)	8	- 4
Upgrade cavalry as	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29)	0	4
Armenian knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	102	ivielee Expert (29)	4	- 4
Bedouin cavalry	CAVALRY	Average	-	Long Spear		82	Combat Shy (-18)	0	1
	Formed Flexible	Unprotected	-	Long Spear		02	Compatibility (-10)	8	- 4
Imitation Mongols (from	CAVALRY	Average	Experienced	Short Spear		100		0	4
1260 CE)	Formed Flexible	Unprotected	Bow	31101t Spear	-	100	-	4	4
Mixed TuGs of 1/2 knigh	HTS AND 1/2 SERG	EANTS							
Eraplish Imiahta	CAVALRY	Average	-	Charging I an aar	Days atating Chargers	148	Malas Exmant (20)	0	4
Frankish knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	146	Melee Expert (29)	2	– 4
Company of the state of the sta	CAVALRY	Average	-		Devastating Chargers	93	Melee Expert (23)	0	*see
Sergeants supporting knights	Formed Loose	Protected	-	-	Devastating Chargers	95	Melee Expert (25)	2	note
C	INFANTRY	Average	-	Clarat Carac		62	Integral Shooters (6),	10	1.6
Spearmen	Tribal Close	Protected	-	Short Spear	-	02	Combat Shy (-22)	40	4,6
Archers	INFANTRY	Average	Experienced			54	Combat Chry (14)	0	4
Archers	Formed Loose	Unprotected	Bow	-	-	54	Combat Shy (-14)	12	- 4

ARMENIAN KINGDOM OF CILICIA



Frankish mercenary	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	0	1
spearmen	Formed Close	Protected	-	31101t Spear	Siliela Covei	//	Siliciawali (5)	4	4
Frankish mercenary	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	1
crossbowmen	Formed Loose	Protected	Crossbow	-		00	Combat Sily (-22)	4	
Javelinmen	INFANTRY	Average	Experienced	_		32	Combat Shy (-4)	0	4,6
Javeninnen	Skirmisher	Unprotected	Javelin		-	34	Combat Sify (-4)	12	4,0
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50	-	4	16
	Skirmisher	Unprotected	Bow		Combat Sny	30		16	4,6

ALLIES

Crusader allies - Outremer States (before 1188 CE)

Crusader allies - Later Crusader (from 1188 to 1263 CE)

Seljuk Turk allies - Sultanate of Rum (from 1220 to 1246 CE)

Ilkhanid Mongol allies - Ilkhanate (from 1260 CE)

Cypriot allies - Lusignan Cypriot (from 1300 CE)

NOTES

Only one ally may be taken. *Frankish knights must be supported by an equal number of sergeants.

CHANGES FROM LAST VERSION

AYYUBID EGYPTIAN

Any Professional

Average

Protected

Average

Unprotected

Average

Protected

Average

Unprotected

INFANTRY

Formed Close

INFANTRY

Formed Loose

INFANTRY

Formed Loose

INFANTRY

Tribal Loose

ARMY COMMANDER

Spearmen

Sudanese archers

Crossbowmen

volunteers

Muttawwi and Ghazi



0

12

12

0

0

12

4,6

4,6

1171 CF to 1250 CF

AKMY COMMANDEK		Any Professional			DATES		11/1 CE to 1250 CE			
SUB-GENERALS	0	-3 Any Professional			TERRAIN		Standard, Coastal			
INTERNAL ALLIED GENERA	ALS				Самр		Unfortified; Poor or Av	rerage		
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT 0 RY	BASE	O PTIONAL	Min		
Name	Formation	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Sultan's mamluks	CAVALRY	Superior	Skilled	Short Spear		210	Melee Expert (32)	0	1	
	Drilled Loose	Protected	Bow	Short Spear		210	Wielee Expert (02)	4		
Asadiyya, Tawashi and other	CAVALRY	Superior	Experienced	Short Spear		175		4	1	
provincial mamluks	Drilled Loose	Protected	Bow	Short Spear	-	170	-	8	4	
Additional mamluks (from	CAVALRY	Average	Experienced	Short Spear		135		4	4	
1240 CE)	Drilled Loose	Protected	Bow	31101t Spear	-	100	-	8	4	
Qaraghulams	CAVALRY	Average	-	Long Spear		115		4	4	
Qaragilulailis	Formed Loose	Protected	-	Long Spear	-	113	-	8	4	
Bedouin cavalry	CAVALRY	Average	-	Long Spear		82	Combat Shy (-18)	0	1	
Bedouin Cavany	Formed Flexibl	e Unprotected	-	Long Spear	-	02	Collidat Sily (-10)	4	4	
Kurdish cavalry	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	0	4	
Ruidisii cavaliy	Formed Loose	Protected	-	Charging Lancer	-	100	Melee Expert (23)	4	4	
Turcoman tribesmen	CAVALRY	Average	Experienced			94		4	4	
	Formed Flexibl	e Unprotected	Bow		<u>-</u>	<i>7</i> 1	<u>-</u>	12	'1	
Upgrade Turcoman	CAVALRY	Average	Skilled			129			1	
tribesmen	Formed Flexibl	e Unprotected	Bow	_ <u>-</u>	-	149	-	Up to 3/4	4	

Experienced

Bow

Experienced

Crossbow

Short Spear

Shieldwall

Devastating Chargers

77

54

80

Combat Shy (-14)

Combat Shy (-22)

AYYUBID EGYPTIAN



Ahdath spearmen	INFANTRY	Poor	-	C1 . C	C1 · 1 1 11	44	I . 1.C1	0	4.6
Andath spearmen	Tribal Close	Protected	-	Short Spear	Shieldwall	41	Integral Shooters (4)	6	4,6
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
SKIIIIISIICIS	Skirmisher	Unprotected	Bow	<u>-</u>	Collidat Sily	50	-	12	4,0
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow		Comoat Sily	50		6	4,0
Clingora	INFANTRY	Average	Experienced		Combat Shy	43		0	4,6
Slingers	Skirmisher	Unprotected	Sling	- -	Combat Sily	43	-	6	4,0
Naffatun	INFANTRY	Average	Experienced	_	Combat Shy	35		0	1
	Skirmisher	Unprotected	Firearm		Combat Shy	30	-	4	'

ALLIES

Ayyubid Syrian States allies

Khwarazmian allies (from 1244 to 1245 CE)

Notes

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

Corrected minima.

LATER CRUSADER



ARMY COMMANDER	1	Any Instinctive			DATES		1188 CE to 1291 CE		
SUB-GENERALS	1-3	Any Instinctive or up	to 2 (if Military Or	der) Professional	TERRAIN		Standard, Coastal, Mo	untains	
Internal Allied Genera	ALS				САМР		Unfortified or Flexible	Poor or Ave	rage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT OR Y	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
MIXED TUGS OF 1/2 KNIGH	HTS AND 1/2 SER	GEANTS							
Outremer and crusader	CAVALRY	Average	-	Charging Lancor	Devastating Chargers	148	Melee Expert (29)	2	4
knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Meiee Expert (29)	4	4
Sergeants and turcopoles	CAVALRY	Average	-	_	Devastating Chargers	93	Melee Expert (23)	2	
Sergeants and turcopoles	Formed Loose	Protected	-	_	Devastating Chargers	70	Tviciee Expert (20)	4	
ONLY IN 3RD CRUSADE (11	89 то 1192) an	D 5TH CRUSADE (121	3 тө 1221) - М ю	KED TUGS OF 1/	2 KNIGHTS AND $1/2$ S	ERGEAI	NTS		
Crusader knights	CAVALRY	Superior	-	Chansina I an ass	D	207	Malaa Ermant (40)	0	4
	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	2	4
Crusader sergeants	CAVALRY	Superior	-		Devastating Chargers	131	Melee Expert (32)	0	
Crusader sergearits	Formed Loose	Protected	-	-	Devastating Chargers	101	Meilee Expert (32)	2	
	CAVALRY	Average	-	C1 : I	D	110	M 1 F . (00)	0	4
Separate sergeants	Formed Loose	Protected	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	4	4
Sparman	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	8	4
Spearmen	Formed Close	Protected	-	Short Spear	Siliela Covei	//	Silieidwaii (3)	20	4
Archers	INFANTRY	Average	Experienced	_	_	54	Combat Shy (-14)	4	Λ
Aucticis	Formed Loose	Unprotected	Bow	_	-	U 4	Combat Sily (-14)	8	
Crossbowmen	INFANTRY	Average	Experienced	_	<u>-</u>	59	Combat Shy (-14)	4	4
	Formed Loose	Unprotected	Crossbow			0,	Comoat only (-14)	16	'
Upgrade crossbowmen with	INFANTRY	Average	Experienced	_	-	80	Combat Shy (-22)		4
armour	Formed Loose	Protected	Crossbow				Comout only (22)	Up to 3/4	

LATER CRUSADER



Spearmen with	INFANTRY	Average	Experienced	Clarat Carra	Shield Cover	97			1
crossbowmen	Formed Close	Protected	Crossbow	Short Spear	Sniela Cover	97	-	All or none	4
Rear rank crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)		
iveal fally clossoomilien	Formed Loose	Protected	Crossbow	-	-	00	Collidat Sily (-22)		
Maronite or Syrian archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	Λ
viaronnie or Synan archers	Tribal Loose	Unprotected	Bow	-	-	40	Combat Sily (-14)	12	4
Arriere-ban or Egyptian	INFANTRY	Poor	Unskilled	Short Spear		25		0	4,6
nfantry	Tribal Loose	Unprotected	Javelin	Short Spear	-	23	-	16	4,0
Skirmishers	INFANTRY	Poor	Experienced		Combat Shy	20		0	4,6
	Skirmisher	Unprotected	Javelin	-	Combat sily	20	-	8	4,0
Military Orders (up to	TWO CONTINGENT	s)							
Mixed TuGs of 1/2 knig	HTS AND 1/2 SERG	EANTS							
N M : 1: +	CAVALRY	Superior	-		Daniel Chaman	207	Malaa Eassant (40)	0	1
Military order knights	Formed Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	207	Melee Expert (40)	2	4
Military order sergeants and	CAVALRY	Superior	-		Davagentina Charage	131	Malaa Ermant (22)	0	
curcopoles	Formed Loose	Protected	-	-	Devastating Chargers	151	Melee Expert (32)	2	
D	CAVALRY	Superior	-	Chamina I aman	Devastating Chargers,	265	F(10F)	0	2
Brother knights	Drilled Loose	-/Fully Armoured	-	Charging Lancer	Melee Expert	200	Fanatic (105)	2	2
_	CAVALRY	Average	Experienced	Clarat Caras		107		0	4
Turcopoles		_		Short Spear	· _	1117	0/ -		4

Ayyubid Syrian States allies (from 1244 to 1245 and 1252 to 1253 CE)

LATER CRUSADER



Notes

SPECIAL RULE: A TUG of 2 Brother knights is exempted from the requirement to be 2 elements wide.

Sub-generals can be military order (Templar or Hospitaller). They can command other troops as well as their own military order contingent. If no military order general is used, only a single TuG of military order troops can be taken. The maximums listed in the military order contingents apply to each contingent.

Except for Brother knights, a TuG with knights must take half the TuG as sergeants.

If mixed TuGs of Spearmen and Crossbowmen are taken, then the minimum and maximum number of spearmen is reduced by half the number of bases in the mixed TuGs.

CHANGES FROM LAST VERSION

Increased maximum number of Outremer knights.

AYYUBID SYRIAN STATES



ARMY COMMANDER	Any Professional			DATES		1193 CE to 1285 CE			
SUB-GENERALS	0-1	Any Professional			TERRAIN		Standard, Coastal, Plai	ns	
Internal Allied Genera	ALS 0-3	Any Professional (Syr	rian) or Any Instinct	tive (1 Turcoman)	Самр		Unfortified or Fortified	l; Poor or Ave	erage
	ТүрЕ	<u>,</u>							
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	Characteristics	PTS	CHARACTERISTICS	Max	UG SIZE
Guard mamluks	CAVALRY	Superior	Experienced	Short Spear		175	Melee Expert (32)	0	4
Guara mamiuks	Drilled Loose	Protected	Bow	- Short Spear	-	1/3	Melee Expert (32)	4	- 4
Mamluks	CAVALRY	Superior	Experienced	Short Spear		175		4	4
Mamiluks	Drilled Loose	Protected	Bow	Short Spear	-	1/3	-	8	- 4
Turcoman tribesmen	CAVALRY	Average	Experienced			94		0	4
i dicoman dibesinen	Formed Flexible	Unprotected	Bow	-	-	94	-	8	- 4
Upgrade Turcoman	CAVALRY	Average	Skilled			129			4
tribesmen	Formed Flexible	Unprotected	Bow	-	-	129	-	Up to half	- 4
Surian cavalar	CAVALRY	Average	-	Long Spear		115	Combat Shy (-28)	0	4
Syrian cavalry	Formed Loose	Protected	-	Long Spear	-	110	Comoat 3ny (-20)	8	- 4
Kurdish or Armenian cavalry	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	0	4
Ruidisii Oi Aillieiliali Cavaliy	Formed Loose	Protected	-	- Charging Lancer	-	105	Melee Expert (23)	4	- 4
Bedouin cavalry	CAVALRY	Average	-	Long Spear		82	Combat Shy (-18)	0	4
Dedouiii cavaiiy	Formed Flexible	Unprotected	-	Long Spean	-	02	Compatibility (-10)	4	- 4
Carrian ancarmon	INFANTRY	Average	-	Short Spear		62	Combat Shy (-22)	4	4,6
Syrian spearmen	Tribal Close	Protected	-	31101t Spear	-	02	Comoat 3ny (-22)	12	4,0
Upgrade Syrian spearmen as	INFANTRY	Average	-	Short Spear	Shieldwall	77		0	4
mercenaries	Formed Close	Protected	-	31101t Spear	Silleidwaii	//	-	4	4
Syrian archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	4
Syrian archers	Tribal Loose	Unprotected	Bow	-	-	40	Comoat sny (-14)	4	- 4
Syrian crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow	<u>-</u>	<u>-</u>		Compat 511y (-22)	4	'1
Muttawwi and Ghazi	INFANTRY	Average	-		Devastating Chargers	39		0	4,6
volunteers	Tribal Loose	Unprotected	-	-	Devastating Chargers	37	-	12	4,0

