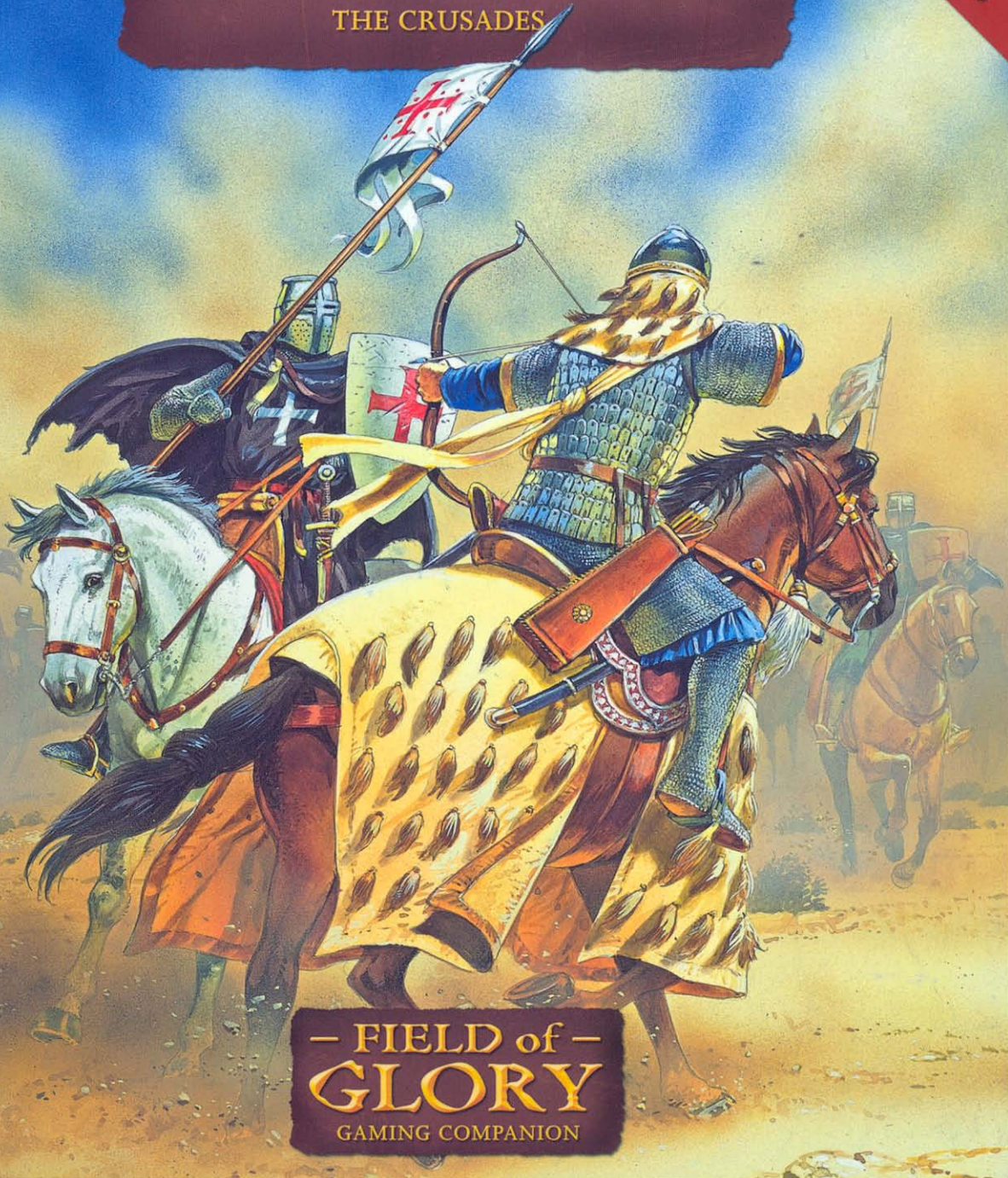


SWORDS AND SCIMITARS

THE CRUSADES

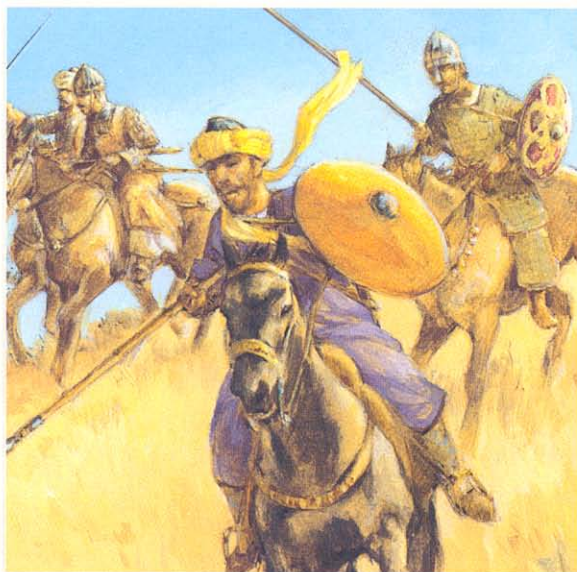
COMPLETE WITH
ARMY LISTS, HISTORICAL
OVERVIEWS AND MAPS



— FIELD of —
GLORY
GAMING COMPANION

SWORDS AND SCIMITARS

THE CRUSADES



Written by Richard Bodley Scott, assisted
by Nik Gaukroger, James Hamilton and
Paul Robinson

OSPREY
PUBLISHING



First published in Great Britain in 2008 by Osprey Publishing Ltd.

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Osprey Publishing, Midland House, West Way, Botley, Oxford OX2 0PH, UK
443 Park Avenue South, New York, NY 10016, USA
E-mail: info@ospreypublishing.com

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A CIP catalogue record for this book is available from the British Library

ISBN: 978 1 84603 347 6

Rules system written by Richard Bodley Scott, Simon Hall, and Terry Shaw
Page layout by Myriam Bell
Index by Glyn Sutcliffe
Typeset in Joanna Pro and Sleepy Hollow
Cover artwork by Peter Dennis
Photography by Duncan MacFarlane – Wargames Illustrated
Page design features supplied by istockphoto.com
All artwork and cartography © Osprey Publishing Ltd
Project management by JD McNeil & Simone Drinkwater
Technical management by Iain McNeil
Originated by PDQ Media, UK
Printed in China through Worldprint Ltd

08 09 10 11 12 10 9 8 7 6 5 4 3 2 1

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INTRODUCTION

Field of Glory is a historical miniature tabletop wargaming rules system for anyone interested in recreating the battles of the ancient and medieval eras. This companion is designed to be used alongside the *Field of Glory* rulebook and covers the armies fighting for and against The Crusades in Outremer in the 11th to 13th centuries AD. Outremer ("overseas") was the general name given to the Crusader states established after the success of the First Crusade.

As well as being a clash between two opposing religions and cultures, the Crusades were also a clash between two very different but equally potent military systems. The Crusaders (termed "Franks" by everyone in the East) relied on armoured knights on heavy horses, charging in

close order with couched lances. These were supported by foot spearmen and crossbowmen. By contrast, most Muslim armies relied primarily on horse archers. They still sometimes had lancers and infantry, but these were no match for Crusader knights and were fielded in decreasing numbers as time went on.

Horse archers, even when armoured, were unable to stand up to Crusader knights in close combat. Occasionally they attempted to do so, with disastrous results. Usually, however, they would evade the Crusader charges.

If the Muslims could use their archery to goad the Crusaders into repeated charges, eventually the knights' horses would be exhausted, and they could be surrounded and defeated piecemeal.

Recapturing a Crusader Fortress from the Saracens



Conversely, if the knights initially deployed behind a screen of infantry, and saved their charge for a decisive moment – such as when the enemy could be pinned against obstructing terrain – victory could go to the Franks. Crossbows proved vital in countering Muslim archery.

This contrast between the equipment and tactics of the opposing sides makes for interesting and challenging tabletop wargames. The Christian states also often warred against each other, as did the Muslims. Sometimes Christians and Muslims even fought on the same side (see p. 29). Field of Glory allows the historical and tactical possibilities to be explored in all their richness.

EARLY CRUSADER

This list covers the armies of the Crusades in the Holy Land from the First Crusade in 1096 until the foundation of the main military orders in the second decade of the 12th century AD.

THE FIRST CRUSADE

Following an appeal by the Byzantine Emperor Alexios Komnenos to the West for mercenaries, Pope Urban II, seeing a way to remove anarchic elements from Europe, preached the First Crusade in 1095. The twin stated aims of the Crusade were to liberate the Holy Land from the Muslims and to aid the Eastern Christians. The response was greater than expected, and certainly out of all proportion to anything Alexios had anticipated.

Early Crusader Knights



As you look at each army, you will find the following sections:

- Brief **historical notes** on the army, its battles, its famous weapons and/or troop types.
- For many of the armies, a ready-to-play **starter army** – just put it together and play a balanced small game.
- Instructions for building a **customised army** using our points system.
- A table with the full list of **compulsory** and **optional** troops.
- Supporting illustrations to give you a flavour of the period.
- Miniatures photographs.

Apart from the huge numbers of peasants that formed the “People’s Crusade” under the monk, Peter the Hermit, the main force of the Crusade that set off in 1096 (the “Barons’ Crusade”), comprised the knights of Provence, led by Raymond IV of Toulouse, accompanied by the papal legate Adhemar of Le Puy; the Normans of southern Italy, led by Bohemond of Taranto with his nephew Tancred; the Lorrainers, led by the brothers Godfrey of Bouillon, Eustace and Baldwin of Boulogne; and the Northern French, led by Count Robert II of Flanders, Robert of Normandy (older brother of King William II of England), Stephen of Blois, and Hugh of Vermandois (younger brother of the King Philip I of France). Some of these leaders

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were inspired by the holy message of the Pope, others were ambitious and sought to carve out new territories for themselves in the East.

Overwhelmed by the response, Alexios did his best to supply the Crusaders as they passed through his territory, but Crusader discipline was poor, and when supplies were not forthcoming quickly enough, they took what they needed by force. The various contingents arrived piecemeal at Constantinople. Alexios extracted an oath of fealty from each of the main leaders as they arrived, then passed their forces over the Bosphorus to Asia Minor. In this way, there was no major build up of Crusader forces outside Constantinople, and the risk of them deciding to capture Constantinople – as happened later in the Fourth Crusade – was averted.

The “People’s Crusade” was first to cross to Asia Minor, and, lacking military experience, was promptly massacred by the Seljuk Turkish forces. Once the “Barons’ Crusade” had assembled on the far side of the Bosphorus, the first objective was to recapture the former Byzantine city of Nikaia from the Turks. This was successfully achieved, after beating off a relieving Turkish army, but the Turkish garrison surrendered one night to a Byzantine delegation that had entered the city by boat from the adjoining lake. The Crusaders woke up to see Byzantine standards flying from the ramparts – their hopes of loot were dashed.

The Crusaders then proceeded eastwards, accompanied by a small Byzantine force under Tatikios. On 1 July 1097, the main body, under Bohemond, were attacked by the Seljuk Turkish army at Dorylaeum in north-west Anatolia. They were hard-pressed, despite the gradual arrival of additional contingents, until the late arrival of the Papal Legate Adhemar with a mounted force in the Turkish rear decided the battle in the Crusaders’ favour.

Proceeding eastwards, they arrived at Antioch in north-west Syria in October 1097, and laid siege to the city. The siege lasted eight months, during which time they defeated two Muslim relief armies, led respectively by Duqaq of Damascus and Ridwan of Aleppo. In May 1098, a third relief army was approaching, led by the atabeg Kerbogha of Mosul. Bohemond successfully bribed a Muslim Armenian captain in the city garrison to open a gate, allowing the Crusaders to capture the city only a few days before Kerbogha’s army arrived. The besiegers became the besieged. A Byzantine relief army, led by Alexios himself, turned back when nobles who had deserted the Crusaders before the capture of Antioch informed him that they were certainly by now defeated and dead.

On 28 June, 1098, inspired by the discovery in the city of the alleged “Holy Lance”, the Crusaders sallied forth from the city and deployed for battle. By this time they had long since run out of supplies, and had eaten most of their horses, so most fought on foot. They won a complete victory. Bohemond declared that Alexios had not helped them in their hour of need, and had therefore forfeited his right to their fealty. He declared himself Prince of Antioch.

On 7 June 1099, they reached Jerusalem. This was now in the hands of the Fatimids, having been recaptured by them from the Seljuk Turks the year before. On 15 July, the Crusaders stormed the city, proceeding to indiscriminately massacre most of the inhabitants, whether Muslim, Jewish or Christian.

Early Crusader Knight



EARLY CRUSADER

The Crusade, despite the dubious motives of some of its leaders, and thanks in great part to disunity amongst its Muslim foes, had been a resounding success. Godfrey of Bouillon was elected King of Jerusalem. Raymond of Toulouse became Count of Tripoli. Godfrey's brother

Baldwin had already made himself Count of Edessa with the help of local Armenian rebels. Bohemond remained Prince of Antioch. The shape of the Crusader states in Outremer was set. The challenge now would be to hold the lands that had been won.

EARLY CRUSADER STARTER ARMY

Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Knights and sergeants	3 BGs	Each comprising 4 bases of knights: Superior, Armoured, Undrilled Knights – Lancers, Swordsmen
Spearmen	3 BGs	Each comprising 8 bases of spearmen: Average, Protected, Undrilled Heavy Foot – Defensive Spearmen
Crossbowmen	2 BGs	Each comprising 6 bases of crossbowmen: Average, Protected, Undrilled Medium Foot – Crossbow
Pilgrims	1 BG	6 bases of pilgrims: Average, Unprotected, Undrilled Mob – no capabilities
Camp	1	Unfortified camp
Total	9 BGs	Camp, 12 mounted bases, 42 foot bases, 3 commanders

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as knights.
- Knights and sergeants can always dismount as Superior, Armoured, Undrilled Heavy Foot – Offensive Spearmen.
- The number of bases of crossbowmen cannot exceed the number of bases of spearmen.
- Only one allied contingent can be used.



