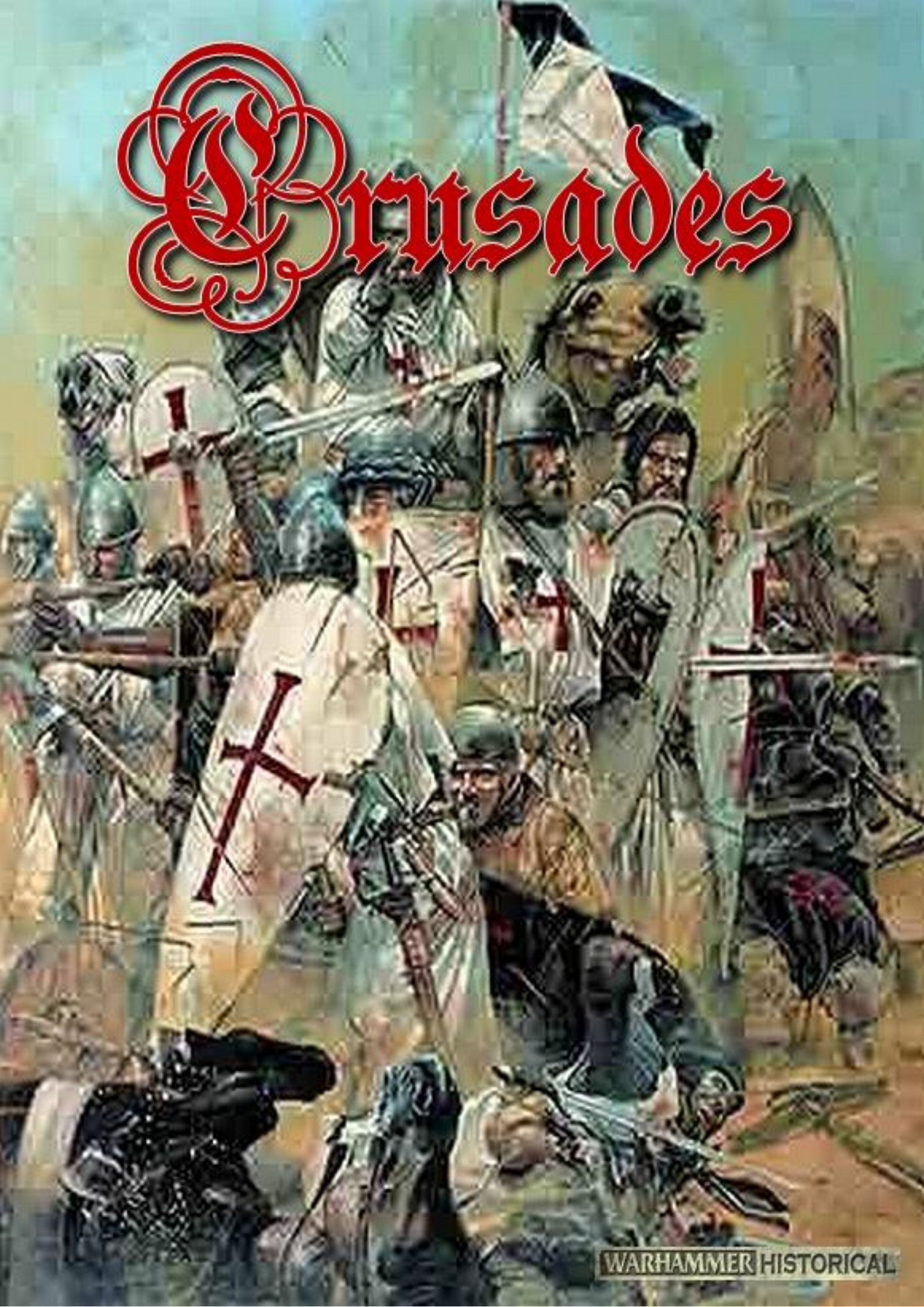


Crusades



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INTRODUCTION

SPECIAL RULES

ALLIES

Each army only can choose one ally with up to 25%, mixing of different ally contingents is not allowed. Subject allies have Ld-1 and cost one point less per model, the subject ally-general 130 points with Ld7 only.

CHARACTERS EQUIPMENT

Characters may have the equipment of the unit they join at the start of the battle (free). Any additional equipment available for that unit can also be taken but the points are doubled which have to be paid for the character.

GERMAN WEDGE

- may count rank bonus up to +2.
- ignore Ferocious Charge when charged and have at least +1 rank bonus
- better armoured models have to be placed in front and flank

SUPERIOR BATTLE STANDARD

Some armies had a special army standard which can be fielded instead of the normal battle standard bearer for the same points if the size of the army is 3000 points or more. Such superior signs are based on a light chariot base (40x80mm), have a movement rate of 4" and cannot march or flee. Whenever they are attacked successfully they are automatically destroyed and the army has to make a panic test similar to the one in case of the generals death. As long as they are on the battlefield the radius of such battle standards is 18" and fleeing troops within 6" are rallying automatically.

UNITS

All units may have a leader, standard and musician for 5pts each. All limits for units (like 0-1) are written for armies of 2000 points or less. If you play with armies that have more points simply take those units as 0-1 for each 2000 points e.g.. Always round down if you have an odd number. Exception is the wagon tabor which is 0-1 regardless of army size.

UNRULY

Onagers or asses were unreliable draft animals or mounts. Roll a d6 at the begin of each turn for an unruly unit. On a 1 the unit remains stationary that turn. Riders are too busy too shoot then too. On a 2-6 the unit move and act normally.

WAGON TABOR

See WAB Errata for details:

<http://warhammer-historical.com/PDF/WAB2%20Errata.pdf>

WAR WAGON

See WAB Errata for details

<http://warhammer-historical.com/PDF/WAB2%20Errata.pdf>

Some War Wagons may have two war machines with crew instead of 6 missile armed crew members (+80).

HISTORICAL BACKGROUND



The **Crusades** were a series of religiously sanctioned military campaigns, called by the pope and waged by kings and nobles who volunteered to take up the cross with the main goal of restoring Christian control of the Holy Land. The crusaders came from all over western Europe, and fought a series of disconnected campaigns between 1095 and 1291; historians have given them numbers. Similar campaigns in Spain and Eastern Europe continued into the 15th century. The Crusades were fought mainly by Roman Catholics against Muslims and Greek Orthodox Christians in Byzantium, with smaller campaigns waged against pagan Slavs, pagan Balts, Mongols, and Christian heretics.¹ Orthodox Christians also took part in fighting against Islamic forces in some Crusades. Crusaders took vows and were granted a plenary indulgence by the pope.¹² The Crusades originally had the goal of recapturing Jerusalem and the Holy Land from Muslim rule and their campaigns were launched in response to a call from the leaders of the Byzantine Empire for help to fight the expansion of the Muslim Seljuk Turks into Anatolia. The term is also used to describe contemporaneous and subsequent campaigns conducted through to the 16th century in territories outside the Levant³ usually against pagans, heretics, and peoples under the ban of excommunication⁴ for a mixture of religious, economic,

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and political reasons.⁵ Rivalries among both Christian and Muslim powers led also to alliances between religious factions against their opponents, such as the Christian alliance with the Sultanate of Rûm during the Fifth Crusade.

The Crusades had some temporary successes, but the Crusaders were eventually forced out of the Holy Land. Nevertheless the Crusades had major far-reaching political, economic, and social impacts on Europe. Because of internal conflicts among Christian kingdoms and political powers, some of the crusade expeditions were diverted from their original aim, such as the Fourth Crusade, which resulted in the sack of Christian Constantinople and the partition of the Byzantine Empire between Venice and the Crusaders. The Sixth Crusade was the first crusade to set sail without the official blessing of the Pope.⁶ The Seventh, Eighth and Ninth Crusades resulted in Mamluk and Hafsid victories, as the Ninth Crusade marked the end of the Crusades in the Middle East.⁷

Historical context

“ It is necessary to look for the origin of a crusading ideal in the struggle between Christians and Muslims in Spain and consider how the idea of a holy war emerged from this background. ”

—Norman F. Cantor

Middle Eastern situation

The Holy Land is significant in Christianity because of the land's association as the place of nativity, ministry, crucifixion and resurrection of Jesus, whom Christians regard as the Saviour or Messiah. By the end of the 4th century, following the Roman Emperor Constantine's conversion to Christianity (313) and later the founding of the Byzantine Empire after the partition of the Roman Empire, the Holy Land had become a predominantly Christian region.⁸⁹ Churches commemorating various events in the life of Jesus had been erected at key sites.

Jerusalem in particular holds a significance in Islam as it holds it to be the site of the ascension into heaven of the prophet Muhammad whom Muslims believe to be the foremost prophet of Allah and Jerusalem is often regarded as the third most sacred site in Islam. The Muslim presence in the Holy Land began with the initial Muslim conquest of Syria in the 7th century under the Rashidun Caliphs. The Muslim armies' successes put increasing pressure on the Eastern Orthodox Byzantine Empire which had originally claimed the region (part of the Eastern Roman Empire which the Byzantines inherited) as their territory – this included eventual incursions by the Seljuk Turks. Jerusalem also holds historical and religious importance for Jews as it is the site of the Western Wall, the last remaining piece of the Second Temple. Jews consider Israel as their ancestral homeland, and had been visiting the city since its destruction in 70 CE¹⁰ and its occupation in AD 136. Another factor that contributed to

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the change in Western attitudes towards the East came in the year 1009, when the Fatimid Caliph al-Hakim bi-Amr Allah ordered the destruction of the Church of the Holy Sepulchre. In 1039 his successor, after requiring large sums be paid for the right, permitted the Byzantine Empire to rebuild it.¹¹ Pilgrimages were allowed to the Holy Lands before and after the Sepulchre was rebuilt. The Muslims eventually realized that much of the wealth of Jerusalem came from the pilgrims; for this reason and others, the persecution of pilgrims eventually stopped. However, the damage was already done, and the violence of the Seljuk Turks became part of the concern that spread support for the Crusades across the Christian world.¹²

Western European situation

The origins of the Crusades lie in developments in Western Europe earlier in the Middle Ages, as well as the deteriorating situation of the Byzantine Empire in the east caused by a new wave of Turkish Muslim attacks. In 1063, Pope Alexander II had given his blessing to Iberian Christians in their wars against the Muslims, granting both a papal standard (the *vexillum sancti Petri*) and an indulgence to those who were killed in battle. Pleas from the Byzantine Emperors, now threatened by the Seljuks, thus fell on ready ears. These occurred in 1074, from Emperor Michael VII to Pope Gregory VII and in 1095, from Emperor Alexios I Komnenos to Pope Urban II.