AYYUBID SYRIAN STATES



Ahdath spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	4,6
Andaui speaimen	Tribal Close	Protected	-	Short Spear	Siliciawali	41	integral 31100ters (4)	12	4,0
Upgrade ahdath spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	4,6
	Tribal Close	Protected	-	Short Spear	Siliciawali	07	integral bilooters (0)	6	4,0
Ahdath archers	INFANTRY	Poor	Unskilled		Combat Shy	17		0	1
/ uldatii arciicis	Tribal Loose	Unprotected	Bow	_	Collidat Sily	17		12	-
Javelinmen	INFANTRY	Average	Unskilled	Short Spear		40	Shoot & Charge (4)	0	4,6
	Tribal Loose	Unprotected	Javelin		-	40	31100t & Charge (4)	12	4,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
	Skirmisher	Unprotected	Bow	_	Collidat Sily	50	-	20	-1, 0
Skirmiching invalinmen	INFANTRY	Average	Experienced			32	Combat Shy (1)	0	4,6
Skirmishing javelinmen	Skirmisher	Unprotected	Javelin	-	-	32	Combat Shy (-4)	12	4,0
Naffatun	INFANTRY	Average	Experienced		Combat Shy	ombat Shy 35	j -	0	1
	Skirmisher	Unprotected	Firearm	- -	Combat Shy	30		4	+

ALLIES

Armenian Cilician allies - Armenian Kingdom of Cilicia

Later Crusader allies

Sultanate of Rum allies (only in 1240 CE)

Khwarazmian allies (only Damascus in 1246 CE)

Notes

A Turcoman ally can only command Turcomans.

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

SEVENTH CRUSADE



ARMY COMMANDER		1	Any Instinctive			DATES		1249 CE to 1250 CE		
SUB-GENERALS		0-2	Any Instinctive or up	to 1 (if Military Or	der) Professional	TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENER	RALS		Any Instinctive		<u> </u>	САМР		Unfortified or Fortified	; Poor or Av	verage
	Түр <u>е</u>									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
MIXED TUG COMPRISING	1/2 KNIGHTS	AND :	1/2 SERGEANTS							
D 1 1 1	CAVALR	Y	Superior	-		D : C1	207)	2	4
Best knights	Formed Loc	ose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	6	4
D	CAVALR	Y	Superior	-		D	131	Malaa E (22)	2	
Best sergeants	Formed Loc	ose	Protected	-	-	Devastating Chargers	151	Melee Expert (32)	6	
Mixed TuG comprising	1/2 KNIGHTS	AND :	1/2 SERGEANTS							
TZ + 1 .	CAVALR	Y	Average	-	C1 . I		400	A 1 E (20)	0	4
Knights	Formed Lo	ose	-/Fully Armoured	-	Charging Lancer	-	132	Melee Expert (29)	4	4
Sargannts	CAVALR'	Y	Average	-	_		80	Melee Expert (23)	0	
Sergeants	Formed Loc	ose	Protected	-	-	-	00	Melee Expert (23)	4	
C	INFANTR	Y	Average	-	C1 . C	C1 · 1 1 11	77		0	4
Spearmen	Formed Clo	ose	Protected	-	Short Spear	Shieldwall	//	-	16	4
Crossbowmen	INFANTR	Y	Average	Experienced			80	Combat Shy (-22)	0	4
Crossbowillen	Formed Loc	ose	Protected	Crossbow	-	-	00	Combat Sny (-22)	12	4
Mercenary crossbowmen	INFANTR		Average	Experienced	_	_	85	Combat Shy (-22)	4	4
	Drilled Loc	se	Protected	Crossbow	_		00	Collidat Jily (-22)	16	7
Archers	INFANTR		Average	Experienced	_	_	48	Combat Shy (-14)	0	4
7 Herrers	Tribal Loo		Unprotected	Bow			10	Contract only (11)	4	,
Skirmishing javelinmen	INFANTR		Average	Experienced	_	<u>-</u>	32	-	0	4,6
	Skirmishe		Unprotected	Javelin					6	.,.
Skirmishing archers	INFANTR		Average	Experienced	_	Combat Shy	50	-	0	4,6
cramming areners	Skirmishe	r	Unprotected	Bow		Comode only			6	., 0

SEVENTH CRUSADE

MORTEN Et GLORIAN	7
ET GLORIAN	ÌΙ

								A		
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	4,6	
Skiiilisiiiiig Clossoowiiieii	Skirmisher	Unprotected	Crossbow	-	Collidat Sily	50	-	6	4,0	
MILITARY ORDER CONTING	GENT									
Mixed TuGs of 1/2 knights and 1/2 sergeants										
Military order knights	CAVALRY	Superior	-	Charging Lancar	Daynetating Chargers	207	Melee Expert (40)	0	1	
- Ivilitary order kinghts	Formed Loose	-/Fully Armoured	-	Charging Lancer Devastating Chargers	207	Melee Expert (40)	2	4		
Military order sergeants and	CAVALRY	Superior	-		Devastating Chargers	131	Melee Expert (32)	0		
turcopoles	Formed Loose	Protected	-	-	Devastating Chargers	131	Weice Expert (02)	2		
Brother knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers,	265	Fanatic (105)	0	2	
Brother knights	Drilled Loose	-/Fully Armoured	-	Charging Lancer	Melee Expert	200	Fanatic (105)	2	4	
Turcopoles	CAVALRY	Average	Experienced	Short Spear		107	_	0	1	
Turcopoles	Drilled Flexible	Unprotected	Bow	SHOIL Spear	-	107	-	4	4	

Notes

SPECIAL RULE: A TUG of 2 Brother knights is exempted from the requirement to be 2 elements wide.

A military order commander can command other troops as well as their own military order contingent. If no military order general is used, only a single TuG of military order troops can be taken.

CHANGES FROM LAST VERSION

MAMLUK EGYPTIAN

Turcoman mercenaries

Upgrade Turcoman

mercenaries

Formed Flexible

CAVALRY

Formed Flexible

CAVALRY

Formed Flexible

Unprotected

Average

Unprotected

Average

Unprotected



Up to half

94

129

ARMY COMMANDER	1	Any Professional			DATES		1250 CE to 1517 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERA	ALS				САМР		Unfortified or Mobile;	Poor or Aver	age
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Royal mamluks	CAVALRY	Superior	Skilled	Short Spear		210	Melee Expert (32)	0	1
Royal Illalliluks	Drilled Loose	Protected	Bow	Short Spear	-	210	Meiee Expert (32)	8	- 4
Upgrade royal mamluks	CAVALRY	Superior	Skilled	Chart Carr	Cl + 0x Cl	224	Malaa Eassant (25)	0	4
(from 1260 CE)	Drilled Close	ArmHrs/ Protected	Bow	Short Spear	Shoot & Charge	224	Melee Expert (35)	4	- 4
Amirs' mamluks	CAVALRY	Average	Experienced	Chart Char		135		4	1
dillis mamuks	Drilled Loose	Protected	Bow	Short Spear	-	150	-	16	- 4
T I., J	CAVALRY	Average	Skilled	Short Spear		170			4
Upgrade mamluks	Drilled Loose	Protected	Bow		-	170		Up to 3/4	4
Al Halqa (before 1316 CE)	CAVALRY	Average	Experienced	Short Spear		125		0	1
Al Haida (belole 1310 CE)	Formed Loose	Protected	Bow	Short Spear	-	120	-	8	4
Al Ashir cavalry (before 1316	CAVALRY	Average	-	I ong Char		115		0	4
CE)	Formed Loose	Protected	-	Long Spear	-	110	-	4	- 4
Al Halqa (from 1316 to 1341	CAVALRY	Poor	Experienced	Short Spear		89		0	4
CE)	Formed Loose	Protected	Bow	Short Spear	-	09	-	8	4
Al Ashir cavalry (from 1316	CAVALRY	Poor	-	I and Char		69		0	4
to 1341 CE)	Formed Loose	Protected	-	Long Spear	-	09	-	4	- 4
Al Halqa (from 1342 CE)	CAVALRY	Poor	Experienced	Short Spear		89		0	4
AI FIAIYA (IIOIII 1542 CE)	Formed Loose	Protected	Bow	short spear	ear -	07	-	4	- 4
Redouin cavalry	CAVALRY	Average	-	I on a Cost		82 Combat Shy (-18)	Cambat Chry (10)	0	1
	Formed Flexible	Unprotected	_	Long Spear	ear -		Compat Sny (-18)	12	- 4

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Experienced

Bow

Skilled

Bow

MAMLUK EGYPTIAN



Hillmen	INFANTRY	Average	-	Short Spear	_	57		0	4,6
	Tribal Loose	Protected	-	Short Spear	-	37	-	6	4,0
Al Ashir archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1
Al Asim alchers	Tribal Loose	Unprotected	Bow	<u>-</u>	-	40	Compatibily (-14)	12	4
Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	1
Clossoowilleli	Formed Loose	Protected	Crossbow	<u>-</u>	-	00	Compatibility (-22)	4	4
Muttawwi and Ghazi	INFANTRY	Average	-		Devastating Chargers	39		0	4,6
volunteers	Tribal Loose	Unprotected	-	- -	Devastating Chargers	39	-	6	4,0
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skiiiiisiieis	Skirmisher	Unprotected	Bow	-	Collidat Sily	30	-	12	4,0
Naffatun	INFANTRY	Average	Experienced		Combat Shy	35		0	1
INAIIALUII	Skirmisher	Unprotected	Firearm	- -	Collidat Sily	30	-	4	4
Replace Naffatun with	INFANTRY	Average	Experienced	_	_	45	Combat Shy (-5)		4
Handgunners (from 1490 CE)	Skirmisher	Protected	Firearm		-	70	Combat Sny (-3)	All	7
Light guns (from 1340 CE)	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
Light guns (from 1340 CE)	Skirmisher	Unprotected	Light Art	-	Comoat sny	100	o barricades (10)	2	2

ALLIES

Ayyubid Syrian States allies

CHANGES FROM LAST VERSION



PACTO ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - PACTO

	Army Co.	mmander	Sub-ge	neral	Ally general		
Type of general	Professional	Instinctive	Professional	Instinctive	Professional	Instinctive	
Legendary	640	560	n/a	n/a	320	280	
Talented	460	360	340	280	260	240	
Competent	280	220	240	180	120	100	
Mediocre	160	100	160	100	40	20	

CAMPS

Camps are not included in Pacto games.

UGs

For each UG multiply the cost shown in the list (adjusting for any optional characteristics) by the number of bases.

NOTES

- 1. Points values for skirmishers in Pacto are greater than in Maximus as SuGs shoot at full effect with only two ranks.
- 2. For further details on how points are calculated visit the Mortem et Gloriam website.

GEORGIAN



Army Commander		1	Any Instinctive			DATES		1008 CE to 1403 CE		
SUB-GENERALS		0-3	Any Instinctive (befor	e 1246 CE, 0-1 fror	n 1246 CE)	TERRAIN		Standard, Mountains		
Internal Allied Genera	ALS	0-3	Any Instinctive (from	1246 CE)						
	ТүрЕ									
	TRAINING AN	ND	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	OPTIONAL	Min	
Name	Formation	1	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
CAVALRY COMPRISING FRO	NT RANK AZI	NAUR	i and rear rank R	ETAINERS						
1 /O. A	CAVALRY	(Superior	-	Chamina I aman		1.47	λ 4 -1 Γ (22)	1	2
1/2 Aznauri	Formed Loc	se	Protected	-	Charging Lancer	-	147	Melee Expert (32)	3	2
1/2 Retainers	CAVALRY	[Average	Experienced		Chart Or Chargo	94	Melee Expert (15)	=	
1/2 Retainers	Formed Loc	se	Unprotected	Bow	-	Shoot & Charge	94	Meiee Expert (13)	=	
Replace cavalry from 1	122 CE									
Aznauri	CAVALRY	(Superior	Experienced	Cl. and Caracan		1.61			2
	Formed Loc	se	Protected	Bow	Short Spear	-	161	-	Any	2
Retainers	CAVALRY	[Average	Experienced	_		87		=	
Retaillers	Formed Loc	se	Unprotected	Bow	-	-	07	-	=	
Frankish mercenaries (from	CAVALRY	{	Average	-	Chamina I aman	Daniel Chaman	110	M. 1 (00)	0	1.0
1121 to 1129 CE)	Formed Loc	se	Protected	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	2	1,2
Frankish mercenaries (from	CAVALRY	[Average	-	Charging Inncar	Devastating Chargers	148	Melee Expert (29)	0	1,2
1130 to 1144 CE)	Formed Loc	se	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Meiee Expert (29)	2	1,2
Horse archers	CAVALRY		Average	Experienced	_	_	94	_	0	1,2
	Formed Flexi		Unprotected	Bow		_	7 -		2	1,2
Turcoman mercenaries (from	CAVALRY		Average	Experienced	_	_	94	_	0	1,2
1122 CE)	Formed Flexi		Unprotected	Bow			7 7		2	1,2
Turcoman skilled	CAVALRY		Average	Skilled		_	129		0	1,2
mercenaries (from 1122 CE)	Formed Flexi		Unprotected	Bow			147		2	1,2
Spearmen	INFANTR'		Average	-	Short Spear		62	Integral Shooters (6),	4	1,2
	Tribal Clos	se	Protected	-	onore opear		02	Combat Shy (-22)	12	1,2

GEORGIAN



Archers	INFANTRY	Average	Experienced			65	Combat Shy (-22)	0	1,2
Archers	Tribal Loose	Protected	Bow		-	00	Collidat Sily (-22)	6	1,2
Skirmishers	INFANTRY	Average	Experienced		_	32	Combat Shy (-4)	0	1,2
Skiiiiisiieis	Skirmisher	Unprotected	Javelin	<u>-</u>	-	32	Combat Sily (-4)	6	1,2
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		3	1,2
	Skirmisher	Unprotected	Bow		Combat Sily		_	8	1,2
CUMANS - ONLY FROM 109	90								
Cuman nobles	CAVALRY	Superior	Experienced	Short Spear	_	161		0	1,2
Cuman nobles	Formed Loose	Protected	Bow	Short Spear	-	101	-	2	1,4
Cuman horse archers	CAVALRY	Average	Experienced			94		0	1,2
Cuman horse archers	Formed Flexible	Unprotected	Bow	<u>-</u>	-	2 4	-	8	1,4
Upgrade Cuman horse	CAVALRY	Average	Skilled			129			1,2
archers	Formed Flexible	Unprotected	Bow		-	129	-	Up to half	1,4

ALLIES

Shirvan allies - Bedouin Dynasties (from 1121 to 1204 CE)

NOTES

The minima and maxima are for the aznauri. An equal number of retainers must be taken. Cumans must be in a separate command(s). A Cuman command cannot contain other troops.

