

AUTHORISED ARMY LISTS FOR

**MORTEM  
ET GLORIAM**

كول مل ا لتقل كول مل ا قص ص مل ا تسيل اهن ا

IT IS NOT THE CUSTOM OF KINGS TO KILL KINGS.

# THE CRUSADES



# ARMY LISTS

## THE CRUSADES

Edited by Richard Jeffrey-Cook. Contributions from Simon Hall, Lee Sanders, Nik Gaukroger and Lance Flint. Front image by Simon Clarke.

## CONTENTS

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

- |                          |                 |                               |                 |
|--------------------------|-----------------|-------------------------------|-----------------|
| • Georgian               | 1008 to 1403 CE | • Early Outremer States       | 1100 to 1129 CE |
| • Later Fatimid Egyptian | 1074 to 1171 CE | • Post Seljuk Abbasid         | 1120 to 1259 CE |
| • Early Armenian Cilicia | 1080 to 1150 CE | • Outremer States             | 1130 to 1187 CE |
| • Syrian States          | 1092 to 1174 CE | • Sultanate of Rum            | 1140 to 1276 CE |
| • Eastern Seljuk Turk    | 1092 to 1181 CE | • Armenian Kingdom of Cilicia | 1151 to 1375 CE |
| • Later Seljuk Empire    | 1092 to 1194 CE | • Ayyubid Egyptian            | 1171 to 1250 CE |
| • Early Turcoman Beyliks | 1092 to 1277 CE | • Later Crusader              | 1188 to 1291 CE |
| • People's Crusade       | 1096 CE         | • Ayyubid Syrian States       | 1193 to 1285 CE |
| • First Crusade          | 1096 to 1099 CE | • Seventh Crusade             | 1249 to 1250 CE |
| • County of Edessa       | 1097 to 1144 CE | • Mamluk Egyptian             | 1250 to 1517 CE |

## 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:  $\frac{1}{4}$  to  $\frac{3}{4}$  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  $\frac{1}{4}$  to  $\frac{3}{4}$  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](http://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.

## 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.

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 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

Type of general	Army Commander		Sub-general		Ally 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 (before 1246 CE, 0-1 from 1246 CE)		TERRAIN		Standard, Mountains		
INTERNAL ALLIED GENERALS		0-3	Any Instinctive (from 1246 CE)		CAMP		Unfortified or Flexible; Poor or Average		
CAVALRY COMPRISING FRONT RANK AZNAURI AND REAR RANK RETAINERS									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									

# GEORGIAN



Archers	INFANTRY	Average	Experienced	-	-	65	Combat Shy (-22)	0	6,8
	Tribal Loose	Protected	Bow					16	
Skirmishers	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Javelin					18	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	12	6,9
	Skirmisher	Unprotected	Bow					24	

## CUMANS - ONLY FROM 1090

Cuman nobles	CAVALRY	Superior	Experienced	Short Spear	-	161	-	0	4,6
	Formed Loose	Protected	Bow					6	
Cuman horse archers	CAVALRY	Average	Experienced	-	-	94	-	0	4,6
	Formed Flexible	Unprotected	Bow					24	
Upgrade Cuman horse archers	CAVALRY	Average	Skilled	-	-	129	-		4,6
	Formed Flexible	Unprotected	Bow					Up to half	

## 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

None.

# LATER FATIMID EGYPTIAN



## 1074 TO 1171 CE

### 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 GENERALS					CAMP		Unfortified or Fortified; Poor or Average			
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Mamluks	CAVALRY	Superior	Experienced	Short Spear	-	175	-	0	4,6	
	Drilled Loose	Protected	Bow					8		
Armenian cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	4	4,6	
	Formed Loose	Protected	-					12		
Syrian cavalry	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	4	4,6	
	Formed Loose	Protected	-					12		
Ghulam lancers	CAVALRY	Average	-	Long Spear	-	115	-	0	4,6	
	Formed Loose	Protected	-					8		
Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	4,6	
	Formed Flexible	Unprotected	-					12		
Turcomans	CAVALRY	Average	Experienced	-	-	94	-	0	4,6	
	Formed Flexible	Unprotected	Bow					8		
Armenian archers	INFANTRY	Average	Experienced	-	-	54	-	12	6,8	
	Formed Loose	Unprotected	Bow					18		
Sudanese archers	INFANTRY	Average	Experienced	-	-	54	Pavise (8), Combat Shy (-14)	0	6,8	
	Formed Loose	Unprotected	Bow					24		
Sudanese 'abid al-shira	INFANTRY	Average	-	Short Spear	-	77	Integral Shooters (6)	6	6,8	
	Drilled Close	Protected	-					30		
Sudanese 'abid Sariraya	INFANTRY	Average	-	Long Spear	-	91	Integral Shooters (6)	0	6,8	
	Drilled Close	Protected	-					8		
Upgrade 'abid al-shira as lutat with maces	INFANTRY	Average	-	2-H Cut-Crush	-	102	Integral Shooters (6)		*see note	
	Drilled Close	Protected	-					Up to 1/4		
Muttawwi volunteers	INFANTRY	Average	-	-	Devastating Chargers	39	-	0	6,8	
	Tribal Loose	Unprotected	-					8		

# LATER FATIMID EGYPTIAN



Sudanese tribesmen	INFANTRY	Average	-	-	Devastating Chargers	60	-	0	6,8,9
	Tribal Loose	Protected	-					9	
Ahdath spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	6,8,9
	Tribal Close	Protected	-					18	
Upgrade ahdath spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	6,8,9
	Tribal Close	Protected	-					9	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	

## 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

None.

# EARLY ARMENIAN CILICIA



## 1080 TO 1150 CE

### 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 kite-shaped 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



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1080 CE to 1150 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Noble cavalry	CAVALRY		Superior	-	Charging Lancer	-	147	Melee Expert (32)	0	4,6
	Formed Loose		Protected	-					8	
Cavalry	CAVALRY		Average	-	Charging Lancer	-	105	Melee Expert (23)	6	4,6
	Formed Loose		Protected	-					18	
Spearmen	INFANTRY		Average	-	Short Spear	-	62	Integral Shooters (6), Combat Shy (-22)	16	6,8,9
	Tribal Close		Protected	-					60	
Archers	INFANTRY		Average	Experienced	-	-	54	Combat Shy (-14)	0	6,8
	Formed Loose		Unprotected	Bow					24	
Javelinmen	INFANTRY		Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher		Unprotected	Javelin					18	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	6	6,9
	Skirmisher		Unprotected	Bow					24	

## 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

None.

# SYRIAN STATES



## 1092 TO 1174 CE

### 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

# SYRIAN STATES



ARMY COMMANDER		1	Any Professional		DATES		1092 CE to 1174 CE			
SUB-GENERALS		0-2	Any Professional (Zenghids, 0-1 Others)		TERRAIN		Standard, Coastal, Plains			
INTERNAL ALLIED GENERALS		1-3	Any (Syrian) or Any Instinctive (up to 2 Turcoman)		CAMP		Unfortified or Fortified; Poor or Average			
NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
ONLY DAMASCUS OR ALEPPO										
Mamluks	CAVALRY	Superior	Experienced	Short Spear	-	175	-		4	4,6
	Drilled Loose	Protected	Bow						12	
Turcoman tribesmen	CAVALRY	Average	Experienced	-	-	94	-		0	4,6
	Formed Flexible	Unprotected	Bow						20	
ONLY ZHENGIDS										
Mamluks	CAVALRY	Superior	Experienced	Short Spear	-	175	-		8	4,6
	Drilled Loose	Protected	Bow						16	
Upgrade Mamluks as elite	CAVALRY	Superior	Experienced	Short Spear	-	175	Melee Expert (32)		0	4,6
	Drilled Loose	Protected	Bow						6	
Turcoman tribesmen	CAVALRY	Average	Experienced	-	-	94	-		0	4,6
	Formed Flexible	Unprotected	Bow						24	
-----										
Turcoman tribesmen (only minor states)	CAVALRY	Average	Experienced	-	-	94	-		0	4,6
	Formed Flexible	Unprotected	Bow						6	
Upgrade Turcoman tribesmen (any except minor states)	CAVALRY	Average	Skilled	-	-	129	-			4,6
	Formed Flexible	Unprotected	Bow						Up to 3/4	
Syrian cavalry	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)		0	4,6
	Formed Loose	Protected	-						18	
Upgrade Syrian cavalry as nobles with retainers (only minor states)	CAVALRY	Superior	-	Long Spear	-	161	-		0	4,6
	Formed Loose	Protected	-						6	

# SYRIAN STATES



Kurdish or Armenian cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4,6
	Formed Loose	Protected	-					6	
Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	4,6
	Formed Flexible	Unprotected	-					8	
Syrian spearmen	INFANTRY	Average	-	Short Spear	-	62	Combat Shy (-22)	6	6,8,9
	Tribal Close	Protected	-					18	
Upgrade Syrian spearmen as mercenaries	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	6,8
	Formed Close	Protected	-					8	
Syrian archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					8	
Syrian crossbowmen (from 1100 CE)	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					8	
Muttawwi and Ghazi volunteers	INFANTRY	Average	-	-	Devastating Chargers	39	-	0	6,8,9
	Tribal Loose	Unprotected	-					9	
Ahdath spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	6,8,9
	Tribal Close	Protected	-					18	
Upgrade ahdath spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	6,8,9
	Tribal Close	Protected	-					9	
Ahdath archers	INFANTRY	Poor	Unskilled	-	Combat Shy	17	-	0	6,8
	Tribal Loose	Unprotected	Bow					18	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	40	Shoot & Charge (4)	0	6,8,9
	Tribal Loose	Unprotected	Javelin					18	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					30	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Javelin					18	
Naffatun	INFANTRY	Average	Experienced	-	Combat Shy	30	-	0	6
	Skirmisher	Unprotected	Firearm					6	

# 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

None.

# EASTERN SELJUK TURK



## 1092 TO 1181 CE

### 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		1	Any Professional			DATES		1092 CE to 1181 CE		
SUB-GENERALS		0-3	Any Professional (0-1 from 1157 CE)			TERRAIN		Standard, Plains, Mountains		
INTERNAL ALLIED GENERALS		0-3	Any Professional (Seljuk) or Instinctive (Turcoman)			CAMP		Unfortified; Poor or Average		
Type										
NAME	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE	
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Elephants (before 1157 CE)	ELEPHANTS	Average	-	-	Shove	240	-	0	2,3	
	Tribal Loose	Protected	-					3		
Ghilman	CAVALRY	Superior	Experienced	Short Spear	-	175	-	0	4,6	
	Drilled Loose	Protected	Bow					12		
Turcoman tribesmen	CAVALRY	Average	Experienced	-	-	94	-	12	4,6	
	Formed Flexible	Unprotected	Bow					48		
Upgrade Turcoman tribesmen	CAVALRY	Average	Skilled	-	-	129	-		4,6	
	Formed Flexible	Unprotected	Bow					Up to 3/4		
Agulani (before 1157 CE)	CAVALRY	Superior	-	-	Melee Expert	176	-	0	4	
	Formed Close	ArmHrs/F Armoured	-					4		
Persian cavalry	CAVALRY	Average	Experienced	-	-	115	-	0	4,6	
	Formed Loose	Protected	Bow					12		
Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	4,6	
	Formed Flexible	Unprotected	-					12		
Dailami mercenaries (before 1157 CE)	INFANTRY	Average	-	-	Devastating Chargers	85	Melee Expert (16)	0	6,8	
	Drilled Flexible	Protected	-					18		
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16), Combat Shy (-4)	0	4,6	
	Skirmisher	Unprotected	Bow					12		
Javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	17	-	0	6,9	
	Skirmisher	Unprotected	Javelin					18		
Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	32	-	0	6,9	
	Skirmisher	Unprotected	Bow					18		
Skirmishing crossbowmen	INFANTRY	Poor	Experienced	-	Combat Shy	37	-	0	6,9	
	Skirmisher	Unprotected	Crossbow					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

None.

# LATER SELJUK EMPIRE



## 1092 TO 1194 CE

### 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		
SUB-GENERALS		0-1	Any Professional		TERRAIN		Standard, Plains		
INTERNAL ALLIED GENERALS		0-3	Any Professional (Seljuk) or Instinctive (Turcoman)		CAMP		Unfortified; Poor or Average		
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Ghilman	CAVALRY	Superior	Experienced	Short Spear	-	175	-	0	4,6
	Drilled Loose	Protected	Bow					12	
Turcoman tribesmen	CAVALRY	Average	Experienced	-	-	94	-	12	4,6
	Formed Flexible	Unprotected	Bow					48	
Upgrade Turcoman tribesmen	CAVALRY	Average	Skilled	-	-	129	-		4,6
	Formed Flexible	Unprotected	Bow					Up to 3/4	
Syrian cavalry	CAVALRY	Average	-	Long Spear	-	115	-	0	4,6
	Formed Loose	Protected	-					12	
Kurdish cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4,6
	Formed Loose	Protected	-					6	
Agulani (before 1128 CE)	CAVALRY	Superior	-	-	Melee Expert	176	-	0	4,6
	Formed Close	ArmHrs/F Armoured	-					6	
Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	4,6
	Formed Flexible	Unprotected	-					12	
Dailami mercenaries (before 1128 CE)	INFANTRY	Average	-	-	Devastating Chargers	85	Melee Expert (16)	0	6,8
	Drilled Flexible	Protected	-					8	
Ahdath spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	6,8,9
	Tribal Close	Protected	-					27	
Upgrade ahdath spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	6,8,9
	Tribal Close	Protected	-					9	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					12	
Skirmishing javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	17	-	0	6,9
	Skirmisher	Unprotected	Javelin					18	

# LATER SELJUK EMPIRE



Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	32	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
Skirmishing crossbowmen	INFANTRY	Poor	Experienced	-	Combat Shy	37	-	0	6,9
	Skirmisher	Unprotected	Crossbow					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

None.