Early Crusader Crossbowman

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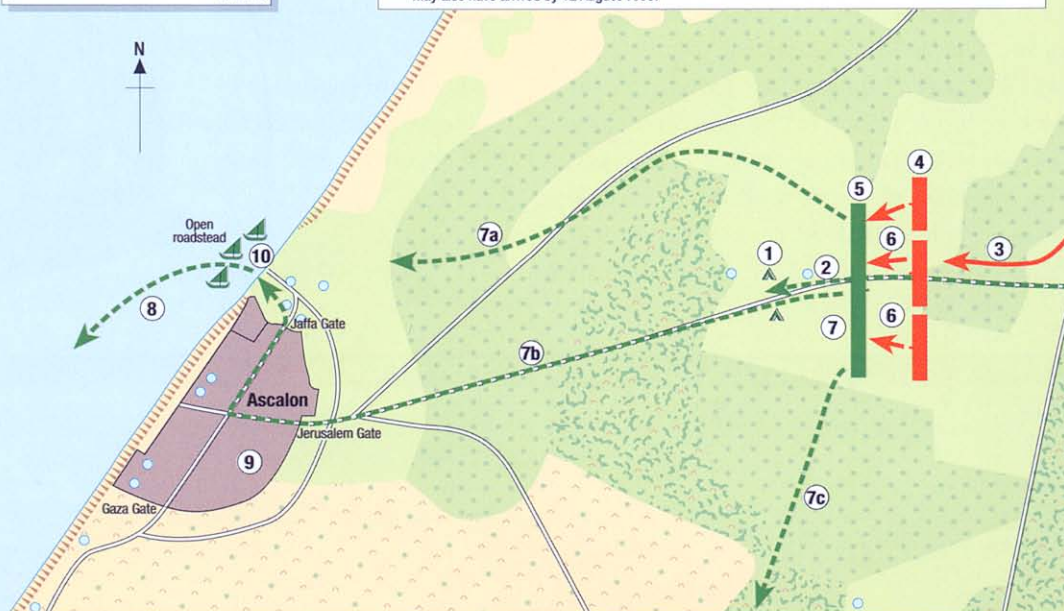
EARLY CRUSADER									
Territory Types: Agricultural, Developed, Hilly									
C-in-C	Inspired Commander/Field Commander/Troop Commander					80/50/35		1	
Sub-commanders	Field Commander					50		0–2	
	Troop Commander					35		0–3	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops									
Knights and sergeants	Knights	Armoured	Superior	Undrilled	–	Lancers, Swordsmen	20	4–6	6–30
Spearmen	Heavy Foot	Protected	Average	Undrilled	–	Defensive Spearmen	6	6–8	12–40
Crossbowmen	Medium Foot	Unprotected	Average	Undrilled	Crossbow	–	5	6–8	6–24
		Protected					6		
Optional Troops									
Archers	Medium Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	0–12
Pilgrims	Mob	Unprotected	Average	Undrilled	–	–	4	8–12	0–24
Byzantine turcopoles	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4–6	0–6
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10		
		Protected					11		
Maronite or Syrian archers	Medium Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	0–8
Fortified camp							24		0–1
Allies									
Armenian allies – Cilician Armenian									
Saracen allies (Only from 1100) – Syrian States									
Special Campaigns									
Only from 1098 to 1099									
Downgrade knights lacking horses to	Heavy Foot	Armoured	Superior	Undrilled	–	Offensive Spearmen	12	6–8	Up to 3/4
No allies permitted									

EARLY CRUSADER ALLIES									
Allied commander	Field Commander/Troop Commander					40/25		1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Knights and sergeants	Knights	Armoured	Superior	Undrilled	–	Lancers, Swordsmen	20	4–6	4–8
Spearmen	Heavy Foot	Protected	Average	Undrilled	–	Defensive Spearmen	6	4–8	4–12
Crossbowmen	Medium Foot	Protected	Average	Undrilled	Crossbow	–	6	4–8	4–8
		Unprotected					5		

LATER CRUSADER



1. 4 August 1099: Fatimid army under the Grand Vizier, al-Afdal, arrives at Ascalon; sends ambassadors to the Crusaders in Jerusalem.
2. Fatimid ambassadors return from Jerusalem.
3. 10 August: Crusaders immediately assemble their army at Yibna, then march south towards Ascalon close behind the Fatimid ambassadors.
4. Evening 11 August: Crusaders make contact with Fatimid outposts and capture army's flocks near Isdud.
5. Early morning, 12 August: Crusader army forms battle array.
6. Unprepared Fatimid forces attempts to form battle array.
7. Crusaders launch a general assault before the Fatimids have properly assembled.
- 7a. Fatimid line is broken and forces flee.
- 7b. Left flank flees to the coast, pursued by Raymond of Toulouse. Probably seeks refuge aboard Fatimid ships.
- 7c. Al-Afdal's camp taken by Tancred & Robert of Normandy.
8. Fatimid right wing probably flees south, pursued by Godfrey of Bouillon.
9. Al-Afdal flees into Ascalon then returns to Egypt by sea.
10. Ascalon offers to surrender to Raymond of Toulouse but not to other Crusader leaders. Leads to dissention within Crusader camp. Raymond and the two Roberts withdraw northward. Ascalon does not surrender.
11. Fatimid naval squadron probably moored in the open roadstead north of Ascalon; the main Fatimid fleet may also have arrived by 12 August 1099.



The Battle of Ascalon, 12 August 1099, taken from Campaign 132: The First Crusade 1096–99.

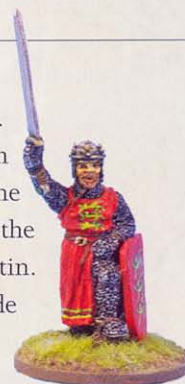
LATER CRUSADER

This list covers the armies of the Crusades in the Holy Land from the foundation of the main military orders in the second decade of the 12th century AD, until the fall of Acre in 1291.

During this period the Crusader states were mostly on the defensive, although several invasions of Egypt were attempted. Edessa was captured by Zangi of Mosul in 1144. The Second Crusade (1145–1149) was called in response to this. Its armies were defeated in Anatolia by the

Seljuk Turks and only remnants reached the Holy Land. Jerusalem was taken by Saladin in 1187, three months after he decisively defeated the army of the Kingdom at the Horns of Hattin. This prompted the Third Crusade (1188–1192). Despite the

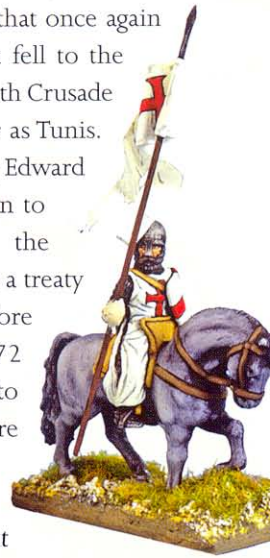
Richard I, commander of the Third Crusade



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recapture of Acre, and some battlefield successes by the Crusader army, Jerusalem was not recaptured. The remnants of the kingdom continued as the Kingdom of Acre. The Fourth Crusade (1201–1204) was side-tracked, resulting in the capture of Constantinople by the Crusaders and the creation of the Latin Empire. The Fifth Crusade (1217–1221) was an attempt to take back Jerusalem by first conquering Ayyubid Egypt. It ended in disaster. The Sixth Crusade (1228–1229) resulted in Jerusalem being returned by negotiation to Christian control. It was lost again to a rampaging army of stateless Khwarazmians in 1244 (following the defeat of their Sultan Jalal ad-Din at the hands of the Mongols and his subsequent assassination

in 1231). The Seventh Crusade (1248–1254) was another invasion of Egypt that once again ended in disaster. Antioch fell to the Mamluks in 1268. The Eighth Crusade (1270) only made it as far as Tunis. Prince Edward (later King Edward I) of England continued on to Outremer, managing in the Ninth Crusade to negotiate a treaty with the Mamluks before returning to England in 1272 to be crowned. Tripoli fell to the Mamluks in 1289, Acre in 1291.



Military Orders Knight

LATER CRUSADER STARTER ARMY

Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Military order knights, sergeants and turcopoles	1 BG	4 bases of knights: Superior, Heavily Armoured, Drilled Knights – Lancers, Swordsmen
Other knights, sergeants and turcopoles	1 BG	4 bases of knights: Superior, Heavily Armoured, Undrilled Knights – Lancers, Swordsmen
Separately deployed turcopoles	1 BG	4 bases of turcopoles: Average, Protected, Undrilled Cavalry – Bow*, Light Spear, Swordsmen
Military order spearmen	1 BG	6 bases of spearmen: Average, Armoured, Drilled Heavy Foot – Defensive Spearmen
Other spearmen	2 BGs	Each comprising 6 bases of spearmen: Average, Armoured, Undrilled Heavy Foot – Defensive Spearmen
Military order crossbowmen	1 BG	6 bases of crossbowmen: Average, Protected, Drilled Medium Foot – Crossbow
Other crossbowmen	1 BG	8 bases of crossbowmen: Average, Protected, Undrilled Medium Foot – Crossbow
Camp	1	Unfortified camp
Total	8 BGs	Camp, 12 mounted bases, 32 foot bases, 3 commanders

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as knights.
- The number of bases of crossbowmen cannot exceed the number of bases of spearmen.
- Only one allied contingent can be used.

LATER CRUSADER

LATER CRUSADER												
Territory Types: Agricultural, Developed, Hilly												
C-in-C		Inspired Commander/Field Commander/Troop Commander					80/50/35		1			
Sub-commanders		Field Commander					50		0-2			
		Troop Commander					35		0-3			
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Military Order knights, sergeants and turcoples	Before 1150	Knights	Armoured	Superior	Drilled	–	Lancers, Swordsmen	22	4-6	0-12	6-26	
	From 1150	Knights	Heavily Armoured	Superior	Drilled	–	Lancers, Swordsmen	26	4-6			
Other knights, sergeants and turcoples	Before 1150	Knights	Armoured	Superior	Undrilled	–	Lancers, Swordsmen	20	4-6	4-20		
	From 1150	Knights	Heavily Armoured	Superior	Undrilled	–	Lancers, Swordsmen	23	4-6			
Separately deployed turcoples		Cavalry	Protected	Average	Undrilled	Bow*	Light Spear, Swordsmen	11	4-6	0-6		
					Drilled			12				
Military Order spearmen		Heavy Foot	Armoured	Average	Drilled	–	Defensive Spearmen	9	6-8	0-8	12-40	
Other spearmen		Heavy Foot	Protected	Average	Undrilled	–	Defensive Spearmen	6	6-8	8-32		
			Armoured					8				
Military Order crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	–	7	6-8	0-8	6-24	
Other crossbowmen		Medium Foot	Protected	Average	Undrilled	Crossbow	–	6	6-8	6-16		
Optional Troops												
Maronite or Syrian archers		Medium Foot	Unprotected	Average	Undrilled	Bow	–	5	6-8	0-8		
Fortified camp								24		0-1		
Allies												
Armenian allies – Cilician Armenian												
Bedouin allies – Bedouin												
Byzantine allies (Only from 1163 to 1169) – Komnenan Byzantine												
Fatimid allies (Only in 1167) – Fatimid Egyptian												
Saracen allies – Syrian States												
Special Campaigns												
Only Richard I of England from 1191 to 1192												
Replace all spearmen and crossbowmen with mixed formations	Military Order	Heavy Foot	Armoured	Average	Drilled	–	Defensive spearmen	9	1/2	6	All or none	
		Medium Foot	Armoured	Average	Drilled	Crossbow	–	9	1/2			
	Others	Heavy Foot	Armoured	Average	Undrilled	–	Defensive spearmen	8	1/2	6		
		Medium Foot	Armoured	Average	Undrilled	Crossbow	–	8	1/2			
		Heavy Foot	Protected	Average	Undrilled	–	Defensive spearmen	6	1/2			6
		Medium Foot	Protected	Average	Undrilled	Crossbow	–	6	1/2			

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LATER CRUSADER ALLIES

Allied commander		Field Commander/Troop Commander						40/25	1		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Military Order knights, sergeants and turcoples	Before 1150	Knights	Armoured	Superior	Drilled	—	Lancers, Swordsmen	22	4	0-4	4-8
	From 1150	Knights	Heavily Armoured	Superior	Drilled	—	Lancers, Swordsmen	26	4		
Other knights, sergeants and turcoples	Before 1150	Knights	Armoured	Superior	Undrilled	—	Lancers, Swordsmen	20	4-6	0-8	
	From 1150	Knights	Heavily Armoured	Superior	Undrilled	—	Lancers, Swordsmen	23	4-6		
Military Order spearmen		Heavy Foot	Armoured	Average	Drilled	—	Defensive Spearmen	9	4	0-4	4-12
Other spearmen		Heavy Foot	Protected	Average	Undrilled	—	Defensive Spearmen	6	4-8	0-12	
			Armoured					8			
Military Order crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	—	7	4-8	0-4	4-8
Other crossbowmen		Medium Foot	Protected	Average	Undrilled	Crossbow	—	6	4-8	0-8	

FATIMID EGYPTIAN

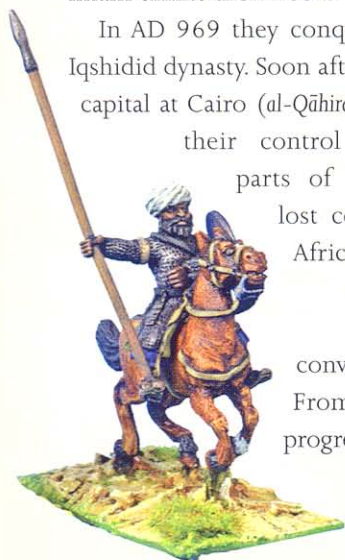
The Fatimid Caliphate was a Shi'a dynasty originating in North Africa (modern Tunisia and eastern Algeria), replacing the Aghlabids. They took their name from Fatima, the Prophet's daughter and wife of the fourth caliph 'Ali, from whom their caliphs also claimed descent, although this is dubious. 'Ali was the first Shi'a Imam and the Fatimid caliphs also took the title imam unlike their Abbasid counterparts.

In AD 969 they conquered Egypt from the Iqshidid dynasty. Soon after, they founded a new capital at Cairo (*al-Qāhira*). They also advanced their control into Palestine and parts of Syria. In 1040 they lost control of their North African territories when the Zirid dynasty declared its independence and conversion to Sunni Islam. From about 1070, they progressively lost their Syrian

and Palestinian territories, first to the Seljuk Turks, then to the Crusaders, so that their territory shrank until it consisted only of Egypt. In the wake of King Amalric of Jerusalem's interventions in Egypt, the Fatimid dynasty was suppressed by Saladin in 1171.

This list covers Fatimid armies from their initial employment of Turks and Dailami c.978 until their dynasty was suppressed by Saladin. The army that conquered Egypt in 969 is covered by the Early North African Dynasties list (see *Field of Glory Companion 7: Decline and Fall: Byzantium at War*).

Although the Fatimids' original power base was amongst the Kitama Berbers, they rapidly acquired a large number of black African slave troops who are usually referred to as Sudanese in the sources. The numbers of the latter increased dramatically from around 1000 under the caliph al-Hakim and they gained significant political power under the caliph al-Mustansir, thanks to the patronage of the caliph's mother who was herself Sudanese. Along with the Turks, they soon



Arab Lancer

came to dominate the army and the Kitama were elbowed out of positions of authority and eventually the army itself.

After about 1050, an economic crisis in the Fatimid state led to large scale civilian disorder and even fighting between the various parts of the army, usually pitching the Turks against the Sudanese, with the latter coming off worst. Eventually a general based in Syria, Badr al-Jamali, leading an army mainly recruited from Armenians, marched on Cairo to restore order

and effectively took over the regime. This gave the Fatimid state a new lease of life until Saladin's takeover in 1171 on the death of the last Fatimid caliph al-Adid.

TROOP NOTES

Sudanese slave troops ('Abid al-shira) were mostly close order infantry armed with sword and javelins. Some were armed with the heavy lutat mace. The Sariraya was a unit armed with 11 to 12 foot spears.

FATIMID EGYPTIAN STARTER ARMY

Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Arab lancers	2 BGs	Each comprising 4 bases of lancers: Average, Armoured, Drilled Cavalry – Lancers, Swordsmen
Mamluks	2 BGs	Each comprising 4 bases of mamluks: Superior, Armoured, Drilled Cavalry – Bow, Swordsmen
Bedouin cavalry	2 BGs	Each comprising 4 bases of Bedouin cavalry: Average, Unprotected, Undrilled Light Horse – Lancers, Swordsmen
'Abid al-shira	2 BGs	Each comprising 6 bases of javelinmen: Average, Protected, Drilled Heavy Foot – Light Spear, Swordsmen, and 3 bases of archers: Average, Unprotected, Drilled Light Foot – Bow
Armenian archers	1 BG	6 bases of Armenian archers: Average, Protected, Drilled Medium Foot – Bow
Camp	1	Unfortified camp
Total	9 BGs	Camp, 24 mounted bases, 24 foot bases, 3 commanders

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as lancers or mamluks.
- Mamluks can always dismount as Superior, Armoured, Drilled Medium Foot – Bow, Swordsmen.

- Only one allied contingent can be used.

Mamluk
Cavalryman



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Fatimid forces, by Angus McBride. Taken from *Men-at-Arms 125: The Armies of Islam 7th–11th Centuries*.