CHANGES FROM LAST VERSION

LATER FATIMID EGYPTIAN



ARMY COMMANDER	1	Any Professional			DATES		1074 CE to 1171 CE		
SUB-GENERALS	0-3	Any Professional			Terrain		Standard, Coastal		
Internal Allied Gener	RALS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	О РТІ О	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Mamluks	CAVALRY	Superior	Experienced	Short Spear		175		0	1,2
Mailluks	Drilled Loose	Protected	Bow	Short Spear	-	1/3	-	4	1,4
Λ 1	CAVALRY	Average	-	C1 1		105	M.1. F. (00)	1	1.0
Armenian cavalry	Formed Loose	Protected	-	Charging Lancer	-	105	Melee Expert (23)	4	1,2
C	CAVALRY	Average	-	I C		115	C 1 C1 (20)	1	1.0
Syrian cavalry	Formed Loose	Protected	-	Long Spear	-	115	Combat Shy (-28)	4	1,2
Ghulam lancers	CAVALRY	Average	-	I C		115		0	1.0
Gnulam lancers	Formed Loose	Protected	-	Long Spear	-	115	-	4	1,2
Dadavin anvalus	CAVALRY	Average	-	I and Char		82	Combat Shy (-18)	0	1,2
Bedouin cavalry	Formed Flexible	Unprotected	-	Long Spear	-	02	Combat Sily (-10)	4	1,2
T.,,,,,,,,	CAVALRY	Average	Experienced			94		0	1.0
Turcomans	Formed Flexible	Unprotected	Bow	-	-	94	-	4	1,2
Armenian archers	INFANTRY	Average	Experienced			54		3	1,2
Affileman archers	Formed Loose	Unprotected	Bow	-	-	54	-	6	1,2
Sudanese archers	INFANTRY	Average	Experienced			54	Pavise (8), Combat	0	1,2
Sudanese archers	Formed Loose	Unprotected	Bow	-	-	54	Shy (-14)	8	1,2
Sudanese 'abid al-shira	INFANTRY	Average	-	Short Spear		77	Integral Shooters (6)	2	1,2
Suddilese abid al-sillia	Drilled Close	Protected	-	Short spear	-	//	integral shooters (0)	10	1,4
Sudanese 'abid Sariraya	INFANTRY	Average	-	I and Chark		91	Integral Shooters (6)	0	1,2
Sudanese abid Saniaya	Drilled Close	Protected	-	Long Spear	-	91	integral shooters (0)	4	$1, \angle$
Upgrade 'abid al-shira as	INFANTRY	Average	-	2-H Cut-Crush		102	Integral Shooters (6)		*see
lutat with maces	Drilled Close	Protected	-	Z-M Cut-Clush	-	102	michiai mooteis (0)	Up to 1/4	note
Muttawwi volunteers	INFANTRY	Average	-		Daynatatina Characin	39		0	1.0
iviuttawwi voluliteeis	Tribal Loose	Unprotected	-	_	Devastating Chargers	37	-	4	1,2

LATER FATIMID EGYPTIAN



								7	
Sudanese tribesmen	INFANTRY	Average	-		Devastating Chargers	60	-	0	1.2
Sudanese dibesinen	Tribal Loose	Protected	-	<u>-</u>	Devastating Chargers			4	1,2
Ahdath spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	2,3
	Tribal Close	Protected	-	Short Spear	Siliciawali	71	111tegral 31100ters (4)	6	2,3
T I	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	1.2
Upgrade ahdath spearmen	Tribal Close	Protected	-	Short Spear		07		4	1,2
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1.2
	Skirmisher	Unprotected	Bow	-	Collidat Sily	30	-	6	1,2

ALLIES

Crusader allies - Outremer States (only in 1167 CE)

Syrian States allies

Notes

1 element in each Abid 'al-shira TuG may be replaced with lutat macemen.

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

EARLY ARMENIAN CILICIA



ARMY COMMANDER		1 Any Instinctive			DATES		1080 CE to 1150 CE			
SUB-GENERALS	C	-3 Any Instinctive			TERRAIN		Standard, Coastal, Mou	ıntains		
INTERNAL ALLIED GENER	ALS				-					
	Түрв									
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min		
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Sizi	
Noble cavalry	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	0	1,2	
voole cavany	Formed Loose	Protected	-	Charging Lancer	-	14/	Meiee Expert (02)	4	1,2	
Cavalry	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	2	1,2	
	Formed Loose	Protected	-	Charging Lancer	-	100	* ` ′	6	1,2	
Spearmen	INFANTRY	Average	-	Short Spear		62	Integral Shooters (6),	4	1,2	
Speammen	Tribal Close	Protected	-	Short Spear		02	Combat Shy (-22)	20	1,2	
Archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	0	1,2	
7 dellers	Formed Loose	Unprotected	Bow		<u>-</u>	04	Combat Sily (-14)	8	1,2	
Invelinmen	INFANTRY	Average	Experienced			32	Combat Shy (-4)	0	1,2	
velinmen	Skirmisher	Unprotected	Javelin			02	Combat Sily (-4)	6	1,2	
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50		2	1,2	
kirmishers	Skirmisher	Unprotected	Bow		Compatisny		-	8	1,4	

ALLIES

Seljuk Turk allies - Early Turcoman Beyliks (only in 1128 CE)

Crusader allies - First Crusade (from 1098 to 1099 CE)

Crusader allies - Early Outremer States (from 1100 to 1129 CE)

Crusader allies - Outremer States (from 1130 CE)

NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION

SYRIAN STATES



ARMY COMMANDER		1	Any Professional			DATES		1092 CE to 1174 CE		
SUB-GENERALS		0-2	Any Professional (Zer	nghids, 0-1 Others)		TERRAIN		Standard, Coastal, Plai	ns	
INTERNAL ALLIED GENERA	ALS	1-3	Any (Syrian) or Any I	,						
	Түрв	10	rury (eyriair) or rury r	interior (ap to 2 i	arcoman)					
	TRAINING A	JD	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO		Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG Size
ONLY DAMASCUS OR ALEP										·
	CAVALRY	7	Superior	Experienced			4.7.5		1	1.0
Mamluks	Drilled Loo		Protected	Bow	Short Spear	-	175	-	4	1,2
Turcoman tribesmen	CAVALRY	(Average	Experienced			94		0	1.0
Turcoman tribesmen	Formed Flex	ible	Unprotected	Bow	-	-	94	-	8	1,2
ONLY ZHENGIDS										
Mamluks	CAVALRY	(Superior	Experienced	Chart Crass		175		2	1,2
	Drilled Loo	se	Protected	Bow	Short Spear	- -	1/3	-	6	1,2
Upgrade Mamluks as elite	CAVALR?	(Superior	Experienced	Short Spear	_	175	Melee Expert (32)	0	1,2
opgrade iviaimuks as ente	Drilled Loo		Protected	Bow	Short Spear		170	Tviciee Expert (02)	2	1,2
Turcoman tribesmen	CAVALRY		Average	Experienced	_	_	94	_	0	1,2
r dreomair droesmen	Formed Flex	ible	Unprotected	Bow			<i>7</i> 1		8	1,2
Turcoman tribesmen (only	CAVALRY	(Average	Experienced			94		0	1,2
minor states)	Formed Flex	ible	Unprotected	Bow	-	-	7 4	-	2	1,2
Upgrade Turcoman tribesmen (any except minor	CAVALRY	7	Average	Skilled	_	_	129	_		1,2
states)	Formed Flex	ible	Unprotected	Bow			127		Up to 3/4	1,2
C1	CAVALRY	(Average	-	I C		115	Combat Shy (-28)	0	1,2
Syrian cavalry	Formed Loc	se	Protected	-	Long Spear	-	113	Compat Sny (-28)	6	1,2
Upgrade Syrian cavalry as nobles with retainers (only	CAVALRY	[Superior	-	Long Spear		161	_	0	1,2
	Formed Loc	se	Protected	-	Long open		101		2	1,4

SYRIAN STATES

M	ORTEM
ET	GLORIAM

Kurdish or Armenian cavalry	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	0	1,2
Ruidisii Oi Aimeman cavany	Formed Loose	Protected	-	- Charging Lancer	-	100	Wielee Expert (20)	2	1,2
Bedouin cavalry	CAVALRY	Average	-	Long Spear		82	Combat Shy (-18)	0	1,2
Dedouiii cavaiiy	Formed Flexible	Unprotected	-	Long Spear	-	02	Combat sily (-10)	4	1,2
Syrian spearmen	INFANTRY	Average	-	Short Spear		62	Combat Shy (-22)	2	1,2
Syrian spearmen	Tribal Close	Protected	-	31101t Spear	-	02	Collidat Sily (-22)	6	1,2
Upgrade Syrian spearmen as	INFANTRY	Average	-	Short Spear	Shieldwall	77		0	1,2
mercenaries	Formed Close	Protected	-	31101t Spear	Silicidwali	//	-	4	1,2
Syrian archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1,2
Syrian archers	Tribal Loose	Unprotected	Bow	-	-	40	Combat Sily (-14)	4	1,2
Syrian crossbowmen (from	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	1,2
1100 CE)	Formed Loose	Protected	Crossbow	-	-	00	Combat Sily (-22)	4	1,2
Muttawwi and Ghazi volunteers	INFANTRY	Average	-		Devastating Chargers	39		0	1,2
	Tribal Loose	Unprotected	-	-	Devastating Chargers	39	-	4	1,2
Ahdath spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	2,3
Alidadi speailleli	Tribal Close	Protected	-		Silleidwall	41	integral shooters (4)	6	2,3
Upgrade ahdath spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	1,2
Opgrade andadi speamien	Tribal Close	Protected	-	Short spear	Silleidwall	07	integral shooters (0)	4	1,2
Ahdath archers	INFANTRY	Poor	Unskilled		Combat Shy	17		0	2,3
Andam archers	Tribal Loose	Unprotected	Bow	-	Combat sily	17	-	6	2,3
Javelinmen	INFANTRY	Average	Unskilled	Short Spear		40	Shoot & Charge (4)	0	1,2
Javenninen	Tribal Loose	Unprotected	Javelin	Short spear	-	40	Shoot & Charge (4)	6	1,2
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
2kiiiiigiiiig aiciieis	Skirmisher	Unprotected	Bow	-	Comoat sny	50	-	10	1,4
Chirmichina javalinman	INFANTRY	Average	Experienced			32	Combat Shy (-4)	0	1,2
Skirmishing javelinmen	Skirmisher	Unprotected	Javelin	-	-	34	Compatibility (-4)	6	1,2
Maffatun	INFANTRY	Average	Experienced		Combat Chy	25		0	1,2
Naffatun	Skirmisher	Unprotected	Firearm	_	Combat Shy	50	35 -	2	1,4

SYRIAN STATES



ALLIES

Armenian Cilician allies - Early Armenian Cilicia (before 1151 CE)

Armenian Cilician allies - Armenian Kingdom of Cilicia (from 1151 CE)

Crusader allies - Early Outremer States (only Aleppo in 1108 and Damascus in 1115 CE)

Crusader allies - Outremer States (only Damascus in 1139 CE)

NOTES

Any army must be either Damascus or Aleppo, a minor city state or Zenghid.

A Turcoman ally can only command Turcomans.

Crusader allies may not be used with Armenian Cilician allies.