The Crusades were, in part, an outlet for an intense religious piety which rose up in the late 11th century among the lay public. A crusader would, after pronouncing a solemn vow, receive a cross from the hands of the pope or his legates, and was thenceforth considered a "soldier of the Church". This was partly because of the Investiture Controversy, which had started around 1075 and was still on-going during the First Crusade. As both sides of the Investiture Controversy tried to marshal public opinion in their favor, people became personally engaged in a dramatic religious controversy. The result was an awakening of intense Christian piety and public interest in religious affairs, and was further strengthened by religious propaganda, which advocated Just War in order to retake the Holy Land from the Muslims. The Holy Land included Jerusalem (where the death, and resurrection of Jesus had taken place according to Christian theology) and Antioch (the first Christian city). Further, the remission of sin was a driving factor and provided any God-fearing man who had committed sins with an irresistible way out of eternal damnation in hell. It was a hotly debated issue throughout the Crusades as what exactly "remission of sin" meant. Most believed that by retaking Jerusalem they would go straight to heaven after death. However, much controversy surrounds exactly what was promised by the popes of the time. One theory was that one had to die fighting for Jerusalem for the remission to apply, which would hew more closely to what Pope Urban II said in his speeches. This meant that if the crusaders were successful, and retook Jerusalem, the survivors would not be given remission.

Reconquista in Spain



Map of the Iberian Peninsula at the time of the Almoravid arrival in the 11th century— Christian Kingdoms included Aragón, Castile, León, Navarre, and Portugal

When the First Crusade was preached in 1095, the Christian princes of northern Iberia had been fighting their way out of the mountains of Galicia and Asturias, the Basque Country and Navarre, with increasing success, for about a hundred years. The fall of Moorish Toledo to the Kingdom of León in 1085 was a major victory, but the turning points of the *Reconquista* still lay in the future. The disunity of Muslim emirs was an essential factor.¹³

While the *Reconquista* was the most prominent example of European reactions against Muslim conquests, it is not the only such example. The Norman adventurer Robert Guiscard had conquered Calabria in 1057 and was holding what had traditionally been Byzantine territory against the Muslims of Sicily. The maritime states of Pisa, Genoa and Catalonia were all actively fighting Islamic strongholds in Majorca, freeing the coasts of Italy and Catalonia from Muslim raids. Much earlier, the Christian homelands of Syria, Lebanon, Palestine, Egypt, and so on had been conquered by Muslim armies. This long history of losing territories to a religious enemy created a powerful motive to respond to Byzantine Emperor Alexios I's call for holy war to defend Christendom, and to recapture the lost lands starting with Jerusalem.

Just war doctrine

The papacy of Pope Gregory VII had struggled with reservations about the doctrinal validity of a holy war and the shedding of blood for the Lord and had, with difficulty, resolved the question in favour of justified violence. More importantly to the Pope, the Christians who made pilgrimages to the Holy Land were being persecuted. Saint Augustine of Hippo, Gregory's intellectual model, had justified the use of force in the service of Christ in *The City of God*, and a Christian "Just War" might enhance the wider standing of an aggressively ambitious leader of

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Europe, as Gregory saw himself. The northerners would be cemented to Rome, and their troublesome knights could see the only kind of action that suited them. Previous attempts by the church to stem such violence, such as the concept of the "Peace of God", were not as successful as hoped. To the south of Rome, Normans were showing how such energies might be unleashed against both Arabs (in Sicily) and Byzantines (on the mainland). A Latin hegemony in the Levant would provide leverage in resolving the Papacy's claims of supremacy over the Patriarch of Constantinople, which had resulted in the Great Schism of 1054, a rift that might yet be resolved through the force of Frankish arms.

Byzantine weakness

In the Byzantine homelands, the Eastern Emperor's weakness was revealed by the disastrous defeat at the Battle of Manzikert in 1071, which reduced the Empire's Asian territory to a region in western Anatolia and around Constantinople. A sure sign of Byzantine desperation was the appeal of Alexios I to his enemy, the Pope, for aid. But Gregory was occupied with the Investiture Controversy and could not call on the German emperor, so a crusade never took shape.

For Gregory's more moderate successor, Pope Urban II, a crusade would serve to reunite Christendom, bolster the Papacy, and perhaps bring the East under his control. The disaffected Germans and the Normans were not to be counted on, but the heart and backbone of a crusade could be found in Urban's own homeland among the northern French.



15th century illumination of Pope Urban II at the Council of Clermont, where he preached an impassioned sermon to take back the Holy Land.

Pope Urban II

The immediate cause of the First Crusade was the Byzantine emperor Alexios I's appeal to Pope Urban II for mercenaries to help him resist Muslim advances into territory of the Byzantine Empire. In 1071, at the Battle of Manzikert, the Byzantine Empire was defeated, which led to the loss of all of Asia Minor (modern Turkey) save the coastlands. Although attempts at reconciliation after the East–West Schism between the Catholic Church in western Europe and the Eastern Orthodox Church had failed, Alexius I hoped for a positive response from Urban II.

Pope Urban II defined and launched the crusades at the Council of Clermont in 1095. He was a reformer worried about the evils which had hindered the spiritual success of the church and its clergy and the need for a revival of religiosity. He was moved by the urgent appeal for help from Byzantine Emperor Alexius I. Urban's solution was announced on the last day of the council when the pope suddenly proclaimed the Crusade against the infidel Muslims. He called for Christian princes across Europe to launch a holy war in the Holy Land. He contrasted the sanctity of Jerusalem and the holy places with the plunder and desecration by the infidel Turks. He excited outrage by vividly describing attacks upon the Christian pilgrims. He also noted the military threat to the fellow Christians of Byzantium. He charged Christians to take up the holy cause, promising to all those who went remission of sins and to all who died in the expedition immediate entry into heaven.¹⁴

Then Urban raised secular motives, talking of the feudal love of tournaments and warfare. He urged the barons to give up their fratricidal and unrighteous wars in the West for the holy war in the East. He also suggested material rewards, regarding feudal fiefdoms, land ownership, wealth, power, and prestige, all at the expense of the Arabs and Turks. He said they could be defeated very easily by the Christian forces. When he finished, his listeners shouted "Deus volt" (God wills it). This became the battle cry of the crusaders. Urban put the bishop of Le Puy in charge of encouraging prelates and priests to join the cause.¹⁵ Word spread rapidly that war against unbelief would be fused with the practice of pilgrimage to holy sites, and the pilgrims' reward would be great on earth, as in heaven. Immediately thousands pledged themselves to go on the first crusade. Pope Urban's speech ranks as one of the most influential speeches ever made: it launched the holy wars which occupied the minds and forces of western Europe for two hundred years.¹⁶

After the First Crusade

On a popular level, the first crusades unleashed a wave of impassioned, personally felt pious Christian fury that was expressed in the massacres of Jews that accompanied the movement of the Crusader mobs through Europe, as well as the violent treatment of "schismatic" Orthodox Christians of the east.

In the 13th century, Crusades never expressed such a popular fever, and after Acre fell for the last time in 1291 and the Occitan Cathars were exterminated during the

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Albigensian Crusade, the crusading ideal became devalued by Papal justifications of political and territorial aggressions within Catholic Europe.

The last crusading order of knights to hold territory were the Knights Hospitaller. After the final fall of Acre, they took control of the island of Rhodes, and in the 16th century, were driven to Malta, before being finally unseated by Napoleon Bonaparte in 1798.

List

A traditional numbering scheme for the crusades totals nine during the 11th to 13th centuries. This division is arbitrary and excludes many important expeditions, among them those of the 14th, 15th, and 16th centuries. In reality, the crusades continued until the end of the 17th century, the Battle of Lepanto occurring in 1571, that of Hungary in 1664, and the crusade to Candia in 1669.¹⁷ The Knights Hospitaller continued to crusade in the Mediterranean Sea around Malta until their defeat by Napoleon in 1798. There were frequent "minor" Crusades throughout this period, not only in the area the crusaders called Outremer but also in the Iberian Peninsula and central Europe, against Muslims and also Christian heretics and personal enemies of the Papacy or other powerful monarchs.

First Crusade 1095–1099



Route of the First Crusade through Asia

In March 1095 at the Council of Piacenza, ambassadors sent by Byzantine Emperor Alexius I called for help with defending his empire against the Seljuk Turks. Later that year, at the Council of Clermont, Pope Urban II called upon all Christians to join a war against the Turks, promising those who died in the endeavour would receive immediate remission of their sins.¹⁸

The official crusader armies set off from France and Italy on the papally ordained date of 15 August 1096. The armies journeyed eastward by land toward Constantinople, where they received a wary welcome from the Byzantine Emperor. Pledging to restore lost territories to the empire, the main army, mostly French and Norman knights under baronial leadership--Godfrey of Bouillon (1060-1100)¹⁹, Baldwin of Flanders, Raymond of Toulouse, Robert of Normandy, Bohemond of Taranto, marched south through

Anatolia. They captured Antioch (June 3, 1098) and finally Jerusalem (July 15, 1099) in savage battles. They created four crusader states along the Syrian and Palestinian coast.²⁰

Campaigns

The Crusader armies fought the Turks. The lengthy Siege of Antioch began in October 1097 and endured until June of 1098. Once inside the city, as was standard military practice when an enemy had refused to surrender,²¹ the Crusaders massacred the Muslim inhabitants, destroyed mosques and pillaged the city.²² However, a large Muslim relief army under Kerbogha immediately besieged the victorious Crusaders within Antioch. Bohemund of Taranto led a successful break-out and defeat of Kerbogha's army on 28 June. The starving crusader army marched south, moving from town to town along the coast, finally reaching the walls of Jerusalem on 7 June 1099 with only a fraction of their original forces.²³

Siege of Jerusalem



Godfrey of Bouillon, a French knight, leader of the First Crusade and founder of the Kingdom of Jerusalem.

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The Jews and Muslims fought together to defend Jerusalem against the invading Franks. They were unsuccessful though and on 15 July 1099 the crusaders entered the city.²² They proceeded to massacre the remaining Jewish and Muslim civilians and pillaged or destroyed mosques and the city itself.²⁴ One historian has written that the "isolation, alienation and fear"¹ felt by the Franks so far from home helps to explain the atrocities they committed, including the cannibalism which was recorded after the Siege of Ma'arra in 1098.²⁵ As a result of the First Crusade, several small Crusader states were created, notably the Kingdom of Jerusalem. In the Kingdom of Jerusalem at most 120,000 Franks (predominantly French-speaking Western Christians) ruled over 350,000 Muslims, Jews, and native Eastern Christians who had remained since the Arab occupation began in 638 AD.²⁶

The Crusaders also tried to gain control of the city of Tyre, but were defeated by the Muslims. The people of Tyre asked Zahir al-Din Atabek, the leader of Damascus, for help defending their city from the Franks with the promise to surrender Tyre to him. When the Franks were defeated the people of Tyre did not surrender the city, but Zahir al-Din simply said "What I have done I have done only for the sake of God and the Muslims, nor out of desire for wealth and kingdom."²⁷

After gaining control of Jerusalem the Crusaders created four Crusader states: the Kingdom of Jerusalem, the County of Edessa, the Principality of Antioch and the County of Tripoli.²⁴ Initially, Muslims did very little about the Crusader states due to internal conflicts.²⁸ Eventually, the Muslims began to reunite under the leadership of Imad ad-Din Zengi. He began by re-taking Edessa in 1144. It was the first city to fall to the Crusaders, and became the first to be recaptured by the Muslims. This led the Pope to call for a second Crusade.