# EARLY TURCOMAN BEYLIKS



## 1092 TO 1277 CE

### 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 GENERALS		0-2	Any Instinctive (up to 1 Turcoman)		CAMP		Unfortified; Poor or Average			
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Nobles	CAVALRY	Average	Experienced	Short Spear	-	125	-	0	4,6	
	Formed Loose	Protected	Bow					12		
Upgrade nobles as Mamluks (Seljuq or Danishmends only)	CAVALRY	Superior	Experienced	Short Spear	-	175	-	0	4,6	
	Drilled Loose	Protected	Bow					6		
Turcoman tribesmen	CAVALRY	Average	Experienced	-	-	94	-	12	4,6	
	Formed Flexible	Unprotected	Bow					48		
Upgrade Turcoman tribesmen	CAVALRY	Average	Skilled	-	-	129	-		4,6	
	Formed Flexible	Unprotected	Bow					Up to 3/4		
Arab cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	4,6	
	Formed Flexible	Unprotected	-					6		
Armenian mercenary cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4,6	
	Formed Loose	Protected	-					6		
Byzantine cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4	
	Formed Loose	Protected	-					4		
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	-	0	6,8	
	Tribal Close	Protected	-					16		
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	6,8	
	Formed Loose	Unprotected	Bow					8		
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6	
	Formed Loose	Protected	Crossbow					6		
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16), Combat Shy (-4)	0	4,6	
	Skirmisher	Unprotected	Bow					12		

# EARLY TURCOMAN BEYLIKS



Javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	17	-	0	6,9
	Skirmisher	Unprotected	Javelin					18	
Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	32	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
Skirmishing crossbowmen	INFANTRY	Poor	Experienced	-	Combat Shy	37	-	0	6,9
	Skirmisher	Unprotected	Crossbow					9	
Naffatun	INFANTRY	Average	Experienced	-	Combat Shy	30	-	0	6
	Skirmisher	Unprotected	Firearm					6	

## 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

None.

# 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



<b>ARMY COMMANDER</b>	1	Competent or Mediocre Instinctive	<b>DATES</b>	1096 CE to 1096 CE
<b>SUB-GENERALS</b>	1	Competent or Mediocre Instinctive	<b>TERRAIN</b>	Standard, Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>	1-2	Any Instinctive	<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
French knights	CAVALRY		Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	0	4,6
	Formed Loose		Protected	-					6	
Italian and German crusaders	CAVALRY		Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	0	4,6
	Formed Loose		Protected	-					6	
Pilgrims	INFANTRY		Poor	-	-	Devastating Chargers	24	-	32	8,10,12
	Tribal Loose		Unprotected	-					180	
Upgrade pilgrims	INFANTRY		Average	Unskilled	Short Spear	-	40	-	0	6,8
	Tribal Loose		Unprotected	Javelin					32	
Fanatical pilgrims	INFANTRY		Poor	-	-	Devastating Chargers, Fanatic	39	-	0	8
	Tribal Loose		Unprotected	-					32	
Javelinmen	INFANTRY		Poor	Experienced	-	Combat Shy	17	-	0	6,9
	Skirmisher		Unprotected	Javelin					24	
Slings	INFANTRY		Poor	Experienced	-	Combat Shy	27	-	0	6,9
	Skirmisher		Unprotected	Sling					12	

## 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

None.

# FIRST CRUSADE

## 1096 TO 1099 CE

### 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



ARMY COMMANDER		1	Any Instinctive		DATES		1096 CE to 1099 CE		
SUB-GENERALS		0-1	Any Instinctive (0-2 in 1098 or 1099 CE)		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-3	Any Instinctive or 1 Professional (Byzantine)		CAMP		Fortified or Mobile; Poor or Average		
TYPE									
TRAINING AND		QUALITY		SHOOTING SKILL		MELEE		MANDATORY	
FORMATION		PROTECTION		WEAPONRY		WEAPONRY		CHARACTERISTICS	
NAME						BASE		OPTIONAL	
EXCEPT IN 1098 CE						PTS		CHARACTERISTICS	
								MIN	
								MAX	
								UG SIZE	
Crusader lords and knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	4	4,6
	Formed Loose	Protected	-					24	
Sergeants	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	0	4,6
	Formed Loose	Protected	-					8	
Regrade sergeants as up to half of Crusader lords TuG	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)		
	Formed Loose	Protected	-					Any	
ONLY IN 1098 CE - DUE TO LOSS OF HORSES									
Crusader lords and knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	0	4,6
	Formed Loose	Protected	-					6	
Crusaders without horses	INFANTRY	Superior	-	Short Spear	Shield Cover	108	Shieldwall (7)	4	4,6
	Formed Close	Protected	-					18	
Poorer knights and sergeants without horses	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	0	4,6
	Formed Close	Protected	-					8	
-----									
Crusader spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	16	6,8
	Formed Close	Protected	-					32	
Spearmen brought by the Count of Flanders	INFANTRY	Average	-	Long Spear	-	86	Shield Cover (5)	0	6,8
	Formed Close	Protected	-					8	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	6,8
	Formed Loose	Unprotected	Bow					12	
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	6,8
	Formed Loose	Unprotected	Crossbow					18	

# FIRST CRUSADE



Upgrade crossbowmen with armour	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	-	-	80	Combat Shy (-22)	Up to 2/3	6,8
Pilgrims	INFANTRY Tribal Loose	Poor Unprotected	- -	-	Devastating Chargers	24	-	0 36	8,10,12
Regrade pilgrims as fanatics	INFANTRY Tribal Loose	Poor Unprotected	- -	-	Devastating Chargers, Fanatic	39	-	Up to 1/3	4
Skirmishers	INFANTRY Skirmisher	Poor Unprotected	Experienced Javelin	-	Combat Shy	17	-	0 12	6,9
<b>BYZANTINE ALLY (ONLY BEFORE 1098 CE)</b>									
Byzantine marines	INFANTRY Drilled Loose	Average Protected	- -	Short Spear	-	72	-	0 4	4
Byzantine tourkopouloi	CAVALRY Formed Flexible	Average Unprotected	Experienced Bow	Short Spear	-	100	-	0 6	4,6
Byzantine archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	-	44	Combat Shy (-4)	0 12	6,9

## 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

None.

# 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 Bourcq. 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



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1097 CE to 1144 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Plains, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Flexible; Poor or Average

	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
<b>MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS BEFORE 1130 CE</b>									

Frankish knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	2	4,6
	Formed Loose	Protected	-					3	

Sergeants	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	2	
	Formed Loose	Protected	-					3	

<b>MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS FROM 1130 CE</b>									
-----------------------------------------------------------------	--	--	--	--	--	--	--	--	--

Outremer knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	2	4,6
	Formed Loose	-/Fully Armoured	-					3	

Outremer sergeants	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23)	2	
	Formed Loose	Protected	-					3	

-----									
-------	--	--	--	--	--	--	--	--	--

Separate sergeants and Armenian cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	4	4,6
	Formed Loose	Protected	-					16	

Regrade separate sergeants as tourkopouloi	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	4,6
	Formed Flexible	Unprotected	Bow					6	

Foot sergeants	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	6	6,8
	Formed Close	Protected	-					24	

Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	6,8
	Formed Loose	Unprotected	Crossbow					12	

Spearmen	INFANTRY	Average	-	Short Spear	-	62	Integral Shooters (6), Combat Shy (-22)	0	6,8,9
	Tribal Close	Protected	-					36	

Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	6,8
	Formed Loose	Unprotected	Bow					24	

# COUNTY OF EDESSA



Javelinmen	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Javelin					18	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	

## 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

None.

# EARLY OUTREMER STATES



## 1100 TO 1129 CE

### 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, Mountains				
INTERNAL ALLIED GENERALS		0-1	Any Instinctive (Sigurd's crusade from 1107 to 1110 CE)		CAMP		Unfortified or Flexible; Poor or Average				
-----											
MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS											
NAME		TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE
Feudal and crusader knights											
		CAVALRY		Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	2	4,6
		Formed Loose		Protected	-					8	
Sergeants and turcoples											
		CAVALRY		Superior	-	-	Devastating Chargers	131	Melee Expert (32)	2	
		Formed Loose		Protected	-					8	
-----											
Separate sergeants											
		CAVALRY		Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	0	4,6
		Formed Loose		Protected	-					6	
Regrade separate sergeants as tourkopouloi											
		CAVALRY		Average	Experienced	Short Spear	-	100	-		4,6
		Formed Flexible		Unprotected	Bow					All or none	
Spearmen											
		INFANTRY		Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	16	6,8
		Formed Close		Protected	-					32	
Archers											
		INFANTRY		Average	Experienced	-	-	54	Combat Shy (-14)	0	6,8
		Formed Loose		Unprotected	Bow					12	
Crossbowmen											
		INFANTRY		Average	Experienced	-	-	59	Combat Shy (-14)	6	6,8
		Formed Loose		Unprotected	Crossbow					24	
Upgrade crossbowmen with armour											
		INFANTRY		Average	Experienced	-	-	80	Combat Shy (-22)		6,8
		Formed Loose		Protected	Crossbow					Up to 3/4	
Maronite or Syrian archers											
		INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
		Tribal Loose		Unprotected	Bow					12	

# EARLY OUTREMER STATES



## ONLY FROM 1107 TO 1110 CE - NORWEGIAN ALLY COMMAND

Norwegian lendermen and bondi	INFANTRY	Average	-	Short Spear	Integral Shooters	73	-	12	6
	Formed Loose	Protected	-					12	
-----									
Pilgrims	INFANTRY	Poor	-	-	Devastating Chargers	24	-	0	8,10,12
	Tribal Loose	Unprotected	-					24	
Regrade pilgrims as fanatics	INFANTRY	Poor	-	-	Devastating Chargers, Fanatic	39	-		4
	Tribal Loose	Unprotected	-					Up to 1/3	
Skirmishers	INFANTRY	Poor	Experienced	-	Combat Shy	17	-	0	6,9
	Skirmisher	Unprotected	Javelin					12	

## 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

None.

# POST SELJUK ABBASID



## 1120 TO 1259 CE

### 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



<b>ARMY COMMANDER</b>		1	Any	<b>DATES</b>		1120 CE to 1259 CE			
<b>SUB-GENERALS</b>		0-1	Any	<b>TERRAIN</b>		Standard, Plains			
<b>INTERNAL ALLIED GENERALS</b>		0-3	Any Instinctive (Up to 1 Turcoman, 1 Bedouin)	<b>CAMP</b>		Unfortified or Fortified; Poor or Average			
NAME	TYPE		SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION							
Baghdad cavalry	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	6	4,6
	Formed Loose	Protected	-					18	
Upgrade Baghdad cavalry	CAVALRY	Superior	-	Long Spear	-	161	-	0	4,6
	Formed Loose	Protected	-					6	
Mamluks	CAVALRY	Superior	Experienced	Short Spear	-	175	-	0	4,6
	Drilled Loose	Protected	Bow					6	
Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	4,6
	Formed Flexible	Unprotected	-					12	
Kurdish cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4,6
	Formed Loose	Protected	-					12	
Turcomans	CAVALRY	Average	Experienced	-	-	94	-	0	4,6
	Formed Flexible	Unprotected	Bow					18	
Baghdad infantry	INFANTRY	Poor	-	Short Spear	-	38	Shieldwall (3)	24	6,8,9
	Tribal Close	Protected	-					64	
Upgrade infantry	INFANTRY	Average	-	Short Spear	Shieldwall	67	-	0	6,8,9
	Tribal Close	Protected	-					32	
Further upgrade infantry	INFANTRY	Average	-	Short Spear	Shieldwall	77	-		6,8,9
	Formed Close	Protected	-					Up to half	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					12	
Ghazi and other volunteers	INFANTRY	Average	-	-	Devastating Chargers	39	-	0	6,8,9
	Tribal Loose	Unprotected	-					18	
Ayyarun	INFANTRY	Poor	-	-	-	20	Combat Shy (-9)	0	8,9,10
	Tribal Loose	Unprotected	-					10	

# POST SELJUK ABBASID



## BEDOUIN CONTINGENT

Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	8	4,6
	Formed Flexible	Unprotected	-					18	
Armoured cavalry	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	0	4,6
	Formed Loose	Protected	-					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Javelin					12	

## 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

None.

# OUTREMER STATES



## 1130 TO 1187 CE

### 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 Melisende'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

# OUTREMER STATES



ARMY COMMANDER		1	Any Instinctive		DATES		1130 CE to 1187 CE		
SUB-GENERALS		0-3	Any Instinctive or (if Military Order) Professional		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Flexible; Poor or Average		
-----									
	TYPE								
	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 KNIGHTS AND 1/2 SERGEANTS									
Feudal and crusader knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	2	4,6
	Formed Loose	-/Fully Armoured	-					8	
Upgrade knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					2	
Sergeants and turcoples	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23)	2	
	Formed Loose	Protected	-					8	
-----									
Separate sergeants	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	0	4
	Formed Loose	Protected	-					4	
Spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	16	6,8
	Formed Close	Protected	-					32	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	6,8
	Formed Loose	Unprotected	Bow					12	
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	6	6,8
	Formed Loose	Unprotected	Crossbow					24	
Upgrade crossbowmen with armour	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)		6,8
	Formed Loose	Protected	Crossbow					Up to 3/4	
Maronite or Syrian archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					16	

# OUTREMER STATES



Arriere-ban	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	8,9,10
	Tribal Loose	Unprotected	Javelin					24	
Skirmishers	INFANTRY	Poor	Experienced	-	Combat Shy	17	-	0	6,9
	Skirmisher	Unprotected	Javelin					12	

## MILITARY ORDERS

### MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS

Military order knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4,6
	Formed Loose	-/Fully Armoured	-					4	
Military order sergeants and turcoples	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	0	
	Formed Loose	Protected	-					4	

-----

Brother knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Melee Expert	265	Fanatic (105)	0	4
	Drilled Loose	-/Fully Armoured	-					4	
Turcoples	CAVALRY	Average	Experienced	Short Spear	-	107	-	0	4,6
	Drilled Flexible	Unprotected	Bow					6	

## 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

None.

# SULTANATE OF RUM



## 1140 TO 1276 CE

### 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



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 GENERALS		0-2	Any Instinctive (Turcoman)		CAMP		Unfortified; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Nobles	CAVALRY	Average	Experienced	Short Spear	-	125	-	0	4,6
	Formed Loose	Protected	Bow					12	
Upgrade Nobles as Mamluks	CAVALRY	Superior	Experienced	Short Spear	-	175	-		4,6
	Drilled Loose	Protected	Bow					Any	
Turcoman tribesmen	CAVALRY	Average	Experienced	-	-	94	-	12	4,6
	Formed Flexible	Unprotected	Bow					48	
Upgrade Turcoman tribesmen	CAVALRY	Average	Skilled	-	-	129	-		4,6
	Formed Flexible	Unprotected	Bow					Up to 3/4	
Arab cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	4,6
	Formed Flexible	Unprotected	-					6	
Frankish mercenaries	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	0	4,6
	Formed Loose	-/Fully Armoured	-					6	
Armenian mercenary cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4,6
	Formed Loose	Protected	-					6	
Byzantine cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4
	Formed Loose	Protected	-					4	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	-	0	6,8
	Tribal Close	Protected	-					16	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	6,8
	Formed Loose	Unprotected	Bow					8	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6
	Formed Loose	Protected	Crossbow					6	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					12	

# SULTANATE OF RUM



Javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	17	-	0	6,9
	Skirmisher	Unprotected	Javelin					18	
Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	32	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
Skirmishing crossbowmen	INFANTRY	Poor	Experienced	-	Combat Shy	37	-	0	6,9
	Skirmisher	Unprotected	Crossbow					9	
Naffatun	INFANTRY	Average	Experienced	-	Combat Shy	30	-	0	6
	Skirmisher	Unprotected	Firearm					6	

## 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

None.