Allied contingents from this list do not need to take infantry.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

EASTERN SELJUK TURK



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ARMY COMMANDER	1	Any Professional			DATES		1092 CE to 1181 CE		
Sub-Generals	0-	3 Any Professional (0-1	from 1157 CE)		TERRAIN		Standard, Plains, Mou	ntains	
Internal Allied Genera	ALS 0-	3 Any Professional (Selj	uk) or Instinctive (Turcoman)					
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT 0 RY	BASE	OPTIONAL	Min	
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Elephants (before 1157 CE)	ELEPHANTS	Average	-		Shove	240		0	1
Elephants (before 1137 CE)	Tribal Loose	Protected	-	-	SHOVE	240	-	1	1
Ghilman	CAVALRY	Superior	Experienced	Short Spear		175		0	1,2
Gillillan	Drilled Loose	Protected	Bow	Short Spear	-	1/3	-	4	1,2
Turcoman tribesmen	CAVALRY	Average	Experienced			94		3	1,2
i dicoman dibesinen	Formed Flexible	Unprotected	Bow	-	-	94	-	16	1,2
Upgrade Turcoman	CAVALRY	Average	Skilled			129			1.0
tribesmen	Formed Flexible	Unprotected	Bow	-	-	129	-	Up to 3/4	1,2
A gulani (hafara 1157 CE)	CAVALRY	Superior	-		N 4 - 1 T	176		0	1,2
Agulani (before 1157 CE)	Formed Close	ArmHrs/F Armoured	-	-	Melee Expert	170	-	2	1,2
D: 1	CAVALRY	Average	Experienced			115		0	1.0
Persian cavalry	Formed Loose	Protected	Bow	-	-	113	-	4	1,2
Dadavia analas	CAVALRY	Average	-	I C		82	Combat Shy (-18)	0	1,2
Bedouin cavalry	Formed Flexible	Unprotected	-	Long Spear	-	82	Compat Sny (-18)	4	1,2
Dailami mercenaries (before	INFANTRY	Average	-		Davis station of Change	85	Malaa Ermant (16)	0	1.0
1157 CE)	Drilled Flexible	Protected	-	-	Devastating Chargers	83	Melee Expert (16)	6	1,2
Chimpaighing house anabous	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	1,2
Skirmishing horse archers	Skirmisher	Unprotected	Bow	-	-	70	Combat Shy (-4)	4	1,2
Javelinmen	INFANTRY	Poor	Experienced		Combat Shy	20		0	2,3
Javennmen	Skirmisher	Unprotected	Javelin	-	Compat Sny	20	-	6	2,5
Chirmiching archers	INFANTRY	Poor	Experienced		Combat Shy	40		0	2,3
Skirmishing archers	Skirmisher	Unprotected	Bow	· <u>-</u>	Comoat sny	42	42 -	6	<i>−</i> ∠,3
Chirmighing grandhavyman	INFANTRY	Poor	Experienced		Combat Chry	50		0	2,3
Skirmishing crossbowmen	Skirmisher	Unprotected	Crossbow	-	Combat Shy	50	-	4	

EASTERN SELJUK TURK



ALLIES

Kara-Khanid Khanate allies (before 1128 CE) Ghaznavid allies (from 1117 to 1141 CE) Ghurid allies (from 1117 to 1157 CE)

Notes

A Turcoman ally can only command Turcomans. A Turcoman ally general must be used if more than 8 Turcomans are taken.

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

LATER SELJUK EMPIRE



ARMY COMMANDER		Any Professional			DATES		1092 CE to 1194 CE		
SUB-GENERALS	0	1 Any Professional			TERRAIN		Standard, Plains		,
Internal Allied Genera	ALS 0	3 Any Professional (Selj	uk) or Instinctive (Turcoman)					
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	О РТІӨ NAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Ghilman	CAVALRY	Superior	Experienced	Short Spear		175		0	1,2
Gillillali	Drilled Loose	Protected	Bow	Short spear	-	1/3	-	4	1,4
Turcoman tribesmen	CAVALRY	Average	Experienced			94		3	1,2
Turcoman urbesmen	Formed Flexibl	Unprotected	Bow	-	-	94	-	16	1,2
Upgrade Turcoman	CAVALRY	Average	Skilled			129			1,2
tribesmen	Formed Flexibl	Unprotected	Bow	-	-	129	-	Up to 3/4	1,4
Syrian cavalry	CAVALRY	Average	-	Long Spear		115		0	1,2
Syrian Cavally	Formed Loose	Protected	-	Long Spear	-	113	-	4	1,2
Kurdish cavalry	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	0	1,2
Rufulsii cavaliy	Formed Loose	Protected	-	Charging Lancer	-	100	Meiee Expert (20)	2	1,2
Agulani (before 1128 CE)	CAVALRY	Superior	-		Melee Expert	176		0	1,2
rigulatii (betote 1120 CL)	Formed Close	ArmHrs/F Armoured	-		Iviciee Expert	170		2	1,2
Bedouin cavalry	CAVALRY	Average	-	Long Spear	_	82	Combat Shy (-18)	0	1,2
	Formed Flexibl	Unprotected	-	Long Spear		02	Combat Sity (10)	4	1,2
Dailami mercenaries (before	INFANTRY	Average	-	_	Devastating Chargers	85	Melee Expert (16)	0	1,2
1128 CE)	Drilled Flexible	Protected	-		Devastating Chargers		Tviciec Expert (10)	4	1,2
Ahdath spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	2,3
- Indata spearmen	Tribal Close	Protected	-	Short Spear	Sinciawan	11	integral bilooters (1)	9	2,0
Upgrade ahdath spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	1,2
——————————————————————————————————————	Tribal Close	Protected	-	Short Spear	Siliciawali	07	integral shooters (0)	4	1,2
Skirmishing horse archers	CAVALRY	Average	Experienced	_	_	70	Cantabrian (16),	0	1,2
orminismiz morse archers	Skirmisher	Unprotected	Bow	<u>-</u>		7.0	Combat Shy (-4)	4	1,4
Skirmishing javelinmen	INFANTRY	Poor	Experienced		Combat Shy	20		0	2,3
erminismis lavemmien	Skirmisher	Unprotected	Javelin	-	Compatibility	20	-	6	۵,0

LATER SELJUK EMPIRE



Skirmishing archers	INFANTRY	Poor	Experienced		Combat Shy	42		0	2.3
Skillinsining archers	Skirmisher	Unprotected	Bow	- -	Compatibily	42	-	6	2,3
Skirmishing crossbowmen	INFANTRY	Poor	Experienced		Combat Shy	50		0	2.2
Skiiilisiiliig Clossoowilleli	Skirmisher	Unprotected	Crossbow	-	Combat sny	50	-	4	2,3

ALLIES

Syrian States allies (before 1128 CE)

Bedouin allies - Bedouin Dynasties (before 1128 CE)

Notes

A Turcoman ally can only command Turcomans. A Turcoman ally general must be used if more than 8 Turcomans are taken.

Bedouin and Syrian State allies may be used together.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

EARLY TURCOMAN BEYLIKS



ARMY COMMANDER	1	Any Instinctive			DATES		1092 CE to 1277 CE		
SUB-GENERALS	0-2	Any Instinctive			TERRAIN		Standard, Plains		
Internal Allied Genera	1.5 0-2	Any Instinctive (up to	1 Turcoman)						
	ТүрЕ		,						
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Nobles	CAVALRY	Average	Experienced	Short Spear		125		0	1,2
INOUICS	Formed Loose	Protected	Bow	31101t Spear	-	120	-	4	1,2
Upgrade nobles as Mamluks	CAVALRY	Superior	Experienced					0	
(Seljuq or Danishmends only)	Drilled Loose	Protected	Bow	Short Spear	-	175	-	2	1,2
Turcoman tribesmen	CAVALRY	Average	Experienced			94		4	1,2
- urcoman uroesmen	Formed Flexible	Unprotected	Bow			74		16	1,2
Upgrade Turcoman	CAVALRY	Average	Skilled	_	_	129	_		1,2
tribesmen	Formed Flexible	Unprotected	Bow			127		Up to 3/4	1,2
Arab cavalry	CAVALRY	Average	-	Long Spear	_	82	Combat Shy (-18)	0	1,2
That cavally	Formed Flexible	Unprotected	-	Long Spear		02	Comoat sily (-10)	2	1,2
Armenian mercenary cavalry	CAVALRY	Average	-	Charging Lancer	_	105	Melee Expert (23)	0	1,2
- Infileman mercenary cavarry	Formed Loose	Protected	-	Charging Lancer		100	Tviciec Expert (20)	2	1,2
Byzantine cavalry	CAVALRY	Average	-	Charging Lancer	_	105	Melee Expert (23)	0	1,2
	Formed Loose	Protected	-	Charging Lancer		100	Tvierce Expert (20)	2	1,2
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	_	0	1,2
	Tribal Close	Protected	-	Short Spear	Siliciawan	07		6	1,2
Archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	0	1,2
Auchers	Formed Loose	Unprotected	Bow	-	-	J4	Compatibily (-14)	4	1,2
Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	1,2
C109900MIIICII	Formed Loose	Protected	Crossbow	<u>-</u>	<u>-</u>		Comitation (-22)	2	1,4
Skirmishing horse archers	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	1,2
Skillinstillig Horse archers	Skirmisher	Unprotected	Bow	-	-	70	Combat Shy (-4)	4	1,4

EARLY TURCOMAN BEYLIKS



Javelinmen	INFANTRY	Poor	Experienced	- Combat Shy	20		0	2,3
javenimien	Skirmisher	Unprotected	Javelin	- Combat Sity	20		6	2,0
Skirmishing archers	INFANTRY	Poor	Experienced	- Combat Shy	42		0	2,3
Skillinstling archers	Skirmisher	Unprotected	Bow	- Combat sny	42	-	6	2,3
Skirmishing crossbowmen	INFANTRY	Poor	Experienced	- Combat Shy	50		0	2,3
Skillinstillig crossbowitien	Skirmisher	Unprotected	Crossbow	- Combat Sily	30	-	4	∠,∪
Naffatus	INFANTRY	Average	Experienced	Combat Shy	25		0	1,2
Naffatun	Skirmisher	Unprotected	Firearm	- Combat Shy	35	-	2	1,2

Notes

A Turcoman ally can only command Turcomans. A Turcoman ally general must be used if more than 8 Turcomans are taken.

An internal ally can be from another Beylik.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

PEOPLES CRUSADE



ARMY COMMANDER		1	Competent or Medio	cre Instinctive		DATES		1096 CE to 1096 CE		
SUB-GENERALS		1	Competent or Medio	cre Instinctive		TERRAIN		Standard, Coastal, Moi	ıntains	
Internal Allied Genera	LS	1-2	Any Instinctive							
	ТүрЕ									
	TRAINING A	ND .	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	O PTIONAL	Min	
NAME	FORMATIO	ī	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
French knights	CAVALRY	7	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	0	1,2
	Formed Loc	se	Protected	-	Charging Lancer	Devastating Chargers	100	Tvielee Expert (02)	2	1,2
Italian and German crusaders	CAVALRY	7	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	0	1,2
Transan and German crusaders	Formed Loc	se	Protected	-	Charging Lancer	Devastating Chargers	110	Meice Expert (20)	2	1,2
Pilgrims	INFANTR'	Y	Poor	-	_	Devastating Chargers	24	_	8	2,3
i ngimis	Tribal Loos	e	Unprotected	-	_	Devastating Chargers	27	_	60	2,0
Upgrade pilgrims	INFANTR'	Y	Average	Unskilled	Short Spear		40		0	1,2
Opgrade plignins	Tribal Loos	e	Unprotected	Javelin	Short Spear	-	40	-	12	1,2
Fanatical pilgrims	INFANTR'	Y	Poor	-		Devastating Chargers,	39		0	2,3
ranaucai piigiinis	Tribal Loos	e	Unprotected	-	-	Fanatic	39	-	12	2,0
Javelinmen	INFANTR'	Y	Poor	Experienced		Combat Shy	20		0	2,3
Javenninen	Skirmishe	r	Unprotected	Javelin	-	Collidat Sily	20	-	8	2,0
Slingers	INFANTR'	Y	Poor	Experienced		Combat Shy	35		0	2,3
Simgers	Skirmishe	r	Unprotected	Sling	<u>-</u>	Compat sily		<u>-</u>	4	

NOTES

The French knights must be in an ally command that doesn't contain any fanatical pilgrims.

Fanatic pilgrims do not require a general present to claim the Fanatic characteristic. This must be pointed out to your opponent when they are deployed.