FATIMID EGYPTIAN

FATIMID EGYPTIAN											
Territory Types: Agricultural, Developed											
C-in-C		Inspired Commander/Field Commander/Troop Commander					80/50/35		1		
Sub-commanders		Field Commander					50		0-2		
		Troop Commander					35		0-3		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Berber, Arab, Syrian or other lancers		Cavalry	Armoured	Superior	Drilled	—	Lancers, Swordsmen	17	4-6	0-24	12-30
				Average				13			
Turkish or other mamluks		Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	19	4-6	0-18	
Berber foot	Only before 1074	Heavy Foot	Protected	Average	Undrilled	—	Defensive spearmen	6	2/3	9-12	0-18
		Light Foot	Unprotected	Average	Undrilled	Bow	—	5	1/3		
'Abid al-shira		Heavy Foot	Protected	Average	Drilled	—	Light Spear, Swordsmen	7	2/3	9-12	0-36
		Light Foot	Unprotected	Average	Drilled	Bow	—	5	1/3		
Armenian archers	Only from 1074	Medium Foot	Unprotected Protected	Average	Drilled	Bow	—	6	6-8	6-16	
								7			
Optional Troops											
Berber light horse	Only before 1074	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-12	
Bedouin cavalry		Light Horse	Unprotected	Average	Undrilled	—	Lancers, Swordsmen	8	4-6		
		Cavalry	Unprotected Protected	Average	Undrilled	—	Lancers, Swordsmen	8 9	4-6		
Turcoman cavalry	Only from 1072	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-6	
		Cavalry	Unprotected Protected	Average	Undrilled	Bow	Swordsmen	10 11	4-6		
Lutat macemen		Heavy Foot	Protected	Average	Drilled	—	Heavy Weapon	8	4-6	0-6	
Sariraya or other drilled spearmen and supporting archers		Heavy Foot	Protected	Average	Drilled	—	Defensive Spearmen	7	2/3	9-12	0-12
		Light Foot	Unprotected	Average	Drilled	Bow	—	5	1/3		
Other separately deployed archers		Light Foot	Unprotected	Average	Undrilled or Drilled	Bow	—	5	0-8		
		Medium Foot	Unprotected	Average	Undrilled	Bow	—	5			
			Unprotected Protected		Drilled			6			
			Protected		Undrilled			6			
			Protected		Drilled			7			
Dailami	Only before 1074	Medium Foot	Protected Armoured	Superior	Drilled	—	Impact foot, Swordsmen	10 13	2/3 or all	6-9	0-9
		Light Foot	Unprotected	Superior	Drilled	Bow	—	6	1/3 or none		
Crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	—	7	4	0-4	
Poor quality foot		Mob	Unprotected	Poor	Undrilled	—	—	2	6	0-6	
Stone-throwers or bolt-shooters	Only from 1074	Heavy Artillery	—	Average	Drilled	Heavy Artillery	—	20	2	0-2	
Fortified camp								24		0-1	
Allies											
Damascene allies (Only from 1074) – Syrian States											
Special Campaigns											
Only in 1167											
Frankish allies – Later Crusader											

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FATIMID EGYPTIAN ALLIES												
Allied commander		Field Commander/Troop Commander						40/25	1			
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Berber, Arab, Syrian or other lancers		Cavalry	Armoured	Superior	Drilled	—	Lancers, Swordsmen	17	4–6	0–8	4–8	
				Average				13				
Turkish or other mamluks		Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	19	4–6	0–6		
Berber foot	Only before 1074	Heavy Foot	Protected	Average	Undrilled	—	Defensive spearmen	6	2/3	6	0–6	
		Light Foot	Unprotected	Average	Undrilled	Bow	—	5	1/3			
'Abid al-shira		Heavy Foot	Protected	Average	Drilled	—	Light Spear, Swordsmen	7	2/3	6–12	0–12	
		Light Foot	Unprotected	Average	Drilled	Bow	—	5	1/3			
Armenian archers	Only from 1074	Medium Foot	Unprotected	Average	Drilled	Bow	—	6	4–6	0–6		
			Protected					7				
Berber light horse	Only before 1074	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4	0–4		
Bedouin cavalry		Light Horse	Unprotected	Average	Undrilled	—	Lancers, Swordsmen	8	4			
		Cavalry	Unprotected	Average	Undrilled	—	Lancers, Swordsmen	8	4			
			Protected					9				

GEORGIAN

This list covers the armies of the Christian Kingdom of Georgia from the creation of a unified kingdom by Bagrat III in 1008 until the division of the kingdom at the end of the 15th century.

Following the battle of Manzikert in 1071, most of Georgia was overrun by the Seljuk Turks. Davit IV the Builder, who came to the throne in 1089, had reconquered most of the kingdom and ceased to pay tribute to the Seljuks by 1099. Circa 1118, in need of manpower for the army, he invited 40,000 Cuman nomads and their families to settle in the areas vacated by the withdrawing Turcoman nomads. In 1120, he invited several thousand Alans also to settle in Georgia. He also obtained mercenaries from the Franks (Crusaders). In 1121 the Seljuk Turks invaded again, but were defeated at Didgori, following which Tblisi was finally liberated and made the capital of the Georgian kingdom. In 1124, the Georgians conquered Shirvan (in Azerbaijan) and northern Armenia. The Muslim part of Shirvan became a client state.

From 1194 to 1204, Queen Tamar the Great repulsed several more Turkish invasions and conquered most of southern Armenia – though it remained semi-independent under Muslim Turkish emirs. Following the fall of Constantinople to the Fourth Crusade in 1204, she occupied the eastern provinces of the Byzantine Empire, turning it into the Empire of Trebizond with her nephew Alexios Komnenos as Emperor. Trebizond remained dependent on Georgia for most of its history.

Following the Mongol invasion, Queen Rusudan signed a treaty with the Mongols in 1243, under which Georgia gave up all of its client states and agreed to pay tribute.

Tblisi, moreover, was occupied by a Mongol garrison. Tributary status continued until the reign of Giorgi V the Magnificent (1314–1346).



Georgian Noble

GEORGIAN

From 1386 to 1403, Georgia was invaded several times by Tamerlane, resulting in much devastation. Konstantine II (1478–1505) was the last king of a briefly reunited Georgia. Thereafter the kingdom was permanently divided into several parts and was finally annexed by the Russian Empire at the start of the 19th century.

TROOP NOTES

At some point in the early 12th century, Georgian fighting style changed from charging

lancers, with bows kept mainly for hunting, to a Turkish-style emphasis on the bow. The arrival of the Cumans has been chosen as a likely, if arbitrary, date for the change.

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as nobles.

GEORGIAN										
Territory Types: Agricultural, Hilly, Mountains										
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/50/35	1	
Sub-commanders		Field Commander						50	0–2	
		Troop Commander						35	0–3	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops										
Georgian nobles and followers	Only before 1118	Cavalry	Armoured	Superior	Undrilled	–	Lancers, Swordsmen	16	4–6	12–48
Georgian or Cuman nobles and followers	Only from 1118	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	18	4–6	8–24
Retainers		Light Horse	Unprotected	Average	Undrilled	Bow	–	8	4–6	0–12
Spearmen		Heavy Foot	Protected	Average	Undrilled	–	Defensive Spearmen	6	6–8	0–16
			Armoured					8		
Foot archers		Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	0–16
		Medium Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	
			Protected					6		
Cumans, Alans and other nomads	Only from 1118	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4–6	8–48
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4–6	
			Protected					11		
Optional Troops										
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	4–6	0–6
Varangians	Only from 1027 to 1213	Heavy Foot	Protected	Average	Undrilled	–	Offensive Spearmen	7	6–8	0–8
Crusader knights, sergeants and turcoples	Only from 1118 to 1144	Knights	Armoured	Superior	Undrilled	Lancers	Swordsmen	20	4	0–4
Alan armoured cavalry	Only from 1120	Cavalry	Armoured	Superior	Undrilled	–	Lancers, Swordsmen	16	4	0–4
		Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	18		
Fortified camp								24		0–1
Allies										
Muslim client allies (Only from 1124 to 1243) – Seljuk Turk										

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GEORGIAN ALLIES										
Allied commander		Field Commander/Troop Commander						40/25	1	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Georgian nobles and followers	Only before 1118	Cavalry	Armoured	Superior	Undrilled	—	Lancers, Swordsmen	16	4–6	4–8
Georgian or Cuman nobles and followers	Only from 1118	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	18	4–6	4–8
Retainers		Light Horse	Unprotected	Average	Undrilled	Bow	—	8	4	0–4
Spearmen		Heavy Foot	Protected	Average	Undrilled	—	Defensive Spearmen	6	4–6	0–6
			Armoured					8		
Foot archers		Light Foot	Unprotected	Average	Undrilled	Bow	—	5	4–6	0–6
		Medium Foot	Unprotected	Average	Undrilled	Bow	—	5	4–6	
			Protected					6		
Cumans, Alans and other nomads	Only from 1118	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4–6	4–12
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4–6	
			Protected					11		

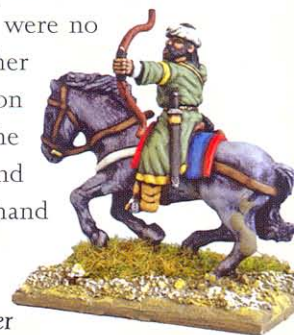
SELJUK TURK

This list covers Seljuk armies from their sack of Ghazni in AD 1037 until the final demise of the remnants of the Seljuk Sultanate of Rum in 1307.

In 1071 the Seljuks under Alp Arslan defeated the main Byzantine army under the Emperor Romanos IV Diogenes at the decisive battle of Manzikert in eastern Anatolia. Following this, they gradually expanded into Anatolia. At the height of their power, their empire extended from modern Afghanistan to Palestine, Syria and most of Anatolia. Following the death of the Sultan Malik Shah in 1092, the empire broke up into rival Sultanates. The list then divides into three sections: Rum (1092–1307 – in modern Turkey), Hamadan (1092–1194 – in modern Iran, Iraq and Syria) and Eastern Seljuks (1092–1181 – in north-eastern Iran and central Asia).

TROOP NOTES

Western accounts of the First Crusade mention 3,000 troops called Agulani within the Seljuk armies “who feared neither lances, arrows, nor arms because they and their horses were wearing iron armour, and they fought only with swords”. It is most likely that “Agulani” is a corruption of ghilman/ghulam by Crusaders unaware of what they actually were (they are also identified as a people) and that these were no different from other similar troops who on occasion disdained the use of their bows and fought with hand-to-hand weapons only.



Seljuk Horse Archer

SELJUK TURK

SELJUK TURK STARTER ARMY

Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Seljuk nobles	1 BG	4 bases of Seljuk nobles: Superior, Armoured, Undrilled Cavalry – Bow, Swordsmen
Ghilman	3 BGs	Each comprising 4 bases of ghilman: Superior, Armoured, Drilled Cavalry – Bow, Swordsmen
Turcomans	3 BGs	Each comprising 4 bases of Turcoman cavalry: Average, Unprotected, Undrilled Light Horse – Bow, Swordsmen
Foot archers	2 BGs	Each comprising 6 bases of foot archers: Average, Unprotected, Undrilled Light Foot – Bow
Camp	1	Unfortified camp
Total	9 BGs	Camp, 28 mounted bases, 12 foot bases, 3 commanders



Seljuk Turk horse-archer (back), by Angus McBride. Taken from *Men-at-Arms 125: The Armies of Islam 7th–11th Centuries*.

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Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as nobles or ghilman.

- Ghilman can always dismount as Superior, Armoured, Drilled Medium Foot – Bow, Swordsmen.
- Options listed as “Only before 1128”, “Only in Syria before 1128” or “Only in Syria” cannot be used by the Sultanate of Rum, nor, unless specifically stated, by the Eastern Seljuks.
- Only one allied contingent can be used.

SELJUK TURK											
Territory Types: Agricultural, Developed, Hilly, Steppes											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/50/35		1	
Sub-commanders		Field Commander						50		0–2	
		Troop Commander						35		0–3	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Nobles	Only before 1100	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	18	4–6	0–12	6–24
Ghilman		Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	19	4–6	0–24	
Syrian, Armenian, Kurdish or ex-Fatimid lancers	Only in Syria before 1128	Cavalry	Armoured	Superior	Undrilled	–	Lancers, Swordsmen	16	4–6	0–18	
				Average				12			
Turcomans		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4–6	12–60	
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10			
			Protected					11			
Foot archers		Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	0–12	
				Poor				3			
		Medium Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8		
				Poor				3			
Foot javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6–8	0–16	
				Poor				2			
		Medium Foot	Protected	Average	Undrilled	–	Light Spear	5	6–8		
				Poor				3			
Foot spearmen	Only Rum from 1150	Heavy Foot	Protected	Average	Undrilled	–	Defensive Spearmen	6	6–8	0–8	
				Poor				4			
Ahdath militia	Only in Syria before 1128	Heavy Foot	Protected	Poor	Undrilled	–	Defensive Spearmen	4	2/3	9–12	0–18
		Light Foot	Unprotected	Poor	Undrilled	Bow	–	3	1/3		
	Only before 1128	Mob	Unprotected	Poor	Undrilled	–	–	2	6–8	0–8	
Optional Troops											
Bedouin cavalry	Only before 1128	Light Horse	Unprotected	Average	Undrilled	–	Lancers, Swordsmen	8	4–6	0–6	
		Cavalry	Unprotected	Average	Undrilled	–	Lancers, Swordsmen	8	4–6		
			Protected					9			
Crossbowmen	Only Rum from 1128	Medium Foot	Protected	Average	Undrilled	Crossbow	–	6	4–6	0–6	

CUMAN

"Firenk", Armenian or Greek cavalry	Only Rum from 1150	Knights	Heavily Armoured	Superior	Undrilled	–	Lancers, Swordsmen	23	4	0–4	
		Knights	Armoured	Superior	Undrilled	–	Lancers, Swordsmen	20			
		Cavalry	Armoured	Average	Undrilled	–	Lancers, Swordsmen	12			
		Cavalry	Protected	Average	Undrilled	–	Lancers, Swordsmen	9			
Dailami	Only before 1128 or Eastern Seljuks	Medium Foot	Protected	Superior	Drilled	–	Impact Foot, Swordsmen	10	2/3 or all	6–9	0–9
			Armoured					13			
		Light Foot	Unprotected	Superior	Drilled	Bow	–	6	1/3 or none		
Elephants	Only Eastern Seljuks	Elephants	–	Average	Undrilled	–	–	25	2		0–2
Fortified camp								24			0–1
Allies											
Arab allies (Only in Syria) – Arab Cities											
Bavandid Dailami allies (Only Eastern Seljuks from 1153) – Dailami Dynasties – See Field of Glory Companion 7: <i>Decline and Fall: Byzantium at War</i> .											
Ghaznavid vassals (Only Eastern Seljuks) – Ghaznavid – SeeField of Glory Companion 7: <i>Decline and Fall: Byzantium at War</i>											
Iqaylid allies (Only before 1092) – Bedouin Dynasties – See Field of Glory Companion 7: <i>Decline and Fall: Byzantium at War</i>											
Ilkhanid allies (Only Rum from 1256 to 1276) – Ilkhanid Mongol											
Khwarazmian allies (Only Eastern Seljuks from 1153 or Rum in 1237)											
Qarakhanid allies (Only before 1128 – not in Syria) – Central Asian Turkish											
Saffarid allies (Only before 1072 – not in Syria) – Khurasanian Dynasties – See Field of Glory Companion 7: <i>Decline and Fall: Byzantium at War</i> .											

SELJUK TURK ALLIES

Allied commander		Field Commander/Troop Commander						40/25	1		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Nobles	Only before 1100	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	18	4	0–4	4–8
Ghilman		Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	19	4–6	0–8	
Turcomans		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4–6	4–18	
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10			
			Protected					11			

CUMAN

This list covers Cuman (also known as Kipchak Turk or Polovtsy) armies from AD 1054 until 1394.

The nomadic Cumans appeared in the steppes north of the Black and Caspian seas in the 11th century, after defeating the Pechenegs. From this base they raided the Byzantine Empire, the Kingdom of Hungary, and the Russian principa-

lities. Various groups took part in the wars of the surrounding nations. In 1238, they were decisively defeated by the Mongols. Many took refuge in Hungary, Bulgaria and the Byzantine Empire. Those who remained on the steppe became part of the Mongol Golden Horde. The Cuman language survived in Hungary until the 17th century.

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CUMAN STARTER ARMY

Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Noble cavalry	3 BGs	Each comprising 4 bases of Cuman nobles: Superior, Armoured, Undrilled Cavalry – Bow, Swordsmen
Other cavalry	6 BGs	Each comprising 4 bases of Cuman light horse: Average, Unprotected, Undrilled Light Horse – Bow, Swordsmen
Fortified Camp	1	Fortified camp
Total	9 BGs	Fortified camp, 36 mounted bases, 3 commanders

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

instructions apply to this army:

Choose an army based on the maxima and minima in the list below. The following special

- Commanders should be depicted as noble cavalry.