# 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



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1151 CE to 1375 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Flexible; Poor or Average

NAME	TYPE	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG Siz
	TRAINING AND								
Noble cavalry and followers	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	-	6	4,6
	Formed Loose	Protected	-					12	
Cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4,6
	Formed Loose	Protected	-					12	
Upgrade cavalry as Armenian knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	4,6
	Formed Loose	-/Fully Armoured	-					6	
Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	4,6
	Formed Flexible	Unprotected	-					12	
Imitation Mongols (from 1260 CE)	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	4,6
	Formed Flexible	Unprotected	Bow					6	
MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS									
Frankish knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	0	4,6
	Formed Loose	-/Fully Armoured	-					3	
Sergeants supporting knights	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23)	0	*see note
	Formed Loose	Protected	-					3	
-----									
Spearmen	INFANTRY	Average	-	Short Spear	-	62	Integral Shooters (6), Combat Shy (-22)	16	6,8,9
	Tribal Close	Protected	-					60	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	6,8
	Formed Loose	Unprotected	Bow					16	

# ARMENIAN KINGDOM OF CILICIA



Frankish mercenary spearmen	INFANTRY Formed Close	Average Protected	- -	Short Spear	Shield Cover	77	Shieldwall (5)	0 8	6,8
Frankish mercenary crossbowmen	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	-	-	80	Combat Shy (-22)	0 8	6,8
Javelinmen	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	-	-	29	Combat Shy (-4)	0 18	6,9
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	40	-	6 24	6,9

## 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

None.

# AYYUBID EGYPTIAN



## 1171 TO 1250 CE

### 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

**MORTEM  
ET GLORIAM**

Version 2022.01: 1<sup>st</sup> Janaury 2022

**MORTEM  
ET GLORIAM**

## ALLIES

Khwarazmian allies (from 1244 to 1245 CE)

Only one external ally may be taken.  
This army may use Feigned Flight.

None.

# LATER CRUSADER



## 1188 TO 1291 CE

### 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

# LATER CRUSADER



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1188 CE to 1291 CE
<b>SUB-GENERALS</b>	1-3	Any Instinctive or up to 2 (if Military Order) Professional	<b>TERRAIN</b>	Standard, Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Flexible; Poor or Average

	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE

## MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS

Outremer and crusader knights	CAVALRY Formed Loose	Average -/Fully Armoured	- -	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	2 6	4,6
Sergeants and turcoples	CAVALRY Formed Loose	Average Protected	- -	-	Devastating Chargers	93	Melee Expert (23)	2 6	

## ONLY IN 3RD CRUSADE (1189 TO 1192) AND 5TH CRUSADE (1213 TO 1221) - MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS

Crusader knights	CAVALRY Formed Loose	Superior -/Fully Armoured	- -	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0 4	4,6
Crusader sergeants	CAVALRY Formed Loose	Superior Protected	- -	-	Devastating Chargers	131	Melee Expert (32)	0 4	

## -----

Separate sergeants	CAVALRY Formed Loose	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 32	6,8
Archers	INFANTRY Formed Loose	Average Unprotected	Experienced Bow	-	-	54	Combat Shy (-14)	6 12	6,8
Crossbowmen	INFANTRY Formed Loose	Average Unprotected	Experienced Crossbow	-	-	59	Combat Shy (-14)	6 24	6,8
Upgrade crossbowmen with armour	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	-	-	80	Combat Shy (-22)	Up to 3/4	6,8

# LATER CRUSADER



## REPLACE CROSSBOWMEN WITH MIXED TUGS, 1/2 SPEARMEN, 1/2 CROSSBOWMEN (FROM 1191 CE)

Spearmen with crossbowmen	INFANTRY Formed Close	Average Protected	Experienced Crossbow	Short Spear	Shield Cover	97	-		6,8
Rear rank crossbowmen	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	-	-	80	Combat Shy (-22)		

-----

Maronite or Syrian archers	INFANTRY Tribal Loose	Average Unprotected	Experienced Bow	-	-	48	Combat Shy (-14)	0 16	6,8
Arriere-ban or Egyptian infantry	INFANTRY Tribal Loose	Poor Unprotected	Unskilled Javelin	Short Spear	-	25	-	0 24	8,9,10
Skirmishers	INFANTRY Skirmisher	Poor Unprotected	Experienced Javelin	-	Combat Shy	17	-	0 12	6,9

## MILITARY ORDERS (UP TO TWO CONTINGENTS)

### MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS

Military order knights	CAVALRY Formed Loose	Superior -/Fully Armoured	- -	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0 4	4,6
Military order sergeants and turcoples	CAVALRY Formed Loose	Superior Protected	- -	-	Devastating Chargers	131	Melee Expert (32)	0 4	

-----

Brother knights	CAVALRY Drilled Loose	Superior -/Fully Armoured	- -	Charging Lancer	Devastating Chargers, Melee Expert	265	Fanatic (105)	0 4	4
Turcoples	CAVALRY Drilled Flexible	Average Unprotected	Experienced Bow	Short Spear	-	107	-	0 6	4,6

## ALLIES

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 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

**MORTEM  
ET GLORIAM**

Version 2022.01: 1<sup>st</sup> January 2022

**MORTEM  
ET GLORIAM**

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)

A Turcoman ally can only command Turcomans.  
Only one external ally may be taken.  
This army may use Feigned Flight.

None.

# 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



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1249 CE to 1250 CE
<b>SUB-GENERALS</b>	0-2	Any Instinctive or up to 1 (if Military Order) Professional	<b>TERRAIN</b>	Standard, Coastal
<b>INTERNAL ALLIED GENERALS</b>	0-1	Any Instinctive	<b>CAMP</b>	Unfortified or Fortified; Poor or Average

	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
<b>MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS</b>									

Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	4	4,6
	Formed Loose	-/Fully Armoured	-					9	

Best sergeants	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	4	
	Formed Loose	Protected	-					9	

<b>MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS</b>									
-----------------------------------------------------------	--	--	--	--	--	--	--	--	--

Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	4,6
	Formed Loose	-/Fully Armoured	-					4	

Sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	0	
	Formed Loose	Protected	-					4	

-----									
-------	--	--	--	--	--	--	--	--	--

Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	6,8
	Formed Close	Protected	-					24	

Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					16	

Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	8	6,8
	Drilled Loose	Protected	Crossbow					24	

Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4,6
	Tribal Loose	Unprotected	Bow					8	

Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	29	-	0	6,9
	Skirmisher	Unprotected	Javelin					9	

Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	

# SEVENTH CRUSADE



Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					9	

## MILITARY ORDER CONTINGENT

### MIXED TUQS OF 1/2 KNIGHTS AND 1/2 SERGEANTS

Military order knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4,6
	Formed Loose	-/Fully Armoured	-					4	
Military order sergeants and turcoples	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	0	
	Formed Loose	Protected	-					4	

-----

Brother knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Melee Expert	265	Fanatic (105)	0	4
	Drilled Loose	-/Fully Armoured	-					4	
Turcoples	CAVALRY	Average	Experienced	Short Spear	-	107	-	0	4,6
	Drilled Flexible	Unprotected	Bow					6	

## 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.

Spearman and crossbowmen cannot be mixed.

## CHANGES FROM LAST VERSION

None.

# MAMLUK EGYPTIAN



## 1250 TO 1517 CE

### 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



ARMY COMMANDER		1	Any Professional		DATES		1250 CE to 1517 CE			
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal			
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Mobile; Poor or Average			
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Royal mamluks	CAVALRY	Superior	Skilled	Short Spear	-	210	Melee Expert (32)	0	4,6	
	Drilled Loose	Protected	Bow					12		
Upgrade royal mamluks (from 1260 CE)	CAVALRY	Superior	Skilled	Short Spear	Shoot & Charge	224	Melee Expert (35)	0	4,6	
	Drilled Close	ArmHrs/ Protected	Bow					6		
Amirs' mamluks	CAVALRY	Average	Experienced	Short Spear	-	135	-	8	4,6	
	Drilled Loose	Protected	Bow					24		
Upgrade mamluks	CAVALRY	Average	Skilled	Short Spear	-	170	-		4,6	
	Drilled Loose	Protected	Bow					Up to 3/4		
Al Halqa (before 1316 CE)	CAVALRY	Average	Experienced	Short Spear	-	125	-	0	4,6	
	Formed Loose	Protected	Bow					12		
Al Ashir cavalry (before 1316 CE)	CAVALRY	Average	-	Long Spear	-	115	-	0	4,6	
	Formed Loose	Protected	-					6		
Al Halqa (from 1316 to 1341 CE)	CAVALRY	Poor	Experienced	Short Spear	-	89	-	0	4,6	
	Formed Loose	Protected	Bow					12		
Al Ashir cavalry (from 1316 to 1341 CE)	CAVALRY	Poor	-	Long Spear	-	69	-	0	4,6	
	Formed Loose	Protected	-					6		
Al Halqa (from 1342 CE)	CAVALRY	Poor	Experienced	Short Spear	-	89	-	0	4,6	
	Formed Loose	Protected	Bow					6		
Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	4,6	
	Formed Flexible	Unprotected	-					18		
Turcoman mercenaries	CAVALRY	Average	Experienced	-	-	94	-	0	4,6	
	Formed Flexible	Unprotected	Bow					12		
Upgrade Turcoman mercenaries	CAVALRY	Average	Skilled	-	-	129	-		4,6	
	Formed Flexible	Unprotected	Bow					Up to 2/3		

# MAMLUK EGYPTIAN



Hillmen	INFANTRY	Average	-	Short Spear	-	57	-	0	6,8,9
	Tribal Loose	Protected	-					9	
Al Ashir archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					18	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6
	Formed Loose	Protected	Crossbow					6	
Muttawwi and Ghazi volunteers	INFANTRY	Average	-	-	Devastating Chargers	39	-	0	6,8,9
	Tribal Loose	Unprotected	-					9	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
Naffatun	INFANTRY	Average	Experienced	-	Combat Shy	30	-	0	6
	Skirmisher	Unprotected	Firearm					6	
Replace Naffatun with Handgunners (from 1490 CE)	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)		6
	Skirmisher	Protected	Firearm					All	
Light guns (from 1340 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	

## ALLIES

Ayyubid Syrian States allies

## CHANGES FROM LAST VERSION

None.



# MAGNA ARMY LISTS

## CALCULATING POINTS

Army points are calculated as follows:

### GENERALS - MAGNA

Type of general	Army Commander		Sub-general		Ally 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



ARMY COMMANDER		1	Any Instinctive		DATES		1008 CE to 1403 CE		
SUB-GENERALS		0-3	Any Instinctive (before 1246 CE, 0-1 from 1246 CE)		TERRAIN		Standard, Mountains		
INTERNAL ALLIED GENERALS		0-3	Any Instinctive (from 1246 CE)		CAMP		Unfortified or Flexible; Poor or Average		
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
CAVALRY COMPRISING FRONT RANK AZNAURI AND REAR RANK RETAINERS									
1/2 Aznauri	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	2	4
	Formed Loose	Protected	-					6	
1/2 Retainers	CAVALRY	Average	Experienced	-	Shoot & Charge	94	Melee Expert (15)	=	
	Formed Loose	Unprotected	Bow					=	
REPLACE CAVALRY FROM 1122 CE									
Aznauri	CAVALRY	Superior	Experienced	Short Spear	-	161	-		4
	Formed Loose	Protected	Bow					Any	
Retainers	CAVALRY	Average	Experienced	-	-	87	-	=	
	Formed Loose	Unprotected	Bow					=	
-----									
Frankish mercenaries (from 1121 to 1129 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	0	4
	Formed Loose	Protected	-					4	
Frankish mercenaries (from 1130 to 1144 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Horse archers	CAVALRY	Average	Experienced	-	-	94	-	0	4
	Formed Flexible	Unprotected	Bow					4	
Turcoman mercenaries (from 1122 CE)	CAVALRY	Average	Experienced	-	-	94	-	0	4
	Formed Flexible	Unprotected	Bow					4	
Turcoman skilled mercenaries (from 1122 CE)	CAVALRY	Average	Skilled	-	-	129	-	0	4
	Formed Flexible	Unprotected	Bow					4	
Spearmen	INFANTRY	Average	-	Short Spear	-	62	Integral Shooters (6), Combat Shy (-22)	10	4,6
	Tribal Close	Protected	-					22	

# 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	4
	Formed Flexible	Unprotected	Bow					16	
Upgrade Cuman horse archers	CAVALRY	Average	Skilled	-	-	129	-		4
	Formed Flexible	Unprotected	Bow					Up to half	

## 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

None.