CHANGES FROM LAST VERSION

FIRST CRUSADE



Army Commander		1	Any Instinctive			DATES		1096 CE to 1099 CE		
SUB-GENERALS		0-1	Any Instinctive (0-2 is	n 1098 or 1099 CE)		TERRAIN		Standard, Coastal, Moi	untains	
Internal Allied Genera	ALS .	0-3	Any Instinctive or 1 F	rofessional (Byzant	ine)					
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Е хсерт in 1098 СЕ										
Crusader lords and knights	CAVALR'	Y	Superior	-	Charging Lancar	Devastating Chargers	166	Melee Expert (32)	2	1,2
Clusader folds and kinglits	Formed Lo	ose	Protected	-	Charging Lancer	Devastating Chargers	100	Melee Expert (32)	8	1,2
Sergeants	CAVALR'	Y	Average	-	Charging Lancar	Devastating Chargers	118	Melee Expert (23)	0	1,2
Seigeants	Formed Lo	ose	Protected	-	Charging Lancer	Devastating Chargers	110	Melee Expert (23)	4	1,2
Regrade sergeants as up to	CAVALR'	Y	Superior	-		Devastating Chargers	131	Melee Expert (32)		
half of Crusader lords TuG	Formed Lo	ose	Protected	-	- -	Devastating Chargers	131	Melee Expert (32)	Any	
ONLY IN 1098 CE - DUE TO	O LOSS OF HO	ORSES	S							
Crusader lords and knights	CAVALR'	Y	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	0	1,2
	Formed Lo	ose	Protected	-	Charging Lancer	Devastating Chargers	100	Wielee Expert (02)	2	1,2
Crusaders without horses	INFANTR		Superior	-	Short Spear	Shield Cover	108	Shieldwall (7)	2	1,2
Crusaders without horses	Formed Clo		Protected	-	Short Spear	Silicia Cover	100	Sincid wan (7)	6	1,2
Poorer knights and sergeants	INFANTR	Y	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	0	1,2
without horses	Formed Clo	ose	Protected	-	Short Spear	Silicia Cover	//	Sincid Wali (0)	4	1,2
C 1	INFANTR	Y	Average	-	Clarat Caraca	Cl.: .1.1 C	77	C1::-1.1	6	1.0
Crusader spearmen	Formed Clo	ose	Protected	-	Short Spear	Shield Cover	77	Shieldwall (5)	12	1,2
Spearmen brought by the	INFANTR	Y	Average	-	I C		86	Shield Cover (5)	0	1,2
Count of Flanders	Formed Cla	ose	Protected	-	Long Spear	-	80	Shield Cover (3)	4	1,2
Archers	INFANTR		Average	Experienced			54	Combat Shy (-14)	0	1,2
7 11 (11 (15)	Formed Lo	ose	Unprotected	Bow	<u>-</u>	-	J 4		4	1,4
Crossbowmen	INFANTR	Y	Average	Experienced			59	Combat Shy (-14)	0	1,2
C102200MIIIEII	Formed Lo	ose	Unprotected	Crossbow	<u>-</u>	<u>-</u>	J9	Collidat Sily (-14)	6	1,4

FIRST CRUSADE



Upgrade crossbowmen with	INFANTRY	Average	Experienced	_	_	80	Combat Shy (-22)		1,2
armour	Formed Loose	Protected	Crossbow	-	-		Compat 511y (-22)	Up to 2/3	1,4
Pilgrims	INFANTRY	Poor	-		Devastating Chargers	24		0	2,3
I fightiffs	Tribal Loose	Unprotected	-	<u>-</u>	Devastating Chargers	24	-	12	2,0
Regrade pilgrims as fanatics	INFANTRY	Poor	-		Devastating Chargers,	39			2
Regiade pligillis as ialiaucs	Tribal Loose	Unprotected	-	<u>-</u>	Fanatic	39	-	Up to 1/3	<i>Δ</i>
Skirmishers	INFANTRY	Poor	Experienced		Combat Shy	20		0	2,3
Skiiiiisiieis	Skirmisher	Unprotected	Javelin	<u>-</u>	Collidat Sily	20	-	4	<i>2,</i> 3
BYZANTINE ALLY (ONLY BI	EFORE 1098 CE)								
Byzantine marines	INFANTRY	Average	-	Short Spear	_	72	_	0	1,2
byzanune mannes	Drilled Loose	Protected	-	Short Spear	-	14	-	2	1,4
Byzantine tourkopouloi	CAVALRY	Average	Experienced	Short Spear		100		0	1,2
	Formed Flexible	Unprotected	Bow	31101t Spear	-	100	-	2	1,4
Byzantine archers	INFANTRY	Average	Experienced		_	54	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow	-	-	J 1	Combat Sily (-4)	4	1,4

NOTES

A TuG with Crusader knights may have half the TuG as sergeants. A TuG can consist entirely of sergeants.

Pilgrim fanatics do not need to be led by a general to count the Fanatic characteristic. This must be pointed out to your opponent as they are deployed.

CHANGES FROM LAST VERSION

COUNTY OF EDESSA



ARMY COMMANDER	1	Any Instinctive			DATES		1097 CE to 1144 CE	3	
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Plains, Moun	tains	
INTERNAL ALLIED GENER									
	Түре								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG Size
MIXED TUGS OF 1/2 KNIC	HTS AND $1/2$ SERO	GEANTS BEFORE 1130	CE						
T 1:11:1.	CAVALRY	Superior	-	Cl · I	D	1.00	M 1 F . (00)	1	2
Frankish knights	Formed Loose	Protected	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	1	
Cargaints	CAVALRY	Superior	-		Devastating Chargers	131	Melee Expert (32)	1	
Sergeants	Formed Loose	Protected	-	-	Devastating Chargers	131	Meiee Expert (32)	1	
Mixed TuGs of 1/2 knic	HTS AND $1/2$ SERO	GEANTS FROM 1130 (CE CE						
Outropaor legislata	CAVALRY	Average	-	Charging I an oar	Daysastating Chargers	148	Malaa Erroant (20)	1	2
Outremer knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	1	
Outremer sergeants	CAVALRY	Average	-		Devastating Chargers	93	Melee Expert (23)	1	
Oddeniei seigeants	Formed Loose	Protected	-	-	Devastating Chargers	70	Wielee Expert (20)	1	
Separate sergeants and	CAVALRY	Average	-	Chamaina I an ann		105	Malaa Farrant (22)	2	1,2
Armenian cavalry	Formed Loose	Protected	-	Charging Lancer	-	103	Melee Expert (23)	6	1,2
Regrade separate sergeants	CAVALRY	Average	Experienced	Short Spear		100		0	1,2
as tourkopouloi	Formed Flexible	Unprotected	Bow	Short spear	-	100	-	2	1,2
Foot sergeants	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	2	1,2
1 Oot sergeants	Formed Close	Protected	-	Short Spear	Sincia Gover	, ,	Sincia wan (o)	8	1,2
Crossbowmen	INFANTRY	Average	Experienced	_	_	59	Combat Shy (-14)	0	1,2
Grossoowinen	Formed Loose	Unprotected	Crossbow					4	1,2
Spearmen	INFANTRY	Average	-	Short Spear	<u>-</u>	62	Integral Shooters (6),	0	1,2
	Tribal Close	Protected	-	Siloit Spear			Combat Shy (-22)	12	
Archers	INFANTRY	Average	Experienced	_	<u>-</u>	54	Combat Shy (-14)	0	1,2
	Formed Loose	Unprotected	Bow			<i>.</i>		8	

COUNTY OF EDESSA



Javelinmen	INFANTRY	Average	Experienced			22	Combat Shy (-4)	0	1.2
javenimien	Skirmisher	Unprotected	Javelin	-	-	32	Combat Sify (-4)	6	1,2
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1.2
Skillinstillig archers	Skirmisher	Unprotected	Bow	-	Collidat Sily	30	-	6	1,2

ALLIES

Armenian Cilician allies - Early Armenian Cilicia

Syrian States allies (only in 1108 CE)

Crusader allies - Early Outremer States (before 1130 CE)

Crusader allies - Outremer States (from 1130 CE)

Notes

A TuG with Frankish knights must take half the TuG as sergeants. Only one external ally may be taken.

CHANGES FROM LAST VERSION

EARLY OUTREMER STATES



ARMY COMMANDER	1	Any Instinctive			DATES		1100 CE to 1129 CE		
SUB-GENERALS	0-3	Any Instinctive			Terrain		Standard, Coastal, Mc	untains	
INTERNAL ALLIED GENERA	1.5 0-1	Any Instinctive (Sigu	rd's crusade from 1	107 to 1110 CE)					
	ТүрЕ	•							
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Mixed TuGs of 1/2 knigi	HTS AND $1/2$ SERO	EANTS							
Feudal and crusader knights	CAVALRY	Superior	-	Charging Lancar	Devastating Chargers	166	Melee Expert (32)	1	2
reudai and crusader kingins	Formed Loose	Protected	-	Charging Lancer	Devastating Chargers	100	ivielee Expert (52)	3	4
Sergeants and turcopoles	CAVALRY	Superior	-		Devastating Chargers	131	Melee Expert (32)	1	
sergeants and turcopoles	Formed Loose	Protected	-	-	Devastating Chargers	131	Meiee Expert (32)	3	
Comprehe corresponde	CAVALRY	Average	-	Charging I an aar	Devastating Chargers	118	Melee Expert (23)	0	1,2
Separate sergeants	Formed Loose	Protected	-	Charging Lancer	Devastating Chargers	110	Meiee Expert (23)	2	1,∠
Regrade separate sergeants	CAVALRY	Average	Experienced	Short Spear		100			1,2
as tourkopouloi	Formed Flexible	Unprotected	Bow	Short spear	-	100	-	All or none	1,∠
Spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	6	1,2
Spearmen	Formed Close	Protected	-	Short Spear	Silicia Cover	//	Silicia Wali (0)	12	1,2
Archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	0	1,2
7 delicis	Formed Loose	Unprotected	Bow			04	Combat Sily (-14)	4	1,4
Crossbowmen	INFANTRY	Average	Experienced			59	Combat Shy (-14)	2	1,2
Clossoowilleli	Formed Loose	Unprotected	Crossbow	_		07	Collidat Sily (-14)	8	1,2
Upgrade crossbowmen with	INFANTRY	Average	Experienced	_	_	80	Combat Shy (-22)		1,2
armour	Formed Loose	Protected	Crossbow	<u>-</u>	<u>-</u>	00	Comitation (-22)	Up to 3/4	1,∠
Maronite or Syrian archers	INFANTRY	Average	Experienced		_	48	Combat Shy (-14)	0	1,2
ividionne of Dynam archers	Tribal Loose	Unprotected	Bow	_	-	70	Compatibily (-14)	4	1,4

EARLY OUTREMER STATES



ONLY FROM 1107 TO 1110	CE - Norwegian	ALLY COMMAND							
Norwegian lendermen and	INFANTRY	Average	-	Short Spear	Integral Shooters	73		4	2
bondi	Formed Loose	Protected	-	Short Spear	integral Shooters	7.0		4	Δ
Pilarima	INFANTRY	Poor	-	_	Devastating Chargers	24		0	2,3
Pilgrims	Tribal Loose	Unprotected	-	-	Devastating Chargers	5 24	-	8	2,0
Regrade pilgrims as fanatics	INFANTRY	Poor	-		Devastating Chargers,	39			2
regrade pliginiis as ialiaucs	Tribal Loose	Unprotected	-	-	Fanatic	39	-	Up to 1/3	Δ
Skirmishers	INFANTRY	Poor	Experienced		Combat Shy	20		0	2,3
SKIIIIISIIEIS	Skirmisher	Unprotected	Javelin	<u>-</u>	Combat Sily	20	-	4	۵,٥

ALLIES

County of Edessa allies

Armenian Cilician allies - Early Armenian Cilicia

Bedouin allies - Bedouin Dynasties

Damascus or minor state allies - Syrian States (from 1114 to 1115 CE)

NOTES

A TuG with knights must take half the TuG as sergeants.

Pilgrim fanatics do not need to be led by a general to count the Fanatic characteristic. This must be pointed out to your opponent as they are deployed.

Norwegian troops are only compulsory if a Norwegian allied contingent is taken.

Only one ally (including Norwegians) may be taken.

CHANGES FROM LAST VERSION

POST SELJUK ABBASID



Army Commander	1	Any		DATES 1120 CE to 1259 CE					
SUB-GENERALS	0-1	Any			TERRAIN		Standard, Plains		
Internal Allied General	LS 0-3	Any Instinctive (Up to	o 1 Turcoman, 1 Be	edouin)					
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Baghdad cavalry	CAVALRY	Average	-	Long Spear	<u>-</u>	115	Combat Shy (-28)	2	1,2
	Formed Loose	Protected	-	Long Spear	_	110	Collibat 511y (-20)	6	1,2
Upgrade Baghdad cavalry	CAVALRY	Superior	-	Long Spear		161		0	1,2
Opgrade Dagildad Cavally	Formed Loose	Protected	-	Long Spear	-	101	-	2	1,2
Mamluks	CAVALRY	Superior	Experienced	Short Spear		175		0	1,2
Iviaiiiuks	Drilled Loose	Protected	Bow	Short spear	-	1/3	-	2	1,2
D. J. via and I.	CAVALRY	Average	-	I C		82	Combat Shy (-18)	0	1,2
Bedouin cavalry	Formed Flexible	Unprotected	-	Long Spear	-	02	Combat Sily (-16)	4	1,2
Kurdish cavalry	CAVALRY	Average	-	Charaina I an aar		105	Melee Expert (23)	0	1,2
Ruidisii Cavairy	Formed Loose	Protected	-	Charging Lancer	-	103	ivielee Expert (25)	4	1,2
Turacrana	CAVALRY	Average	Experienced			94		0	1,2
Turcomans	Formed Flexible	Unprotected	Bow	-	-	94	-	6	1,2
Doob dod informer	INFANTRY	Poor	-	Chart Cross		38	Shieldwall (3)	6	2,3
Baghdad infantry	Tribal Close	Protected	-	Short Spear	-	30	Silieidwaii (5)	22	2,5
I I d- : f	INFANTRY	Average	-	Clarat Carana	Shieldwall	67		0	1.0
Upgrade infantry	Tribal Close	Protected	-	Short Spear	Smeidwaii	07	-	12	1,2
Front	INFANTRY	Average	-	Short Spear	Shieldwall	77			1,2
Further upgrade infantry	Formed Close	Protected	-	Short spear	Silielawali	//	-	Up to half	1,2
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1,2
Archers	Tribal Loose	Unprotected	Bow	-	-	46	Compat Sny (-14)	4	1,2
Ghazi and other volunteers	INFANTRY	Average	-		Dorratatina Charas	39		0	1.2
Gilazi aliu otilei voluliteers	Tribal Loose	Unprotected	-		Devastating Chargers	37	-	6	1,2
A	INFANTRY	Poor	-			20	Combat Chr. (O)	0	2.2
Ayyarun	Tribal Loose	Unprotected	-	-	-	20	Combat Shy (-9)	4	2,3

Post Seljuk Abbasid



BEDOUIN CONTINGENT									
Bedouin cavalry	CAVALRY	Average	-	Long Spear		82	Combat Shy (-18)	2	1.2
Dedouin cavally	Formed Flexible	Unprotected	-	Long Spear	-	02		6	1,2
Armoured cavalry	CAVALRY	Average	-	Long Spear		115	Combat Shy (-28)	0	1.2
	Formed Loose	Protected	-			110	Control of the Contro	2	1,2
Skimishing archers	INFANTRY	Average	Experienced	_	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow		Combat Sily	50		6	1,2
Skimishing javelinmen	INFANTRY	Average	Experienced	_		32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					4	1,4

ALLIES

Seljuk Atabeg allies - Later Seljuk Empire (to 1194 CE)

Syrian Atabeg allies - Syrian States (to 1174 CE)

NOTES

If more than 1 UG of Turocman are used, then a Turcoman allied general must command all and only Turcomans.