CUMAN

CUMAN										
Territory Types: Steppes										
C-in-C		Inspired Commander/Field Commander/Troop Commander					80/50/35		1	
Sub-commanders		Field Commander					50		0–2	
		Troop Commander					35		0–3	
Troop name		Troop Type			Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting				Close Combat
Core Troops										
Noble cavalry		Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	18	4–6	0–16
Other cavalry		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4–6	24–84
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10		
Protected	11									
Fortified camp								24		0–1
Optional Troops										
Foot		Mob	Unprotected	Poor	Undrilled	–	–	2	6–8	0–8
Vlach foot	Only from 1122 to 1269	Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	0–12
		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6–8	
		Medium Foot	Protected	Average	Undrilled	–	Light Spear	5	6–8	
Bolt–shooters or stone–throwers	Only from 1180	Heavy Artillery	–	Average	Undrilled	Heavy Artillery	–	20	2	0–2
Allies										
Alan allies – Later Alan										

LATER ALAN ALLIES

CUMAN ALLIES									
Allied commander	Field Commander/Troop Commander						40/25	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Noble cavalry	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	18	4-6	0-6
Other cavalry	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	6-24
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10		
		Protected					11		

LATER ALAN ALLIES

The appropriate classification of Alan armoured cavalry in this period is uncertain. We allow for the two most likely interpretations.

- Commanders should be depicted as armoured cavalry.

LATER ALAN ALLIES									
Allied commander	Field Commander/Troop Commander						40/25	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Armoured cavalry	Cavalry	Armoured	Superior	Undrilled	—	Lancers, Swordsmen	16	4-6	0-6
	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	18		
Other cavalry	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	6-24
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10		
		Protected					11		

KOMNENAN BYZANTINE

This list covers Byzantine armies from the aftermath of the defeat of Manzikert in 1071 AD until the capture of Constantinople by the Fourth Crusade in 1204.

Following its disastrous defeat by the Seljuk Turks under Alp Arslan at Manzikert, the Byzantine army was in disarray, and had to be reconstituted by recruiting mercenaries from any available source. Native troops still existed, but the bulk of the army was comprised of foreign mercenaries. Latinikon were western knights. Skythikon were mostly Pechenegs in the earlier

part of the period, later mostly Cumans. Turkopouloi were Seljuk Turks or Turcomans or their descendants. Vardariots were Uzes or Magyars from Macedonia. Varangians were a mixture of Englishmen, Scandinavians and Rus.

Although the Seljuks did not press their advantage immediately after Manzikert, they gradually took over most of Anatolia. By the accession

Byzantine Cavalry



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of the Emperor Alexios I Komnenos in 1081, the Empire was in a poor state indeed. In a long reign of 37 years he gradually restored the fortunes of the empire, and founded a dynasty which lasted until 1185.

During his reign, Alexios fought the south Italian Normans, the Pechenegs, the Cumans and the Seljuk Turks. His call to the West for mercenaries resulted in the First Crusade. He regained much of the Empire's lost territory in Anatolia. His son John II Komnenos (reigned 1118–1143) and grandson Manuel I Komnenos (reigned 1143–1180) also had long and relatively successful reigns. However, Manuel suffered a major defeat against the Seljuk Turks

under Kilij Arslan II at Myriokephalon in 1176.

In 1204, the Fourth Crusade, diverted by the Venetians, attacked and captured Constantinople.

TROOP NOTES

Although contemporary depictions (often of warrior saints) show many spearmen in metal armour, it is postulated, based on earlier Byzantine evidence, that this represents only the equipment of officers, rankers being mostly in non-metallic armour. Hence we treat the spearmen as Protected.

Manichaeans were Slav Bogomil heretics famed for their fierceness.

KOMNENAN BYZANTINE STARTER ARMY		
Commander-in-Chief	1	Inspired Commander (Alexios Komnenos)
Sub-commanders	2	2 x Troop Commander
Varangian guard	1 BG	6 bases of Varangian guard: Superior, Armoured, Drilled Heavy Foot – Heavy Weapon
Latinikon	1 BG	4 bases of Latinikon: Superior, Armoured, Drilled Knights – Lancers, Swordsmen
Byzantine cavalry	2 BGs	Each comprising 4 bases of Byzantine cavalry: Average, Armoured, Drilled Cavalry – Lancers, Swordsmen
Skythikon	2 BGs	Each comprising 4 bases of Skythikon: Average, Unprotected, Undrilled Light Horse – Bow, Swordsmen
Byzantine spearmen	1 BG	8 bases of spearmen: Average, Protected, Drilled Heavy Foot – Defensive Spearmen
Byzantine archers	1 BG	8 bases of archers: Average, Unprotected, Drilled Light Foot – Bow
Camp	1	Unfortified camp
Total	8 BGs	Camp, 20 mounted bases, 22 foot bases, 3 commanders

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should mostly be depicted as Byzantine cavalry. One each could be depicted

as Latinikon or Varangians.

- The minimum marked * applies if the Emperor is present.
- The minimum marked ** applies if any foot are used.
- Sicilian Norman allies cannot be used with any other allies, and cannot include any Saracens.



Byzantine infantryman, by Angus McBride. Taken from *Warrior 118: Byzantine Infantryman: Eastern Roman Empire c.900–1204*.

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KOMNENAN BYZANTINE														
Territory Types: Agricultural, Developed, Hilly														
C-in-C		Inspired Commander/Field Commander/Troop Commander					80/50/35		1					
Sub-commanders		Field Commander					50		0-2					
		Troop Commander					35		0-3					
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases				
		Type	Armour	Quality	Training	Shooting	Close Combat							
Core Troops														
Byzantine cavalry	Before 1150	Cavalry	Armoured	Average	Drilled	-	Lancers, Swordsmen	13	4-6	6-16				
			Armoured	Poor				10						
			Protected	Average				10						
			Protected	Poor				8						
	From 1150	Knights	Armoured	Average	Drilled	-	Lancers, Swordsmen	18	4-6	4-8				
	Latinikon	Before 1150	Knights	Armoured	Superior	Drilled	-	Lancers, Swordsmen	22	4-6	0-12			
Average					18									
From 1150		Knights	Heavily armoured	Superior	Drilled	-	Lancers, Swordsmen	26	4-6	4-16				
				Average				21						
Skythikon, Turkopouloi or Vardariots		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	8-36				
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10						
			Protected					11						
Varangian guard and other Varangian units		Heavy Foot	Heavily Armoured	Elite	Drilled	-	Heavy Weapon	19	4-8	*4-8				
			Heavily Armoured	Superior				16						
			Armoured	Elite				16						
			Armoured	Superior				13						
Byzantine archers		Light Foot	Unprotected	Average	Drilled	Bow	-	5	6-8	0-18	**6-18			
				Poor				3						
		Medium Foot	Unprotected	Average	Drilled	Bow	-	6	6-8					
				Poor				4						
		Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8	0-8				
				Poor				5						
		Optional Troops												
		Byzantine spearmen		Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7		6-8	0-8	
Poor	5													
Byzantine javelinmen		Light Foot	Unprotected	Average	Drilled	Javelins	Light Spear	4	4	0-4				
				Poor				2						
Manichaeans	Only before 1150	Medium Foot	Protected	Average	Undrilled	Impact Foot	Swordsmen	7	4-6	0-6				
Fortified camp								24		0-1				
Allies														
Turkish allies – Seljuk Turk														
Only before 1150														
Cuman allies														
Serbian allies – Early South Slav – See Field of Glory Companion 6: <i>Eternal Empire:The Ottomans at War</i>														
Only from 1150														
Armenian allies – Cilician Armenian														
Crusader allies – Later Crusader														
Sicilian Norman allies – Sicilian Norman														

KOMNENAN BYZANTINE ALLIES

Allied commander		Field Commander/Troop Commander						40/25	1	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Byzantine cavalry	Before 1150	Cavalry	Armoured	Average	Drilled	—	Lancers, Swordsmen	13	4-6	4-6
			Armoured	Poor				10		
			Protected	Average				10		
			Protected	Poor				8		
	From 1150	Knights	Armoured	Average	Drilled	—	Lancers, Swordsmen	18	4	0-4
	Latinikon	Before 1150	Knights	Armoured	Superior	Drilled	—	Lancers, Swordsmen	22	4
Average					18					
From 1150		Knights	Heavily armoured	Superior	Drilled	—	Lancers, Swordsmen	26	4-6	4-6
				Average				21		
Skythikon, Turkopouloi or Vardariots		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	4-12
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10		
			Protected					11		
Byzantine archers		Light Foot	Unprotected	Average	Drilled	Bow	—	5	4-6	0-6
				Poor				3		
		Medium Foot	Unprotected	Average	Drilled	Bow	—	6	4-6	
				Poor				4		

CILICIAN ARMENIAN

This list covers the armies of the Kingdom of Lesser Armenia in Cilicia, from its foundation by Prince Ruben the Great in 1080. Initially divided into a number of rival principalities, it officially became a kingdom in 1198 under King Leon II the Magnificent. In 1375 the capital, Sis, fell to the Mamluk Egyptians, the last king, Leon VI, being taken prisoner.



Armenian Noble

He was released in 1382 and travelled to Paris and London seeking aid to liberate his kingdom. None was forthcoming.

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as nobles.
- Only one allied contingent can be used.

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SWORDS AND SCIMITARS

CILICIAN ARMENIAN

Territory Types: Agricultural, Hilly, Mountains

C-in-C		Inspired Commander/Field Commander/Troop Commander						80/50/35		1	
Sub-commanders		Field Commander						50		0–2	
		Troop Commander						35		0–3	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Armenian nobles and retainers	Only before 1100	Cavalry	Armoured	Superior	Undrilled	—	Lancers, Swordsmen	16	4–6	8–28	8–28
	Only from 1100	Knights	Armoured	Superior	Undrilled	—	Lancers, Swordsmen	20	4–6		
	Only from 1150	Knights	Heavily Armoured	Superior	Undrilled	—	Lancers, Swordsmen	23	4–6	0–6	
Armenian spearmen		Medium Foot	Protected	Average	Undrilled	—	Light Spear	5	6–8	0–60	12–60
		Heavy Foot	Protected	Average	Undrilled	—	Defensive Spearmen	6	6–8	0–60	
		Heavy Foot	Armoured	Average	Undrilled	—	Defensive Spearmen	8	6–8	0–8	
Armenian archers		Light Foot	Unprotected	Average	Undrilled	Bow	—	5	6–8	4–40	4–40
		Medium Foot	Unprotected	Average	Undrilled	Bow	—	5	6–8		
			Protected	Average	Undrilled	Bow	—	6	6–8		
Optional Troops											
Bedouin cavalry		Light Horse	Unprotected	Average	Undrilled	—	Lancers, Swordsmen	8	4–6	0–6	
		Cavalry	Unprotected	Average	Undrilled	—	Lancers, Swordsmen	8	4–6		
	Protected							9			
Frankish mercenary spearmen	Only from 1150	Heavy Foot	Armoured	Average	Drilled	—	Defensive Spearmen	9	4	0–4	
Frankish mercenary crossbowmen	Only from 1150	Medium Foot	Protected	Average	Drilled	Crossbow	—	7	4–6	0–6	
Fortified camp								24		0–1	
Allies											
Frankish allies (Only before 1264) – Early Crusader or Later Crusader											
Ilkhanid Mongol allies (Only from 1260) – Ilkhanid Mongol											
Cypriot allies (Only from 1300) – Medieval Cypriot											
Rum Seljuk allies (Only from 1128 to 1246) – Seljuk Turk											

CILICIAN ARMENIAN ALLIES

Allied commander		Field Commander/Troop Commander						40/25	1		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Armenian nobles and retainers	Only before 1100	Cavalry	Armoured	Superior	Undrilled	—	Lancers, Swordsmen	16	4-6	4-8	4-8
	Only from 1100	Knights	Armoured	Superior	Undrilled	—	Lancers, Swordsmen	20	4-6		
	Only from 1150	Knights	Heavily Armoured	Superior	Undrilled	—	Lancers, Swordsmen	23	4	0-4	
Armenian spearmen		Medium Foot	Protected	Average	Undrilled	—	Light Spear	5	4-8	4-16	4-16
		Heavy Foot	Protected	Average	Undrilled	—	Defensive Spearmen	6	4-8		
Armenian archers		Light Foot	Unprotected	Average	Undrilled	Bow	—	5	4-8	4-8	4-8
		Medium Foot	Unprotected	Average	Undrilled	Bow	—	5	4-8		
			Protected	Average	Undrilled	Bow	—	6	4-8		

SYRIAN STATES

This list covers the armies of the larger independent or semi-independent Muslim states that existed in Syria following the decline of central Seljuk control after the death of Malik Shah in 1092, shortly before the First Crusade. These include Aleppo, Antioch before its capture by the Crusaders in 1098, Damascus, and Jerusalem before its capture by the Fatimids in 1098. Also the Zangid Sultanate from 1128 until 1174 when its territories were absorbed into the Ayyubid Sultanate. Also the Syrian Ayyubid dynasties from Saladin's death in 1193 until absorption of the last one by the Mamluks in 1286. The smaller Arab-ruled cities of Hama, Homs, Shaizar and Tripoli are dealt with as allied contingents – for which they have their own list.

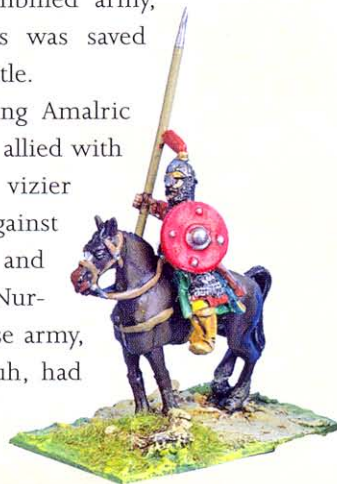
FRANCO-MUSLIM ALLIANCES

It did not take long after the initial success of the First Crusade for the Crusaders to fall out amongst themselves. Likewise, no love was lost between the various Muslim rulers. Surprising as it may seem, considering their religious differences, it was not long before Crusaders and Muslims allied with each other against their rivals, irrespective of religion.

- In 1108, Tancred of Antioch allied with Ridwan of Aleppo against Baldwin of Edessa and Jawali Saqawa of the Jazirah. Battle was joined, and was hard contested until Jawali's Bedouin allies noticed Baldwin's reserve horses and deserted the field to steal and ride off with them. On seeing this, Jawali's Turks fled, leaving Baldwin's troops alone to face the whole enemy army. They too soon fled. Christian losses amounted to almost 2,000.

- In 1115, Baldwin of Jerusalem, Roger of Antioch and Pons of Tripoli allied with Toghtekin of Damascus against the Seljuk Sultan Mehmed I. The Sultan's general Bursuq retreated rather than face this alliance, the danger appeared past and the allied army broke up. Bursuq then advanced again. Roger had not dismissed his army, but felt he could not wait for his allies to reassemble. He made a surprise attack on the Sultan's army at Tel-Danith while they were setting up their tents for lunch, and won a complete victory. Thus ended the last attempt by the Seljuk Sultans to regain control over Syria.
- In 1124, the armies of Antioch and Edessa under King Baldwin of Jerusalem allied with the Bedouin emir Dubais to besiege Aleppo. When the atabeg of Mosul turned up, however, together with contingents from Homs and Damascus, the Franco-Bedouin alliance broke up.
- In 1139, King Fulk of Jerusalem allied with Unur of Damascus against the atabeg Zangi of Mosul. Zangi retired rather than face the combined army, so Damascus was saved without a battle.
- In 1167, King Amalric of Jerusalem allied with the Fatimid vizier Shawar against Zangi's son and successor, Nur-ed-din, whose army, under Shirkuh, had

Ghilman Cavalry



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Syrian amir (forefront), by Gerry Embleton. Taken from *Men-at-Arms 75: Armies of the Crusades*.