# LATER FATIMID EGYPTIAN



<b>ARMY COMMANDER</b>		1	Any Professional	<b>DATES</b>		1074 CE to 1171 CE			
<b>SUB-GENERALS</b>		0-3	Any Professional	<b>TERRAIN</b>		Standard, Coastal			
<b>INTERNAL ALLIED GENERALS</b>				<b>CAMP</b>		Unfortified or Fortified; Poor or Average			
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Mamluks	CAVALRY	Superior	Experienced	Short Spear	-	175	-	0	4
	Drilled Loose	Protected	Bow					4	
Armenian cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	4	4
	Formed Loose	Protected	-					8	
Syrian cavalry	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	4	4
	Formed Loose	Protected	-					8	
Ghulam lancers	CAVALRY	Average	-	Long Spear	-	115	-	0	4
	Formed Loose	Protected	-					4	
Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	4
	Formed Flexible	Unprotected	-					8	
Turcomans	CAVALRY	Average	Experienced	-	-	94	-	0	4
	Formed Flexible	Unprotected	Bow					4	
Armenian archers	INFANTRY	Average	Experienced	-	-	54	-	8	4
	Formed Loose	Unprotected	Bow					12	
Sudanese archers	INFANTRY	Average	Experienced	-	-	54	Pavise (8), Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Bow					16	
Sudanese 'abid al-shira	INFANTRY	Average	-	Short Spear	-	77	Integral Shooters (6)	4	4
	Drilled Close	Protected	-					20	
Sudanese 'abid Sariraya	INFANTRY	Average	-	Long Spear	-	91	Integral Shooters (6)	0	4
	Drilled Close	Protected	-					4	
Upgrade 'abid al-shira as lutat with maces	INFANTRY	Average	-	2-H Cut-Crush	-	102	Integral Shooters (6)		*see note
	Drilled Close	Protected	-					Up to 1/4	
Muttawwi volunteers	INFANTRY	Average	-	-	Devastating Chargers	39	-	0	4
	Tribal Loose	Unprotected	-					4	

# LATER FATIMID EGYPTIAN



Sudanese tribesmen	INFANTRY	Average	-	-	Devastating Chargers	60	-	0	4,6
	Tribal Loose	Protected	-					6	
Ahdath spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	4,6
	Tribal Close	Protected	-					12	
Upgrade ahdath spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	4,6
	Tribal Close	Protected	-					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

## 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



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1080 CE to 1150 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Noble cavalry	CAVALRY		Superior	-	Charging Lancer	-	147	Melee Expert (32)	0	4
	Formed Loose		Protected	-					4	
Cavalry	CAVALRY		Average	-	Charging Lancer	-	105	Melee Expert (23)	4	4
	Formed Loose		Protected	-					12	
Spearmen	INFANTRY		Average	-	Short Spear	-	62	Integral Shooters (6), Combat Shy (-22)	10	4,6
	Tribal Close		Protected	-					40	
Archers	INFANTRY		Average	Experienced	-	-	54	Combat Shy (-14)	0	4
	Formed Loose		Unprotected	Bow					16	
Javelinmen	INFANTRY		Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher		Unprotected	Javelin					12	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	4	4,6
	Skirmisher		Unprotected	Bow					16	

## 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

None.

# SYRIAN STATES



ARMY COMMANDER		1	Any Professional		DATES		1092 CE to 1174 CE			
SUB-GENERALS		0-2	Any Professional (Zenghids, 0-1 Others)		TERRAIN		Standard, Coastal, Plains			
INTERNAL ALLIED GENERALS		1-3	Any (Syrian) or Any Instinctive (up to 2 Turcoman)		CAMP		Unfortified or Fortified; Poor or Average			
NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
ONLY DAMASCUS OR ALEPPO										
Mamluks	CAVALRY	Superior	Experienced	Short Spear	-	175	-	4	4	
	Drilled Loose	Protected	Bow					8		
Turcoman tribesmen	CAVALRY	Average	Experienced	-	-	94	-	0	4	
	Formed Flexible	Unprotected	Bow					12		
ONLY ZHENGIDS										
Mamluks	CAVALRY	Superior	Experienced	Short Spear	-	175	-	4	4	
	Drilled Loose	Protected	Bow					12		
Upgrade Mamluks as elite	CAVALRY	Superior	Experienced	Short Spear	-	175	Melee Expert (32)	0	4	
	Drilled Loose	Protected	Bow					4		
Turcoman tribesmen	CAVALRY	Average	Experienced	-	-	94	-	0	4	
	Formed Flexible	Unprotected	Bow					16		
-----										
Turcoman tribesmen (only minor states)	CAVALRY	Average	Experienced	-	-	94	-	0	4	
	Formed Flexible	Unprotected	Bow					4		
Upgrade Turcoman tribesmen (any except minor states)	CAVALRY	Average	Skilled	-	-	129	-		4	
	Formed Flexible	Unprotected	Bow					Up to 3/4		
Syrian cavalry	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	0	4	
	Formed Loose	Protected	-					12		
Upgrade Syrian cavalry as nobles with retainers (only minor states)	CAVALRY	Superior	-	Long Spear	-	161	-	0	4	
	Formed Loose	Protected	-					4		

# SYRIAN STATES



Kurdish or Armenian cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4
	Formed Loose	Protected	-					4	
Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	4
	Formed Flexible	Unprotected	-					4	
Syrian spearmen	INFANTRY	Average	-	Short Spear	-	62	Combat Shy (-22)	4	4,6
	Tribal Close	Protected	-					12	
Upgrade Syrian spearmen as mercenaries	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	4
	Formed Close	Protected	-					4	
Syrian archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					4	
Syrian crossbowmen (from 1100 CE)	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					4	
Muttawwi and Ghazi volunteers	INFANTRY	Average	-	-	Devastating Chargers	39	-	0	4,6
	Tribal Loose	Unprotected	-					6	
Ahdath spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	4,6
	Tribal Close	Protected	-					12	
Upgrade ahdath spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	4,6
	Tribal Close	Protected	-					6	
Ahdath archers	INFANTRY	Poor	Unskilled	-	Combat Shy	17	-	0	4
	Tribal Loose	Unprotected	Bow					12	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	40	Shoot & Charge (4)	0	4,6
	Tribal Loose	Unprotected	Javelin					12	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					20	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					12	
Naffatun	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	4
	Skirmisher	Unprotected	Firearm					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

None.

# EASTERN SELJUK TURK



<b>ARMY COMMANDER</b>		1	Any Professional		<b>DATES</b>		1092 CE to 1181 CE		
<b>SUB-GENERALS</b>		0-3	Any Professional (0-1 from 1157 CE)		<b>TERRAIN</b>		Standard, Plains, Mountains		
<b>INTERNAL ALLIED GENERALS</b>		0-3	Any Professional (Seljuk) or Instinctive (Turcoman)		<b>CAMP</b>		Unfortified; Poor or Average		
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Elephants (before 1157 CE)	ELEPHANTS	Average	-	-	Shove	240	-	0	2
	Tribal Loose	Protected	-	-	-	-	-	2	-
Ghilman	CAVALRY	Superior	Experienced	Short Spear	-	175	-	0	4
	Drilled Loose	Protected	Bow	-	-	-	-	8	-
Turcoman tribesmen	CAVALRY	Average	Experienced	-	-	94	-	8	4
	Formed Flexible	Unprotected	Bow	-	-	-	-	32	-
Upgrade Turcoman tribesmen	CAVALRY	Average	Skilled	-	-	129	-	-	4
	Formed Flexible	Unprotected	Bow	-	-	-	-	Up to 3/4	-
Agulani (before 1157 CE)	CAVALRY	Superior	-	-	Melee Expert	176	-	0	4
	Formed Close	ArmHrs/F Armoured	-	-	-	-	-	4	-
Persian cavalry	CAVALRY	Average	Experienced	-	-	115	-	0	4
	Formed Loose	Protected	Bow	-	-	-	-	8	-
Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	4
	Formed Flexible	Unprotected	-	-	-	-	-	8	-
Dailami mercenaries (before 1157 CE)	INFANTRY	Average	-	-	Devastating Chargers	85	Melee Expert (16)	0	4
	Drilled Flexible	Protected	-	-	-	-	-	12	-
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow	-	-	-	-	8	-
Javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	4,6
	Skirmisher	Unprotected	Javelin	-	-	-	-	12	-
Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	42	-	0	4,6
	Skirmisher	Unprotected	Bow	-	-	-	-	12	-
Skirmishing crossbowmen	INFANTRY	Poor	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Crossbow	-	-	-	-	6	-

# 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

None.

# 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 GENERALS		0-3	Any Professional (Seljuk) or Instinctive (Turcoman)		CAMP		Unfortified; Poor or Average		
TYPE									
	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
	Drilled Loose	Protected	Bow					8	
Turcoman tribesmen	CAVALRY	Average	Experienced	-	-	94	-	8	4
	Formed Flexible	Unprotected	Bow					32	
Upgrade Turcoman tribesmen	CAVALRY	Average	Skilled	-	-	129	-		4
	Formed Flexible	Unprotected	Bow					Up to 3/4	
Syrian cavalry	CAVALRY	Average	-	Long Spear	-	115	-	0	4
	Formed Loose	Protected	-					8	
Kurdish cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4
	Formed Loose	Protected	-					4	
Agulani (before 1128 CE)	CAVALRY	Superior	-	-	Melee Expert	176	-	0	4
	Formed Close	ArmHrs/F Armoured	-					4	
Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	4
	Formed Flexible	Unprotected	-					8	
Dailami mercenaries (before 1128 CE)	INFANTRY	Average	-	-	Devastating Chargers	85	Melee Expert (16)	0	4
	Drilled Flexible	Protected	-					4	
Ahdath spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	4,6
	Tribal Close	Protected	-					18	
Upgrade ahdath spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	4,6
	Tribal Close	Protected	-					6	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	
Skirmishing javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	4,6
	Skirmisher	Unprotected	Javelin					12	

# LATER SELJUK EMPIRE



Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	42	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
Skirmishing crossbowmen	INFANTRY	Poor	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Crossbow					6	

## 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

None.

# EARLY TURCOMAN BEYLIKS



<b>ARMY COMMANDER</b>		1	Any Instinctive	<b>DATES</b>		1092 CE to 1277 CE			
<b>SUB-GENERALS</b>		0-2	Any Instinctive	<b>TERRAIN</b>		Standard, Plains			
<b>INTERNAL ALLIED GENERALS</b>		0-2	Any Instinctive (up to 1 Turcoman)	<b>CAMP</b>		Unfortified; Poor or Average			
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Nobles	CAVALRY	Average	Experienced	Short Spear	-	125	-	0	4
	Formed Loose	Protected	Bow					8	
Upgrade nobles as Mamluks (Seljuq or Danishmends only)	CAVALRY	Superior	Experienced	Short Spear	-	175	-	0	4
	Drilled Loose	Protected	Bow					4	
Turcoman tribesmen	CAVALRY	Average	Experienced	-	-	94	-	8	4
	Formed Flexible	Unprotected	Bow					32	
Upgrade Turcoman tribesmen	CAVALRY	Average	Skilled	-	-	129	-		4
	Formed Flexible	Unprotected	Bow					Up to 3/4	
Arab cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	4
	Formed Flexible	Unprotected	-					4	
Armenian mercenary cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4
	Formed Loose	Protected	-					4	
Byzantine cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4
	Formed Loose	Protected	-					4	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	-	0	4
	Tribal Close	Protected	-					12	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Bow					4	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					4	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	

# EARLY TURCOMAN BEYLIKS



Javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	4,6
	Skirmisher	Unprotected	Javelin					12	
Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	42	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
Skirmishing crossbowmen	INFANTRY	Poor	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Crossbow					6	
Naffatun	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	4
	Skirmisher	Unprotected	Firearm					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

None.

# PEOPLES CRUSADE



<b>ARMY COMMANDER</b>	1	Competent or Mediocre Instinctive	<b>DATES</b>	1096 CE to 1096 CE
<b>SUB-GENERALS</b>	1	Competent or Mediocre Instinctive	<b>TERRAIN</b>	Standard, Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>	1-2	Any Instinctive	<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
French knights	CAVALRY		Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	0	4
	Formed Loose		Protected	-					4	
Italian and German crusaders	CAVALRY		Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	0	4
	Formed Loose		Protected	-					4	
Pilgrims	INFANTRY		Poor	-	-	Devastating Chargers	24	-	24	6
	Tribal Loose		Unprotected	-					120	
Upgrade pilgrims	INFANTRY		Average	Unskilled	Short Spear	-	40	-	0	4
	Tribal Loose		Unprotected	Javelin					20	
Fanatical pilgrims	INFANTRY		Poor	-	-	Devastating Chargers, Fanatic	39	-	0	6
	Tribal Loose		Unprotected	-					24	
Javelinmen	INFANTRY		Poor	Experienced	-	Combat Shy	20	-	0	4,6
	Skirmisher		Unprotected	Javelin					16	
Slings	INFANTRY		Poor	Experienced	-	Combat Shy	35	-	0	4,6
	Skirmisher		Unprotected	Sling					8	

## 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

None.

# FIRST CRUSADE



ARMY COMMANDER		1	Any Instinctive		DATES		1096 CE to 1099 CE			
SUB-GENERALS		0-1	Any Instinctive (0-2 in 1098 or 1099 CE)		TERRAIN		Standard, Coastal, Mountains			
INTERNAL ALLIED GENERALS		0-3	Any Instinctive or 1 Professional (Byzantine)		CAMP		Fortified or Mobile; Poor or Average			
TYPE										
NAME		TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
EXCEPT IN 1098 CE										
Crusader lords and knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	2	4	
	Formed Loose	Protected	-					16		
Sergeants	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	0	4	
	Formed Loose	Protected	-					4		
Regrade sergeants as up to half of Crusader lords TuG	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)			
	Formed Loose	Protected	-					Any		
ONLY IN 1098 CE - DUE TO LOSS OF HORSES										
Crusader lords and knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	0	4	
	Formed Loose	Protected	-					4		
Crusaders without horses	INFANTRY	Superior	-	Short Spear	Shield Cover	108	Shieldwall (7)	4	4	
	Formed Close	Protected	-					12		
Poorer knights and sergeants without horses	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	0	4	
	Formed Close	Protected	-					4		
-----										
Crusader spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	8	4	
	Formed Close	Protected	-					20		
Spearmen brought by the Count of Flanders	INFANTRY	Average	-	Long Spear	-	86	Shield Cover (5)	0	4	
	Formed Close	Protected	-					4		
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	4	
	Formed Loose	Unprotected	Bow					8		
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	4	
	Formed Loose	Unprotected	Crossbow					12		

# FIRST CRUSADE



Upgrade crossbowmen with armour	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	-	-	80	Combat Shy (-22)	Up to 2/3	4
Pilgrims	INFANTRY Tribal Loose	Poor Unprotected	- -	-	Devastating Chargers	24	-	0 24	6
Regrade pilgrims as fanatics	INFANTRY Tribal Loose	Poor Unprotected	- -	-	Devastating Chargers, Fanatic	39	-	Up to 1/3	4
Skirmishers	INFANTRY Skirmisher	Poor Unprotected	Experienced Javelin	-	Combat Shy	20	-	0 8	4,6
<b>BYZANTINE ALLY (ONLY BEFORE 1098 CE)</b>									
Byzantine marines	INFANTRY Drilled Loose	Average Protected	- -	Short Spear	-	72	-	0 4	4
Byzantine tourkopouloi	CAVALRY Formed Flexible	Average Unprotected	Experienced Bow	Short Spear	-	100	-	0 4	4
Byzantine archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	-	54	Combat Shy (-4)	0 8	4,6

## 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

None.