Bedouin cavalry are only mandatory if a Bedouin contingent is taken.

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

OUTREMER STATES



ARMY COMMANDER		1	Any Instinctive	,		DATES		1130 CE to 1187 CE			
SUB-GENERALS		0-3	Any Instinctive or (if I	Military Order) Pro	fessional	TERRAIN		Standard, Coastal, Mo	untains		
INTERNAL ALLIED GENERA	ALS										
	ТүрЕ										
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min		
Name	FORMATIO	N	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
MIXED TUGS OF $1/2$ KNIGI	HTS AND 1/2	SERG	EANTS								
Feudal and crusader knights	CAVALRY	Y	Average	-	Charging Inncar	Downstating Chargers	148	Melee Expert (29)	1	2	
reudai and crusader knights	Formed Loc	ose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Meiee Expert (29)	3		
Upgrade knights	CAVALR	Y	Superior	-	Charging Inncar	Devastating Chargers	207	Melee Expert (40)	0		
Opgrade kinglits	Formed Loc	ose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Meiee Expert (40)	1		
Sergeants and turcopoles	CAVALR	Y	Average	-	_	Devastating Chargers	93	Melee Expert (23)	1		
Sergeants and turcopoles	Formed Loc	ose	Protected	-	- Devastating Chargers		93	Meiee Expert (23)	3		
Caparata carganete	CAVALR	Y	Average	-	Charging Lancar	Devastating Chargers	118	Melee Expert (23)	0	1,2	
Separate sergeants	Formed Loc	ose	Protected	-	Charging Lancer	Devastating Chargers	110	Meiee Expert (23)	2	1,2	
Spearmen	INFANTR	Y	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	6	1,2	
Speamen	Formed Clo	ose	Protected	-	Short spear	Siliela Covel	//	Silieidwaii (3)	12	1,2	
Archers	INFANTR	Y	Average	Experienced			54	Combat Shy (-14)	0	1,2	
Addiess	Formed Loc	ose	Unprotected	Bow	-	-	J 4	Collidat Sily (-14)	4	1,2	
Crossbowmen	INFANTR	Y	Average	Experienced			59	Combat Shy (-14)	2	1,2	
Clossoomileii	Formed Loc	ose	Unprotected	Crossbow	-	-	Jy	Collidat Sily (-14)	8	1,2	
Upgrade crossbowmen with	INFANTR	Y	Average	Experienced	_	_	80	Combat Shy (-22)		1,2	
armour	Formed Loc	ose	Protected	Crossbow	-	<u>-</u>		Compact 511y (-22)	Up to 3/4	1,4	
Maronite or Syrian archers	INFANTR	Y	Average	Experienced			48	Combat Shy (-14)	0	1,2	
ivialounce of Syrian archers	Tribal Loo	se	Unprotected	Bow	-	-	70	Collidat 511y (-14)	6	1,4	

OUTREMER STATES

MORTEN	7
MORTEN Et GLORIAN	H

Arriere-ban	INFANTRY	Poor	Unskilled	Chart Crass		25		0	2,3
Afficie-ball	Tribal Loose	Unprotected	Javelin	Short Spear	-	23	-	8	2,5
Skirmishers	INFANTRY	Poor	Experienced		Combat Shy	20	-	0	2,3
Skillinshers	Skirmisher	Unprotected	Javelin	- -	Combat Sily	20		4	2,3
Military Orders									
Μιχεd TuGs of 1/2 κνις	HTS AND 1/2 SERG	EANTS							
N A:1:+	CAVALRY	Superior	-	Charging Lancer Devastating Chargers	207	M 1 F (40)	0	2	
Military order knights	Formed Loose	-/Fully Armoured	-		Devastating Chargers	207	Melee Expert (40)	2	
Military order sergeants and	CAVALRY	Superior	-		Devastating Chargers	131	Melee Expert (32)	0	
turcopoles	Formed Loose	Protected	-	- -	Devastating Chargers	151	Meiee Expert (32)	2	
Brother knights	CAVALRY	Superior	-	Charging I ancor	Devastating Chargers,	265	Fanatic (105)	0	1,2
brother kinghts	Drilled Loose	-/Fully Armoured	-	Charging Lancer Melee Expert	200	rallauc (100)	2	1,2	
Turcopoles	CAVALRY	Average	Experienced	Short Spear	_	107	_	0	1,2
	Drilled Flexible	Unprotected	Bow	- Short Spear	<u>-</u>	107	<u>-</u>	2	1,2
A									

ALLIES

Armenian Cilician allies - Early Armenian Cilicia (before 1151 CE)

Armenian Cilician allies - Armenian Kingdom of Cilicia (from 1151 CE)

Saracen allies - Syrian States (not Zenghid and until 1174 CE)

Imperial German allies - Early Imperial German (only 2nd Crusade in 1148 CE)

French allies - Feudal French (only 2nd Crusade in 1148 CE)

Fatimid allies - Later Fatimid Egyptian (only in 1167 CE)

Byzantine allies - Komnenan Byzantine (only in 1169 and 1177 CE)

OUTREMER STATES



Notes

Except for Brother knights, a TuG with knights must take half the TuG as sergeants.

The army may have a single Military Order commander who must be Professional. Military Order troops must be commanded by the Military Order commander. A Military Order commander can command other troops.

Only one external ally may be taken.

CHANGES FROM LAST VERSION

SULTANATE OF RUM



ARMY COMMANDER	1	Any Professional	,		DATES		1140 CE to 1276 CE			
SUB-GENERALS	0-2	Any Professional (0-1	from 1246 CE)		TERRAIN		Standard, Plains			
Internal Allied Genera	0-2	Any Instinctive (Turc	oman)							
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min		
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG SIZE	
Nobles	CAVALRY	Average	Experienced	Short Spear		125		0	1,2	
inobles	Formed Loose	Protected	Bow	- Short Spear	-	120	-	4	1,2	
Upgrade Nobles as Mamluks	CAVALRY	Superior	Experienced	Short Spear		175			1,2	
Opgrade Nobies as Mainluks	Drilled Loose	Protected	Bow	- Short Spear	-	1/3	-	Any	1,4	
Turcoman tribesmen	CAVALRY	Average	Experienced			94 -		4	1,2	
Turcoman urbesmen	Formed Flexible	Unprotected	Bow		-	94	-	16	1,2	
Upgrade Turcoman	CAVALRY	Average	Skilled			129			1,2	
tribesmen	Formed Flexible	Unprotected	Bow	-	-	129	-	Up to 3/4	1,2	
A solo correlar	CAVALRY	Average	-	I on a Choose		82	Combat Shy (-18)	0	1,2	
Arab cavalry	Formed Flexible	Unprotected	-	Long Spear	-	02	Combat Sily (-10)	2	1,2	
Frankish mercenaries	CAVALRY	Average	-	Chamina I an an	D	1.40	Malas Essant (20)	0	1.0	
Frankish mercenanes	Formed Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	148	Melee Expert (29)	2	1,2	
A manapina na araan araa araa lara	CAVALRY	Average	-	Charaina I an aar		105	Malas Evrant (22)	0	1,2	
Armenian mercenary cavalry	Formed Loose	Protected	-	Charging Lancer	- -	105	Melee Expert (23)	2	1,2	
D	CAVALRY	Average	-	Chamina I an an		105	Malaa Eassant (00)	0	1.0	
Byzantine cavalry	Formed Loose	Protected	-	Charging Lancer	-	105	Melee Expert (23)	2	1,2	
C	INFANTRY	Average	-	C1 C	Shieldwall	67		0	1.0	
Spearmen	Tribal Close	Protected	-	Short Spear	Shieidwali	67	-	6	1,2	
A 1	INFANTRY	Average	Experienced			E 1	C 1 (C1 (1 4)	0	1.0	
Archers	Formed Loose	Unprotected	Bow	-	-	54	Combat Shy (-14)	4	1,2	
Currellanous	INFANTRY	Average	Experienced			00	C 1 + C1 (00)	0	1.0	
Crossbowmen	Formed Loose	Protected	Crossbow	-	-	80	Combat Shy (-22)	2	1,2	
C1.:	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	1.0	
Skirmishing horse archers	Skirmisher	Unprotected	Bow	-	-	70	Combat Shy (-4)	4	1,2	

SULTANATE OF RUM



Javelinmen	INFANTRY	Poor	Experienced		Combat Shy	20		0	2,3
Javenimien	Skirmisher	Unprotected	Javelin	-	Collidat Sily	20	-	6	
Skirmiching archers	INFANTRY	Poor	Experienced		Combat Shy	42		0	2,3
Skirmishing archers	Skirmisher	Unprotected	Bow	<u>-</u>	Collidat Sily	42	-	6	2,0
Skirmishing crossbowmen	INFANTRY	Poor	Experienced		Combat Shy	50		0	2,3
	Skirmisher	Unprotected	Crossbow	<u>-</u>	Collidat Sily	50	-	3	2,0
Naffatun	INFANTRY	Average	Experienced		Combat Shy	35		0	1.2
	Skirmisher	Unprotected	Firearm	-	Compat Sny	50	-	2	1,2

ALLIES

Danishmend allies - Early Turcoman Beyliks

Ayyubid Syrian State allies (only in 1230 CE)

Khwarazmian allies (from 1232 to 1234 CE)

NOTES

A Turcoman ally can only command Turcomans. A Turcoman ally general must be used if more than 8 Turcomans are taken.

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

ARMENIAN KINGDOM OF CILICIA



ARMY COMMANDER	1	Any Instinctive			DATES		1151 CE to 1375 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Coastal, Mou	ntains	
INTERNAL ALLIED GENERA	ALS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
NI_1_11	CAVALRY	Superior	-	Chanaina I an ann	D	166		2	1.0
Noble cavalry and followers	Formed Loose	Protected	-	Charging Lancer	Devastating Chargers	166	-	4	1,2
Correlar	CAVALRY	Average	-	Charaina I an aar		105	Malaa Eyraant (22)	0	1.0
Cavalry	Formed Loose	Protected	-	Charging Lancer	-	103	Melee Expert (23)	4	1,2
Upgrade cavalry as	CAVALRY	Average	-	Charging Innear		132	Melee Expert (29)	0	1,2
Armenian knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	132	Melee Expert (29)	2	1,2
Bedouin cavalry	CAVALRY	Average	-	Long Spear		82	Combat Shy (-18)	0	1,2
Dedouin cavally	Formed Flexible	Unprotected	-	Long Spear	-	02	Compatibility (-10)	4	1,2
Imitation Mongols (from	CAVALRY	Average	Experienced	Short Spear		100		0	1,2
1260 CE)	Formed Flexible	Unprotected	Bow	Short Spear		100		2	1,2
Mixed TuGs of 1/2 knigh	HTS AND $1/2$ SER	GEANTS							
D 1.11.1.1	CAVALRY	Average	-		D : C1	4.40	A 4 1 E (20)	0	0
Frankish knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	1	2
	CAVALRY	Average	-		D	00	A 4 1 E (00)	0	*see
Sergeants supporting knights	Formed Loose	Protected	-	-	Devastating Chargers	93	Melee Expert (23)	1	note
C	INFANTRY	Average	-	C1 C		(0)	Integral Shooters (6),	4	4.0
Spearmen	Tribal Close	Protected	-	Short Spear	-	62	Combat Shy (-22)	20	1,2
Δ 1	INFANTRY	Average	Experienced			E A	•	0	4.0
Archers	Formed Loose	Unprotected	Bow	-	-	54	Combat Shy (-14)	6	1,2

ARMENIAN KINGDOM OF CILICIA



								7	
Frankish mercenary	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	0	1,2
spearmen	Formed Close	Protected	-	Siloit Spear	Silicia Cover	//	Silicia wali (0)	4	1,2
Frankish mercenary	INFANTRY	Average	Experienced	-		80	Combat Shy (-22)	0	1,2
crossbowmen	Formed Loose	Protected	Crossbow		-	00	Collidat Sily (-22)	4	1,2
Javelinmen	INFANTRY	Average	Experienced	_		32	Combat Shy (-4)	0	1.2
	Skirmisher	Unprotected	Javelin		-	34	Combat Sily (-4)	6	1,2
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50		2	1.2
	Skirmisher	Unprotected	Bow	-	Combat Sny	30	-	8	1,2

ALLIES

Crusader allies - Outremer States (before 1188 CE)

Crusader allies - Later Crusader (from 1188 to 1263 CE)

Seljuk Turk allies - Sultanate of Rum (from 1220 to 1246 CE)

Ilkhanid Mongol allies - Ilkhanate (from 1260 CE)

Cypriot allies - Lusignan Cypriot (from 1300 CE)

NOTES

Only one ally may be taken. *Frankish knights must be supported by an equal number of sergeants.