Crusaders' perspectives

The story of the first crusade from the crusaders' perspective recounts the struggles of the first wave of crusaders to reach the hinterlands of Byzantium, of Islamic Syria, and then of Jerusalem; of the terrible slaughters of Jewish populations committed by a second wave as it marched through the Rhineland²⁹; of finding food and facing starvation; of the "miracles" associated with the alleged finding of the Holy Lance in Antioch; of the competition between European princes for leadership; and of the eventual taking of Jerusalem itself. It was an achievement to coordinate crusaders with sharply different languages, styles of leadership, and modes of fighting. That such a band even made it to Jerusalem is remarkable, and was possible, first, because of divisions within the realm of Islam, and second, because Muslims in the various provinces misinterpreted the presence of the crusading army. They seem to have regarded the Christian forces as renegades, escapees from the poverty and oppression of the "territory of war." This interpretation led to a low estimate of the threat posed to Muslim security by

an army that, despite weaknesses, was motivated by a profound religious fervor.³⁰



The crusader states after the First Crusade

Scholarly debates

According to the interpretation of historian Steven Runciman (1951), the First Crusade was like a barbarian invasion of the civilized and sophisticated Byzantine empire and ultimately brought about the ruin of Byzantine civilization.³¹ The crusade was unwittingly triggered by the Byzantine emperor, Alexius I Comnenus, when he had sent ambassadors to the pope in 1095 to ask for mercenary soldiers to enroll in his armies. The emotive appeal made in response by Pope Urban II, however, had the effect of sending thousands of Frankish knights to Constantinople under their own leaders, quite a different outcome from what Alexius had expected. There had been long-distance intellectual disputes between Byzantium and the West in the past, but since contact between the two societies was sporadic, there was little open hostility. Now that the westerners arrived in the center of the empire in large numbers, those differences became a serious matter. Especially important, Runciman argues, was tension between the Byzantine patriarch and the pope, and the more tolerant attitude of the Byzantines towards Muslim powers. Although Runciman lays some of the blame at the door of the Byzantine emperors who reigned after 1143, the sack of Constantinople by the Fourth Crusade in April 1204 was the culmination of the mounting dislike and

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suspicion that all western Christendom now felt towards the Byzantines.



A medieval image of Peter the Hermit, leading knights, soldiers and women toward Jerusalem during the First Crusade

Ever since Runciman published his interpretation in 1951, it has been under challenge by scholars. They say he was too uncritical in accepting the main Byzantine source, the narrative by Anna Comnena (the daughter of Emperor Alexius I), which presents Alexius I's actions as motivated solely by superhuman charity and places the blame entirely on the crusaders, particularly on the Norman, Bohemond of Taranto. Critics say Runciman takes at face value Anna Comnena's descriptions of some of the crusaders as uncouth louts and this is largely the basis for belief that the two peoples were mutually estranged from the start. Scholars argue that the classicising literary genre in which Comnena wrote dictated that foreign peoples be presented as 'barbarians' and that this did not necessarily mean that the entire populations of the two halves of Christendom were in a constantly increasing state of mutual antipathy.³²

Among recent scholars, Paul Magdalino's and Ralph-Johannes Lilie's close studies of Byzantine policies towards the crusader states of Syria show not steadily mounting tension, but periods of animosity interspersed with co-operation and alliance.³³ Jonathan Shepard re-examines the whole question of Byzantine involvement with the genesis of the First Crusade in two influential articles. Adopting a more critical stance towards Anna Comnena, Shepard argues that there was far more to the episode than an innocent Byzantine emperor taken aback by the turn of events and that Alexius was cleverly exploiting the situation for his own ends. While Runciman denounces Bohemond, the Norman leader, as a "villain" whose greed soured relations with the Byzantines, Shepard argues that this picture depends on an uncritical reading of Anna Comnena, who glorified her own family and vilified

Bohemond mercilessly. In reality in 1096-7, Alexius viewed Bohemond as a potential tool, ally and recruit, a kind of imperial agent to oversee the re-conquest of Asia Minor.³⁴

Harris (2003) rejects the "clash of civilizations" model. He argues that trouble arose because the West misunderstood Byzantine foreign policy. That policy was narrowly focused on three goals which the West did not accept: acceptance of the theory that the Roman inheritance had shifted from Rome to Constantinople (called *translatio imperii*), that the suzerainty of Byzantine emperors ought to be recognized by the West, and commitment to the security of the *Oikumene* (that is, the civilized, Christian world centered around Constantinople). Although the Byzantines employed many high-ranking Latins in their government, Harris finds repeated instances of Byzantine hostility toward Latins, based on deep-rooted and long-standing antipathy that was rooted in a conviction of Byzantine cultural and religious superiority, and perhaps heightened by a growing fear of Byzantium's military inferiority and political weakness.³⁵

Crusade of 1101

Following this crusade there was a second, less successful wave of crusaders, in which Turks led by Kilij Arslan defeated the Crusaders in three separate battles in a well-managed response to the First Crusade.³⁶ This is known as the Crusade of 1101 and may be considered an adjunct of the First Crusade.

Norwegian Crusade 1107–1110

Sigurd I of Norway was the first European king who went on a crusade and his crusader armies defeated Muslims in Spain, the Balears, and in The Holy Land where they joined the king of Jerusalem in the Siege of Sidon.

Second Crusade 1147–1149



Europe and the Christian States in the East in 1142

After a period of relative peace in which Christians and Muslims co-existed in the Holy Land, Muslims conquered the town of Edessa. A new crusade was called for by various preachers, most notably by Bernard of Clairvaux. French and South German armies, under the Kings Louis

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VII and Conrad III respectively, marched to Jerusalem in 1147 but failed to win any major victories, launching a failed pre-emptive siege of Damascus, an independent city that would soon fall into the hands of Nur ad-Din Zangi, the main enemy of the Crusaders.³⁷ On the other side of the Mediterranean, however, the Second Crusade met with great success as a group of Northern European Crusaders stopped in Portugal, allied with the Portuguese King, Afonso I of Portugal, and retook Lisbon from the Muslims in 1147.³⁷ A detachment from this group of crusaders helped Count Raymond Berenguer IV of Barcelona conquer the city of Tortosa the following year.³⁸ In the Holy Land by 1150, both the kings of France and Germany had returned to their countries without any result. St. Bernard of Clairvaux, who in his preachings had encouraged the Second Crusade, was upset with the amount of misdirected violence and slaughter of the Jewish population of the Rhineland.⁴ North Germans and Danes attacked the Wends during the 1147 Wendish Crusade, which was unsuccessful as well.

Third Crusade 1187–1192



A statue of king Richard I of England (Richard the Lionheart), outside the Palace of Westminster in London.

The Muslims had long fought among themselves, but they were finally united by Saladin, who created a single powerful state.³⁹ Following his victory at the Battle of Hattin he easily overwhelmed the disunited crusaders in 1187 and all of the crusader holdings except a few coastal cities. The Byzantines, fearful of the crusaders, made an alliance with Saladin.

Saladin's victories shocked Europe. To reverse this disaster Emperor Frederick I Barbarossa (r. 1152-1190) of Germany, King Philip II of France, (r. 1180-1223), and King Richard the Lion-Hearted (r. 1189-1199) of England established a crusade; the pope's role was minor. Frederick died en route and few of his men reached the Holy Land.

The other two armies arrived but were beset by political quarrels. King Philip feigned illness and returned to France, there scheming to win back the duchy of Normandy from Richard's control. Richard captured the island of Cyprus from the Byzantines in 1191.³⁷ Cyprus served as a Crusader base for centuries to come, and remained European hands until 1571.³⁷ After a long siege, Richard the Lionheart recaptured the city of Acre and captured the entire Muslim garrison under captivity (they were executed after a series of failed negotiations). The Crusader army headed south along the Mediterranean coast. They defeated the Muslims near Arsuf, recaptured the port city of Jaffa, and were in sight of Jerusalem.³⁷ However, Richard did not believe he would be able to hold Jerusalem once it was captured, as the majority of Crusaders would then return to Europe, and the crusade ended without the taking of Jerusalem.³⁷ Richard left the following year after negotiating a treaty with Saladin. The treaty allowed unarmed Christian pilgrims to make pilgrimages to the Holy Land (Jerusalem), while it remained under Muslim control.

Richard the Lion-Hearted was the sole leader of the Third Crusade. His exploits gave rise to the legends of the Lion-Hearted, and, through them, Richard acquired a greatly exaggerated posthumous prestige. More showman than statesman, a brave knight but a bad king, his stature was measured by Winston Churchill "His life was one magnificent parade which, when ended, left only an empty plain." Richard did regain Acre and Jaffa for the Christians, but that was all. The agreement he finally reached with Saladin gave pilgrims free access to Jerusalem and little else. The city itself and the adjoining kingdom, except for some coastal cities, were still subject to the same law--that of the Koran, not the Holy Bible.



The Latin Empire and the Partition of the Byzantine Empire after the Fourth Crusade. (c. 1204)

Fourth Crusade 1202–1204

The Fourth Crusade was initiated in 1202 by Pope Innocent III, with the intention of invading the Holy Land through Egypt. Because the Crusaders lacked the funds to pay for the fleet and provisions that they had contracted from the Venetians, Doge Enrico Dandolo enlisted the crusaders to restore the Christian city of Zara (Zadar) to obedience. Because they subsequently lacked provisions and time on their vessel lease, the leaders decided to go to Constantinople, where they attempted to place a Byzantine exile on the throne. After a series of misunderstandings and outbreaks of violence, the Crusaders sacked the city in 1204, and established the so-called Latin Empire and a

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series of other Crusader states throughout the territories of the Greek Byzantine Empire. This is often seen as the final breaking point of the Great Schism between the Eastern Orthodox Church and (Western) Roman Catholic Church.

Albigensian Crusade



Pope Innocentius III excommunicating the Albigensians (left), Massacre against the Albigensians by the crusaders (right)

The Albigensian Crusade was launched in 1209 to eliminate the heretical Cathars of Occitania (the south of modern-day France).⁴² It was a decade-long struggle that had as much to do with the concerns of northern France to extend its control southwards as it did with heresy. In the end, both the Cathars and the independence of southern France were exterminated.

Children's Crusade

A spontaneous youth movement in France and Germany in 1212 attracted large numbers of peasant teenagers and young people (few were under age 15). They were convinced they could succeed where older and more sinful crusaders had failed: the miraculous power of their faith would triumph where the force of arms had not. Many parish priests and parents encouraged such religious fervor and urged them on. The pope and bishops opposed the attempt but failed to stop it entirely. A band of several thousand youth and young men led by a German named Nicholas set out for Italy. About a third survived the march over the Alps and got as far as Genoa; another group came to Marseilles. The luckier ones eventually managed to get safely home, but many others were sold as lifetime slaves on the auction blocks of Marseilles slave dealers. The sources are scattered and unclear and historians are still not sure exactly what happened.