# COUNTY OF EDESSA



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1097 CE to 1144 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Plains, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Flexible; Poor or Average

	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
<b>MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS BEFORE 1130 CE</b>									

Frankish knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	2	4
	Formed Loose	Protected	-					2	
Sergeants	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	2	
	Formed Loose	Protected	-					2	

## MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS FROM 1130 CE

Outremer knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	2	4
	Formed Loose	-/Fully Armoured	-					2	
Outremer sergeants	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23)	2	
	Formed Loose	Protected	-					2	

## -----

Separate sergeants and Armenian cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	4	4
	Formed Loose	Protected	-					12	
Regrade separate sergeants as tourkopouloi	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	4
	Formed Flexible	Unprotected	Bow					4	
Foot sergeants	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	4	4
	Formed Close	Protected	-					16	
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Crossbow					8	
Spearmen	INFANTRY	Average	-	Short Spear	-	62	Integral Shooters (6), Combat Shy (-22)	0	4,6
	Tribal Close	Protected	-					24	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Bow					16	

# COUNTY OF EDESSA



Javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					12	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

## 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

None.

# EARLY OUTREMER STATES



ARMY COMMANDER		1	Any Instinctive		DATES		1100 CE to 1129 CE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Instinctive (Sigurd's crusade from 1107 to 1110 CE)		CAMP		Unfortified or Flexible; Poor or Average		
-----									
MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS									
-----									
Feudal and crusader knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	2	4
	Formed Loose	Protected	-					6	
Sergeants and turcoples	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	2	
	Formed Loose	Protected	-					6	
-----									
Separate sergeants	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	0	4
	Formed Loose	Protected	-					4	
Regrade separate sergeants as tourkopouloi	CAVALRY	Average	Experienced	Short Spear	-	100	-		4
	Formed Flexible	Unprotected	Bow					All or none	
Spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	12	4
	Formed Close	Protected	-					22	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Bow					8	
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	4	4
	Formed Loose	Unprotected	Crossbow					16	
Upgrade crossbowmen with armour	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)		4
	Formed Loose	Protected	Crossbow					Up to 3/4	
Maronite or Syrian archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					8	

# EARLY OUTREMER STATES



## ONLY FROM 1107 TO 1110 CE - NORWEGIAN ALLY COMMAND

Norwegian lendermen and bondi	INFANTRY	Average	-	Short Spear	Integral Shooters	73	-	8	4
	Formed Loose	Protected	-					8	
-----									
Pilgrims	INFANTRY	Poor	-	-	Devastating Chargers	24	-	0	6
	Tribal Loose	Unprotected	-					16	
Regrade pilgrims as fanatics	INFANTRY	Poor	-	-	Devastating Chargers, Fanatic	39	-		4
	Tribal Loose	Unprotected	-					Up to 1/3	
Skirmishers	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	4,6
	Skirmisher	Unprotected	Javelin					8	

## 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

None.

# POST SELJUK ABBASID



ARMY COMMANDER		1	Any		DATES		1120 CE to 1259 CE			
SUB-GENERALS		0-1	Any		TERRAIN		Standard, Plains			
INTERNAL ALLIED GENERALS		0-3	Any Instinctive (Up to 1 Turcoman, 1 Bedouin)		CAMP		Unfortified or Fortified; Poor or Average			
NAME	TYPE		SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	MAX	UQ SIZE
	TRAINING AND	QUALITY								
Baghdad cavalry	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	4	4	
	Formed Loose	Protected	-					12		
Upgrade Baghdad cavalry	CAVALRY	Superior	-	Long Spear	-	161	-	0	4	4
	Formed Loose	Protected	-					4		
Mamluks	CAVALRY	Superior	Experienced	Short Spear	-	175	-	0	4	4
	Drilled Loose	Protected	Bow					4		
Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	4	
	Formed Flexible	Unprotected	-					8		
Kurdish cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4	
	Formed Loose	Protected	-					8		
Turcomans	CAVALRY	Average	Experienced	-	-	94	-	0	4	
	Formed Flexible	Unprotected	Bow					12		
Baghdad infantry	INFANTRY	Poor	-	Short Spear	-	38	Shieldwall (3)	16	4,6	
	Tribal Close	Protected	-					44		
Upgrade infantry	INFANTRY	Average	-	Short Spear	Shieldwall	67	-	0	4,6	
	Tribal Close	Protected	-					22		
Further upgrade infantry	INFANTRY	Average	-	Short Spear	Shieldwall	77	-		4,6	
	Formed Close	Protected	-					Up to half		
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4	
	Tribal Loose	Unprotected	Bow					8		
Ghazi and other volunteers	INFANTRY	Average	-	-	Devastating Chargers	39	-	0	4,6	
	Tribal Loose	Unprotected	-					12		
Ayyarun	INFANTRY	Poor	-	-	-	20	Combat Shy (-9)	0	4,6	
	Tribal Loose	Unprotected	-					6		

# POST SELJUK ABBASID



## BEDOUIN CONTINGENT

Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	4	4
	Formed Flexible	Unprotected	-					12	
Armoured cavalry	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	0	4
	Formed Loose	Protected	-					4	
Skimishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
Skimishing javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					8	

## 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

None.

# OUTREMER STATES



ARMY COMMANDER		1	Any Instinctive		DATES		1130 CE to 1187 CE		
SUB-GENERALS		0-3	Any Instinctive or (if Military Order) Professional		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Flexible; Poor or Average		
MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS									
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS									
Feudal and crusader knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	2	4
	Formed Loose	-/Fully Armoured	-					6	
Upgrade knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					2	
Sergeants and turcoples	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23)	2	
	Formed Loose	Protected	-					6	
-----									
Separate sergeants	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	0	4
	Formed Loose	Protected	-					4	
Spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	12	4
	Formed Close	Protected	-					20	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Bow					8	
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	4	4
	Formed Loose	Unprotected	Crossbow					16	
Upgrade crossbowmen with armour	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)		4
	Formed Loose	Protected	Crossbow					Up to 3/4	
Maronite or Syrian archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					12	

# OUTREMER STATES



Arriere-ban	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	4,6
	Tribal Loose	Unprotected	Javelin					16	
Skirmishers	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	4,6
	Skirmisher	Unprotected	Javelin					8	

## MILITARY ORDERS

### MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS

Military order knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					2	
Military order sergeants and turcoples	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	0	
	Formed Loose	Protected	-					2	

-----

Brother knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Melee Expert	265	Fanatic (105)	0	2
	Drilled Loose	-/Fully Armoured	-					2	
Turcoples	CAVALRY	Average	Experienced	Short Spear	-	107	-	0	4
	Drilled Flexible	Unprotected	Bow					4	

## 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

None.

# 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 GENERALS		0-2	Any Instinctive (Turcoman)		CAMP		Unfortified; Poor or Average		
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Nobles	CAVALRY	Average	Experienced	Short Spear	-	125	-	0	4
	Formed Loose	Protected	Bow					8	
Upgrade Nobles as Mamluks	CAVALRY	Superior	Experienced	Short Spear	-	175	-		4
	Drilled Loose	Protected	Bow					Any	
Turcoman tribesmen	CAVALRY	Average	Experienced	-	-	94	-	8	4
	Formed Flexible	Unprotected	Bow					32	
Upgrade Turcoman tribesmen	CAVALRY	Average	Skilled	-	-	129	-		4
	Formed Flexible	Unprotected	Bow					Up to 3/4	
Arab cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	4
	Formed Flexible	Unprotected	-					4	
Frankish mercenaries	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Armenian mercenary cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4
	Formed Loose	Protected	-					4	
Byzantine cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4
	Formed Loose	Protected	-					4	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	-	0	4
	Tribal Close	Protected	-					12	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Bow					4	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					4	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	

# SULTANATE OF RUM



Javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	4,6
	Skirmisher	Unprotected	Javelin					12	
Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	42	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
Skirmishing crossbowmen	INFANTRY	Poor	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Crossbow					6	
Naffatun	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	4
	Skirmisher	Unprotected	Firearm					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

None.

# ARMENIAN KINGDOM OF CILICIA



ARMY COMMANDER	1	Any Instinctive	DATES	1151 CE to 1375 CE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Coastal, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG Siz
	TRAINING AND								
Noble cavalry and followers	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	-	4	4
	Formed Loose	Protected	-					8	
Cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4
	Formed Loose	Protected	-					8	
Upgrade cavalry as Armenian knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	4
	Formed Flexible	Unprotected	-					8	
Imitation Mongols (from 1260 CE)	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	4
	Formed Flexible	Unprotected	Bow					4	
MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS									
Frankish knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	0	4
	Formed Loose	-/Fully Armoured	-					2	
Sergeants supporting knights	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23)	0	*see note
	Formed Loose	Protected	-					2	
-----									
Spearmen	INFANTRY	Average	-	Short Spear	-	62	Integral Shooters (6), Combat Shy (-22)	10	4,6
	Tribal Close	Protected	-					40	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Bow					12	

# ARMENIAN KINGDOM OF CILICIA



Frankish mercenary spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	0	4
	Formed Close	Protected	-					4	
Frankish mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					4	
Javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					12	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	4	4,6
	Skirmisher	Unprotected	Bow					16	

## 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

None.

**MORTEM  
ET GLORIAM**

Version 2022.01: 1<sup>st</sup> Janaury 2022

**MORTEM  
ET GLORIAM**

<b>ALLIES</b>
---------------

Ayyubid Syrian States allies

Khwarazmian allies (from 1244 to 1245 CE)

Khwarazmian allies (from 1244 to 1245 CE)

Only one external ally may be taken.  
This army may use Feigned Flight.

This army may use Feigned Flight.

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 Order) Professional		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Flexible; Poor or Average		
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									
-----									

# LATER CRUSADER



## REPLACE CROSSBOWMEN WITH MIXED TUGS, 1/2 SPEARMEN, 1/2 CROSSBOWMEN (FROM 1191 CE)

Spearmen with crossbowmen	INFANTRY Formed Close	Average Protected	Experienced Crossbow	Short Spear	Shield Cover	97	-		4
Rear rank crossbowmen	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	-	-	80	Combat Shy (-22)		

-----

Maronite or Syrian archers	INFANTRY Tribal Loose	Average Unprotected	Experienced Bow	-	-	48	Combat Shy (-14)	0 12	4
Arriere-ban or Egyptian infantry	INFANTRY Tribal Loose	Poor Unprotected	Unskilled Javelin	Short Spear	-	25	-	0 16	4,6
Skirmishers	INFANTRY Skirmisher	Poor Unprotected	Experienced Javelin	-	Combat Shy	20	-	0 8	4,6

## MILITARY ORDERS (UP TO TWO CONTINGENTS)

### MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS

Military order knights	CAVALRY Formed Loose	Superior -/Fully Armoured	- -	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0 2	4
Military order sergeants and turcoples	CAVALRY Formed Loose	Superior Protected	- -	-	Devastating Chargers	131	Melee Expert (32)	0 2	

-----

Brother knights	CAVALRY Drilled Loose	Superior -/Fully Armoured	- -	Charging Lancer	Devastating Chargers, Melee Expert	265	Fanatic (105)	0 2	2
Turcoples	CAVALRY Drilled Flexible	Average Unprotected	Experienced Bow	Short Spear	-	107	-	0 4	4

## ALLIES

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.

**MORTEM  
ET GLORIAM**

ARMY COMMANDER		1	Any Professional		DATES		1193 CE to 1285 CE		
SUB-GENERALS		0-1	Any Professional		TERRAIN		Standard, Coastal, Plains		
INTERNAL ALLIED GENERALS		0-3	Any Professional (Syrian) or Any Instinctive (1 Turcoman)		CAMP		Unfortified or Fortified; Poor or Average		
TYPE									
TRAINING AND		QUALITY		SHOOTING SKILL		MELEE		MANDATORY	
FORMATION		PROTECTION		WEAPONRY		WEAPONRY		CHARACTERISTICS	
NAME						BASE		OPTIONAL	
						PTS		CHARACTERISTICS	
								MIN	
								MAX	
								UQ Siz	
Guard mamluks	CAVALRY	Superior	Experienced	Short Spear	-	175	Melee Expert (32)	0	4
	Drilled Loose	Protected	Bow					4	
Mamluks	CAVALRY	Superior	Experienced	Short Spear	-	175	-	4	4
	Drilled Loose	Protected	Bow					8	
Turcoman tribesmen	CAVALRY	Average	Experienced	-	-	94	-	0	4
	Formed Flexible	Unprotected	Bow					8	
Upgrade Turcoman tribesmen	CAVALRY	Average	Skilled	-	-	129	-		4
	Formed Flexible	Unprotected	Bow					Up to half	
Syrian cavalry	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	0	4
	Formed Loose	Protected	-					8	
Kurdish or Armenian cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4
	Formed Loose	Protected	-					4	
Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	4
	Formed Flexible	Unprotected	-					4	
Syrian spearmen	INFANTRY	Average	-	Short Spear	-	62	Combat Shy (-22)	4	4,6
	Tribal Close	Protected	-					12	
Upgrade Syrian spearmen as mercenaries	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	4
	Formed Close	Protected	-					4	
Syrian archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					4	
Syrian crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					4	
Muttawwi and Ghazi volunteers	INFANTRY	Average	-	-	Devastating Chargers	39	-	0	4,6
	Tribal Loose	Unprotected	-					12	

# 

## 

### 

#### 

##### 

###### 

###### 

###### 

###### 

###### 

###### 

###### 

###### 

###### 

###### 

###### 

###### 

###### 

###### 

###### 

###### 

###### 

###### 

###### 

###### 

###### 

###### 

###### 

######

# SEVENTH CRUSADE



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1249 CE to 1250 CE
<b>SUB-GENERALS</b>	0-2	Any Instinctive or up to 1 (if Military Order) Professional	<b>TERRAIN</b>	Standard, Coastal
<b>INTERNAL ALLIED GENERALS</b>	0-1	Any Instinctive	<b>CAMP</b>	Unfortified or Fortified; Poor or Average

	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
<b>MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS</b>									

Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	2	4
	Formed Loose	-/Fully Armoured	-					6	

Best sergeants	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	2	
	Formed Loose	Protected	-					6	

<b>MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS</b>									
-----------------------------------------------------------	--	--	--	--	--	--	--	--	--

Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	4
	Formed Loose	-/Fully Armoured	-					4	

Sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	0	
	Formed Loose	Protected	-					4	

-----									
-------	--	--	--	--	--	--	--	--	--

Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	4
	Formed Close	Protected	-					16	

Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					12	

Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	4	4
	Drilled Loose	Protected	Crossbow					16	

Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					4	

Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	32	-	0	4,6
	Skirmisher	Unprotected	Javelin					6	

Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	

# SEVENTH CRUSADE



Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					6	

## MILITARY ORDER CONTINGENT

### MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS

Military order knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					2	
Military order sergeants and turcoples	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	0	
	Formed Loose	Protected	-					2	

-----

Brother knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Melee Expert	265	Fanatic (105)	0	2
	Drilled Loose	-/Fully Armoured	-					2	
Turcoples	CAVALRY	Average	Experienced	Short Spear	-	107	-	0	4
	Drilled Flexible	Unprotected	Bow					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

None.