CHANGES FROM LAST VERSION

AYYUBID EGYPTIAN



ARMY COMMANDER	1	Any Professional			DATES		1171 CE to 1250 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Coastal		
Internal Allied General	ALS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Sultan's mamluks	CAVALRY	Superior	Skilled	Short Spear		210	Melee Expert (32)	0	1,2
Sultan s mainluks	Drilled Loose	Protected	Bow	Short spear	-	210	ivielee Expert (52)	2	1,2
Asadiyya, Tawashi and other	CAVALRY	Superior	Experienced	Short Spear		175		1	1,2
provincial mamluks	Drilled Loose	Protected	Bow	Short spear	-	1/3	-	4	1,4
Additional mamluks (from	CAVALRY	Average	Experienced	Short Spear		135		1	1,2
1240 CE)	Drilled Loose	Protected	Bow	Short spear	-	130	-	4	1,2
Qaraghulams	CAVALRY	Average	-	Long Spear		115		1	1,2
Caragnulains	Formed Loose	Protected	-	Long Spear	-	113	-	4	1,2
Bedouin cavalry	CAVALRY	Average	-	Long Spear		82	Combat Shy (-18)	0	1,2
Bedouin cavany	Formed Flexible	Unprotected	-	Long Spear	-	02	Combat Sily (-10)	4	1,2
Kurdish cavalry	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	0	1,2
Rufulsii Cavaliy	Formed Loose	Protected	-	Charging Lancer	-	100	Wielee Expert (20)	2	1,2
Turcoman tribesmen	CAVALRY	Average	Experienced			94		1	1,2
dicoman dibesilien	Formed Flexible	Unprotected	Bow	-	-	74	-	6	1,2
Upgrade Turcoman	CAVALRY	Average	Skilled			129			1,2
tribesmen	Formed Flexible	Unprotected	Bow	-	-	129	-	Up to 3/4	1,2
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77		0	1,2
Spearmen	Formed Close	Protected	-	Short Spear	Siliciawan	//		6	1,2
Sudanese archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	0	1,2
Sudanese archers	Formed Loose	Unprotected	Bow	-	-	J4	Combat Sily (-14)	6	1,2
Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	1,2
C108800WIIIEII	Formed Loose	Protected	Crossbow		<u>-</u>		Compat 511y (-22)	4	1,4
Muttawwi and Ghazi	INFANTRY	Average	-		Daynetating Chargers	39		0	1,2
volunteers	Tribal Loose	Unprotected	-	_	Devastating Chargers	37	-	6	1,4

AYYUBID EGYPTIAN



Ahdath spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	2,3
Andaui speaimen	Tribal Close	Protected	-	Short Spear	Silieluwali	41	integral shooters (4)	3	2,3
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
	Skirmisher	Unprotected	Bow	<u>-</u>	Collidat 311y	50	<u>-</u>	6	1,2
Skirmishing crossbowmen Slingers Naffatun	INFANTRY	Average	Experienced	_	Combat Shy	58		0	1,2
	Skirmisher	Unprotected	Crossbow		Comoat Sily			4	1,2
	INFANTRY	Average	Experienced		Combat Shy	43		0	1,2
	Skirmisher	Unprotected	Sling	<u>-</u>	Collidat 311y	40	-	4	1,2
	INFANTRY	Average	Experienced		Combat Shy	35		0	1,2
	Skirmisher	Unprotected	Firearm	-	Collidat Sily	30	-	2	1,4

ALLIES

Ayyubid Syrian States allies

Khwarazmian allies (from 1244 to 1245 CE)

Notes

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

Removed date restrictions for Turcomans and Sudanese.

LATER CRUSADER



ARMY COMMANDER		1	Any Instinctive			DATES		1188 CE to 1291 CE		
SUB-GENERALS		1-3	Any Instinctive or up	to 2 (if Military Or	der) Professional	TERRAIN		Standard, Coastal, Mo	untains	
INTERNAL ALLIED GENERA	ALS				,	-				
	ТүрЕ									
	TRAINING AT	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	1	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
MIXED TUGS OF 1/2 KNIGI	HTS AND 1/2	SERG	EANTS							
Outremer and crusader	CAVALRY		Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	1	2
knights	Formed Loc		-/Fully Armoured	-	2111181118 2011001		1.0		2	
Sergeants and turcopoles	CAVALRY Formed Loc		Average Protected	-		Devastating Chargers	93	Melee Expert (23)	1 2	
ONLY IN 3RD CRUSADE (11	89 тө 1192)	AND	5th Crusade (121	3 тө 1221) - М ю	кер TuGs от 1/	2 KNIGHTS AND 1/2 S	ERGEA	NTS		
Crusader knights	CAVALRY		Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	2
Crusader knights	Formed Loc		-/Fully Armoured	-	Charging Lancer		207		2	<i>Δ</i>
Crusader sergeants	CAVALRY Formed Loc		Superior Protected	-	_	Devastating Chargers	131	Melee Expert (32)	0 2	
	Tollifed Loc	150	Trotected	-						
Separate sergeants	CAVALRY	7	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	0	1,2
Separate sergeants	Formed Loc	se	Protected	-	Charging Lancer	Devastating Chargers	110	Wielee Expert (20)	2	1,2
Spearmen	INFANTR'		Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	4	1,2
5 peannen	Formed Clo		Protected	-	Short Spear	Sincia Gover		Silicia wali (0)	12	1,2
Archers	INFANTR'		Average	Experienced	_	_	54	Combat Shy (-14)	2	1,2
1 Herrero	Formed Loc		Unprotected	Bow					4	1,2
Crossbowmen	INFANTR'		Average	Experienced	_	<u>-</u>	59	Combat Shy (-14)	2	1,2
	Formed Loc		Unprotected	Crossbow					8	1,2
Upgrade crossbowmen with	INFANTR'		Average	Experienced	_	-	80	Combat Shy (-22)	T. C. (4	1,2
armour	Formed Loc	se	Protected	Crossbow				• • •	Up to 3/4	

LATER CRUSADER



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with міхер TuGs	, 1/2 SPEARMEN, 1/2	2 Crossbowmn	EN (FROM 1191 (CE)				
INFANTRY	Average	Experienced	Chart Char	Shield Cover	07			2
Formed Close	Protected	Crossbow	Short Spear	Silieia Covei	97	-	All or none	
INFANTRY	Average	Experienced			80	Combat Shy (22)		
Formed Loose	Protected	Crossbow	_		00	Collidat Sily (-22)		
INFANTRY	Average	Experienced			10	Combat Shy (14)	0	1,2
Tribal Loose	Unprotected	Bow	-	-	40	Combat Sily (-14)	6	1,4
INFANTRY	Poor	Unskilled	Short Spaar		25		0	2,3
Tribal Loose	Unprotected	Javelin	- Short spear	-	20	-	8	2,3
INFANTRY	Poor	Experienced		Combat Shy	20		0	2,3
Skirmisher	Unprotected	Javelin	<u>-</u>	Compatibility	20	-	4	2,3
TWO CONTINGENT	s)							
HTS AND 1/2 SERG	EANTS							
CAVALRY	Superior	-	Chambina I an ann	Decrease in a Chausana	207	M - 1 E (40)	0	2
Formed Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	207	Meiee Expert (40)	2	4
CAVALRY	Superior	-		Dana station of Chausana	101	Malaa Eassant (20)	0	
Formed Loose	Protected	-	-	Devastating Chargers	151	Meiee Expert (52)	2	
CAVALRY	Superior	-	C1 : I	Devastating Chargers,	0.65	F (40F)	0	1.0
Drilled Loose	-/Fully Armoured	-	- Charging Lancer	Melee Expert	200	ranatic (105)	2	1,2
CAVALRY	Average	Experienced	Classic Case		107		0	1.0
Drilled Flexible	- C	Bow	Short Spear	-	10/	-	2	1,2
	0 110 1 0 10 10 10							
	INFANTRY Formed Close INFANTRY Formed Loose INFANTRY Tribal Loose INFANTRY Tribal Loose INFANTRY Skirmisher TWO CONTINGENT HTS AND 1/2 SERG CAVALRY Formed Loose CAVALRY Formed Loose CAVALRY Drilled Loose CAVALRY	INFANTRY Formed Close INFANTRY Formed Loose INFANTRY Average Formed Loose INFANTRY Average Tribal Loose INFANTRY Foor Skirmisher Unprotected TWO CONTINGENTS CAVALRY Formed Loose CAVALRY Formed Loose CAVALRY Formed Loose CAVALRY Superior Formed Loose CAVALRY Superior Formed Loose CAVALRY Superior Formed Loose Protected	INFANTRY Average Experienced Formed Close Protected Crossbow INFANTRY Average Experienced Formed Loose Protected Crossbow INFANTRY Average Experienced Tribal Loose Unprotected Bow INFANTRY Poor Unskilled Tribal Loose Unprotected Javelin INFANTRY Poor Experienced Skirmisher Unprotected Javelin TWO CONTINGENTS) HTS AND 1/2 SERGEANTS CAVALRY Superior - Formed Loose -/Fully Armoured - CAVALRY Superior - Formed Loose Protected - CAVALRY Superior - Formed Loose Protected - CAVALRY Superior - Formed Loose Protected - CAVALRY Superior - Formed Loose Protected - CAVALRY Superior - Formed Loose Protected - CAVALRY Superior - Formed Loose Protected - CAVALRY Superior - Experienced - CAVALRY Superior - Formed Loose Protected - CAVALRY Superior - Experienced - CAVALRY Superior - Formed Loose -/Fully Armoured - CAVALRY Superior - Experienced Experienced - CAVALRY Superior - Experienced Experienced - Experienced Ex	INFANTRY Formed Close INFANTRY Average Formed Loose INFANTRY Average Formed Loose INFANTRY Average Formed Loose INFANTRY Average INFANTRY Average INFANTRY Average INFANTRY Average INFANTRY Poor INFANTRY Foor INFANTRY Poor INFANTRY Poor Experienced Short Spear Short Spear Charging Lancer CAVALRY Superior Formed Loose Protected CAVALRY Formed Loose Protected CAVALRY Superior Formed Loose Formed Loose Formed Loose Protected CAVALRY Superior Formed Loose Formed	Formed Close Protected Crossbow INFANTRY Average Experienced Formed Loose Protected Crossbow INFANTRY Average Experienced Tribal Loose Unprotected Bow INFANTRY Poor Unskilled Tribal Loose Unprotected Javelin INFANTRY Poor Experienced Skirmisher Unprotected Javelin TWO CONTINGENTS) HTS AND 1/2 SERGEANTS CAVALRY Superior - Charging Lancer Formed Loose Protected - Devastating Chargers CAVALRY Superior - Charging Lancer Melee Expert CAVALRY Superior - Charging Lancer Melee Expert CAVALRY Superior - Charging Lancer Melee Expert CAVALRY Average Experienced	INFANTRY Average Formed Close Protected Crossbow INFANTRY Average Experienced Formed Loose Protected Crossbow INFANTRY Average Experienced Crossbow INFANTRY Average Experienced Crossbow INFANTRY Average Experienced Bow Short Spear Shield Cover 48 INFANTRY Average Experienced Sow Short Spear Shield Cover 48 INFANTRY Average Experienced Sow Short Spear Shield Cover 48 INFANTRY Poor Unskilled Javelin Short Spear Short Spear Spear Shield Cover 48 INFANTRY Poor Experienced Javelin Short Spear Short Spear Short Spear Spear Shield Cover 48 INFANTRY Poor Unskilled Short Spear Short Spear Spear Shield Cover 48 INFANTRY Poor Unskilled Short Spear	INFANTRY Average Fromed Close Protected Crossbow INFANTRY Average Experienced Formed Loose Protected Crossbow INFANTRY Average Experienced Crossbow INFANTRY Average Experienced Crossbow INFANTRY Average Experienced Bow INFANTRY Poor Unskilled Tribal Loose Unprotected Javelin INFANTRY Poor Experienced Skirmisher Unprotected Javelin INFANTRY Poor Experienced Skirmisher Unprotected Javelin Order Skirmisher Unprotected Infants Infants Skirmisher Unprotected Infants Infa	INFANTRY Average Experienced Crossbow Formed Close Protected Crossbow Formed Close Protected Crossbow Formed Loose Protected Formed Loose Unprotected Bow Formed Loose Unprotected Bow Formed Loose Unprotected Javelin Formal Loose Unprotected Javelin Formal Loose Unprotected Javelin Formed Loose Unprotected Javelin Formed Loose Unprotected Javelin Formed Loose Unprotected Javelin Formed Loose Form

Ayyubid Syrian States allies (from 1244 to 1245 and 1252 to 1253 CE)

LATER CRUSADER



Notes

Sub-generals can be military order (Templar or Hospitaller). They can command other troops as well as their own military order contingent. If no military order general is used, only a single TuG of military order troops can be taken. The maximums listed in the military order contingents apply to each contingent. Except for Brother knights, a TuG with knights must take half the TuG as sergeants.

If mixed TuGs of Spearmen and Crossbowmen are taken, then the minimum and maximum number of spearmen is reduced by half the number of bases in the mixed TuGs.