SYRIAN STATES

invaded Egypt. Battle was joined at al-Babein. Shirkuh's centre, under his nephew Saladin, drew Amalric and his knights off by a feigned flight, whereupon the rest of the Zangid army soon put the Fatimid forces to flight. Amalric managed to cut his way out, but many of his knights were killed or captured. Amalric and Shawar retreated with the remnants of their army, which was still larger than Shirkuh's. They were eventually able to negotiate his withdrawal from Egypt. The following year Amalric broke his treaty with Shawar and invaded Egypt. This time the Fatimid Caliph called on the aid of Nur-ed-din, who once again sent an army under Shirkuh and Saladin. Amalric was forced to retreat and Shawar was executed on the orders of the Caliph, leaving Shirkuh master of Egypt.

- In 1244, the combined forces of Christian Outremer, including the knights Templar

and Hospitaller under their Grand Masters and even a contingent from the Teutonic Order, allied with the Ayyubids al-Mansur Ibrahim of Homs, Ismail of Damascus and an-Nasir of Kerak against the Ayyubid Sultan of Egypt, as-Salih Ayyub, and his Khwarazmian allies. The Sultan's army was under the command of the young mamluk general, Baibars (later Mamluk Sultan of Egypt himself). Battle took place at La Forbie near Gaza. The Egyptian troops held the Franks while the Khwarazmians attacked their Muslim allies. The Damascene troops collapsed first, followed by those from Kerak. Al-Mansur Ibrahim and the Homs troops fought their way out, but the Khwarazmians turned on the flank of the Christians. Although the Franks fought bravely, the situation was hopeless and their whole army was destroyed, with at least 5,000 losses.

SYRIAN STATES STARTER ARMY

Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Ghilman	2 BGs	Each comprising 4 bases of ghilman: Superior, Armoured, Drilled Cavalry – Bow, Swordsmen
Syrian lancers	2 BGs	Each comprising 4 bases of lancers: Average, Armoured, Undrilled Cavalry – Lancers, Swordsmen
Turcomans	3 BGs	Each comprising 4 bases of Turcoman cavalry: Average, Unprotected, Undrilled Light Horse – Bow, Swordsmen
Bedouin cavalry	2 BGs	Each comprising 4 bases of Bedouin cavalry: Average, Unprotected, Undrilled Light Horse – Lancers, Swordsmen
Ahdath militia	1 BG	Comprising 8 bases of spearmen: Poor, Protected, Undrilled Heavy Foot – Defensive Spearmen, and 4 bases of archers: Poor, Unprotected, Undrilled Light Foot – Bow
Camp	1	Unfortified camp
Total	10 BGs	Camp, 36 mounted bases, 12 foot bases, 3 commanders

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BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as ghilman.
- Ghilman can always dismount as Superior,

Armoured, Drilled Medium Foot – Bow, Swordsmen.

- A Syrian States allied general's contingent must conform to the Syrian States allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- Khwarazmians cannot be used with any other allies.

SYRIAN STATES										
Territory Types: Agricultural, Developed										
C-in-C	Inspired Commander/Field Commander/Troop Commander					80/50/35		1		
Sub-commanders	Field Commander/Troop Commander					50/35		0–2		
Syrian States allied commander	Field Commander/Troop Commander					40/25		0–1		
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Ghilman	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	19	4–6	4–12	8–30
Syrian, Armenian or Kurdish lancers	Cavalry	Armoured	Superior	Undrilled	–	Lancers, Swordsmen	16	4–6	0–24	
			Average				12			
Turcomans	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4–6	12–30	
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10			
		Protected					11			
Optional Troops										
Bedouin cavalry	Light Horse	Unprotected	Average	Undrilled	–	Lancers, Swordsmen	8	4–6	0–16	
	Cavalry	Unprotected	Average	Undrilled	–	Lancers, Swordsmen	8	4–6		
		Protected					9			
Foot archers	Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	0–12	
			Poor				3			
	Medium Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8		
			Poor				3			
Foot javelinmen	Medium Foot	Protected	Average	Undrilled	–	Light Spear	5	6–8	0–8	
Poor	3									
Crossbowmen	Medium Foot	Protected	Average	Undrilled	Crossbow	–	6	4	0–4	
Armoured spearmen	Heavy Foot	Armoured	Average	Undrilled	–	Defensive Spearmen	8	4	0–4	
Ahdath militia	Heavy Foot	Protected	Poor	Undrilled	–	Defensive Spearmen	4	2/3	9–12	0–18
	Light Foot	Unprotected	Poor	Undrilled	Bow	–	3	1/3		
	Mob	Unprotected	Poor	Undrilled	–	–	2	6–8		
Fortified camp							24		0–1	
Allies										
Arab City allies – Arab Cities										
Bedouin allies – Bedouin										
Frankish allies – Early Crusader or Later Crusader										
Khwarazmian allies (Only Damascus in 1246) – Khwarazmian										

ARAB CITIES

SYRIAN STATES ALLIES

Allied commander	Field Commander/Troop Commander						40/25	1			
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
	Type	Armour	Quality	Training	Shooting	Close Combat					
Ghilman	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	19	4	4		
Syrian, Armenian or Kurdish lancers	Cavalry	Armoured	Superior	Undrilled	—	Lancers, Swordsmen	16	4-6	0-6		
			Average				12				
Turcomans	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	4-8		
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10				
		Protected					11				
Bedouin cavalry	Light Horse	Unprotected	Average	Undrilled	—	Lancers, Swordsmen	8	4	0-4		
	Cavalry	Unprotected	Average	Undrilled	—	Lancers, Swordsmen	8	4			
		Protected					9				
Foot archers	Light Foot	Unprotected	Average	Undrilled	Bow	—	5	4	0-4		
			Poor				3				
	Medium Foot	Unprotected	Average	Undrilled	Bow	—	5	4			
			Poor				3				
Foot javelinmen	Medium Foot	Protected	Average	Undrilled	—	Light Spear	5	4			
			Poor				3				
Ahdath militia	Heavy Foot	Protected	Poor	Undrilled	—	Defensive Spearmen	4	2/3	9	0-9	0-9
	Light Foot	Unprotected	Poor	Undrilled	Bow	—	3	1/3			
	Mob	Unprotected	Poor	Undrilled	—	—	—	2	6-8	0-8	

ARAB CITIES

This list covers contingents supplied by the Arab-ruled cities of Hama, Homs, Shaizar and Tripoli.

- The commander should be depicted as armoured lancers.

ARAB CITIES ALLIES

Allied commander	Field Commander/Troop Commander						40/25	1			
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
	Type	Armour	Quality	Training	Shooting	Close Combat					
Armoured lancers	Cavalry	Armoured	Superior	Undrilled	—	Lancers, Swordsmen	16	4-6	4-8		
			Average				12				
Bedouin cavalry	Light Horse	Unprotected	Average	Undrilled	—	Lancers, Swordsmen	8	4	0-4		
	Cavalry	Unprotected	Average	Undrilled	—	Lancers, Swordsmen	8	4			
		Protected					9				
Foot archers	Light Foot	Unprotected	Average	Undrilled	Bow	—	5	4	0-4		
			Poor				3				
	Medium Foot	Unprotected	Average	Undrilled	Bow	—	5	4			
			Poor				3				
Ahdath militia	Heavy Foot	Protected	Poor	Undrilled	—	Defensive Spearmen	4	2/3	9	0-9	0-9
	Light Foot	Unprotected	Poor	Undrilled	Bow	—	3	1/3			
	Mob	Unprotected	Poor	Undrilled	—	—	2	6-8	0-8		

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BEDOUIN

This list covers contingents supplied by Bedouin emirs.

- The commander should be depicted as heavy cavalry.



Bedouin chief (right), by Angus McBride. Taken from Men-at-Arms 255: Armies of the Muslim Conquest.

BEDOUIN ALLIES

Allied commander	Field Commander/Troop Commander						40/25	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Bedouin heavy cavalry	Cavalry	Armoured	Superior	Undrilled	—	Lancers, Swordsmen	16	4	0–4
			Average				12		
Other Bedouin cavalry	Light Horse	Unprotected	Average	Undrilled	—	Lancers, Swordsmen	8	4–6	6–16
	Cavalry	Unprotected	Average	Undrilled	—	Lancers, Swordsmen	8	4–6	
		Protected					9		
Bedouin archers	Light Foot	Unprotected	Average	Undrilled	Bow	—	5	4–6	0–6
			Poor				3		
	Medium Foot	Unprotected	Average	Undrilled	Bow	—	5	4–6	
			Poor				3		

KHWARAZMIAN

This list covers Khwarazmian armies from 1156 to 1246.

Khwarazm was a region east of the Caspian Sea. In 1156, on the death of the Seljuk Sultan Sanjar, the Khwarazmian ruler Il-Arslan repudiated Seljuk suzerainty. In 1194, his son Ala ad-Din Tekish defeated and killed the last Seljuk Sultan of Hamadan, Toğrül III. His son, Ala ad-Din Muhammad, had by 1205 taken control of Persia and declared himself Shah. In 1212, he conquered the lands of the Qara Khitan to the east of Khwarazm. His empire soon extended from India almost to Baghdad.

In 1218, the Mongols sent ambassadors demanding submission, but the Shah executed them. In 1220, the Mongols invaded and soon swept through the Khwarazmian Empire storming the major cities along the way. The Shah fled, and died soon after.

His son, Jalal ad-Din Manguberdi, fled to India with 5,000 men, but was caught by the Mongols and defeated at the Battle of Indus in 1221. After three years in exile in India he returned, gathered an army, and recaptured much of his empire. In 1230, after being driven out again by the

Mongols, he invaded the territory of the Seljuks of Rum, but was defeated by Sultan Kay Qubadh I at the Battle of Yassi Chemen, and murdered in 1231 by a Kurdish assassin.

His followers remained together after his death and raided Syria for several years. The Ayyubid Sultan as-Salih Ayyub later hired them and they captured Jerusalem from the Crusaders in 1244. They were instrumental in the Egyptian victory over the Crusaders and their Muslim allies at La Forbie in the same year. They were finally defeated and destroyed by al-Mansur in 1246.

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Khwarazmian cavalry.
- Khwarazmian cavalry can always dismount as Superior, Armoured, Drilled Medium Foot – Bow, Swordsmen.

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SWORDS AND SCIMITARS

KHWARAZMIAN										
Territory Types: Agricultural, Developed, Steppes										
C-in-C		Inspired Commander/Field Commander/Troop Commander					80/50/35	1		
Sub-commanders		Field Commander					50	0–2		
		Troop Commander					35	0–3		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops										
Khwarazmian cavalry		Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	19	4–6	8–32
Qangli, Turcoman or other nomad cavalry		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4–6	8–42
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10		
			Protected					11		
Optional Troops										
Iranian noble cavalry	Only before 1231	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	18	4–6	0–12
Foot archers	Only before 1231	Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	0–12
				Poor				3		
		Medium Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	
				Poor				3		
Poor quality foot	Only before 1231	Mob	Unprotected	Poor	Undrilled	–	–	2	8–12	0–12
Elephants	Only from 1215 to 1220	Elephants	–	Average	Undrilled	–	–	25	2	0–2
Kurds	Only from 1226	Cavalry	Armoured	Superior	Undrilled	–	Lancers, Swordsmen	16	4–6	0–8
				Average				12		
Fortified camp								24		0–1
Allies										
Ghurid allies (Only from 1215 to 1220)										
Qara Khitan allies (Only before 1207)										
Qarakhanid allies (Only from 1204 to 1212) – Central Asian Turkish										

KHWARAZMIAN ALLIES									
Allied commander	Field Commander/Troop Commander						40/25	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Khwarazmian cavalry	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	19	4-6	4-8
Qangli, Turcoman or other nomad cavalry	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	4-8
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10		
		Protected					11		

AYYUBID EGYPTIAN

This list covers the armies of the Ayyubid Sultanate of Egypt from the death of the last Fatimid Caliph in 1171 until the overthrow of the Ayyubid dynasty by its own mamluks in 1250. After the death of Saladin in 1193, this list covers only the Sultanate's Egyptian armies, the armies of the Syrian Ayyubids being covered by the Syrian States list.

SALADIN (1138–1193)

Saladin (Salah ad-Din Yusuf) was of Kurdish race, the son of Najm ad-Din Ayyub, governor of Baalbek under the Sultans Zengi and Nur ad-Din. After serving under his uncle, Nur ad-Din's lieutenant Shirkuh, against a faction of the Shi'a Fatimid Caliphate in Egypt, Saladin became vizier of Egypt in 1169. He thus inherited the task of defending Egypt against the incursions of King Amalric I of Jerusalem. When the caliph Al-Adid died in 1171, Saladin proclaimed the Sunni Abbasid Caliph in Baghdad, thus ending the Fatimid Caliphate. Thereafter he ruled Egypt, officially as the representative of Nur ad-Din. He restored the Egyptian economy and reorganized its army. On the death of Nur ad-Din in 1174, he assumed the title of Sultan of Egypt, founding the Ayyubid dynasty. He then marched to secure Damascus and married Nur ad-Din's widow to legitimize his rule.

After many years of warfare against the Kingdom of Jerusalem, Saladin won his great

victory at the Horns of Hattin in July 1187. In October of the same year he captured Jerusalem, 88 years after it fell to the First Crusade, and most of the other cities of the kingdom were also taken. Only Tyre held out.

The fall of Jerusalem prompted the Third Crusade (1189–1192). Initially this was commanded by King Richard I of England, King Philip II of France and the Holy Roman Emperor Frederick I. Frederick died before arriving at the Holy Land. Acre was recaptured by the Crusaders in July 1191. Philip and Frederick's successor, Duke Leopold V of Austria, then fell out with Richard and returned to Europe, leaving Richard in sole command. In August, he started a march down the coast to Jaffa. At Arsuf, near Jaffa, Saladin attacked the Crusader column. Richard managed to hold his force together and obliged Saladin to withdraw. Nevertheless, Richard was unable to recapture Jerusalem. In 1192 Richard and Saladin signed the Treaty of Ramla, by which Jerusalem would remain in Muslim hands but would be open to unarmed Christian pilgrims. The Latin Kingdom was reduced to a coastal strip from Tyre to Jaffa.

Saladin died soon after, in 1193. He had succeeded in destroying the Kingdom of Jerusalem as a power in the region, yet achieved a great reputation in Europe as a noble and chivalrous foe.



Ayyubid Mamluk Cavalry

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AYYUBID EGYPTIAN STARTER ARMY

Commander-in-Chief	1	Inspired Commander (Saladin)
Sub-commanders	2	2 x Troop Commander
Mamluks	3 BGs	Each comprising 4 bases of mamluks: Superior, Armoured, Drilled Cavalry – Bow, Swordsmen
Armoured lancers	2 BGs	Each comprising 4 bases of armoured lancers: Average, Armoured, Undrilled Cavalry – Lancers, Swordsmen
Turcoman cavalry	1 BG	4 bases of Turcoman cavalry: Average, Unprotected, Undrilled Light Horse – Bow, Swordsmen
Bedouin cavalry	1 BG	4 bases of Bedouin cavalry: Average, Unprotected, Undrilled Light Horse – Lancers, Swordsmen
Foot archers	2 BGs	Each comprising 6 bases of foot archers: Poor, Unprotected, Undrilled Light Foot – Bow
Ahdath militia	1 BG	8 bases of Ahdath militia: Poor, Unprotected, Undrilled Mob – no capabilities
Camp	1	Unfortified camp
Total	10 BGs	Camp, 28 mounted bases, 20 foot bases, 3 commanders



The Ayyubids, by Angus McBride. Taken from Men-at-Arms 171: Saladin and the Saracens.