Fifth Crusade 1217–1221

By processions, prayers, and preaching, the Church attempted to set another crusade afoot, and the Fourth Council of the Lateran (1215) formulated a plan for the recovery of the Holy Land. In the first phase, a crusading force from Austria and Hungary joined the forces of the king of Jerusalem and the prince of Antioch to take back Jerusalem. In the second phase, crusader forces achieved a remarkable feat in the capture of Damietta in Egypt in 1219, but under the urgent insistence of the papal legate, Pelagius, they then launched a foolhardy attack on Cairo in July of 1221. The crusaders were turned back after their

dwindling supplies led to a forced retreat. A night-time attack by the ruler of Egypt, the powerful Ayyubid Sultan Al-Kamil, resulted in a great number of crusader losses and eventually in the surrender of the army. Al-Kamil agreed to an eight-year peace agreement with Europe.

Al-Kamil had put a bounty of a Byzantine gold piece for every Christian head brought to him during the war. During 1219, St. Francis of Assisi crossed the battle lines at Damietta in order to speak with Al-Kamil. He and his companion Illuminatus were captured and beaten and brought before the Sultan. St. Bonaventure, in his *Major Life of St. Francis*, says that the Sultan was impressed by Francis and spent some time with him. Francis was given safe passage and although he was offered many gifts, all he accepted was a horn for calling the faithful to prayer. This act eventually led to the establishment of the Franciscan Custody of the Holy Land.

Sixth Crusade 1228–1229

Emperor Frederick II had repeatedly vowed a crusade but failed to live up to his words, for which he was excommunicated by Pope Gregory IX in 1228. He nonetheless set sail from Brindisi, landed in Saint-Jean d'Acre. There were no battles as Frederick made a peace treaty with Al-Kamil, the ruler of Egypt. This treaty allowed Christians to rule over most of Jerusalem and a strip of territory from Acre to Jerusalem, while the Muslims were given control of the Dome of the Rock and the Al-Aqsa Mosque. Thus he achieved unexpected success. In 1225 he married Yolanda, the young heiress to the kingdom of Jerusalem; upon her death in 1228, Frederick crowned himself king of Jerusalem.⁴⁵ The peace lasted for about ten years. Many of the Muslims though were not happy with Al-Kamil for giving up control of Jerusalem. In 1244, following the siege of Jerusalem, the Muslims regained control of the city.

Seventh Crusade 1248–1254

The papal interests represented by the Templars brought on a conflict with Egypt in 1243, and in the following year a Khwarezmian force summoned by the latter stormed Jerusalem. The crusaders were drawn into battle at La Forbie in Gaza. The crusader army and its Bedouin mercenaries were completely defeated within forty-eight hours by Baibars' force of Khwarezmian tribesmen. This battle is considered by many historians to have been the death knell to the Kingdom of Outremer.

Louis IX of France organized a crusade against Egypt from 1248 to 1254, leaving from the newly constructed port of Aigues-Mortes in southern France. The crusaders were decisively defeated en-route to Cairo and King Louis was captured; the Arabs demanded and received a huge ransom for the release of the hapless king.

Eighth Crusade 1270

Ignoring his advisers, in 1270 King Louis IX again attacked the Arabs in Tunis in North Africa. He picked the hottest season of the year for campaigning and his army was devastated by disease. The king himself died, ending the last major attempt to free the Holy Land.⁴⁷ The

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WAB FORUM SUPPLEMENT

CRUSADES 1095 – 1291AD

numbering of crusades is problematical. The Eighth Crusade is sometimes counted as the Seventh, if the Fifth and Sixth Crusades are counted as a single crusade. The Ninth Crusade is sometimes also counted as part of the Eighth.

Ninth Crusade 1271–1272



Christian states in the Levant

The future Edward I of England undertook another expedition against Baibars in 1271, after having accompanied Louis on the Eighth Crusade. Louis died in Tunisia. The Ninth Crusade was deemed a failure and ended the Crusades in the Middle East.⁴⁸

In their later years, faced with the threat of the Egyptian Mamluks, the Crusaders' hopes rested with a Franco-Mongol alliance. The Ilkhanate's Mongols were thought to be sympathetic to Christianity, and the Frankish princes were most effective in gathering their help, engineering their invasions of the Middle East on several occasions.⁴⁹ Although the Mongols successfully attacked as far south as Damascus on these campaigns, the ability to effectively coordinate with Crusades from the west was repeatedly frustrated most notably at the Battle of Ain Jalut in 1260. The Mamluks, led by Baibars, eventually made good their pledge to cleanse the entire Middle East of the Franks. With the fall of Antioch (1268), Tripoli (1289), and Acre (1291), those Christians unable to leave the cities were massacred or enslaved and the last traces of Christian rule in the Levant disappeared.⁵⁰⁵¹

Aftermath

The island of Ruad, three kilometers from the Syrian shore, was occupied for several years by the Knights Templar but was ultimately lost to the Mamluks in the Siege of Ruad on September 26, 1302. The Armenian Kingdom of Cilicia, which was not itself a crusader state, and was not Latin Christian, but was closely associated with the crusader states and was ruled by the Latin Christian Lusignan dynasty for its last 34 years, survived until 1375. Other echoes of the crusader states survived for longer, but well away from the Holy Land itself. The Knights of St John carved out a new territory based on the Aegean island of Rhodes, which they ruled until 1522. Cyprus remained under the rule of the House of Lusignan until 1474/89 (the precise date depends on how Venice's highly unusual takeover is interpreted – see Caterina Cornaro) and subsequently that of Venice until 1570. By this time the Knights of St John had moved to Malta – even further from the Holy Land – which they ruled until 1798.⁵²

Source: <http://en.wikipedia.org/wiki/Crusades>

WAB FORUM SUPPLEMENT

CRUSADES 1095 – 1291AD

ARMY LISTS

III/70. GEORGIAN (1008-1500AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

GEORGIAN AZNAURI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour

May have heavy armour (+2) and shield (+2)

May have WS4 (+2)

GEORGIAN RETAINERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear.

May have shield (+2) and light armour (+2)

Special Rules: *Light Cavalry*

OSSETIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, thrusting spear, light armour

May have heavy armour (+2) and shield (+2)

Up to half may have bow instead of spear (free), cannot have heavy armour and may upgrade to *Expert Horsemen* (+2)

Special Rules: *Combined Formation*

CUMAN NOBLES OR GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, throwing spear, light armour

May have shield (+2) and bow (+2)

Special Rules: Only after 1089AD

CUMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*, *Feigned Flight*

TURKOMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

May have light armour (+2) and shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only after 1121AD

CRUSADER KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2, heavy armour (+2), lance (+3) and barding (+3)

Special Rules: *Ferocious Charge*

INFANTRY

GEORGIAN SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearmen	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear

May have shield (+1) and then may have *Shieldwall* (+2)

GEORGIAN FOOT ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

May have Ld7 (+1)

Special Rules: *Light Infantry*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins and buckler

Special Rules: *Skirmishers*

RUS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearmen	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2)

With shield may have *Shieldwall* (+2)

Up to half may have bow instead of spear (free)

Special Rules: *Combined Formation*

ALLIES

Only from 1121-1144AD: Shirvan Allies, III/53

WAB FORUM SUPPLEMENT

CRUSADES 1095 – 1291AD

III/73. SELJUQ TURKS (1037-1276AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8). Only after 1070AD: General may be upgraded to Ld10 (+50).

CAVALRY

SELJUQ NOBLES AND RETAINERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour

May have throwing spear (+2) and shield (+2)

May be upgraded to Ld8 (+2) and *Veterans* (+2)

May upgrade to *Expert Horsemen* (+2)

Special Rules: *Light Cavalry*, Only until 1070AD

SELJUQ TRIBESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, throwing spear

May have light armour (+2) and shield (+2)

May upgrade to *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only until 1070AD

TURKOMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

May have light armour (+2) and shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

ASKARIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2) and heavy armour (+2)

Special Rules: Only after 1070

KURDISH CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear

May have light armour (+2) and shield (+2)

Special Rules: Only before 1092 and Hamdanids before 1128AD

AGULANI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2) and barding (+3)

Up to half may be downgraded to no armour (-2) placed in the rear rank

Special Rules: Only after 1200AD

SYRIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear

May have shield (+2) and light armour (+2)

Special Rules: Only Hamadan from 1092-1128AD

BEDOUIN ARABS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*, *Feigned Flight*

FRANKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, thrusting spear

May have shield (+2), lance (+3), barding (+3)

Special Rules: *Ferocious Charge*, Only Rum from 1220-1243AD

ARMENIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, heavy armour, thrusting spear

May have shield (+2), kontos instead of spear (+1), barding (+3)

Special Rules: Only Rum from 1220-1243AD

0-1 GEORGIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2)

Special Rules: Only Rum from 1220-1243AD

NICEAN OR TRAPEZUNTIAN BYZANTINES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour

May have heavy armour (+2), barding (+3) and shield (+2)

Special Rules: Only Rum from 1220-1243AD

INFANTRY

SELJUQ, TURKOMAN, OR KURDISH FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear

May have shield (+1)

Up to half may have bow (free) or crossbow (+3) instead of spear

Special Rules: *Combined Formation*

AHDATH MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levies*, Only Hamadan from 1092-1128AD

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WAB FORUM SUPPLEMENT

CRUSADES 1095 – 1291AD

DAILAMI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dailami	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, throwing spear

May have shield (+1). May have *Riding Camels* (+1)

Special Rules: *Light Infantry*, Only before 1092, Hamdan before 1128 and Merv before 1157AD

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow

May have light armour (+2)

Special Rules: Only Rum from 1220-1243AD

0-1 NAFFATUN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, Oil Grenade (count as javelins)

Cause Panic if wounding, no armour save allowed.

Special Rules: *Skirmishers*, Only Rum from 1220-1243AD

ALLIES

Only before 1092 or Merv before 1128AD: Qarakhanid Allies, III/11

Only Merv from 1117-1141AD: Ghaznavid Subject Allies, III/63

Only Merv from 1117-1157AD: Ghurid Allies, IV/8

Only Rum in 1237AD: Khwarizmian Allies, IV/24

Only Rum from 1256-1276AD: Ilkhanid Allies, IV/46

WAB FORUM SUPPLEMENT

CRUSADES 1095 – 1291AD

IV/1. KOMNENAN BYZANTINE (1071-1204AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

TURKOPOULOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour

May have shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

SKYTHIKON

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*, *Feigned Flight*

ALANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow. May have light armour (+2) shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

KAVALLARIOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour

May have heavy armour (+2) and shield (+2)

Only After 1150AD: Upgrade to WS4 (+2)

LATINIKON

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	24

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2) and heavy armour (+2)

May downgrade to WS3 (-2)

Only after 1150AD: Upgrade to Ld8 (+2). May have lance (+2) and

barding (+3). May be *Veterans* (+2)

Special Rules: *Ferocious Charge*

VARDARIOTAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, throwing spear.