# MAMLUK EGYPTIAN



<b>ARMY COMMANDER</b>		1	Any Professional	<b>DATES</b>		1250 CE to 1517 CE			
<b>SUB-GENERALS</b>		0-3	Any Professional	<b>TERRAIN</b>		Standard, Coastal			
<b>INTERNAL ALLIED GENERALS</b>				<b>CAMP</b>		Unfortified or Mobile; Poor or Average			
NAME	TYPE		SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	TRAINING AND	QUALITY							
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Royal mamluks	CAVALRY	Superior	Skilled	Short Spear	-	210	Melee Expert (32)	0	4
	Drilled Loose	Protected	Bow					8	
Upgrade royal mamluks (from 1260 CE)	CAVALRY	Superior	Skilled	Short Spear	Shoot & Charge	224	Melee Expert (35)	0	4
	Drilled Close	ArmHrs/ Protected	Bow					4	
Amirs' mamluks	CAVALRY	Average	Experienced	Short Spear	-	135	-	4	4
	Drilled Loose	Protected	Bow					16	
Upgrade mamluks	CAVALRY	Average	Skilled	Short Spear	-	170	-		4
	Drilled Loose	Protected	Bow					Up to 3/4	
Al Halqa (before 1316 CE)	CAVALRY	Average	Experienced	Short Spear	-	125	-	0	4
	Formed Loose	Protected	Bow					8	
Al Ashir cavalry (before 1316 CE)	CAVALRY	Average	-	Long Spear	-	115	-	0	4
	Formed Loose	Protected	-					4	
Al Halqa (from 1316 to 1341 CE)	CAVALRY	Poor	Experienced	Short Spear	-	89	-	0	4
	Formed Loose	Protected	Bow					8	
Al Ashir cavalry (from 1316 to 1341 CE)	CAVALRY	Poor	-	Long Spear	-	69	-	0	4
	Formed Loose	Protected	-					4	
Al Halqa (from 1342 CE)	CAVALRY	Poor	Experienced	Short Spear	-	89	-	0	4
	Formed Loose	Protected	Bow					4	
Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	4
	Formed Flexible	Unprotected	-					12	
Turcoman mercenaries	CAVALRY	Average	Experienced	-	-	94	-	0	4
	Formed Flexible	Unprotected	Bow					8	
Upgrade Turcoman mercenaries	CAVALRY	Average	Skilled	-	-	129	-		4
	Formed Flexible	Unprotected	Bow					Up to half	

# MAMLUK EGYPTIAN



Hillmen	INFANTRY	Average	-	Short Spear	-	57	-	0	4,6
	Tribal Loose	Protected	-					6	
Al Ashir archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					12	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					4	
Muttawwi and Ghazi volunteers	INFANTRY	Average	-	-	Devastating Chargers	39	-	0	4,6
	Tribal Loose	Unprotected	-					6	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
Naffatun	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	4
	Skirmisher	Unprotected	Firearm					4	
Replace Naffatun with Handgunners (from 1490 CE)	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)		4
	Skirmisher	Protected	Firearm					All	
Light guns (from 1340 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	

## ALLIES

Ayyubid Syrian States allies

## CHANGES FROM LAST VERSION

None.



# PACTO ARMY LISTS

## CALCULATING POINTS

Army points are calculated as follows:

### GENERALS - PACTO

Type of general	Army Commander		Sub-general		Ally 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 (before 1246 CE, 0-1 from 1246 CE)		TERRAIN		Standard, Mountains			
INTERNAL ALLIED GENERALS		0-3	Any Instinctive (from 1246 CE)							
CAVALRY COMPRISING FRONT RANK AZNAURI AND REAR RANK RETAINERS										
-----										
REPLACE CAVALRY FROM 1122 CE										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										
-----										

# GEORGIAN



Archers	INFANTRY	Average	Experienced	-	-	65	Combat Shy (-22)	0	1,2
	Tribal Loose	Protected	Bow					6	
Skirmishers	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	3	1,2
	Skirmisher	Unprotected	Bow					8	

## CUMANS - ONLY FROM 1090

Cuman nobles	CAVALRY	Superior	Experienced	Short Spear	-	161	-	0	1,2
	Formed Loose	Protected	Bow					2	
Cuman horse archers	CAVALRY	Average	Experienced	-	-	94	-	0	1,2
	Formed Flexible	Unprotected	Bow					8	
Upgrade Cuman horse archers	CAVALRY	Average	Skilled	-	-	129	-		1,2
	Formed Flexible	Unprotected	Bow					Up to half	

## 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

None.

# 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										
	Type									
	Training and	Quality	Shooting Skill	Melee	Mandatory	Base	Optional	Min		
Name	Formation	Protection	Weaponry	Weaponry	Characteristics	Pts	Characteristics	Max	Uq	Size
Mamluks	CAVALRY	Superior	Experienced	Short Spear	-	175	-	0		1,2
	Drilled Loose	Protected	Bow					4		
Armenian cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	1		1,2
	Formed Loose	Protected	-					4		
Syrian cavalry	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	1		1,2
	Formed Loose	Protected	-					4		
Ghulam lancers	CAVALRY	Average	-	Long Spear	-	115	-	0		1,2
	Formed Loose	Protected	-					4		
Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0		1,2
	Formed Flexible	Unprotected	-					4		
Turcomans	CAVALRY	Average	Experienced	-	-	94	-	0		1,2
	Formed Flexible	Unprotected	Bow					4		
Armenian archers	INFANTRY	Average	Experienced	-	-	54	-	3		1,2
	Formed Loose	Unprotected	Bow					6		
Sudanese archers	INFANTRY	Average	Experienced	-	-	54	Pavise (8), Combat Shy (-14)	0		1,2
	Formed Loose	Unprotected	Bow					8		
Sudanese 'abid al-shira	INFANTRY	Average	-	Short Spear	-	77	Integral Shooters (6)	2		1,2
	Drilled Close	Protected	-					10		
Sudanese 'abid Sariraya	INFANTRY	Average	-	Long Spear	-	91	Integral Shooters (6)	0		1,2
	Drilled Close	Protected	-					4		
Upgrade 'abid al-shira as lutat with maces	INFANTRY	Average	-	2-H Cut-Crush	-	102	Integral Shooters (6)			*see note
	Drilled Close	Protected	-					Up to 1/4		
Muttawwi volunteers	INFANTRY	Average	-	-	Devastating Chargers	39	-	0		1,2
	Tribal Loose	Unprotected	-					4		

# LATER FATIMID EGYPTIAN



Sudanese tribesmen	INFANTRY	Average	-	-	Devastating Chargers	60	-	0	1,2
	Tribal Loose	Protected	-					4	
Ahdath spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	2,3
	Tribal Close	Protected	-					6	
Upgrade ahdath spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	1,2
	Tribal Close	Protected	-					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	

## 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

None.

# EARLY ARMENIAN CILICIA



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1080 CE to 1150 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>				

NAME	TYPE	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION								
Noble cavalry	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	0	1,2
	Formed Loose	Protected	-					4	
Cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	2	1,2
	Formed Loose	Protected	-					6	
Spearmen	INFANTRY	Average	-	Short Spear	-	62	Integral Shooters (6), Combat Shy (-22)	4	1,2
	Tribal Close	Protected	-					20	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	1,2
	Formed Loose	Unprotected	Bow					8	
Javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					6	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	2	1,2
	Skirmisher	Unprotected	Bow					8	

## 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

None.

# SYRIAN STATES



ARMY COMMANDER		1	Any Professional			DATES		1092 CE to 1174 CE		
SUB-GENERALS		0-2	Any Professional (Zenghids, 0-1 Others)			TERRAIN		Standard, Coastal, Plains		
INTERNAL ALLIED GENERALS		1-3	Any (Syrian) or Any Instinctive (up to 2 Turcoman)							
	TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN		
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
ONLY DAMASCUS OR ALEPPO										
Mamluks	CAVALRY	Superior	Experienced	Short Spear	-	175	-	1	1,2	
	Drilled Loose	Protected	Bow					4		
Turcoman tribesmen	CAVALRY	Average	Experienced	-	-	94	-	0	1,2	
	Formed Flexible	Unprotected	Bow					8		
ONLY ZHENGIDS										
Mamluks	CAVALRY	Superior	Experienced	Short Spear	-	175	-	2	1,2	
	Drilled Loose	Protected	Bow					6		
Upgrade Mamluks as elite	CAVALRY	Superior	Experienced	Short Spear	-	175	Melee Expert (32)	0	1,2	
	Drilled Loose	Protected	Bow					2		
Turcoman tribesmen	CAVALRY	Average	Experienced	-	-	94	-	0	1,2	
	Formed Flexible	Unprotected	Bow					8		
-----										
Turcoman tribesmen (only minor states)	CAVALRY	Average	Experienced	-	-	94	-	0	1,2	
	Formed Flexible	Unprotected	Bow					2		
Upgrade Turcoman tribesmen (any except minor states)	CAVALRY	Average	Skilled	-	-	129	-		1,2	
	Formed Flexible	Unprotected	Bow					Up to 3/4		
Syrian cavalry	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	0	1,2	
	Formed Loose	Protected	-					6		
Upgrade Syrian cavalry as nobles with retainers (only minor states)	CAVALRY	Superior	-	Long Spear	-	161	-	0	1,2	
	Formed Loose	Protected	-					2		

# SYRIAN STATES



Kurdish or Armenian cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	1,2
	Formed Loose	Protected	-					2	
Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	1,2
	Formed Flexible	Unprotected	-					4	
Syrian spearmen	INFANTRY	Average	-	Short Spear	-	62	Combat Shy (-22)	2	1,2
	Tribal Close	Protected	-					6	
Upgrade Syrian spearmen as mercenaries	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	1,2
	Formed Close	Protected	-					4	
Syrian archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					4	
Syrian crossbowmen (from 1100 CE)	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Muttawwi and Ghazi volunteers	INFANTRY	Average	-	-	Devastating Chargers	39	-	0	1,2
	Tribal Loose	Unprotected	-					4	
Ahdath spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	2,3
	Tribal Close	Protected	-					6	
Upgrade ahdath spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	1,2
	Tribal Close	Protected	-					4	
Ahdath archers	INFANTRY	Poor	Unskilled	-	Combat Shy	17	-	0	2,3
	Tribal Loose	Unprotected	Bow					6	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	40	Shoot & Charge (4)	0	1,2
	Tribal Loose	Unprotected	Javelin					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					10	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					6	
Naffatun	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	1,2
	Skirmisher	Unprotected	Firearm					2	

# 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

None.

# 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, Mountains	
INTERNAL ALLIED GENERALS		0-3	Any Professional (Seljuk) or Instinctive (Turcoman)						
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Elephants (before 1157 CE)	ELEPHANTS	Average	-	-	Shove	240	-	0	1
	Tribal Loose	Protected	-					1	
Ghilman	CAVALRY	Superior	Experienced	Short Spear	-	175	-	0	1,2
	Drilled Loose	Protected	Bow					4	
Turcoman tribesmen	CAVALRY	Average	Experienced	-	-	94	-	3	1,2
	Formed Flexible	Unprotected	Bow					16	
Upgrade Turcoman tribesmen	CAVALRY	Average	Skilled	-	-	129	-		1,2
	Formed Flexible	Unprotected	Bow					Up to 3/4	
Agulani (before 1157 CE)	CAVALRY	Superior	-	-	Melee Expert	176	-	0	1,2
	Formed Close	ArmHrs/F Armoured	-					2	
Persian cavalry	CAVALRY	Average	Experienced	-	-	115	-	0	1,2
	Formed Loose	Protected	Bow					4	
Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	1,2
	Formed Flexible	Unprotected	-					4	
Dailami mercenaries (before 1157 CE)	INFANTRY	Average	-	-	Devastating Chargers	85	Melee Expert (16)	0	1,2
	Drilled Flexible	Protected	-					6	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					4	
Javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	2,3
	Skirmisher	Unprotected	Javelin					6	
Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	42	-	0	2,3
	Skirmisher	Unprotected	Bow					6	
Skirmishing crossbowmen	INFANTRY	Poor	Experienced	-	Combat Shy	50	-	0	2,3
	Skirmisher	Unprotected	Crossbow					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

None.

# 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 GENERALS		0-3	Any Professional (Seljuk) or Instinctive (Turcoman)							
NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Ghilman	CAVALRY		Superior	Experienced	Short Spear	-	175	-	0	1,2
	Drilled Loose		Protected	Bow					4	
Turcoman tribesmen	CAVALRY		Average	Experienced	-	-	94	-	3	1,2
	Formed Flexible		Unprotected	Bow					16	
Upgrade Turcoman tribesmen	CAVALRY		Average	Skilled	-	-	129	-		1,2
	Formed Flexible		Unprotected	Bow					Up to 3/4	
Syrian cavalry	CAVALRY		Average	-	Long Spear	-	115	-	0	1,2
	Formed Loose		Protected	-					4	
Kurdish cavalry	CAVALRY		Average	-	Charging Lancer	-	105	Melee Expert (23)	0	1,2
	Formed Loose		Protected	-					2	
Agulani (before 1128 CE)	CAVALRY		Superior	-	-	Melee Expert	176	-	0	1,2
	Formed Close		ArmHrs/F Armoured	-					2	
Bedouin cavalry	CAVALRY		Average	-	Long Spear	-	82	Combat Shy (-18)	0	1,2
	Formed Flexible		Unprotected	-					4	
Dailami mercenaries (before 1128 CE)	INFANTRY		Average	-	-	Devastating Chargers	85	Melee Expert (16)	0	1,2
	Drilled Flexible		Protected	-					4	
Ahdath spearmen	INFANTRY		Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	2,3
	Tribal Close		Protected	-					9	
Upgrade ahdath spearmen	INFANTRY		Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	1,2
	Tribal Close		Protected	-					4	
Skirmishing horse archers	CAVALRY		Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	1,2
	Skirmisher		Unprotected	Bow					4	
Skirmishing javelinmen	INFANTRY		Poor	Experienced	-	Combat Shy	20	-	0	2,3
	Skirmisher		Unprotected	Javelin					6	

# LATER SELJUK EMPIRE



Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	42	-	0	2,3
	Skirmisher	Unprotected	Bow					6	
Skirmishing crossbowmen	INFANTRY	Poor	Experienced	-	Combat Shy	50	-	0	2,3
	Skirmisher	Unprotected	Crossbow					4	

## 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

None.