AYYUBID EGYPTIAN

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

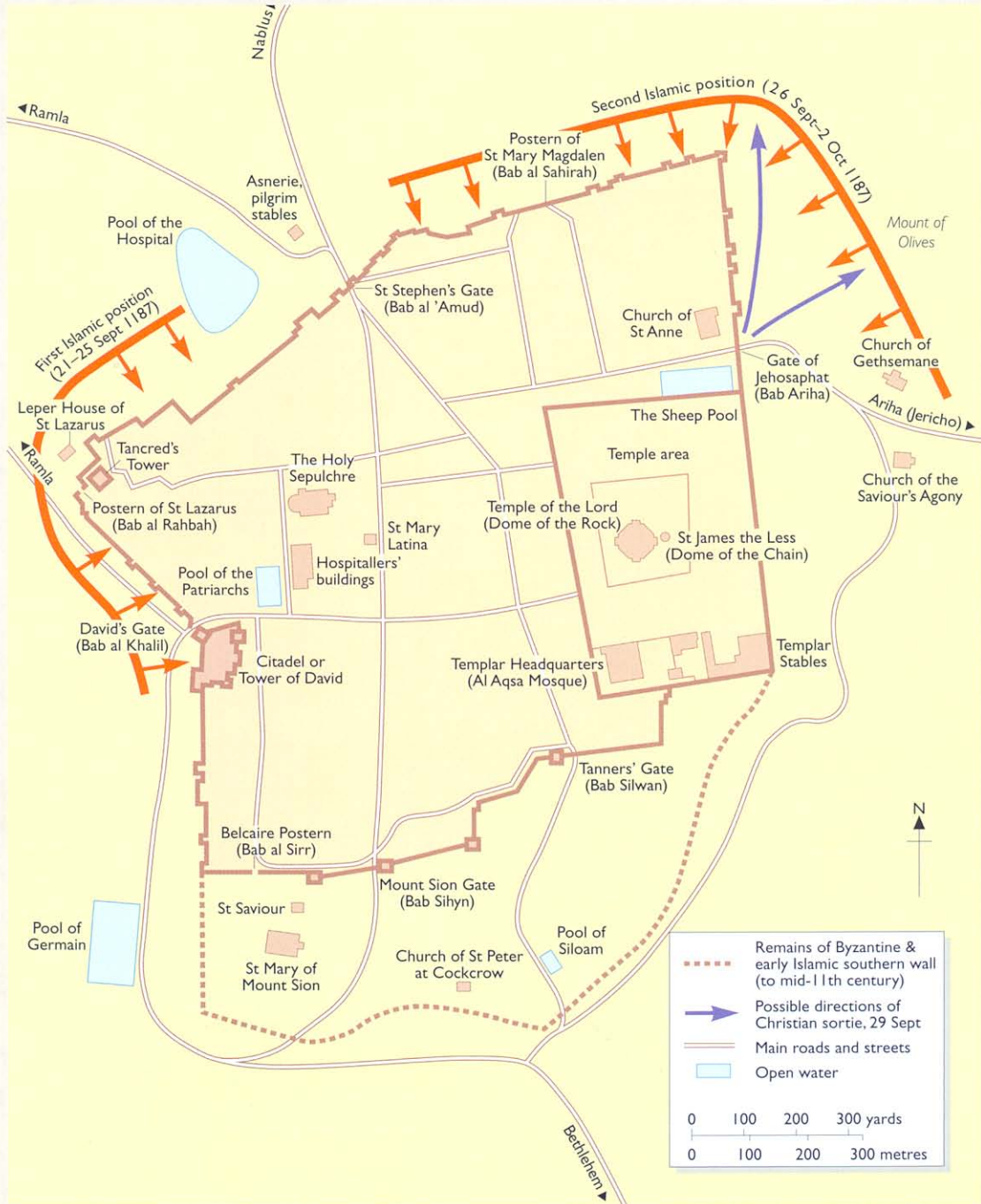
- Commanders should be depicted as mamluks.
- Mamluks and other armoured horse archers can always dismount as Superior, Armoured, Drilled Medium Foot – Bow, Swordsmen.
- Khwarazmians cannot be used with other allies.

AYYUBID EGYPTIAN											
Territory Types: Agricultural, Developed											
C-in-C		Inspired Commander/Field Commander/Troop Commander					80/50/35		1		
Sub-commanders		Field Commander					50		0-2		
		Troop Commander					35		0-3		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Mamluks and other armoured horse archers		Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	19	4-6	4-24	
Armoured lancers		Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	17	4-6	4-18	
				Superior	Undrilled			16			
				Average	Drilled			13			
				Average	Undrilled			12			
Turcoman cavalry		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	4-18	
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6		
			Protected					11			
Bedouin cavalry		Light Horse	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6	4-12	
		Cavalry	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6		
			Protected					9			
Optional Troops											
Foot archers		Medium Foot	Average	Undrilled	Unprotected	Bow	-	5	6-8	0-12	
			Average		Protected			6			
			Poor		Unprotected			3			
			Poor		Protected			4			
		Light Foot	Average	Undrilled	Unprotected	Bow	-	5	6-8		
			Poor					3			
Javelinmen		Medium Foot	Average	Undrilled	Protected	-	Light Spear	5	6-8	0-8	
			Poor					3			
Ahdath militia	Only before 1194	Heavy Foot	Poor	Undrilled	Protected	-	Defensive Spearmen	4	2/3	6-9	0-9
		Light Foot	Poor	Undrilled	Unprotected	Bow	-	3	1/3		
		Mob	Poor	Undrilled	Unprotected	-	-	2	6-8		
Fortified camp								24		0-1	
Allies											
Khwarazmian allies (Only from 1244 to 1245) - Khwarazmian											
Syrian Ayyubid allies - Syrian States											

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The Siege of Jerusalem, 1187, taken from God's Warriors: Knights Templar, Saracens and the battle for Jerusalem.



MIDDLE SERBIAN

This list covers Serbian armies from Duke Stefan Nemanja's repudiation of Byzantine hegemony on the death of the Emperor Manuel I Komnenos in 1180, until 1300. Pope Honorius III granted Stefan's son Stefan II a crown in 1217. In King Stefan II's reign Serbia also



Serbian Noble

secured religious independence, with Stefan's brother Sava as the first Serbian Orthodox archbishop.

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as nobles.

MIDDLE SERBIAN

Territory Types: Agricultural, Hilly, Mountains

C-in-C	Inspired Commander/Field Commander/Troop Commander						80/50/35	1	
Sub-commanders	Field Commander						50	0–2	
	Troop Commander						35	0–3	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops									
Nobles and followers	Cavalry	Armoured	Superior	Undrilled	–	Lancers, Swordsmen	16	4–6	12–40
Spearmen	Heavy Foot	Protected	Average	Undrilled	–	Defensive Spearmen	6	6–8	0–12
			Poor				4		
Archers	Medium Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	12–56
			Poor				3		
	Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6–8	
			Poor				3		
Optional Troops									
Cuman, Hungarian, Turcoman or Vlach mercenaries	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4–6	0–12
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10		
		Protected					11		
Levy foot	Mob	Unprotected	Poor	Undrilled	–	–	2	8–12	0–12
Byzantine deserters	Cavalry	Armoured	Poor	Drilled	–	Lancers, Swordsmen	10	4	0–4
		Protected					8		
Fortified camp							24		0–1

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MIDDLE SERBIAN ALLIES

Allied commander	Field Commander/Troop Commander						40/25	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Nobles and followers	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	16	4-6	4-12
Spearmen	Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	4	0-4
			Poor				4		
Archers	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-16
			Poor				3		
	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	
			Poor				3		

MIDDLE BULGARIAN

This list covers the armies of the Second Bulgarian Empire from its foundation in 1186 until 1300.

The First Bulgarian Empire was conquered by the Byzantines in 1018. In 1185 the Vlach brothers Peter and Asen revolted against Byzantine rule and Peter declared himself Peter II "Tsar of the Bulgars, Greeks and Vlachs". The rebels included Slavic-speaking Bulgarians together with Cumans, Vlachs and Greeks. The following year the Byzantines were forced to acknowledge Bulgaria's independence.

Under Tsar Kalojan (1197-1207) further territories were conquered from the Byzantines, including Macedonia, the Rhodopes and large portions of Thrace. The new Latin Empire was defeated at the Battle of Adrianople in 1205. The Latin Emperor Baldwin was captured, blinded and died in captivity.

Following the Mongol invasion of Europe in

1241-1242, Bulgaria was forced to pay tribute to the Golden Horde. Over the following decades, territory was lost to the Hungarians and Byzantines, until by the middle of the century Bulgaria was reduced to a small state south of the lower Danube. It remained tributary to the Tatars until 1300 when the tribute was remitted by the Tartar Khan Tokhta.

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as nobles.
- The minima marked * apply only if any foot are used.
- Byzantine and Latin allies cannot be used together.

MIDDLE BULGARIAN

MIDDLE BULGARIAN																	
Territory Types: Agricultural, Hilly																	
C-in-C	Inspired Commander/Field Commander/Troop Commander					80/50/35		1									
Sub-commanders	Field Commander					50		0-2									
	Troop Commander					35		0-3									
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases								
	Type	Armour	Quality	Training	Shooting	Close Combat											
Core Troops																	
Nobles	Cavalry	Armoured	Superior	Undrilled	–	Lancers, Swordsmen	16	4-6	6-24								
Bulgarian, Cuman, Vlach or Hungarian horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	12-52								
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10										
		Protected					11										
Bulgarian spearmen	Heavy Foot	Protected	Average	Undrilled	–	Defensive Spearmen	6	6-8	*6-12								
			Poor				4										
Bulgarian or Vlach archers	Medium Foot	Unprotected	Average	Undrilled	Bow	–	5	6-8	*6-24								
			Poor				3										
	Light Foot	Unprotected	Average	Undrilled	Bow	–	5	6-8									
			Poor				3										
			Optional Troops														
			Greek cavalry				Cavalry			Protected	Poor	Drilled	–	Lancers, Swordsmen	8	4	0-4
Greek spearmen	Heavy Foot	Protected	Poor	Drilled	–	Defensive Spearmen	5	4-6	0-6								
Greek archers	Medium Foot	Unprotected	Poor	Drilled	Bow	–	4	4-6	0-6								
Fortified camp							24		0-1								
Allies																	
Byzantine allies (Only from 1236 to 1261) – Post Latin Conquest Byzantine (Nikaia)																	
Byzantine allies (Only from 1261) – Late Byzantine (Central) – See Field of Glory Companion 6: <i>Eternal Empire: The Ottomans at War</i> .																	
Cuman allies (Only before 1270)																	
Hungarian allies (Only from 1213) – Early Hungarian																	
Golden Horde allies (Only from 1257 to 1279) – Tartar – See Field of Glory Companion 6: <i>Eternal Empire: The Ottomans at War</i>																	
Latin Allies (Only from 1213) – Latin Greece																	
Serbian allies (Only before 1196) – Middle Serbian																	

MIDDLE BULGARIAN ALLIES									
Allied commander	Field Commander/Troop Commander						40/25	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Nobles	Cavalry	Armoured	Superior	Undrilled	—	Lancers, Swordsmen	16	4-6	4-8
Bulgarian, Cuman, Vlach or Hungarian horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	4-16
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10		
		Protected					11		
Bulgarian spearmen	Heavy Foot	Protected	Average	Undrilled	—	Defensive Spearmen	6	4	0-4
			Poor				4		
Bulgarian or Vlach archers	Medium Foot	Unprotected	Average	Undrilled	Bow	—	5	4-6	0-6
			Poor				3		
	Light Foot	Unprotected	Average	Undrilled	Bow	—	5	4-6	
			Poor				3		

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MEDIEVAL CYPRIOT

This list covers the armies of the Kingdom of Cyprus from 1192 until 1489 AD. In 1192, Guy de Lusignan purchased the island from the Templars, who had purchased it from Richard Coeur de Lion. Richard had conquered it from its Byzantine ruler, Isaac Komnenos, en route to the Holy Land. A feudal kingdom was set up, ruled by Guy and his successors. Genoa controlled part of the island from 1373 to 1464. The kingdom was tributary to Mamluk Egypt from 1426. Venice occupied the island in 1474, and purchased sovereignty from the last de Lusignan queen in 1489.

JAMES II (THE BASTARD) OF CYPRUS (1440–1473)

James II was the illegitimate son of King John II of Cyprus. At the age of 16 his father made him Archbishop of Nicosia. A year later, after murdering the royal chamberlain, he was deposed from the archbishopric and fled to Rhodes. His father soon forgave him, however, and he returned as Archbishop. When his father died the following year, his legitimate half-sister, Charlotte, became Queen. In 1460 James rebelled, supported by Mamluk troops. He besieged Queen Charlotte in Kyrenia for three years. Eventually, she fled to Rome and James was crowned king in 1463. In 1464 he recaptured Famagusta, which



Crossbowman

had been occupied by the Genoese for the previous 90 years. In 1468, seeking Venetian support, he married (by proxy) Caterina Cornaro, a 14-year-old Venetian. She arrived in Cyprus in 1472. A few months later James died, possibly poisoned by Venetian agents. Caterina became regent for the son she was expecting. This son, another James, died in 1474, also under suspicious circumstances. With Caterina as Queen, the Venetians took control of the island. In 1489 she abdicated under Venetian pressure, leaving Cyprus as a Venetian colony until it was captured by the Turks in 1571.

TROOP NOTES

Infantry were mainly provided by the native Greek-speaking populace, but also included Franks, Armenians and Maronites. Classification of the fighting style of Catalan mercenaries presents a problem – therefore we give a choice of classification.

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as knights.

Italian Mercenary Billman



MEDIEVAL CYPRIOT

MEDIEVAL CYPRIOT

Territory Types: Agricultural, Developed

C-in-C		Inspired Commander/Field Commander/Troop Commander					80/50/35	1			
Sub-commanders		Field Commander					50	0-2			
		Troop Commander					35	0-3			
Troop name		Troop Type			Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting				Close Combat	
Core Troops											
Knights and turcoples		Knights	Heavily Armoured	Superior	Undrilled	—	Lancers, Swordsmen	23	4-6	6-12	
Spearmen		Heavy Foot	Protected	Average	Undrilled	—	Defensive Spearmen	6	6-8	6-30	
			Armoured					8			
Crossbowmen		Medium Foot	Protected	Average	Undrilled	Crossbow	—	6	6-8	8-42	
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	—	5	6-8	6-30	
		Medium Foot	Unprotected	Average	Undrilled	Bow	—	5	6-8		
			Protected					6			
Optional Troops											
Separately deployed turcoples		Cavalry	Protected	Average	Undrilled	Bow*	Light Spear, Swordsmen	11	4	0-4	
Mercenary men-at-arms		Knights	Heavily Armoured	Average	Drilled	—	Lancers, Swordsmen	21	4-6	0-6	
Mercenary crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	—	7	4-6	0-6	
Arriere-ban		Mob	Unprotected	Poor	Undrilled	—	—	2	6-8	0-8	
Hospitaller knights, sergeants and turcoples		Only from 1291 to 1449	Knights	Heavily Armoured	Superior	Drilled	—	Lancers, Swordsmen	26	4	0-4
Hospitaller spearmen			Heavy Foot	Armoured	Average	Drilled	—	Defensive Spearmen	9	4	0-4
Hospitaller crossbowmen			Medium Foot	Protected	Average	Drilled	Crossbow	—	7	4	0-4
Catalan mercenaries		Only from 1320	Medium Foot	Protected	Superior	Undrilled	—	Offensive Spearmen	9	6-8	0-8
					Average				7		
			Medium Foot	Protected	Superior	Undrilled	—	Impact Foot, Swordsmen	9	6-8	
					Average				7		
Turcoman mercenaries		Only from 1415	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-12
			Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	
				Protected					11		
Stradiots		Only from 1474	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear, Swordsmen	9	4-6	0-6
			Cavalry	Unprotected	Average	Undrilled	—	Light Spear, Swordsmen	8		
				Protected					9		
			Heavy Foot	Protected	Average	Drilled	—	Heavy Weapon	8		
Italian mercenary handgunners			Light Foot	Unprotected	Average	Drilled	Firearm	—	4	4	0-4
				Protected					5		
Fortified camp									24		0-1
Allies											
Mamluk allies (Only from 1460 to 1464) – Mamluk Egyptian											
Special Campaigns											
Only from 1373 to 1374											
Bulgarian and other ex-slaves		Light Horse	Unprotected	Poor	Undrilled	Bow	—	6	4-6	0-16	
				Average				8			

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MEDIEVAL CYPRIOT ALLIES

Allied commander	Field Commander/Troop Commander						40/25	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Knights and turcopoles	Knights	Heavily Armoured	Superior	Undrilled	—	Lancers, Swordsmen	23	4	4
Spearmen	Heavy Foot	Protected	Average	Undrilled	—	Defensive Spearmen	6	4-6	0-6
		Armoured					8		
Crossbowmen	Medium Foot	Protected	Average	Undrilled	Crossbow	—	6	4-8	4-8
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	—	5	4-6	0-6
	Medium Foot	Unprotected	Average	Undrilled	Bow	—	5	4-6	
		Protected					6		

POST LATIN CONQUEST BYZANTINE

This list covers Byzantine armies from the fall of Constantinople to the Fourth Crusade in 1204 AD, until its recapture in 1261. It covers the two larger successor states, Nikaia and Epiros, and also the smaller states of Thessaly and Trebizond. Nikaia inherited the largest remnant of the old Imperial army, and eventually recaptured Constantinople in 1261.