CHANGES FROM LAST VERSION

AYYUBID SYRIAN STATES



ARMY COMMANDER		Any Professional			DATES		1193 CE to 1285 CE		
SUB-GENERALS	0	1 Any Professional			TERRAIN		Standard, Coastal, Plai	ns	
Internal Allied Genera	ALS 0	3 Any Professional (Sy	rian) or Any Instinct	tive (1 Turcoman)					
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Мах	UG SIZE
Guard mamluks	CAVALRY	Superior	Experienced	Chart Char		175	Μ.1 Γ (22)	0	1,2
Guard Inaminuks	Drilled Loose	Protected	Bow	Short Spear	-	175	Melee Expert (32)	2	1,2
Mamluks	CAVALRY	Superior	Experienced	Chart Char		175		2	1,2
Mamiuks	Drilled Loose	Protected	Bow	Snort Spear	-	1/3	-	4	1,2
Turcoman tribesmen	CAVALRY	Average	Experienced		-	94	-	0	1,2
Turcoman tribesmen	Formed Flexibl	Unprotected	Bow	-				4	1,2
Upgrade Turcoman	CAVALRY	Average	Skilled			129			1,2
tribesmen	Formed Flexibl	Unprotected	Bow	-	-	129	-	Up to 2/3	1,2
Syrian cavalry	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (28)	0	1,2
Syrian cavally	Formed Loose	Protected	-			110	Combat 511y (-20)	4	1,4
Kurdish or Armenian cavalry	CAVALRY	Average	-	Charging Lancar		105	Malaa Expart (22)	0	1,2
Ruidisii of Affileman Cavany	Formed Loose	Protected	-	Charging Lancer	-	115 Combat Shy (-28) 4 105 Melee Expert (23) 2	1,4		
Bedouin cavalry	CAVALRY	Average	-	Long Spear		82	Combat Shy (-18)	Min MAX 0 2 2 4 0 4 Up to 2/3 0 4	1,2
Bedouin cavany	Formed Flexibl	Unprotected	-	Long Spear	-	02	Combat Sily (-10)		1,2
Syrian spearmen	INFANTRY	Average	-	Short Spaar		62	Combat Shy (-22)	MAX UG 0 2 2 4 0 4 Up to 2/3 0 4 0 2 0 4 0 4 0 2 0 4 0 4 0 4 0 4 0 4	1,2
Syrian speamien	Tribal Close	Protected	-	31101t Spear	-	02	Compat Sny (-22)	6	1,2
Upgrade Syrian spearmen as	INFANTRY	Average	-	Short Spear	Shieldwall	77		0	1,2
mercenaries	Formed Close	Protected	-	Short Spear	Siliciawan	//		4	1,2
Syrian archers	INFANTRY	Average	Experienced			48	Combat Shy (14)	0	1,2
Syrian archers	Tribal Loose	Unprotected	Bow	-	-	40	Combat Shy (-14)	4	1,2
Syrian crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	1,2
Jyliali Clossoowilleli	Formed Loose	Protected	Crossbow		<u>-</u>		Compat 511y (-22)	4	1,4
Muttawwi and Ghazi	INFANTRY	Average	-	MELEE WEAPONRY Short Spear Short Spear	Daynetating Charges	39		0	1,2
volunteers	Tribal Loose	Unprotected	-	_	Devastating Chargers	37	-	6	1,4

AYYUBID SYRIAN STATES



Ahdath spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41 Integral Shooters (4) 6 67 Integral Shooters (6) 17 - 0 40 Shoot & Charge (4) 50 - 0 10 32 Combat Shy (-4) 6 0 0 10 2	Integral Shooters (1)	0	2,3
Andaui speaimen	Tribal Close	Protected	-	31101t Spear	Siliciawali		6	2,0	
Upgrade ahdath spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Chaptons (6)	0	1,2
	Tribal Close	Protected	-	31101t Spear	Siliciawali	07	integral shooters (0)	4	1,4
Ahdath archers	INFANTRY	Poor	Unskilled		Combat Shy	17	-	0	2,3
	Tribal Loose	Unprotected	Bow	-	Collidat Sily	17		6	2,0
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	40	Shoot & Charge (4)	0	1,2
javenimien	Tribal Loose	Unprotected	Javelin			40		6	1,4
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
Skillinstillig archers	Skirmisher	Unprotected	Bow			30		10	1,2
Skirmiching invalinmen	INFANTRY	Average	Experienced			30	Combat Shy (1)	0	1,2
Skirmishing javelinmen	Skirmisher	Unprotected	Javelin	<u>-</u>	-	34	Combat Sily (-4)	6	1,2
Naffatun	INFANTRY	Average	Experienced		Combat Shy	35	-	0	1,2
inaliatuli	Skirmisher	Unprotected	Firearm	-	Comoat Sily	30		2	1,2

ALLIES

Armenian Cilician allies - Armenian Kingdom of Cilicia

Later Crusader allies

Sultanate of Rum allies (only in 1240 CE)

Khwarazmian allies (only Damascus in 1246 CE)

Notes

A Turcoman ally can only command Turcomans.

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

SEVENTH CRUSADE



Army Commander		1	Any Instinctive			DATES		1249 CE to 1250 CE		
SUB-GENERALS		0-2	Any Instinctive or up	to 1 (if Military Ord	der) Professional	TERRAIN		Standard, Coastal		
Internal Allied Gener	RALS	0-1	Any Instinctive							
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	ЖАЖ	UG SIZE
MIXED TUG COMPRISING	1/2 KNIGHTS	AND :	1/2 SERGEANTS							
Dant louinhea	CAVALR	Y	Superior	-	Chamina I an ann	Decrease in a Characa	207	Malaa Eassaut (40)	1	2
Best knights	Formed Lo	ose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	3	
Post sorgenets	CAVALR	Y	Superior	-		Davingtoting Chargers	131	Malaa Erraant (22)	1	
Best sergeants	Formed Lo	ose	Protected	-	-	Devastating Chargers	151	Melee Expert (32)	3	
Mixed TuG comprising	1/2 KNIGHTS	AND :	1/2 SERGEANTS							
TZ + 1 .	CAVALR	Y	Average	-	Charging Lancer	-	100	M. 1 T (20)	0	2
Knights	Formed Lo	ose	-/Fully Armoured	-			132	Melee Expert (29)	2	2
Corgonnia	CAVALR	Y	Average	-	-	-	80	Melee Expert (23)	0	
Sergeants	Formed Lo	ose	Protected	-			00	Wielee Expert (20)	2	
C	INFANTR	Υ	Average	-	G1 G	Shieldwall	77		0	1.0
Spearmen	Formed Cl	ose	Protected	-	Short Spear	Smeidwaii	//	-	10) 1 3 3 32) 1 3 3 29) 0 2 2 23) 0 2 2 3 0 2 2 4 0 6 22) 6 2 2 8 8 14) 0 4	1,2
Crossbowmen	INFANTR	Υ	Average	Experienced			80	Combat Shy (-22)	1 3 1 3 0 2 0 2 0 8 0 6 2 8 0 4 0	1,2
Clossoowillell	Formed Lo	ose	Protected	Crossbow	-	-	00	Comoat sny (-22)	6	1,2
Mercenary crossbowmen	INFANTR		Average	Experienced	<u>.</u>	_	85	Combat Shy (-22)	2	1,2
TVICICCIIALY CIOSSOOWIIICII	Drilled Loc	ose	Protected	Crossbow	_		00	Collidat Sily (-22)	8	1,2
Archers	INFANTR		Average	Experienced	_	_	48	Combat Shy (-14)	0	1,2
7 tichers	Tribal Loo		Unprotected	Bow			40	Collidat Jily (-14)	4	1,2
Skirmishing javelinmen	INFANTR		Average	Experienced	_	_	32	_	0	1,2
ordinating javenimien	Skirmishe		Unprotected	Javelin					•	1,2
Skirmishing archers	INFANTR		Average	Experienced	_	Combat Shy	50	-	0	1,2
	Skirmishe	er	Unprotected	Bow		Comoat sny	50		4	1,2

SEVENTH CRUSADE

MORTEN Et GLORIAN	7
ET GLORIAN	礼

								1	
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	1,2
Skimisning crossoowmen	Skirmisher	Unprotected	Crossbow	-	Compatibility	30	-	4	1,2
MILITARY ORDER CONTING	GENT								
Mixed TuGs of 1/2 knig	HTS AND $1/2$ SERG	EANTS							
Military order knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	2
	Formed Loose	-/Fully Armoured	-					2	
Military order sergeants and	CAVALRY	Superior	-		Devastating Chargers	131	Melee Expert (32)	0	
turcopoles	Formed Loose	Protected	-	-				2	
Brother knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers,	265	Fanatic (105)	0	1,2
brother knights	Drilled Loose	-/Fully Armoured	-		Melee Expert	203		2	1,2
Turcopoles	CAVALRY	Average	Experienced	Short Spear		107		0	1,2
1 dicopotes	Drilled Flexible	Unprotected	Bow	- Short spear	-		-	2	1,2

Notes

A military order commander can command other troops as well as their own military order contingent. If no military order general is used, only a single TuG of military order troops can be taken.

Spearmen and crossbowmen cannot be mixed.

CHANGES FROM LAST VERSION

MAMLUK EGYPTIAN



ARMY COMMANDER	1	Any Professional			DATES		1250 CE to 1517 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERA	ALS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATION	Ркотестіон	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Royal mamluks	CAVALRY	Superior	Skilled	Short Spear		210	Melee Expert (32)	0	1,2
Royal mannuks	Drilled Loose	Protected	Bow		-	210	Meiee Expert (52)	4	1,2
Upgrade royal mamluks	CAVALRY	Superior	Skilled	Chart Char	Chart Or Charge	224	Malaa Eyynant (25)	0	1.0
(from 1260 CE)	Drilled Close	ArmHrs/ Protected	Bow	Short Spear	Shoot & Charge	224	Melee Expert (35)	Min Max 0 4 0 2 2 8 Up to 3/4 0 4 0 2 0 4 0 2 0 2 0 2	1,2
Amirs' mamluks	CAVALRY	Average	Experienced	Short Spear	-	135	-	2	1.0
Allilis Illalliluks	Drilled Loose	Protected	Bow					8	1,2
Upgrade mamluks	CAVALRY	Average	Skilled	Short Spear	-	170			1,2
	Drilled Loose	Protected	Bow			170	-	Up to 3/4	1,2
Al Halqa (before 1316 CE)	CAVALRY	Average	Experienced	Short Spear	-	125		0	1,2
Al Haiqa (belole 1510 CE)	Formed Loose	Protected	Bow				-	4	1,2
Al Ashir cavalry (before 1316	CAVALRY	Average	-	I and Chape		115		0	1.2
CE)	Formed Loose	Protected	-	Long Spear	-	113	-	2	1,2
Al Halqa (from 1316 to 1341	CAVALRY	Poor	Experienced	Short Spear		89		0	2,3
CE)	Formed Loose	Protected	Bow	Short Spear	-	09	-	4	2,3
Al Ashir cavalry (from 1316	CAVALRY	Poor	-	I and Chape		69		0	2
to 1341 CE)	Formed Loose	Protected	-	Long Spear	-	09	-	MAX UC 0 4 0 2 2 8 Up to 3/4 0 4 0 2 0 4 0 2 0 4 0 2 0 4 0 4 0 2 0 4 0 4	- <i>L</i>
11 Inlan (from 1242 CE)	CAVALRY	Poor	Experienced	Short Spear		89		0	2
Al Halqa (from 1342 CE)	Formed Loose	Protected	Bow	Short Spear	-		-	2	- <i>L</i>
Bedouin cavalry	CAVALRY	Average	-	I and Chape		82	Complet Chry (10)	0	1,2
bedouin cavalry	Formed Flexible	Unprotected	-	Long Spear	-	82	Combat Shy (-18)	6	1,2
Turcoman mercenaries	CAVALRY	Average	Experienced			94	-	0	1,2
i uicoman mercenanes	Formed Flexible	Unprotected	Bow	-	-			4	1,4
Upgrade Turcoman	CAVALRY	Average	Skilled			129			1,2
mercenaries	Formed Flexible	Unprotected	Bow	-	-	129	-	Up to 2/3	1,4

MAMLUK EGYPTIAN



								1	
Hillmen	INFANTRY	Average	-	Short Spear		57	_	0	1,2
	Tribal Loose	Protected	-	Short Spear	- -	37	-	4	1,2
Al Ashir archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1,2
All Asim archers	Tribal Loose	Unprotected	Bow	-	-	40	Compatibily (-14)	6	1,2
Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	1,2
Clossbowillell	Formed Loose	Protected	Crossbow	-	-	00	Collidat Sily (-22)	2	1,2
Muttawwi and Ghazi	INFANTRY	Average	-		Devastating Chargers	39		0	1,2
volunteers	Tribal Loose	Unprotected	-	-	Devastating Chargers	39	-	4	1,2
Skirmishers	INFANTRY	Average	Experienced	_	Combat Shy	50	-	0	1,2
Skiiiiisiieis	Skirmisher	Unprotected	Bow			50		6	1,2
Naffatun	INFANTRY	Average	Experienced		Combat Shy	35		0	1,2
	Skirmisher	Unprotected	Firearm	-	Combat Sily	30	-	2	1,2
Replace Naffatun with Handgunners (from 1490	INFANTRY	Average	Experienced	_	_	45	Combat Shy (-5)		1,2
CE)	Skirmisher	Protected	Firearm	-	-	40	Combat Sily (-0)	All	1,2
Light guns (from 1340 CE)	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Light guils (HOIH 1940 CE)	Skirmisher	Unprotected	Light Art	-	Combat sny	100	Dallicaues (10)	1	1

ALLIES

Ayyubid Syrian States allies

CHANGES FROM LAST VERSION