Special Rules: *Light Cavalry*, *Feigned Flight*, Only after 1150AD

VLACHS AND BULGARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, throwing spear.

May have bow (+2)

Special Rules: *Skirmishers*, *Feigned Flight*, Only before 1150AD

INFANTRY

VARANGIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Varangian	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, light armour, thrusting spear

May have double handed weapon (+2)

May have *Riding Horses* (+1)

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

May have light armour (+2). May have BS4 and Ld7 (+4)

Special Rules: *Light Infantry*

KONTARATOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

MANICHAEANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Manichaean	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield. May have light armour (+2)

Special Rules: Only before 1150AD

VLACHS AND BULGARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*, Only before 1150AD

0-1 VENETIAN NAVAL CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow.

May have light armour (+2) and pavise (+2).

Special Rules: Only before 1150AD

0-1 VENETIAN NAVAL BELLATORES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Venetian	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, shield. May have light armour (+2).

Special Rules: *Light Infantry*, Only before 1150AD

ALLIES

Turkish Allies, III/73

Only before 1150AD: Serbian Allies, III/26

Only before 1150AD: Cuman Allies, III/79

Only in 1138 and 1159AD: Crusader Allies, IV/17

Only in 1152 and 1159AD: Armenian Allies, IV/2

Only on the Italian expedition of 1155-1156AD: Sicilian Norman Rebel Allies, IV/5

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WAB FORUM SUPPLEMENT

CRUSADES 1095 – 1291AD

IV/2. CILICIAN ARMENIAN (1071-1375AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

ARMENIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour

May have heavy armour (+2) and shield (+2)

Only After 1150AD: Upgrade to WS4 (+2)

BEDOUIIN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*, *Feigned Flight*

0-1 TEMPLAR, HOSPITALLER OR TEUTONIC KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	30

Equipment: Hand weapon, heavy armour, lance, warhorse

May have barding (+3). May be *Veterans* (+2)

Special Rules: *Ferocious Charge*, Only after 1150AD

0-1 TEMPLAR, HOSPITALLER OR TEUTONIC TURCOPOLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow, light armour

May have shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Light Cavalry*, Only after 1150AD

ARMENIANS DISGUISED AS MONGOLS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow.

May have light armour (+2) and throwing spear (+2)

Special Rules: *Skirmishers*, *Feigned Flight*, Only from 1260-1355AD

INFANTRY

ARMENIAN FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield

May have thrusting spear (+1) and light armour (+2).

ARMENIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

May have light armour (+2).

Special Rules: *Light Infantry*

FRANKISH MERCENARY FOOT SERGEANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

May be upgraded to WS4 (+3)

Special Rules: Only after 1150AD

FRANKISH MERCENARY CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow.

May have light armour (+1) and pavise (+2).

May be upgraded to BS4 (+3).

Special Rules: Only after 1150AD

ALLIES

Only from 1098-1263AD: Frankish Allies, IV/7 or IV/17

Only in 1128 and from 1220-1246AD: Rum Seljuq Allies, III/73

Only from 1260-1355AD: Ilkhanid Mongol Allies, IV/46

Only after 1300AD: Lusignan Allies, IV/26

WAB FORUM SUPPLEMENT

CRUSADES 1095 – 1291AD

IV/6. SYRIAN (1092-1286AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

GHULAMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour

May have heavy armour (+2), barding (+3), bow (+2) and shield (+2).

May have WS4 (+3) and then may count rank bonus up to +1

OTHER SYRIAN, KURDISH OR ARMENIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour

May have heavy armour (+2) and shield (+2)

TURKOMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

May have light armour (+2) and shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

BEDOUIIN ARAB CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*, *Feigned Flight*

INFANTRY

AHDATH SPEARMEN, GLAIVEMEN AND ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

May have thrusting spear (+1) or bow (+1)

Special Rules: *Levies*

GHAZIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ghazi	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield

Special Rules: *Warband*

MUTATAWWI'S

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon

May have shield (+1)

Special Rules: *Levies*

JABALIYYA, KURDS, ARMENIANS OR OTHER JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins

May have shield (+1).

Special Rules: *Light Infantry*

AL-ASHAIR

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling

May have bow instead of sling (+1)

Special Rules: *Skirmishers*

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow.

May have light armour (+2) and pavise (+2).

Special Rules: Only after 1100AD

ARMOURED SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearmen	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, thrusting spear, light armour

May have shield (+1)

Special Rules: Only after 1100AD

0-1 NAFFATUN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, Oil Grenade (count as javelins)

Cause Panic if wounding, no armour save allowed.

Special Rules: *Skirmishers*, Only after 1100AD

ALLIES

Only after 1100AD: Frankish Allies, IV/7 or IV/17

Only Damascus in 1246AD: Khwarizmian Allies, IV/24

WAB FORUM SUPPLEMENT

CRUSADES 1095 – 1291AD

IV/7. EARLY CRUSADER (1096-1128AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8). Only from 1098-1099AD: General may be upgraded to Ld10 (+50).

CAVALRY

KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2) and heavy armour (+2)

Only from 1098-1099AD: Upgrade to WS4 (+2).

Special Rules: *Ferocious Charge*

BYZANTINE OR EX-BYZANTINE TURKOPOULOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour

May have shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	2	3	3	1	3	1	5	6

Equipment: Hand weapon, crossbow.

May have light armour (+2) and then may have Ld7, BS3 and *Light Infantry* (+4)

Special Rules: *Skirmishers*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow

May have light armour (+1).

Special Rules: *Light Infantry*

PILGRIMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon

May have shield (+1)

Special Rules: *Levies*

DISMOUNTED KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Knight	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+1), heavy armour (+2) and double handed weapon (+2)

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

Special Rules: Only from 1098-1099AD

MARONITE OR SYRIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

May have light armour (+1).

Special Rules: *Light Infantry*, Only after 1100AD

ALLIES

Only after 1100AD: Armenian Allies, IV/2

Only after 1100AD: Saracen Allies, IV/6

Only after 1100AD: Bedouin Allies, III/53

WAB FORUM SUPPLEMENT

CRUSADES 1095 – 1291AD

IV/17. LATER CRUSADER (1128-1303AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

Only Richard Coeur de Lion from 1191-1192AD: May have Superior Army Standard (counts as War Wagon).

CAVALRY

KNIGHTS AND SERGEANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, heavy armour, thrusting spear

May have shield (+2)

Only after 1150AD: Upgrade up to half to WS4, I4, Ld8, warhorse and lance (+10), placed in the front rank, may have barding (+3) and may be *Veterans* (+2). No barding from 1191-1192AD

Special Rules: *Ferocious Charge*

TURCOPOLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	22

Equipment: Hand weapon, bow, light armour

May have shield (+2). May have Ld7 (+2)

Special Rules: *Light Cavalry*, *Feigned Flight*

ASSASSIN VOLUNTEER CIVIC MILITIA CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour

Special Rules: Only before 1273AD

INFANTRY

FOOT SERGEANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

May have WS4 and Ld7 (+5)

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow. May have light armour (+2) and pavise (+2). May have BS4 (+3). May have *Riding Horses* (+1)

Only Richard Coeur de Lion from 1191-1192AD: May upgrade to Ld8, (+2), and then may be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

MARONITE OR SYRIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

May have light armour (+2).

Special Rules: Not from 1191-1192AD

0-1 ASSASSIN FIDA'I

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	4	1	6	9

Equipment: Hand weapon, shield

May have throwing spears (+2)

Special Rules: *Warband*, Only before 1273AD

ASSASSIN VOLUNTEER CIVIC MILITIA ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow

May have light armour (+1)

Special Rules: Only before 1273 but not from 1191-1192AD

ALLIES

Armenian Allies, IV/2

Saracen Allies, IV/6

Only in 1169AD: Byzantine Allies, IV/1

Only Second Crusade in 1148AD: German Allies, IV/13

Only Second Crusade in 1148AD: French Allies, IV/4

Only in 1167AD: Fatimid Allies, III/65

Only after 1299AD: Mongol Allies, IV/46

Only Third Crusade 1189-92AD: Feudal French, IV/4

Only Third Crusade 1189-92AD: Medieval German, IV/13

Only Third Crusade 1190-91: Feudal English, IV/21

Only Third Crusade 1189-92: Lusignan Cypriot, IV/26 (only Hospitaller Knights and Sergeants)

Only Third Crusade 1189-91: Medieval Scandinavian IV/54 (only Knights, Smaasvende, Leidang and Obudshaer).

WAB FORUM SUPPLEMENT

CRUSADES 1095 – 1291AD

IV/20. AYYUBID EGYPTIAN (1171-1250AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

TOASSIN, HALQA OR KIPCHAQ MAMLUKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, bow

May have shield (+2)

Upgrade up to half to WS4/BS4, I4 and heavy armour, lance (+6), placed in the front rank, may have barding (+3)

Special Rules: *Combined Formation*

QARAGHULAMS, KURDS OR SYRIAN ASKARIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour

May have heavy armour (+2), bow (+2) and shield (+2)

BEDOUIN ARABS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*, *Feigned Flight*

ARABS FROM MEDINA AND THE HEJAZ

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear,

May have light armour (+2) and shield (+2)

0-1 FRANKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2) and heavy armour (+2)

Special Rules: *Ferocious Charge*

TURKOMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

May have light armour (+2) and shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only before 1244AD

INFANTRY

JABALIYYA AND KURDISH JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins and buckler

May have shield (+1)

Special Rules: *Light Infantry*

GHAZIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ghazi	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield

Special Rules: *Warband*

MUTATAWWI'S

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon

May have shield (+1)

Special Rules: *Levies*

SYRIAN AHDATH OR EGYPTIAN CITY MOB

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levies*

AL-ASHAIR

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling

May have bow instead of sling (+1)

Special Rules: *Skirmishers*

0-1 NAFFATUN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, Oil Grenade (count as javelins)

Cause Panic if wounding, no armour save allowed.

Special Rules: *Skirmishers*

SUDANESE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	4	1	8	13

Equipment: Hand weapon, bow

May have light armour (+2)

Special Rules: Only before 1244AD

ALLIES

Only after 1193AD: Syrian Ayyubid Allies, IV/6

Only from 1244-1245AD: Khwarizian Allies, IV/24

WAB FORUM SUPPLEMENT

CRUSADES 1095 – 1291AD

26. LUSIGNAN CYPRIOT (1192-1489AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8). Only Imperialist faction from 1231-1232 or all after 1474AD: General may be upgraded to Ld10 (+50).