TROOP NOTES

Sources of horse archers included Cumans, Turks, Vlachs, Hungarians, Bulgars, Alans, Lazoi and Tzanoi, depending on local availability. Sources of irregular foot included Vlachs, Slavs, Albanians, Lazoi and Tzanoi. The Varangian guards were relegated to palace duties only.

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Byzantine cavalry.
- The minimum marked * does not apply to Nikaia.
- Only one allied contingent can be used.



Irregular Horse Archer

POST LATIN CONQUEST BYZANTINE



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Byzantine soldiers, 12th–13th centuries, by Angus McBride. Taken from *Men-at-Arms 287: Byzantine Armies AD 1118–1461*.



POST LATIN CONQUEST BYZANTINE												
Territory Types: Agricultural, Developed, Hilly												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/50/35		1		
Sub-commanders		Field Commander						50		0-2		
		Troop Commander						35		0-3		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Vardariot guards	Only Nikaia	Light Horse	Unprotected	Superior	Drilled	Bow	Swordsmen	12	4-6	0-6		
		Cavalry	Unprotected	Superior	Drilled	Bow	Swordsmen	13				
			Protected					15				
Byzantine cavalry		Cavalry	Armoured	Average	Drilled	-	Lancers, Swordsmen	13	4-6	6-12		
			Armoured	Poor				10				
			Protected	Average				10				
			Protected	Poor				8				
Frankish knights	Any except Trebizond	Knights	Heavily armoured	Superior	Drilled	-	Lancers, Swordsmen	26	4-6	4-12		
			Average	21								
Knights		Heavily armoured	Superior	Undrilled	-	Lancers, Swordsmen	23	4-6				
		Average	21									
Irregular horse archers		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	6-24		
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10				
			Protected					11				
Regular archers		Light Foot	Unprotected	Average	Drilled	Bow	-	5	6-8	6-24		
				Poor				3				
		Medium Foot	Unprotected	Average	Drilled	Bow	-	6	6-8			
				Poor				4				
		Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8	0-12		
				Poor				5				
Irregular archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	*6-32		
				Poor				3				
		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8			
				Poor				3				
Optional Troops												
Byzantine spearmen		Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	6-8	0-8		
				Poor				5				
Albanian cavalry	Only Epiros	Light Horse	Average	Undrilled	Unprotected	Javelins	Light Spear, Swordsmen	9	4-6	0-8		
		Cavalry	Average	Undrilled	Unprotected	-	Light Spear, Swordsmen	8				
					Protected			9				
Hillmen		Medium Foot	Average	Undrilled	Protected	-	Light Spear	5	6-8	0-8		
			Poor					3				
		Light Foot	Average	Undrilled	Unprotected	Javelins	Light Spear	4				
			Poor					2				
Fortified camp								24		0-1		
Allies												
Only Nikaia												
Bulgarian allies (Only before 1237) – Middle Bulgarian												
Cuman allies (Only after 1242) – Cuman												
Seljuk Turkish allies (Only after 1258) – Seljuk Turk												
Thessalian allies (Only in 1260) – Post Latin Conquest Byzantine												
Only Epiros												
Achaian Frankish allies (Only in 1259) – Latin Greece												
Bulgarian allies (Only before 1216) – Middle Bulgarian												
Thessalian allies (Only in 1259) – Post Latin Conquest Byzantine												
Only Trebizond												
Georgian allies												

POST LATIN CONQUEST BYZANTINE ALLIES

Allied commander	Field Commander/Troop Commander						40/25	1		
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Byzantine cavalry	Cavalry	Armoured	Average	Drilled	—	Lancers, Swordsmen	13	4–6	4–6	
		Armoured	Poor				10			
		Protected	Average				10			
		Protected	Poor				8			
Frankish knights	Knights	Heavily armoured	Superior	Drilled	—	Lancers, Swordsmen	26	4	0–4	
			Average				21			
	Knights	Heavily armoured	Superior	Undrilled	—	Lancers, Swordsmen	23	4		
			Average							
Irregular horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4–6	4–8	
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10			
		Protected					11			
Regular archers	Light Foot	Unprotected	Average	Drilled	Bow	—	5	6–8	0–8	
			Poor				3			
	Medium Foot	Unprotected	Average	Drilled	Bow	—	6	6–8		
			Poor				4			
	Medium Foot	Protected	Average	Drilled	Bow	—	7	4	0–4	
			Poor				5			
	Irregular archers	Light Foot	Unprotected	Average	Undrilled	Bow	—	5	6–8	0–8
				Poor				3		
Medium Foot		Unprotected	Average	Undrilled	Bow	—	5	6–8		
			Poor				3			

LATIN GREECE

This list covers the armies of the Frankish states in Greece, from the sack of Constantinople by the Fourth Crusade in 1204, until the conquest of the Duchy of Athens by the Catalan Company in 1311.

THE LATIN EMPIRE

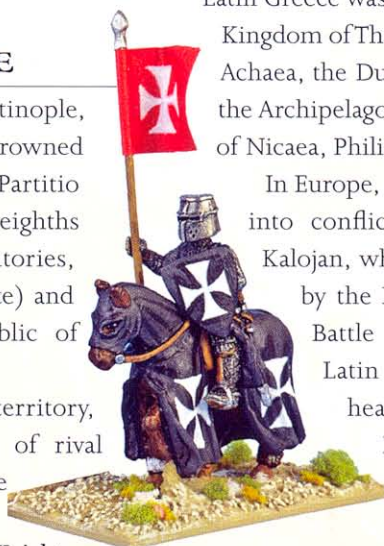
Following the capture of Constantinople, Baldwin IX, Count of Flanders, was crowned Emperor as Baldwin I. By the Partitio Terrarum Imperii Romaniae, three-eighths of the captured Byzantine territories, including Crete, Euboea (Negroponte) and other islands, went to the Republic of Venice, the rest to the Latin Empire.

Much of the former Byzantine territory, however, remained in the hands of rival successor states led by Byzantine

aristocrats, such as the Despotate of Epiros, the Empire of Nikaia and the Empire of Trebizond. The first two of these were determined to recapture Constantinople.

Latin Greece was divided into vassal fiefs: The Kingdom of Thessalonica, the Principality of Achaea, the Duchy of Athens, the Duchy of the Archipelago and the short-lived Duchies of Nicaea, Philippopolis, and Philadelphia.

In Europe, the Latins immediately came into conflict with the Bulgarian Tsar Kalojan, whose aid had been requested by the Byzantines of Thrace. At the Battle of Adrianople in 1205, the Latin army was ambushed and heavily defeated. The Emperor Baldwin was captured and later died in captivity.



Military Orders Knight



However, his brother and successor Henry was more successful, and peace was concluded in 1210.

In Asia Minor, the Latins were initially successful. After several Latin victories over Nikaian forces, a treaty was signed with the Nikaian Emperor Theodore I Laskaris in 1214, recognizing Latin control of most of Bithynia and Mysia. However, Nikaia went back on the offensive in 1222, and following the Latin defeat at Poemanenum in 1224, the Latin Emperor Robert de Courtenay was forced to cede most of the Latin territories in Asia Minor to the Nikaians.

Also in 1224, Thessalonika fell to the Despotate of Epiros. Over the next two years Epirot armies conquered Thrace and reached the walls of Constantinople. However, the Epirot defeat by the Bulgarians at the Battle of Kloktonitsa in 1230 permanently removed the Epirot threat.

This, however, left the way open for Nikaian expansion. By 1247, the Nikaians had effectively

surrounded Constantinople. The Nikaian defeat of the Latin forces at the Battle of Pelagonia in 1258 marked the beginning of the end. On July 25, 1261, with most of the Latin army away on campaign, the Nikaian general Alexios Strategopoulos found an unguarded entrance to the city, and entered it with his troops, restoring the Byzantine Empire in the name of his master, Michael VIII Palaiologos.

The Principality of Achaia and the Duchy of Athens continued in Latin hands. In 1311, the Duchy of Athens was taken over by the Catalan Company. The ever shrinking Principality of Achaia continued until finally conquered by the Byzantine Despotate of the Morea in 1432.

TROOP NOTES

A feudal system was set up in the conquered territories in Greece, supplying knights and sergeants. Infantry were provided by Frankish settlers, Greeks and Slavs.

LATIN EMPIRE STARTER ARMY		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Feudal knights and sergeants	3 BGs	Each comprising 4 bases of knights: Superior, Heavily Armoured, Undrilled Knights – Lancers, Swordsmen
Greek cavalry	1 BG	4 bases of Greek cavalry: Average, Armoured, Undrilled Cavalry – Lancers, Swordsmen
Spearmen	1 BG	8 bases of spearmen: Average, Protected, Undrilled Heavy Foot – Defensive Spearmen
Frankish crossbowmen	1 BG	8 bases of crossbowmen: Average, Protected, Undrilled Medium Foot – Crossbow
Archers	2 BGs	Each comprising 6 bases of archers: Average, Unprotected, Undrilled Light Foot – Bow
Camp	1	Unfortified camp
Total	8 BGs	Camp, 16 mounted bases, 28 foot bases, 3 commanders

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special

instructions apply to this army:

- Commanders should be depicted as knights.
- Only one allied contingent can be used.

LATIN GREECE

LATIN GREECE

Territory Types: Agricultural, Developed, Hilly, Mountains

C-in-C		Inspired Commander/Field Commander/Troop Commander						80/50/35		1	
Sub-commanders		Field Commander						50		0-2	
		Troop Commander						35		0-3	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Feudal knights and sergeants		Knights	Heavily Armoured	Superior	Undrilled	—	Lancers, Swordsmen	23	4-6	8-20	
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	—	5	6-8	12-52	
				Poor				3			
		Medium Foot	Unprotected	Average	Undrilled	Bow	—	5	6-8		
				Poor				3			
Optional Troops											
Military Order knights and sergeants		Knights	Heavily Armoured	Superior	Drilled	—	Lancers, Swordsmen	26	4	0-4	
Mercenary men-at-arms		Knights	Heavily Armoured	Average	Drilled	—	Lancers, Swordsmen	21	4		
Greek cavalry		Cavalry	Armoured	Average	Drilled	—	Lancers, Swordsmen	13	4-6	0-8	
			Armoured	Average	Undrilled			12			
			Armoured	Poor	Drilled			10			
			Armoured	Poor	Undrilled			9			
			Protected	Average	Drilled			10			
			Protected	Average	Undrilled			9			
			Protected	Poor	Drilled			8			
			Protected	Poor	Undrilled			7			
Bulgarian or Turkish horse archers	Only from 1265	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4	0-4	
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4		
			Protected					11			
Frankish crossbowmen		Medium Foot	Protected	Average	Undrilled	Crossbow	—	6	6-8	0-8	
Spearmen		Heavy Foot	Armoured	Average	Undrilled	—	Defensive Spearmen	8	4-6	0-6	0-16
		Heavy Foot	Protected	Average	Undrilled	—	Defensive Spearmen	6	6-8	0-16	
				Poor				4			
Javelinmen		Medium Foot	Protected	Average	Undrilled	—	Light Spear	5	6-8	0-16	
				Poor				3			
		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6-8		
				Poor				2			
Fortified camp								24		0-1	

Allies

Catalan Company allies (Only Achaia in 1310) – Catalan Company – See Field of Glory Companion 6: Eternal Empire: The Ottomans at War

Cuman allies (Only Latin Empire before 1262) – Cuman

Seljuk allies (Only before 1265) – Seljuk Turk

Byzantine allies (Only before 1305) – Post Latin Conquest Byzantine – See above – or Late Byzantine – See Field of Glory Companion 6: Eternal Empire: The Ottomans at War

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LATIN GREECE ALLIES

Allied commander	Field Commander/Troop Commander						40/25	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Feudal knights and sergeants	Knights	Heavily Armoured	Superior	Undrilled	—	Lancers, Swordsmen	23	4–6	4–8
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	—	5	6–8	4–12
			Poor				3		
	Medium Foot	Unprotected	Average	Undrilled	Bow	—	5	6–8	
			Poor				3		
Greek cavalry	Cavalry	Armoured	Average	Drilled	—	Lancers, Swordsmen	13	4	0–4
		Armoured	Average	Undrilled			12		
		Armoured	Poor	Drilled			10		
		Armoured	Poor	Undrilled			9		
		Protected	Average	Drilled			10		
		Protected	Average	Undrilled			9		
		Protected	Poor	Drilled			8		
		Protected	Poor	Undrilled			7		
Frankish crossbowmen	Medium Foot	Protected	Average	Undrilled	Crossbow	—	6	4	0–4
Spearmen	Heavy Foot	Protected	Average	Undrilled	—	Defensive Spearmen	6	4–6	0–6
			Poor				4		
Javelinmen	Medium Foot	Protected	Average	Undrilled	—	Light Spear	5	4–6	0–6
			Poor				3		
	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4		
			Poor				2		

ILKHANID MONGOL

This list covers the Mongols in Iran, Azerbaijan and Iraq – from the conquest of the Shahdom of Khwarazm in 1230 until the assassination of the last il-Khanid pretender in 1353. The first il-Khan was Hülegü, a grandson of Genghis, who took over the command of the region from Baiju circa 1255. The term il-Khan, meaning “subordinate khan”, acknowledged the Great

Khan as (increasingly theoretical) overlord of the entire Mongol empire.

TROOP NOTES

Many of the troops listed as Mongol cavalry would in fact be Turks, Persians and Cumans trained in Mongol fashion.

ILKHANID MONGOL STARTER ARMY

Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Best equipped Mongol cavalry	3 BGs	Each comprising 4 bases of best equipped Mongol cavalry: Superior, Armoured, Drilled Cavalry – Bow, Swordsmen
Other Mongol cavalry	1 BG	4 bases of other Mongol cavalry: Superior, Protected, Drilled Cavalry – Bow, Swordsmen
Other Mongol cavalry	4 BGs	Each comprising 4 bases of other Mongol cavalry: Superior, Unprotected, Drilled Light Horse – Bow, Swordsmen
Camp	1	Unfortified camp
Total	8 BGs	Camp, 32 mounted bases, 3 commanders

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as best

equipped Mongol cavalry.

- Mongol cavalry can always dismount. Light horse dismount as light foot, cavalry as medium foot. Armour, quality, training, and shooting and close combat capabilities are the same as when mounted.