# 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 Generals		0-2	Any Instinctive (up to 1 Turcoman)								
Name	Type	Training and		Quality	Shooting Skill	Melee	Mandatory	Base	Optional	Min	UG Size
	Formation	Protection		Weaponry	Weaponry		Characteristics	Pts	Characteristics	Max	
Nobles	CAVALRY	Average		Experienced	Short Spear		-	125	-	0	1,2
	Formed Loose	Protected		Bow						4	
Upgrade nobles as Mamluks (Seljuq or Danishmends only)	CAVALRY	Superior		Experienced	Short Spear		-	175	-	0	1,2
	Drilled Loose	Protected		Bow						2	
Turcoman tribesmen	CAVALRY	Average		Experienced	-		-	94	-	4	1,2
	Formed Flexible	Unprotected		Bow						16	
Upgrade Turcoman tribesmen	CAVALRY	Average		Skilled	-		-	129	-		1,2
	Formed Flexible	Unprotected		Bow						Up to 3/4	
Arab cavalry	CAVALRY	Average		-	Long Spear		-	82	Combat Shy (-18)	0	1,2
	Formed Flexible	Unprotected		-						2	
Armenian mercenary cavalry	CAVALRY	Average		-	Charging Lancer		-	105	Melee Expert (23)	0	1,2
	Formed Loose	Protected		-						2	
Byzantine cavalry	CAVALRY	Average		-	Charging Lancer		-	105	Melee Expert (23)	0	1,2
	Formed Loose	Protected		-						2	
Spearmen	INFANTRY	Average		-	Short Spear		Shieldwall	67	-	0	1,2
	Tribal Close	Protected		-						6	
Archers	INFANTRY	Average		Experienced	-		-	54	Combat Shy (-14)	0	1,2
	Formed Loose	Unprotected		Bow						4	
Crossbowmen	INFANTRY	Average		Experienced	-		-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected		Crossbow						2	
Skirmishing horse archers	CAVALRY	Average		Experienced	-		-	70	Cantabrian (16), Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected		Bow						4	

# EARLY TURCOMAN BEYLIKS



Javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	2,3
	Skirmisher	Unprotected	Javelin					6	
Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	42	-	0	2,3
	Skirmisher	Unprotected	Bow					6	
Skirmishing crossbowmen	INFANTRY	Poor	Experienced	-	Combat Shy	50	-	0	2,3
	Skirmisher	Unprotected	Crossbow					4	
Naffatun	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	1,2
	Skirmisher	Unprotected	Firearm					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

None.

# PEOPLES CRUSADE



<b>ARMY COMMANDER</b>	1	Competent or Mediocre Instinctive	<b>DATES</b>	1096 CE to 1096 CE
<b>SUB-GENERALS</b>	1	Competent or Mediocre Instinctive	<b>TERRAIN</b>	Standard, Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>	1-2	Any Instinctive		

	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
French knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	0	1,2
	Formed Loose	Protected	-					2	
Italian and German crusaders	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	0	1,2
	Formed Loose	Protected	-					2	
Pilgrims	INFANTRY	Poor	-	-	Devastating Chargers	24	-	8	2,3
	Tribal Loose	Unprotected	-					60	
Upgrade pilgrims	INFANTRY	Average	Unskilled	Short Spear	-	40	-	0	1,2
	Tribal Loose	Unprotected	Javelin					12	
Fanatical pilgrims	INFANTRY	Poor	-	-	Devastating Chargers, Fanatic	39	-	0	2,3
	Tribal Loose	Unprotected	-					12	
Javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	2,3
	Skirmisher	Unprotected	Javelin					8	
Slingers	INFANTRY	Poor	Experienced	-	Combat Shy	35	-	0	2,3
	Skirmisher	Unprotected	Sling					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

None.

# FIRST CRUSADE



ARMY COMMANDER		1	Any Instinctive		DATES		1096 CE to 1099 CE		
SUB-GENERALS		0-1	Any Instinctive (0-2 in 1098 or 1099 CE)		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-3	Any Instinctive or 1 Professional (Byzantine)						
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
EXCEPT IN 1098 CE									
Crusader lords and knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	2	1,2
	Formed Loose	Protected	-					8	
Sergeants	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	0	1,2
	Formed Loose	Protected	-					4	
Regrade sergeants as up to half of Crusader lords TuG	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)		Any
	Formed Loose	Protected	-						
ONLY IN 1098 CE - DUE TO LOSS OF HORSES									
Crusader lords and knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	0	1,2
	Formed Loose	Protected	-					2	
Crusaders without horses	INFANTRY	Superior	-	Short Spear	Shield Cover	108	Shieldwall (7)	2	1,2
	Formed Close	Protected	-					6	
Poorer knights and sergeants without horses	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	0	1,2
	Formed Close	Protected	-					4	
-----									
Crusader spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	6	1,2
	Formed Close	Protected	-					12	
Spearmen brought by the Count of Flanders	INFANTRY	Average	-	Long Spear	-	86	Shield Cover (5)	0	1,2
	Formed Close	Protected	-					4	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	1,2
	Formed Loose	Unprotected	Bow					4	
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	1,2
	Formed Loose	Unprotected	Crossbow					6	

# FIRST CRUSADE



Upgrade crossbowmen with armour	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	-	-	80	Combat Shy (-22)	Up to 2/3	1,2
Pilgrims	INFANTRY Tribal Loose	Poor Unprotected	-	-	Devastating Chargers	24	-	0 12	2,3
Regrade pilgrims as fanatics	INFANTRY Tribal Loose	Poor Unprotected	-	-	Devastating Chargers, Fanatic	39	-	Up to 1/3	2
Skirmishers	INFANTRY Skirmisher	Poor Unprotected	Experienced Javelin	-	Combat Shy	20	-	0 4	2,3
<b>BYZANTINE ALLY (ONLY BEFORE 1098 CE)</b>									
Byzantine marines	INFANTRY Drilled Loose	Average Protected	-	Short Spear	-	72	-	0 2	1,2
Byzantine tourkopouloi	CAVALRY Formed Flexible	Average Unprotected	Experienced Bow	Short Spear	-	100	-	0 2	1,2
Byzantine archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	-	54	Combat Shy (-4)	0 4	1,2

## 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

None.

# COUNTY OF EDESSA



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1097 CE to 1144 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Plains, Mountains
<b>INTERNAL ALLIED GENERALS</b>				

	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE

## MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS BEFORE 1130 CE

Frankish knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	1	2
	Formed Loose	Protected	-					1	
Sergeants	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	1	
	Formed Loose	Protected	-					1	

## MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS FROM 1130 CE

Outremer knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	1	2
	Formed Loose	-/Fully Armoured	-					1	
Outremer sergeants	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23)	1	
	Formed Loose	Protected	-					1	

## -----

Separate sergeants and Armenian cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	2	1,2
	Formed Loose	Protected	-					6	
Regrade separate sergeants as tourkopouloi	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	1,2
	Formed Flexible	Unprotected	Bow					2	
Foot sergeants	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	2	1,2
	Formed Close	Protected	-					8	
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	1,2
	Formed Loose	Unprotected	Crossbow					4	
Spearmen	INFANTRY	Average	-	Short Spear	-	62	Integral Shooters (6), Combat Shy (-22)	0	1,2
	Tribal Close	Protected	-					12	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	1,2
	Formed Loose	Unprotected	Bow					8	

# COUNTY OF EDESSA



Javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	

## 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

None.

# EARLY OUTREMER STATES



ARMY COMMANDER		1	Any Instinctive		DATES		1100 CE to 1129 CE			
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Coastal, Mountains			
INTERNAL ALLIED GENERALS		0-1	Any Instinctive (Sigurd's crusade from 1107 to 1110 CE)							
-----										
	TYPE									
	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 KNIGHTS AND 1/2 SERGEANTS										
Feudal and crusader knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	1	2	
	Formed Loose	Protected	-					3		
Sergeants and turcoples	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	1		
	Formed Loose	Protected	-					3		
-----										
Separate sergeants	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	0	1,2	
	Formed Loose	Protected	-					2		
Regrade separate sergeants as tourkopouloi	CAVALRY	Average	Experienced	Short Spear	-	100	-		1,2	
	Formed Flexible	Unprotected	Bow					All or none		
Spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	6	1,2	
	Formed Close	Protected	-					12		
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	1,2	
	Formed Loose	Unprotected	Bow					4		
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	2	1,2	
	Formed Loose	Unprotected	Crossbow					8		
Upgrade crossbowmen with armour	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)		1,2	
	Formed Loose	Protected	Crossbow					Up to 3/4		
Maronite or Syrian archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2	
	Tribal Loose	Unprotected	Bow					4		

# EARLY OUTREMER STATES



## ONLY FROM 1107 TO 1110 CE - NORWEGIAN ALLY COMMAND

Norwegian lendermen and bondi	INFANTRY	Average	-	Short Spear	Integral Shooters	73	-	4	2
	Formed Loose	Protected	-					4	
-----									
Pilgrims	INFANTRY	Poor	-	-	Devastating Chargers	24	-	0	2,3
	Tribal Loose	Unprotected	-					8	
Regrade pilgrims as fanatics	INFANTRY	Poor	-	-	Devastating Chargers, Fanatic	39	-		2
	Tribal Loose	Unprotected	-					Up to 1/3	
Skirmishers	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	2,3
	Skirmisher	Unprotected	Javelin					4	

## 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

None.

# POST SELJUK ABBASID



ARMY COMMANDER		1	Any		DATES		1120 CE to 1259 CE			
SUB-GENERALS		0-1	Any		TERRAIN		Standard, Plains			
INTERNAL ALLIED GENERALS		0-3	Any Instinctive (Up to 1 Turcoman, 1 Bedouin)							
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Baghdad cavalry	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	2	1,2	
	Formed Loose	Protected	-					6		
Upgrade Baghdad cavalry	CAVALRY	Superior	-	Long Spear	-	161	-	0	1,2	
	Formed Loose	Protected	-					2		
Mamluks	CAVALRY	Superior	Experienced	Short Spear	-	175	-	0	1,2	
	Drilled Loose	Protected	Bow					2		
Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	1,2	
	Formed Flexible	Unprotected	-					4		
Kurdish cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	1,2	
	Formed Loose	Protected	-					4		
Turcomans	CAVALRY	Average	Experienced	-	-	94	-	0	1,2	
	Formed Flexible	Unprotected	Bow					6		
Baghdad infantry	INFANTRY	Poor	-	Short Spear	-	38	Shieldwall (3)	6	2,3	
	Tribal Close	Protected	-					22		
Upgrade infantry	INFANTRY	Average	-	Short Spear	Shieldwall	67	-	0	1,2	
	Tribal Close	Protected	-					12		
Further upgrade infantry	INFANTRY	Average	-	Short Spear	Shieldwall	77	-		1,2	
	Formed Close	Protected	-					Up to half		
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2	
	Tribal Loose	Unprotected	Bow					4		
Ghazi and other volunteers	INFANTRY	Average	-	-	Devastating Chargers	39	-	0	1,2	
	Tribal Loose	Unprotected	-					6		
Ayyarun	INFANTRY	Poor	-	-	-	20	Combat Shy (-9)	0	2,3	
	Tribal Loose	Unprotected	-					4		

# POST SELJUK ABBASID



## BEDOUIN CONTINGENT

Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	2	1,2
	Formed Flexible	Unprotected	-					6	
Armoured cavalry	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	0	1,2
	Formed Loose	Protected	-					2	
Skimishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	
Skimishing javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					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

None.

# OUTREMER STATES



ARMY COMMANDER		1	Any Instinctive		DATES		1130 CE to 1187 CE		
SUB-GENERALS		0-3	Any Instinctive or (if Military Order) Professional		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS									
-----									
	TYPE								
	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 KNIGHTS AND 1/2 SERGEANTS									
Feudal and crusader knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	1	2
	Formed Loose	-/Fully Armoured	-					3	
Upgrade knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	
	Formed Loose	-/Fully Armoured	-					1	
Sergeants and turcopoles	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23)	1	
	Formed Loose	Protected	-					3	
-----									
Separate sergeants	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	0	1,2
	Formed Loose	Protected	-					2	
Spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	6	1,2
	Formed Close	Protected	-					12	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	1,2
	Formed Loose	Unprotected	Bow					4	
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	2	1,2
	Formed Loose	Unprotected	Crossbow					8	
Upgrade crossbowmen with armour	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)		1,2
	Formed Loose	Protected	Crossbow					Up to 3/4	
Maronite or Syrian archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					6	

# OUTREMER STATES



Arriere-ban	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	2,3
	Tribal Loose	Unprotected	Javelin					8	
Skirmishers	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	2,3
	Skirmisher	Unprotected	Javelin					4	

## MILITARY ORDERS

### MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS

Military order knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	2
	Formed Loose	-/Fully Armoured	-					2	
Military order sergeants and turcoples	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	0	
	Formed Loose	Protected	-					2	

-----

Brother knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Melee Expert	265	Fanatic (105)	0	1,2
	Drilled Loose	-/Fully Armoured	-					2	
Turcoples	CAVALRY	Average	Experienced	Short Spear	-	107	-	0	1,2
	Drilled Flexible	Unprotected	Bow					2	

## 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

None.