CAVALRY

FEUDAL OR MERCENARY KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, lance

May have shield (+2) and barding (+3)

Special Rules: *Ferocious Charge*, *Combined Formation*

TURCOPOLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow, light armour

May have shield (+2). May have *Feigned Flight* (+2)

Special Rules: *Light Cavalry*, *Combined Formation*

LOMBARD AND OTHER MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horsemen	8	4	3	3	3	1	4	1	7	31

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, Only Imperialist faction from 1231-1232AD

HOSPITALLER KNIGHTS AND SERGEANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Combined Formation*; *Stubborn* if dismounted, Only from 1291-1459AD

0-1 HOSPITALLER TURCOPOLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow, light armour

May have shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Light Cavalry*, *Combined Formation* Only from 1291-1459AD

BULGARIANS, GREEKS OR TARTARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2)

Special Rules: Only from 1373-1374AD

KARAMANLI TURKOMAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow

May have light armour (+2) and buckler (+1)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

STRADIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, throwing spear.

May have bow (+2) and light armour (+2)

Special Rules: *Skirmishers*, *Feigned Flight*, Only from 1474AD

INFANTRY

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow. May have light armour (+2) and pavise (+2). Only from 1291-1459AD: May upgrade to BS4 (+3)

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearmen	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2)

Only from 1291-1459AD: May upgrade to WS4 and Ld7 (+4)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow. May have Ld7 (+1)

Special Rules: *Light Infantry*

ARRIERE-BAN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon.

Special Rules: *Levies*

CATALAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Catalan	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield. May have light armour (+2)

Special Rules: *Light Infantry*, Only after 1320AD

ITALIAN MERCENARY CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow. May have light armour (+2) and pavise (+2)

Special Rules: Only from 1474AD

WAB FORUM SUPPLEMENT

CRUSADES 1095 – 1291AD

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun

May have light armour (+1)

Special Rules: *Skirmishers*, Only from 1474AD

BILLMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Billmen	4	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, heavy armour

May have shield (+1), halberd or double-handed weapon (+2)

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

Special Rules: Only from 1474AD

ALLIES

Only in 1365AD: Mixed Mercenary Forces, IV/74

Only from 1460-1464AD: Mamluk Allies, IV/45

WAB FORUM SUPPLEMENT

CRUSADES 1095 – 1291AD

IV/31. NIKAIAN BYZANTINE (1204-1261AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

VARDARIOTAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, throwing spear

May have light armour (+2) and buckler (+1)

Special Rules: *Skirmishers*

LATINIKON

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, heavy armour, lance

May have shield (+2) and barding (+3)

Special Rules: *Ferocious Charge*

TOURKOPOULOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour

May have shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

SKYTHIKON

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow

May have light armour (+2) and buckler (+1)

Special Rules: *Skirmishers*

STRATIOTAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2)

Up to half may be downgraded to WS2 and no spear (-4) placed in the rear rank

GERMAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, thrusting spear

May have shield (+2) and barding (+3)

Up to half may be downgraded to WS3, light armour and no spear (-5) placed in the rear rank

Special Rules: *German Wedge*, Only after 1258AD

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.

May have BS4 (+3) and light armour (+1).

Special Rules: *Light Infantry*

KONTARATOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearmen	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

CAMP SERVANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon.

Special Rules: *Levies*

ALLIES

Only from 1234-1236AD: Bulgarian Allies, IV/25

Only after 1242AD: Cuman Allies, III/79

Only after 1258AD: Turkish Allies, III/73

Only in 1260AD: Thessalian Allies, IV/33

WAB FORUM SUPPLEMENT

CRUSADES 1095 – 1291AD

IV/33. EPIROT BYZANTINE (1204-1340AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

FRANKISH MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, lance

May have shield (+2) and barding (+3)

Only Despotate of Epiros after 1318AD: May have warhorse (+3) and be *Veterans* (+2)

Special Rules: *Ferocious Charge*

BYZANTINE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2) and heavy armour (+2)

Up to half may be downgraded to WS2 and no spear (-4) placed in the rear rank

VLACH CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour

May have shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

ALBANIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, throwing spear

May have light armour (+2) and buckler (+1)

Special Rules: *Skirmishers*, Only before 1230AD or Despotate of Epiros

BULGAR HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour

May have shield (+2) and throwing spear (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only if Thessalian from 1230-1318AD

GERMAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, thrusting spear

May have shield (+2) and barding (+3)

Up to half may be downgraded to WS3, light armour and no spear (-5) placed in the rear rank

Special Rules: *German Wedge*, Only Despotate of Epiros in 1259AD

INFANTRY

BYZANTINE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.

May have light armour (+1).

Special Rules: *Light Infantry*

BYZANTINE OR MERCENARY SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

ALBANIAN OR VLACH FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

Special Rules: *Light Infantry*

ALLIES

Only from 1207-1215AD: Bulgarian Allies, IV/25

Only Despotate of Epiros in 1259AD: Thessalian Allies, IV/33

Only Despotate of Epiros in 1259 and in 1292AD: Achaian Frank Allies, IV/32

Only Despotate of Epiros from 1276-1291AD: Angevin Allies, IV/5

Only Despotate of Epiros from 1309-1310AD: Byzantine Allies, IV/50

WAB FORUM SUPPLEMENT

CRUSADES 1095 – 1291AD

IV/34. TRAPEZUNTINE BYZANTINE (1204-1461AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

TRAPEZUNTINE STRATIOTAI LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	21

Equipment: Hand weapon, light armour, kontos

May have shield (+2) and heavy armour (+2)

Only after 1360AD: May have bow (+2) and then may be *Expert*

Horsemen (+2) and *Light Cavalry* (free)

TRAPEZUNTINE LAZ OR TZAN HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	6	22

Equipment: Hand weapon, bow, light armour

May have shield (+2). May upgrade to *Expert Horsemen* (+2)

Only after 1360AD: May have Ld7 (+2)

Special Rules: *Skirmishers*

TURKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour

May have shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

ALANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour

May have shield (+2) and throwing spear (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

INFANTRY

TRAPEZUNTINE OR MERCENARY SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

TRAPEZUNTINE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.

May have light armour (+2). May have BS4 (+3)

Special Rules: *Light Infantry*

TRAPEZUNTINE LAZ OR TZAN TRIBAL INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

Up to half may have bow instead of spear (free)

Special Rules: *Combined Formation*

ALLIES

Georgian Allies, III/70

Only after 1360AD: Karaman or Kastamonu Turkish Allies, IV/49

WAB FORUM SUPPLEMENT

CRUSADES 1095 – 1291AD

IV/35. MONGOL CONQUEST (1206-1266AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

GUARD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	4	1	7	28

Equipment: Hand weapon, light armour, thrusting spear, bow

May have shield (+2) and be *Expert Horsemen* (+2)

Special Rules: May count rank bonus up to +1

MONGOL CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	26

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2). Up to half may have bow instead of spear and light armour (free) placed in the rear rank

Special Rules: *Combined Formation*

EASTERN STEPPE, CUMAN OR SIMILAR AUXILIARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow

May have light armour (+2) and buckler (+1)

Only after 1213AD: May upgrade to BS4 (+2) and then may be *Expert Horsemen* (+2)

Special Rules: *Skirmishers*, *Feigned Flight*

KHITAN ORDO SOLDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	25

Equipment: Hand weapon, kontos, light armour

May have heavy armour (+2), barding (+3) and shield (+2)

May be *Veterans* (+2)

Special Rules: Only after 1211AD, may count rank bonus up to +1

KHITAN ORDO FORAGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour

May have WS4 (+2)

Special Rules: Only after 1211AD

KHITAN ORDO ORDERLIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, buckler, bow

May have light armour (+2), May have WS4 (+2)

Special Rules: *Light Cavalry*, Only after 1211AD

ALAN, TURKISH OR SIMILAR AUXILIARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour

May have shield (+2) and throwing spear (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only after 1213AD

JURCHEN, GEORGIAN OR SIMILAR AUXILIARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour

May have heavy armour (+2) and shield (+2)

May have WS4 (+2)

Special Rules: Only after 1213AD

ARMENIAN AUXILIARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, heavy armour

May have shield (+2)

Only After 1150AD: Upgrade to WS4 (+2)

Special Rules: Only after 1213AD

INFANTRY

CIVILIANS DRIVEN AHEAD OF THE ARMY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon.

Special Rules: *Levies*, Only after 1213AD

0-2 LIGHT BOLT THROWERS

Special Rules: Only after 1213AD

ALLIES

Uighur Allies, III/11

Only after 1213AD: Chinese Warlord Allies, IV/14

Only in 1234AD: Chinese Allies, III/61

Only after 1241AD: Korean Allies, III/56

WAB FORUM SUPPLEMENT

CRUSADES 1095 – 1291AD

IV/45. MAMLUK EGYPTIAN (1250-1500AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

ROYAL MAMLUKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	4	1	8	28

Equipment: Hand weapon, light armour, bow, thrusting spear

May have shield (+2), heavy armour (+2). May be *Veterans* (+2).

Special Rules: May count rank bonus up to +1

AMIRS' MAMLUKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, light armour, bow, thrusting spear

May have shield (+2), heavy armour (+2) and barding (+3)

Special Rules: May count rank bonus up to +1

HALQA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow. May have shield (+2), light armour (+2)

Special Rules: *Light Cavalry*, Only until 1315AD

TURKOMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

May have light armour (+2) and shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

KURDISH, SYRIAN OR ASHIR CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour

May have heavy armour (+2) and shield (+2)

0-1 FRANKISH MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, heavy armour, lance

May have shield (+2) and barding (+3).

Special Rules: *Ferocious Charge*, Only before 1302AD

INFANTRY

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow.

May have light armour (+2) and pavise (+2)

0-1 NAFFATUN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, Oil Grenade (count as javelins)

Cause Panic if wounding, no armour save allowed.

Special Rules: *Skirmishers*, Only until 1490AD

GHAZIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ghazi	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield

Special Rules: *Warband*

MUTATAWWI'S

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon

May have shield (+1)

Special Rules: *Levies*

LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levies*

HALQA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.

May have shield (+1) and light armour (+2).

Special Rules: Only after 1315AD

0-2 LIGHT CANNONS

Special Rules: Only after 1340AD

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)

Special Rules: *Skirmishers*, Only after 1490AD

ALLIES

Only before 1286AD: Syrian Ayyubid Allies, IV/4

WAB FORUM SUPPLEMENT

CRUSADES 1095 – 1291AD

IV/49. ANATOLIAN TURKOMAN (1260-1500AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

ALLIES

Only Karaman or Kastamonu after 1360AD: Trapezuntine Allies, IV/34
 Only Dulgadir from 1300-1484 and from 1492-1515AD: Mamluk Allies, IV/45
 Only Dulgadir from 1485-1491AD: Ottoman Allies, IV/55

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour

May have heavy armour (+2) and shield (+2)

May have WS4 (+2) and then barding (+3) and may count rank bonus up to +1

TRIBESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow. May have light armour (+2) shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

INFANTRY

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

Up to half may have bow instead of spear (free)

Special Rules: *Combined Formation*

AKHIYA TOWN MILITIAS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levies*

LIGHT CANNONS

Special Rules: Only after 1380AD

WAB FORUM SUPPLEMENT

CRUSADES 1095 – 1291AD

IV/50. PALAIOLOGAN BYZANTINE (1261-1384AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

VARDARIOTAI GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow

May have shield (+2) and throwing spear (+2)

Special Rules: *Skirmishers*

KAVALLARIOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	25

Equipment: Hand weapon, thrusting spear, light armour

May have heavy armour (+2), shield (+2) and barding (+3)

May be *Veterans* (+2)

Special Rules: May count rank bonus up to +1

STRATIOTAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2)

CUMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow

May have shield (+2) and throwing spear (+2)

Special Rules: *Skirmishers*, *Feigned Flight*, Only before 1292AD

TOURKOPOULOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour

May have shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only before 1306AD

INFANTRY

TZAKONES, CATALANS OR SIMILAR GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	7	9

Equipment: Hand weapon, light armour

May have shield (+2).