ILKHANID MONGOL										
Territory Types: Agricultural										
C-in-C		Inspired Commander/Field Commander/Troop Commander					80/50/35		1	
Sub-commanders		Field Commander					50		0-2	
		Troop Commander					35		0-3	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total base
		Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops										
Best equipped Mongol cavalry		Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	19	4-6	4-18
Other Mongol cavalry		Light Horse	Unprotected	Superior	Drilled	Bow	Swordsmen	12	4-6	16-60
				Average				10		
		Cavalry	Unprotected	Superior	Drilled	Bow	Swordsmen	13	4-6	
				Average				11		
			Protected	Superior				15		
				Protected				Average		
Optional Troops										
Turcoman cavalry		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-12
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	
			Protected					11		
Kurdish cavalry		Cavalry	Armoured	Superior	Undrilled	—	Lancers, Swordsmen	16	4	0-4
			Average				12			
Kurdish archers		Medium Foot	Unprotected	Average	Undrilled	Bow	—	5	4-6	0-6
		Light Foot	Unprotected	Average	Undrilled	Bow	—	5	4-6	
Frankish knights	Only from 1260 to 1308	Knights	Heavily armoured	Superior	Undrilled	—	Lancers, Swordsmen	23	4	0-4
Hospitaller knights		Knights	Heavily armoured	Superior	Drilled	—	Lancers, Swordsmen	26	4	
Frankish crossbowmen		Medium Foot	Protected	Average	Undrilled	Crossbow	—	6	4	0-4
Hospitaller crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	—	7	4	
Stone-throwers or bolt-shooters		Heavy Artillery	—	Average	Drilled	Heavy Artillery	—	20	2	0-2
Fortified camp								24		0-1
Allies										
Armenian allies – Cilician Armenian										
Georgian allies – Georgian										
Golden Horde allies – Tatar – See Field of Glory Companion 6: <i>Eternal Empire: The Ottomans at War</i> .										
Rum Seljuk Turk allies – Seljuk Turk										
Syrian allies – Syrian States										

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ILKHANID MONGOL ALLIES									
Allied commander	Field Commander/Troop Commander						40/25	1	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases
	Type	Armour	Quality	Training	Shooting	Close Combat			
Best equipped Mongol cavalry	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	19	4-6	0-6
Other Mongol cavalry	Light Horse	Unprotected	Superior	Drilled	Bow	Swordsmen	12	4-6	4-20
			Average				10		
	Cavalry	Unprotected	Superior	Drilled	Bow	Swordsmen	13	4-6	
		Unprotected	Average				11		
		Protected	Superior				15		
		Protected	Average				12		

MAMLUK EGYPTIAN

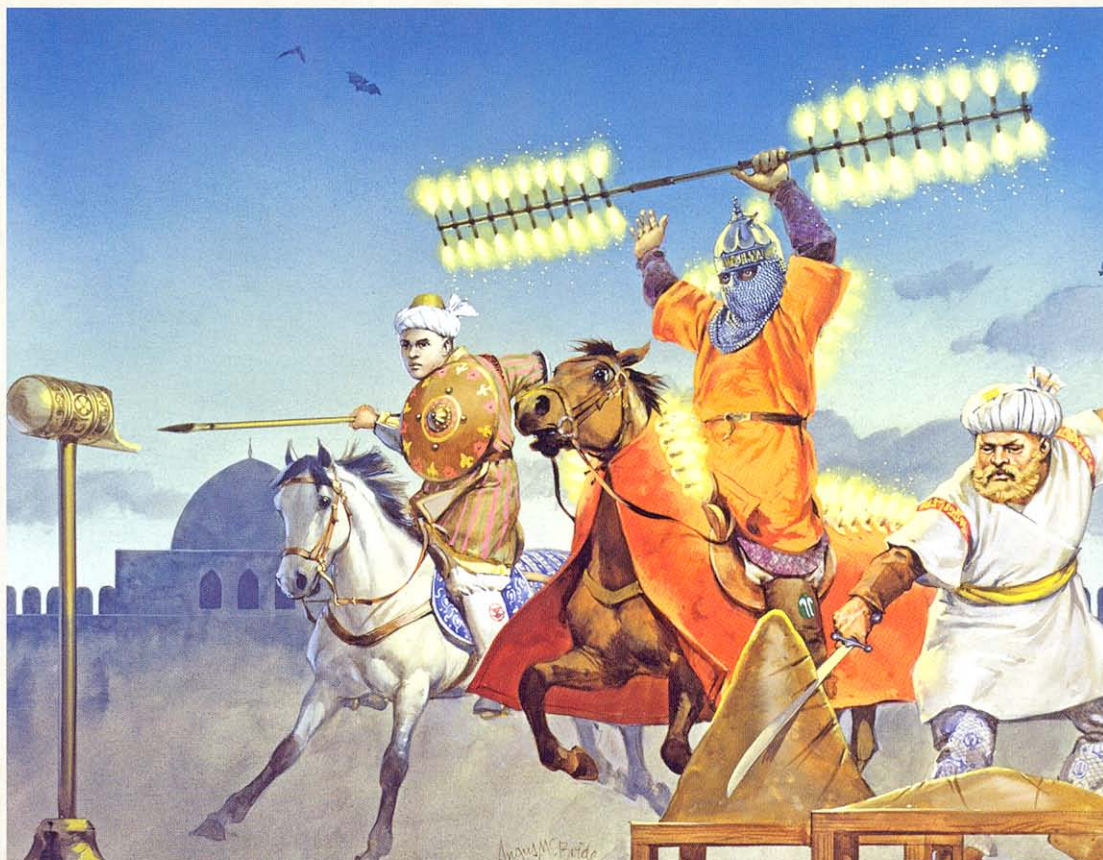
This list covers the armies of the Mamluk Sultanate of Egypt from the overthrow of the last Ayyubid Sultan in 1250, following the failure of the Seventh Crusade, until 1500. The early Mamluk Sultans maintained an unusually high quality army and halted the previously inexorable advance of the Mongols.

TROOP NOTES

Mamluks were exhaustively trained slave soldiers of steppe origin. Halqa were mostly free born

cavalry, paid less than the mamluks, and of lower status. Devastating horse archery was central to Mamluk tactics, although they were also equipped with lance and mace. The usual deployment was Mamluk horse archers in the centre, with Turcomans on one wing and Bedouin on the other. Naffatun were armed with naphtha bombs – the Medieval equivalent of Molotov cocktails.

MAMLUK EGYPTIAN STARTER ARMY		
Commander-in-Chief	1	Field Commander
Sub-commanders	2	2 x Troop Commander
Sultan's own mamluks	1 BG	4 bases of mamluks: Elite, Armoured, Drilled Cavalry – Bow, Swordsmen
Amir's mamluks	3 BGs	Each comprising 4 bases of mamluks: Superior, Armoured, Drilled Cavalry – Bow, Swordsmen
Turcoman cavalry	2 BGs	Each comprising 4 bases of Turcoman cavalry: Average, Unprotected, Undrilled Light Horse – Bow, Swordsmen
Bedouin cavalry	2 BGs	Each comprising 4 bases of Bedouin cavalry: Average, Unprotected, Undrilled Light Horse – Lancers, Swordsmen
Naffatun	1 BG	4 bases of Naffatun: Average, Unprotected, Drilled Light Foot - Firearm
Camp	1	Unfortified camp
Total	9 BGs	Camp, 32 mounted bases, 4 foot bases, 3 commanders



Mamluk training, 1350, by Angus McBride. Taken from *Men-at-Arms* 259: The Mamluks 1250–1517.

BUILDING A CUSTOMISED LIST USING OUR ARMY POINTS

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as mamluks.
- Mamluks can always dismount as Elite, Superior or Average (as per mounted type), Armoured, Drilled Medium Foot – Bow, Swordsmen.

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SWORDS AND SCIMITARS

MAMLUK EGYPTIAN										
Territory Types: Agricultural, Developed										
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/50/35	1	
Sub-commanders		Field Commander						50	0-2	
		Troop Commander						35	0-3	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops										
Sultan's own mamluks	Before 1400	Cavalry	Armoured	Elite	Drilled	Bow	Swordsmen	22	4-6	0-8
				Superior				19		
	From 1400	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	19	4-6	
				Average				15		
Amirs' and previous Sultans' mamluks	Before 1400	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	19	4-6	8-24
				Average				15		
	From 1400	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	19	4-6	
				Average				15		
Halqa		Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	19	4-6	0-18 before 1400, 0-6 from 1400
				Average				15		
		Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	17	4-6	
				Average				13		
Turcoman cavalry		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	4-12
								Cavalry		
		Light Horse	Unprotected	Average	Undrilled	-	Lancers, Swordsmen		8	
								Cavalry	Unprotected Protected	
Optional Troops										
Kurdish or Syrian cavalry		Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	16	4	0-4
				Average				12		
Foot archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8
			Unprotected	Poor				3		
			Protected	Average				6		
			Protected	Poor				4		
		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	
				Poor				3		
Javelinmen		Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	0-8
				Poor				3		
Crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	4	0-4
Poor quality foot		Mob	Unprotected	Poor	Undrilled	-	-	2	6	0-6
Naffatun	Only before 1490	Light Foot	Unprotected	Average	Drilled	Firearm	-	4	4	0-4
			Protected					5		
Handgunners	Only from 1490	Light Foot	Unprotected	Average	Drilled	Firearm	-	4	4	
Stone-throwers or bolt-shooters	Only before 1340	Heavy Artillery	-	Average	Drilled	Heavy Artillery	-	20	2	
Light guns	Only from 1340	Light Artillery	-	Average	Drilled	Light Artillery	-	17	2	
Fortified camp								24		0-1
Allies										
Syrian Ayyubid allies (Only before 1286) - Syrian										

MAMLUK EGYPTIAN

MAMLUK EGYPTIAN ALLIES

Allied commander		Field Commander/Troop Commander						40/25	1	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Mamluks	Any date	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	19	4-6	4-8
	Only from 1400			Average				15		
Halqa	Only before 1400	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	19	4-6	0-6
				Average				15		
		Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	17	4-6	
				Average				13		
Turcoman cavalry		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4	0-4
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4	
			Protected					11		
Bedouin cavalry		Light Horse	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4	0-4
		Cavalry	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4	
			Protected					9		



Egyptian mamluks, by Gerry Embleton. Taken from Men-at-Arms 75: Armies of the Crusades.

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Crusade Acre and the Mamluk siege, 1291, taken from Essential Histories 1: The Crusades



1. Army of Hamah (and other northern Syrian vassal contingents).
2. Army of Damascus (Mamluk).
3. Army of Egypt (Mamluk).
4. Tent and HQ of Mamluk Sultan al-Ashraf Khalil.
5. Christian ships bombard the flanks of the Mamluk siege lines.
6. Templars.
7. Hospitallers.
8. Army of the Kingdom of Cyprus and Jerusalem.
9. Teutonic Knights.
10. French.
11. English.
12. Pisans.
13. Genoese.
- A. Templars' sortie from Porte St Lazare during night of 15-16 April against the Ayyubid contingent from Hamah fails to destroy the Mamluk mangonels.
- B. Second nighttime sortie from Porte St Antoine by Hospitallers driven back with loss.
- C. Arrival of King Henry II of Cyprus and Jerusalem with reinforcements on 4 May.
- D. Main Mamluk mining operations directed towards the New Tower; section of wall collapses on 15 May; Mamluks take New Tower on 16 May and prepare to attack a breach in the inner wall near Porte St Antoine.
- E. Mamluk army launches general assault on the walls from the Porte St Antoine to the Patriarch's Tower at dawn, 18 May.
- F. One Mamluk column scales a breach in the inner wall near the Tower Maudite before sunrise 18 May, then extends along the wall towards the Porte St Antoine.
- G. Mamluks break through into the city around 3.00pm of 18 May.
- H. French and English, including Othon de Grandson, escape to the harbour and thence to Cyprus.
- I. Fugitives including King Henry II of Cyprus and Jerusalem escape from the Templar Castle to Cyprus.
- J. Last stand of the Templars in the Templar Castle until 28 May when they are overrun and virtually exterminated.

APPENDIX 1 – USING THE LISTS

To give balanced games, armies can be selected using the points system. The more effective the troops, the more each base costs in points. The maximum points for an army will usually be set at between 600 and 800 points for a singles game for 2 to 4 hours play. We recommend 800 points for 15mm singles tournament games (650 points for 25mm) and 1000 points for 15mm doubles games.

The army lists specify which troops can be used in a particular army. No other troops can be used. The number of bases of each type in the army must conform to the specified minima and maxima. Troops that have restrictions on when they can be used cannot be used with troops with a conflicting restriction. For example, troops that can only be used “before 1150” cannot be used with troops that can only

be used “from 1150”. All special instructions applying to an army list must be adhered to. They also apply to allied contingents supplied by the army.

All armies must have a C-in-C and at least one other commander. No army can have more than 4 commanders in total, including C-in-C, sub-commanders and allied commanders.

All armies must have a supply camp. This is free unless fortified. A fortified camp can only be used if specified in the army list. Field fortifications and portable defences can only be used if specified in the army list.

Allied contingents can only be used if specified in the army list. Most allied contingents have their own allied contingent list, to which they must conform unless the main army’s list specifies otherwise.



Charge of the Knights Templar, by Wayne Reynolds. Taken from *Warrior 91: Knight Templar 1120–1312*.

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BATTLE GROUPS

All troops are organized into battle groups. Commanders, supply camps and field fortifications are not troops and are not assigned to battle groups. Portable defences are not troops, but are assigned to specific battle groups.

Battle groups must obey the following restrictions:

- The number of bases in a battle group must correspond to the range specified in the army list.
- Each battle group must initially comprise an even number of bases. The only exception to this rule is that battle groups whose army list specifies them as 2/3 of one type and 1/3 of another, can comprise 9 bases if this is within the battle group size range specified by the list.
- A battle group can only include troops from one line in a list, unless the list specifies a mixed formation by specifying fractions of the battle group to be of types from two lines. e.g. 2/3 spearmen, 1/3 archers.
- All troops in a battle group must be of the same quality and training. When a choice of

quality or training is given in a list, this allows battle groups to differ from each other. It does not permit variety within a battle group.

- Unless specifically stated otherwise in an army list, all troops in a battle group must be of the same armour class. When a choice of armour class is given in a list, this allows battle groups to differ from each other. It does not permit variety within a battle group.

EXAMPLE LIST

Here is a section of an actual army list, which will help us to explain the basics and some special features. The list specifies the following items for each historical type included in the army:

- Troop Type – comprising Type, Armour, Quality and Training.
- Capabilities – comprising Shooting and Close Combat capabilities.
- Points cost per base.
- Minimum and maximum number of bases in each battle group.
- Minimum and maximum number of bases in the army.

Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Berber, Arab, Syrian or other lancers		Cavalry	Armoured	Superior	Drilled	–	Lancers, Swordsmen	17	4–6	0–24	12–30
				Average				13			
Turkish or other mamluks		Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	19	4–6	0–18	
'Abid al-shira		Heavy Foot	Protected	Average	Drilled	–	Light Spear, Swordsmen	7	2/3	9–12	9–36
		Light Foot	Unprotected	Average	Drilled	Bow	–	5	1/3		
Armenian archers	Only from 1074	Medium Foot	Unprotected	Average	Drilled	Bow	–	6	6–8	6–16	

Special features:

- Berber, Arab, Syrian or other lancers can be Superior or Average. The list specifies the different points costs. All the bases in a battle group must be of the same quality. The army can include up to 24 bases of such lancers, organized into battle groups of either 4 or 6 bases each. The total combined number of bases in the army of such lancers and Turkish or other mamluks must be at least 12, and cannot exceed 30. Thus, if the army has 12 bases of mamluks, it does not have to

have any of the lancers, but could have up to 18 of them.

- 'Abid al-shira must be organised into battle groups of either 9 or 12 bases, two thirds of which are heavy foot and one third light foot archers. The army must contain at least 9 bases of 'Abid al-shira and no more than 36.
- Armenian archers must be organized in battle groups of 6 or 8 bases. They cannot be used before 1074. If the army date is 1074 or later, however, the army must contain at least 6 bases of Armenian archers and cannot contain more than 16.

APPENDIX 2 – THEMED TOURNAMENTS

A tournament based on the “Swords and Scimitars” theme can include any of the armies listed in this book but cannot use any options only permitted after 1311.

It can also include the following armies from our other army list books. These can only use options permitted between 1096 AD and 1311 AD inclusive:

Field of Glory Companion 6: *Eternal Empire: The Ottomans at War*

Late Byzantine

Catalan Company

Field of Glory Companion 7: *Decline and Fall: Byzantium at War*

Pecheneg

Beja

Christian Nubian

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Hospitaller standard bearer with the banner of the Order of the Hospital of St John, c.1260, by Christa Hook.
Taken from Warrior 33: Knight Hospitaller (1) 1100 – 1306.

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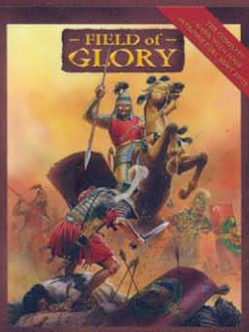
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