# 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 GENERALS		0-2	Any Instinctive (Turcoman)							
	TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN		
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Nobles	CAVALRY	Average	Experienced	Short Spear	-	125	-	0	1,2	
	Formed Loose	Protected	Bow					4		
Upgrade Nobles as Mamluks	CAVALRY	Superior	Experienced	Short Spear	-	175	-		1,2	
	Drilled Loose	Protected	Bow					Any		
Turcoman tribesmen	CAVALRY	Average	Experienced	-	-	94	-	4	1,2	
	Formed Flexible	Unprotected	Bow					16		
Upgrade Turcoman tribesmen	CAVALRY	Average	Skilled	-	-	129	-		1,2	
	Formed Flexible	Unprotected	Bow					Up to 3/4		
Arab cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	1,2	
	Formed Flexible	Unprotected	-					2		
Frankish mercenaries	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	0	1,2	
	Formed Loose	-/Fully Armoured	-					2		
Armenian mercenary cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	1,2	
	Formed Loose	Protected	-					2		
Byzantine cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	1,2	
	Formed Loose	Protected	-					2		
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	-	0	1,2	
	Tribal Close	Protected	-					6		
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	1,2	
	Formed Loose	Unprotected	Bow					4		
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2	
	Formed Loose	Protected	Crossbow					2		
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	1,2	
	Skirmisher	Unprotected	Bow					4		

# SULTANATE OF RUM



Javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	2,3
	Skirmisher	Unprotected	Javelin					6	
Skirmishing archers	INFANTRY	Poor	Experienced	-	Combat Shy	42	-	0	2,3
	Skirmisher	Unprotected	Bow					6	
Skirmishing crossbowmen	INFANTRY	Poor	Experienced	-	Combat Shy	50	-	0	2,3
	Skirmisher	Unprotected	Crossbow					3	
Naffatun	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	1,2
	Skirmisher	Unprotected	Firearm					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

None.

# ARMENIAN KINGDOM OF CILICIA



ARMY COMMANDER		1	Any Instinctive		DATES		1151 CE to 1375 CE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS									
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Noble cavalry and followers	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	-	2	1,2
	Formed Loose	Protected	-					4	
Cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	1,2
	Formed Loose	Protected	-					4	
Upgrade cavalry as Armenian knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	1,2
	Formed Loose	-/Fully Armoured	-					2	
Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	1,2
	Formed Flexible	Unprotected	-					4	
Imitation Mongols (from 1260 CE)	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	1,2
	Formed Flexible	Unprotected	Bow					2	
MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS									
Frankish knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	0	2
	Formed Loose	-/Fully Armoured	-					1	
Sergeants supporting knights	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23)	0	*see note
	Formed Loose	Protected	-					1	
-----									
Spearmen	INFANTRY	Average	-	Short Spear	-	62	Integral Shooters (6), Combat Shy (-22)	4	1,2
	Tribal Close	Protected	-					20	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	1,2
	Formed Loose	Unprotected	Bow					6	

# ARMENIAN KINGDOM OF CILICIA



Frankish mercenary spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	0	1,2
	Formed Close	Protected	-					4	
Frankish mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					6	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	2	1,2
	Skirmisher	Unprotected	Bow					8	

## 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

None.

**MORTEM  
ET GLORIAM**

© Simon Hall

**MORTEM  
ET GLORIAM**

<b>ALLIES</b>
---------------

Ayyubid Syrian States allies

Khwarazmian allies (from 1244 to 1245 CE)

Khwarazmian allies (from 1244 to 1245 CE)

Only one external ally may be taken.  
This army may use Feigned Flight.

This army may use Feigned Flight.

Removed date restrictions for Turcomans and Sudanese.

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 Order) Professional		TERRAIN		Standard, Coastal, Mountains			
INTERNAL ALLIED GENERALS										
-----										
NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS										
Outremer and crusader knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	1	2	
	Formed Loose	-/Fully Armoured	-					2		
Sergeants and turcoples	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23)	1		
	Formed Loose	Protected	-					2		
ONLY IN 3RD CRUSADE (1189 TO 1192) AND 5TH CRUSADE (1213 TO 1221) - MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS										
Crusader knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	2	
	Formed Loose	-/Fully Armoured	-					2		
Crusader sergeants	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	0		
	Formed Loose	Protected	-					2		
-----										
Separate sergeants	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	0	1,2	
	Formed Loose	Protected	-					2		
Spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	4	1,2	
	Formed Close	Protected	-					12		
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	2	1,2	
	Formed Loose	Unprotected	Bow					4		
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	2	1,2	
	Formed Loose	Unprotected	Crossbow					8		
Upgrade crossbowmen with armour	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)		1,2	
	Formed Loose	Protected	Crossbow					Up to 3/4		

# LATER CRUSADER



## REPLACE CROSSBOWMEN WITH MIXED TUGS, 1/2 SPEARMEN, 1/2 CROSSBOWMEN (FROM 1191 CE)

Spearmen with crossbowmen	INFANTRY Formed Close	Average Protected	Experienced Crossbow	Short Spear	Shield Cover	97	-		2
Rear rank crossbowmen	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	-	-	80	Combat Shy (-22)		

-----

Maronite or Syrian archers	INFANTRY Tribal Loose	Average Unprotected	Experienced Bow	-	-	48	Combat Shy (-14)	0 6	1,2
Arriere-ban or Egyptian infantry	INFANTRY Tribal Loose	Poor Unprotected	Unskilled Javelin	Short Spear	-	25	-	0 8	2,3
Skirmishers	INFANTRY Skirmisher	Poor Unprotected	Experienced Javelin	-	Combat Shy	20	-	0 4	2,3

## MILITARY ORDERS (UP TO TWO CONTINGENTS)

### MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS

Military order knights	CAVALRY Formed Loose	Superior -/Fully Armoured	- -	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0 2	2
Military order sergeants and turcoples	CAVALRY Formed Loose	Superior Protected	- -	-	Devastating Chargers	131	Melee Expert (32)	0 2	

-----

Brother knights	CAVALRY Drilled Loose	Superior -/Fully Armoured	- -	Charging Lancer	Devastating Chargers, Melee Expert	265	Fanatic (105)	0 2	1,2
Turcoples	CAVALRY Drilled Flexible	Average Unprotected	Experienced Bow	Short Spear	-	107	-	0 2	1,2

## ALLIES

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

None.

**MORTEM  
ET GLORIAM**

ARMY COMMANDER		1	Any Professional		DATES		1193 CE to 1285 CE		
SUB-GENERALS		0-1	Any Professional		TERRAIN		Standard, Coastal, Plains		
INTERNAL ALLIED GENERALS		0-3	Any Professional (Syrian) or Any Instinctive (1 Turcoman)						
TYPE									
TRAINING AND		QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
Guard mamluks	CAVALRY	Superior	Experienced	Short Spear	-	175	Melee Expert (32)	0	1,2
	Drilled Loose	Protected	Bow					2	
Mamluks	CAVALRY	Superior	Experienced	Short Spear	-	175	-	2	1,2
	Drilled Loose	Protected	Bow					4	
Turcoman tribesmen	CAVALRY	Average	Experienced	-	-	94	-	0	1,2
	Formed Flexible	Unprotected	Bow					4	
Upgrade Turcoman tribesmen	CAVALRY	Average	Skilled	-	-	129	-		1,2
	Formed Flexible	Unprotected	Bow					Up to 2/3	
Syrian cavalry	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	0	1,2
	Formed Loose	Protected	-					4	
Kurdish or Armenian cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	1,2
	Formed Loose	Protected	-					2	
Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	1,2
	Formed Flexible	Unprotected	-					4	
Syrian spearmen	INFANTRY	Average	-	Short Spear	-	62	Combat Shy (-22)	2	1,2
	Tribal Close	Protected	-					6	
Upgrade Syrian spearmen as mercenaries	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	1,2
	Formed Close	Protected	-					4	
Syrian archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					4	
Syrian crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Muttawwi and Ghazi volunteers	INFANTRY	Average	-	-	Devastating Chargers	39	-	0	1,2
	Tribal Loose	Unprotected	-					6	

**MORTEM  
ET GLORIAM**

<b>ALLIES</b>
---------------

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)

A Turcoman ally can only command Turcomans.  
Only one external ally may be taken.  
This army may use Feigned Flight.

None.

# SEVENTH CRUSADE



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1249 CE to 1250 CE
<b>SUB-GENERALS</b>	0-2	Any Instinctive or up to 1 (if Military Order) Professional	<b>TERRAIN</b>	Standard, Coastal
<b>INTERNAL ALLIED GENERALS</b>	0-1	Any Instinctive		

	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
<b>MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS</b>									

Best knights	CAVALRY Formed Loose	Superior -/Fully Armoured	- -	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	1 3	2
--------------	-------------------------	------------------------------	--------	-----------------	----------------------	-----	-------------------	--------	---

Best sergeants	CAVALRY Formed Loose	Superior Protected	- -	-	Devastating Chargers	131	Melee Expert (32)	1 3	
----------------	-------------------------	-----------------------	--------	---	----------------------	-----	-------------------	--------	--

<b>MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS</b>									
-----------------------------------------------------------	--	--	--	--	--	--	--	--	--

Knights	CAVALRY Formed Loose	Average -/Fully Armoured	- -	Charging Lancer	-	132	Melee Expert (29)	0 2	2
---------	-------------------------	-----------------------------	--------	-----------------	---	-----	-------------------	--------	---

Sergeants	CAVALRY Formed Loose	Average Protected	- -	-	-	80	Melee Expert (23)	0 2	
-----------	-------------------------	----------------------	--------	---	---	----	-------------------	--------	--

-----									
-------	--	--	--	--	--	--	--	--	--

Spearmen	INFANTRY Formed Close	Average Protected	- -	Short Spear	Shieldwall	77	-	0 8	1,2
----------	--------------------------	----------------------	--------	-------------	------------	----	---	--------	-----

Crossbowmen	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	-	-	80	Combat Shy (-22)	0 6	1,2
-------------	--------------------------	----------------------	-------------------------	---	---	----	------------------	--------	-----

Mercenary crossbowmen	INFANTRY Drilled Loose	Average Protected	Experienced Crossbow	-	-	85	Combat Shy (-22)	2 8	1,2
-----------------------	---------------------------	----------------------	-------------------------	---	---	----	------------------	--------	-----

Archers	INFANTRY Tribal Loose	Average Unprotected	Experienced Bow	-	-	48	Combat Shy (-14)	0 4	1,2
---------	--------------------------	------------------------	--------------------	---	---	----	------------------	--------	-----

Skirmishing javelinmen	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	-	-	32	-	0 4	1,2
------------------------	------------------------	------------------------	------------------------	---	---	----	---	--------	-----

Skirmishing archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 4	1,2
---------------------	------------------------	------------------------	--------------------	---	------------	----	---	--------	-----

# SEVENTH CRUSADE



Skirmishing crossbowmen	INFANTRY Skirmisher	Average Unprotected	Experienced Crossbow	-	Combat Shy	58	-	0 4	1,2
-------------------------	------------------------	------------------------	-------------------------	---	------------	----	---	--------	-----

## MILITARY ORDER CONTINGENT

### MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS

Military order knights	CAVALRY Formed Loose	Superior -/Fully Armoured	- -	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0 2	2
Military order sergeants and turcoples	CAVALRY Formed Loose	Superior Protected	- -	-	Devastating Chargers	131	Melee Expert (32)	0 2	

-----

Brother knights	CAVALRY Drilled Loose	Superior -/Fully Armoured	- -	Charging Lancer	Devastating Chargers, Melee Expert	265	Fanatic (105)	0 2	1,2
Turcoples	CAVALRY Drilled Flexible	Average Unprotected	Experienced Bow	Short Spear	-	107	-	0 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.

Spearman and crossbowmen cannot be mixed.

## CHANGES FROM LAST VERSION

None.

# MAMLUK EGYPTIAN



Army Commander		1	Any Professional		Dates		1250 CE to 1517 CE		
Sub-Generals		0-3	Any Professional		Terrain		Standard, Coastal		
Internal Allied Generals									
	Type								
Name	Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base Pts	Optional Characteristics	Min Max	Uq Size
Royal mamluks	CAVALRY	Superior	Skilled	Short Spear	-	210	Melee Expert (32)	0	1,2
	Drilled Loose	Protected	Bow					4	
Upgrade royal mamluks (from 1260 CE)	CAVALRY	Superior	Skilled	Short Spear	Shoot & Charge	224	Melee Expert (35)	0	1,2
	Drilled Close	ArmHrs/ Protected	Bow					2	
Amirs' mamluks	CAVALRY	Average	Experienced	Short Spear	-	135	-	2	1,2
	Drilled Loose	Protected	Bow					8	
Upgrade mamluks	CAVALRY	Average	Skilled	Short Spear	-	170	-		1,2
	Drilled Loose	Protected	Bow					Up to 3/4	
Al Halqa (before 1316 CE)	CAVALRY	Average	Experienced	Short Spear	-	125	-	0	1,2
	Formed Loose	Protected	Bow					4	
Al Ashir cavalry (before 1316 CE)	CAVALRY	Average	-	Long Spear	-	115	-	0	1,2
	Formed Loose	Protected	-					2	
Al Halqa (from 1316 to 1341 CE)	CAVALRY	Poor	Experienced	Short Spear	-	89	-	0	2,3
	Formed Loose	Protected	Bow					4	
Al Ashir cavalry (from 1316 to 1341 CE)	CAVALRY	Poor	-	Long Spear	-	69	-	0	2
	Formed Loose	Protected	-					2	
Al Halqa (from 1342 CE)	CAVALRY	Poor	Experienced	Short Spear	-	89	-	0	2
	Formed Loose	Protected	Bow					2	
Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	1,2
	Formed Flexible	Unprotected	-					6	
Turcoman mercenaries	CAVALRY	Average	Experienced	-	-	94	-	0	1,2
	Formed Flexible	Unprotected	Bow					4	
Upgrade Turcoman mercenaries	CAVALRY	Average	Skilled	-	-	129	-		1,2
	Formed Flexible	Unprotected	Bow					Up to 2/3	

# MAMLUK EGYPTIAN



Hillmen	INFANTRY	Average	-	Short Spear	-	57	-	0	1,2
	Tribal Loose	Protected	-					4	
Al Ashir archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					6	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					2	
Muttawwi and Ghazi volunteers	INFANTRY	Average	-	-	Devastating Chargers	39	-	0	1,2
	Tribal Loose	Unprotected	-					4	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	
Naffatun	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	1,2
	Skirmisher	Unprotected	Firearm					2	
Replace Naffatun with Handgunners (from 1490 CE)	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)		1,2
	Skirmisher	Protected	Firearm					All	
Light guns (from 1340 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	

## ALLIES

Ayyubid Syrian States allies

## CHANGES FROM LAST VERSION

None.