Special Rules: *Light Infantry*

KONTARATOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow. May have light armour (+1).

May have BS4 and Ld7 (+4)

Special Rules: *Light Infantry*

PEASANTS AND TOWN MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon

May have shield (+1)

Special Rules: *Light Infantry*

ALLIES

Turkish Allies, IV/49 if before 1348, IV/55 otherwise

Only from 1282-1283AD: Golden Horde Mongol Allies, IV/47

Only from 1301-1305AD: Alan Allies, II/58

Only from 1327-1352AD: Serbian Allies, IV/22

Only from 1327-1352AD: Bukgar Allies, IV/25

WAB FORUM SUPPLEMENT

CRUSADES 1095 – 1291AD

IV/51. MOREAN BYZANTINE (1262-1460AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

STRATIOTAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2)

FRANKISH FEUDAL VASSALS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	27

Equipment: Hand weapon, heavy armour, lance
May have shield (+2), plate armour (+2) and cloth (+2) or plate (+3) barding

Special Rules: *Ferocious Charge*, Only after 1315AD

ALBANIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, throwing spear

May have light armour (+2) and buckler (+1)

Special Rules: *Skirmishers*, Only from 1347-1458AD

BURGUNDIAN S

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	27

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and cloth (+2) or plate (+3) barding.
May be *Veterans* (+2)

Special Rules: *Ferocious Charge*, Only from 1445-1450AD

PAPAL-SUPPLIED ITALIAN MERCENARY MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	31
Dismounted	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only from 1459-1460AD

INFANTRY

GARRISON SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

GARRISON ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow. May have light armour (+1).

PEASANT ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

Special Rules: *Light Infantry*

MANIATES, TZAKONES OR MELINGOI HILLMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hillman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, light armour

May have shield (+2).

Special Rules: *Light Infantry*

ALBANIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Albanian	4	3	2	3	3	1	3	1	6	6

Equipment: Hand weapon, shield

Up to half may have bow instead of shield (free) placed in the rear ranks.

Special Rules: *Light Infantry*, *Combined Formation*, Only from 1347-1458AD

PAPAL-SUPPLIED ITALIAN MERCENARY CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	14

Equipment: Hand weapon, crossbow, light armour

May have heavy armour (+2) and pavise (+2)

Special Rules: Only from 1459-1460AD

ALLIES

Byzantine Allies, IV/50

Only from 1262-1263AD: Turkish Allies, IV/49

Only from 1382-1394 and 1453-1454AD: Turkish Allies, IV/55

Siege of Antioch



The Siege of Antioch, from a medieval miniature painting

The **Siege of Antioch** took place during the First Crusade in 1097 and 1098. The first siege, by the crusaders against the Muslim city, lasted from October 21, 1097, to June 2, 1098. The second siege, against the crusaders who had occupied it, lasted from June 7 to June 28, 1098.

Background

Antioch had been captured from the Byzantine Empire by the Seljuks only very recently, in 1085. The Byzantine fortifications dated from the time of Justinian I and they had recently been rebuilt and strengthened; the Seljuks had taken the city through treachery and the walls remained intact. Since 1088, its Seljuk governor had been Yaghi-Siyan. Yaghi-Siyan was well aware of the crusader army as it marched through Anatolia in 1097, and he appealed for help from neighbouring Muslim states, but to no avail. To prepare for their arrival, he imprisoned the Orthodox Patriarch of Antioch, John the Oxite, and exiled the Greek and Armenian Orthodox population, although the Syrian Orthodox citizens were permitted to stay.

Arrival of the crusaders

The crusaders arrived at the Orontes River outside Antioch on October 20, 1097. The three major leaders of the crusade at this point, Godfrey of Bouillon, Bohemund of Taranto, and Raymond IV of Toulouse initially disagreed over what to do next: Raymond wanted to make a direct assault, while Godfrey and Bohemund preferred to set siege to the city. Raymond reluctantly acquiesced and the crusaders partially encircled the city on October 21. The city's Byzantine fortifications were strong enough to resist a direct attack, although Yaghi-Siyan may not have had enough men to adequately defend the city, and he was relieved and emboldened when the crusaders did not attack immediately. Bohemund encamped on the northeast corner of the city at the Gate of St. Paul, Raymond set his camp further to the west at the Gate of the Dog, and Godfrey placed his troops at the Gate of the Duke, also further to the west, where a bridge of boats was built across the Orontes to the village of Talenki. To the south was the Tower of the Two Sisters and at the northwest corner the Gate of St. George, which was not blockaded by the crusaders, and were used throughout the siege to supply Yaghi-Siyan with food. On the southern and eastern side of the city was the hilly area known as Mt. Silpius, where the citadel and the Iron Gate were located.

First siege

By mid-November Bohemund's nephew Tancred had arrived with reinforcements, and a Genoese fleet had sailed into the port at St Symeon, bringing extra food and supplies. The siege dragged on, and in December Godfrey fell ill and food supplies that had been plentiful were running out with the approaching winter. At the end of the month Bohemund and Robert of Flanders took about 20,000 men and went foraging for food to the south, but while they were gone, Yaghi-Siyan made a sortie out of the Gate of St. George on December 29 and attacked Raymond's encampment across the river at Talenki. Raymond was able to turn him back but was not able to capture the city itself. Meanwhile, Bohemund and Robert were attacked by an army under Duqaq of Damascus, which had marched north to come to Antioch's aid. Although the crusaders were victorious here as well, they were forced to retreat to Antioch with little food. The month ended inauspiciously for both sides: there was an earthquake on December 30, and the following weeks saw such unseasonably bad rain and cold weather that Duqaq had to return home without further engaging the crusaders.

Famine

Due to lack of food there was a famine in the crusaders' camp, killing both men and horses; one in seven men was dying of starvation and only 700 horses remained. Supposedly some of the poorer soldiers, the remnants of the People's Crusade led by Peter the Hermit and called Tafurs, turned cannibal, eating the bodies of dead Turks. Others ate horses, although some knights preferred to starve. Local Christians, as well as the exiled Orthodox Patriarch of Jerusalem, Simeon, now living on Cyprus, attempted to send food but this did not relieve the famine.

CRUSADES 1095 – 1291AD

Some knights and soldiers began to desert in January of 1098, including Peter the Hermit, although he was quickly found and brought back to the camp by Tancred, his prestige tarnished.

Taticius departs

In February, the Byzantine general and legate Taticius, who had remained with the crusaders as an advisor and a representative of Emperor Alexius I, suddenly left the crusaders' army. According to Anna Comnena, who presumably spoke with Taticius personally, the crusaders had refused to listen to his advice and Bohemund had informed him that the other leaders were planning to kill him, as they believed Alexius was secretly encouraging the Turks. Bohemund, on the other hand, claimed that this was treachery or cowardice, reason enough to break any obligations to return Antioch to the Byzantines, and he too would leave unless he was allowed to keep Antioch for himself when it was captured. Knowing fully that Bohemund had designs on taking the city for himself, and that he had probably engineered Taticius' departure in order to facilitate this, Godfrey and Raymond did not give in to his blackmail, but the minor knights and soldiers wanted to recognize his demands and he gained their sympathies. During these events, Yaghi-Siyan continued to seek help from his neighbours, and an army under Ridwan arrived at Antioch from Aleppo. Like Duqaq before him, he too was defeated, at Harim outside Antioch, on February 9.

English reinforcements



Robert II of Normandy, at the Siege of Antioch (1097-1098).

In March an English fleet led by Edgar Atheling, the deposed King of England, arrived at St. Simeon from Constantinople, where Edgar was living in exile. They brought with them raw materials for constructing siege engines, but these were almost lost on March 6 when Raymond and Bohemund (neither of whom trusted the other enough to deliver the material alone) were attacked

on the road back to Antioch by a detachment of Yaghi-Siyan's garrison. With Godfrey's help, however, the detachment was defeated and the materials were recovered. Although Edgar had been given his fleet and the siege materials by emperor Alexius, the crusaders did not consider this to be direct Byzantine assistance. The crusaders set to work building siege engines, as well as a fort, called La Mahomerie, to block the Bridge Gate and prevent Yaghi-Siyan attacking the Crusader supply line from the ports of Saint Simon and Alexandretta, whilst also repairing the abandoned monastery to the west of the Gate of Saint George, which was still being used to deliver food to the city. Tancred garrisoned the monastery, referred to in the chronicles as Tancred's Fort, for 400 silver marks, whilst Count Raymond of Toulouse took control of La Mahomerie. Finally the crusader siege was able to have some effect on the well-defended city. Food conditions improved for the crusaders as spring approached and the city was sealed off from raiders.

Fatimid embassy

In April a Fatimid embassy from Egypt arrived at the crusader camp, hoping to establish a peace with the Christians, who were, after all, the enemy of their own enemies, the Seljuks. Peter the Hermit, who was fluent in Arabic, was sent to negotiate. These negotiations came to nothing. The Fatimids, assuming the crusaders were simply mercenary representatives of the Byzantines, were prepared to let the crusaders keep Syria if they agreed not to attack Fatimid Palestine, a state of affairs perfectly acceptable between Egypt and Byzantium before the Turkish invasions. But the crusaders could not accept any settlement that did not give them Jerusalem. Nevertheless the Fatimids were treated hospitably and were given many gifts, plundered from the Turks who had been defeated in March, and no definitive agreement was reached.

Capture of Antioch

The siege continued, and at the end of May 1098 a Muslim army from Mosul under the command of Kerbogha approached Antioch. This army was much larger than the previous attempts to relieve the siege. Kerbogha had joined with Ridwan and Duqaq and his army also included troops from Persia and from the Ortuqids of Mesopotamia. The crusaders were luckily granted time to prepare for their arrival, as Kerbogha had first made a three-week long excursion to Edessa, which he was unable to recapture from Baldwin of Boulogne, who had taken it earlier in 1098.

The crusaders knew they would have to take the city before Kerbogha arrived if they had any chance of survival. Bohemund secretly established contact with Firouz, an Armenian guard who controlled the Tower of the Two Sisters but had a grudge with Yaghi-Siyan, and bribed him to open the gates. He then approached the other crusaders and offered to let them in, through Firouz, if they would agree to let him have the city. Raymond was furious and argued that the city should be handed over to Alexius, as they had agreed when they left Constantinople in 1097, but Godfrey, Tancred, Robert, and the other

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leaders, faced with a desperate situation, gave in to his demands.



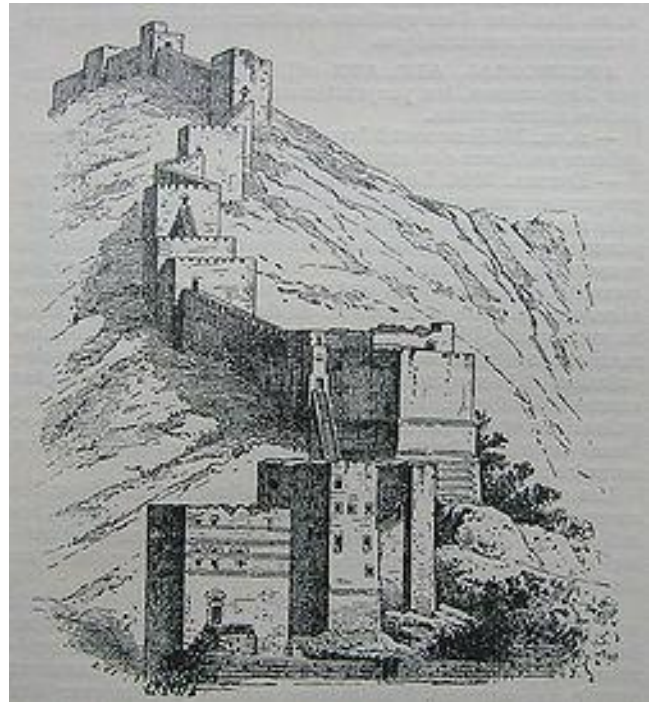
The Massacre of Antioch, by Gustave Doré.

Despite this, on June 2, Stephen of Blois and some of the other crusaders deserted the army. Later on the same day, Firouz instructed Bohemund to feign a march out to meet Kerbogha, and then to march back to the city at night and scale the walls. This was done. Firouz opened the gates and a massacre followed. The remaining Christians in the city opened the other gates and participated in the massacre themselves, killing as much of the hated Turkish garrison as they could. The crusaders, however, killed some of the Christians along with the Muslims, including Firouz's own brother. Yaghi-Siyan fled but was captured by some Syrian Christians outside the city. He was decapitated and his head was brought to Bohemund.

Second siege

By the end of the day on June 3, the crusaders controlled most of the city, except for the citadel, which remained in hands of Yaghi-Siyan's son Shams ad-Daulah. John the Oxite was reinstated as patriarch by Adhemar of Le Puy, the papal legate, who wished to keep good relations with the Byzantines, especially as Bohemund was clearly planning to claim the city for himself. However, the city was now short on food, and Kerbogha's army was still on its way. Kerbogha arrived only two days later, on June 5. He tried, and failed, to storm the city on June 7, and by June 9 he had established his own siege around the city.

More crusaders had deserted before Kerbogha arrived, and they joined Stephen of Blois in Tarsus. Stephen had seen Kerbogha's army encamped near Antioch and assumed all hope was lost; the deserters confirmed his fears. On the way back to Constantinople, Stephen and the other deserters met Alexius, who was on his way to assist the crusaders, and did not know they had taken the city and were now under siege themselves. Stephen convinced him that the rest of the crusaders were as good as dead, and Alexius heard from his reconnaissance that there was another Seljuk army nearby in Anatolia. He therefore decided to return to Constantinople rather than risking battle.



The ramparts of Antioch climbing Mons Silpius during the Crusades

Discovery of the Holy Lance

Meanwhile in Antioch, on June 10 an otherwise poor and insignificant monk by the name of Peter Bartholomew came forward claiming to have had visions of St. Andrew, who told him that the Holy Lance was inside the city. The starving crusaders were prone to visions and hallucinations, and another monk named Stephen of Valence reported visions of Christ and the Virgin Mary. On June 14 a meteor was seen landing in the enemy camp, interpreted as a good omen. Although Adhemar was suspicious, as he had seen a relic of the Holy Lance in Constantinople, Raymond believed Peter. Raymond, Raymond of Aguilers, William, Bishop of Orange, and others began to dig in the cathedral of St. Peter on June 15, and when they came up empty, Peter went into the pit, reached down, and produced a spear point. Raymond took this as a divine sign that they would survive and thus prepared for a final fight rather than surrender. Peter then reported another vision, in which St. Andrew instructed

CRUSADES 1095 – 1291AD

the crusader army to fast for five days (although they were already starving), after which they would be victorious.

Bohemund was skeptical of the Holy Lance as well, but there is no question that its discovery increased the morale of the crusaders. It is also possible that Peter was reporting what Bohemund wanted (rather than what St. Andrew wanted) as Bohemund knew, from spies in Kerbogha's camp, that the various factions frequently argued with each other. Kerbogha of Mosul was indeed suspected by most emirs to yearn for sovereignty in Syria and often considered as a bigger threat to their interests than the Christian invaders. On June 27, Peter the Hermit was sent by Bohemund to negotiate with Kerbogha, but this proved futile and battle with the Turks was thus unavoidable. Bohemund drew up six divisions: he commanded one himself, and the other five were led by Hugh of Vermandois and Robert of Flanders, Godfrey, Robert of Normandy, Adhemar, and Tancred and Gaston IV of Béarn. Raymond, who had fallen ill, remained inside to guard the citadel with 200 men, now held by Ahmed Ibn Merwan an agent of Kerbogha.



Capture of Antioch by Bohemund of Taranto in June 1098.

Battle of Antioch

On Monday, June 28, the crusaders emerged from the city gate, with Raymond of Aguilers carrying the Holy Lance before them. Kerbogha hesitated against his generals' pleadings, hoping to attack them all at once rather than one division at a time, but he underestimated their size. He pretended to retreat to draw the crusaders to rougher terrain, while his archers continuously pelted the advancing crusaders with arrows. A detachment was dispatched to the crusader left wing, which was not protected by the river, but Bohemund quickly formed a seventh division and beat them back. The Turks were inflicting many casualties, including Adhemar's standard-bearer, and Kerbogha set fire to the grass between his position and the crusaders, but this did not deter them: they had visions of three saints riding along with them, led by St. George, St. Demetrius, and St. Maurice. The battle was short. Before the crusaders reached Kerbogha's line, Duqaq and many other emirs had already betrayed Kerbogha and were taking their armies back to their own

lands, this desertion considerably reduced the numerical advantage the mighty army had over its Christian opponents. Soon the remaining Muslim troops had to retreat.

Aftermath

As Kerbogha fled, the citadel under command of Ahmed ibn Merwan finally surrendered, but only to Bohemund personally, rather than to Raymond; this seems to have been arranged beforehand without Raymond's knowledge. As expected, Bohemund claimed the city as his own, although Adhemar and Raymond disagreed. Hugh of Vermandois and Baldwin of Hainaut were sent to Constantinople, although Baldwin disappeared after an ambush on the way. Alexius, however, was uninterested in sending an expedition to claim the city this late in the summer. Back in Antioch, Bohemund argued that Alexius had deserted the crusade and thus invalidated all of their oaths to him. Bohemund and Raymond occupied Yaghi-Siyan's palace, but Bohemund controlled most of the rest of the city and flew his standard from the citadel. It is a common assumption that the Franks of northern France, the Provencals of southern France, and the Normans of southern Italy considered themselves separate "nations" and that each wanted to increase its status. This may have had something to do with the disputes, but personal ambition is more likely the cause of the infighting.

Soon an epidemic broke out, possibly of typhus, and on August 1 the legate Adhemar died. In September the leaders of the crusade wrote to Pope Urban II, asking him to take personal control of Antioch, but he declined. For the rest of 1098, they took control of the countryside surrounding Antioch, although there were now even fewer horses than before, and Muslim peasants refused to give them food. The minor knights and soldiers became restless and starvation began to set in and they threatened to continue to Jerusalem without their squabbling leaders. In November, Raymond finally gave into Bohemund for the sake of continuing the crusade in peace and to calm his mutinous starving troops. At the beginning of 1099 the march was renewed, leaving Bohemund behind as the first Prince of Antioch, and in the spring the Siege of Jerusalem began under the leadership of Raymond.

The success at Antioch was too much for Peter Bartholomew's skeptics. Peter's visions were far too convenient and too martial, and he was openly accused of lying. Challenged, Peter offered to undergo ordeal by fire to prove that he was divinely guided. Being in Biblical lands, they chose a Biblical ordeal: Peter would pass through a fiery furnace and would be protected by an angel of God. The crusaders constructed a path between walls of flame; Peter would walk down the path between the flames. He did so, and was horribly burned. He died after suffering in agony for twelve days. There was no more said about the Holy Lance, although one faction continued to hold that Peter was genuine and that this was indeed the true Lance.

The Siege of Antioch quickly became legendary, and in the 12th century it was the subject of the *chanson d'Antioche*, a *chanson de geste* in the Crusade cycle.

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Source: http://en.wikipedia.org/wiki/Siege_of_Antioch

Battle of Hattin



The Battle of Hattin, from a 15th century manuscript

The **Battle of Hattin** (also known as "**The Horns of Hattin**") because of a nearby extinct volcano of the same name) took place on Saturday, July 4, 1187, between the Crusader Kingdom of Jerusalem and the forces of the Ayyubid dynasty.

The Muslim armies under Saladin captured or killed the vast majority of the Crusader forces, removing their capability to wage war.⁴ As a direct result of the battle, Islamic forces once again became the eminent military power in the Holy Land, re-conquering Jerusalem and several other Crusader-held cities.⁴ These Christian defeats prompted the Third Crusade, which began two years after the Battle of Hattin.

Location

The battle took place near Tiberias in present day Israel. The battlefield, near the town of Hittin, had as its chief geographic feature a double hill (the "Horns of Hattin") beside a pass through the northern mountains between Tiberias and the road from Acre to the west. The Darb al-Hawarnah road, built by the Romans, served as the main east-west passage between the Jordan fords, the Sea of Galilee and the Mediterranean coast.

Background

Guy of Lusignan became king of Jerusalem in 1186, in right of his wife Sibylla, after the death of Sibylla's son Baldwin V. The Kingdom of Jerusalem was at this time divided between the "court faction" of Guy, Sibylla, and relative newcomers to the kingdom such as Raynald of

Châtillon, as well as Gerard of Ridefort and the Knights Templar; and the "nobles' faction", led by Raymond III of Tripoli, who had been regent for the child-king Baldwin V and had opposed the succession of Guy. Disgusted, Raymond of Tripoli watched as his fellow poulain barons hastened to Jerusalem to make obeisance to King Guy and Queen Sibylla. The great lord of Tripoli rode in the opposite direction, up the Jordan River Valley to Tiberias.⁵ The situation was so tense that there was almost open warfare between Raymond and Guy, who wanted to besiege Tiberias, a fortress held by Raymond through his wife Eschiva, Princess of Galilee. War was avoided through the mediation of Raymond's supporter Balian of Ibelin.

Meanwhile, the Muslim states surrounding the kingdom had been united during the 1170s and 1180s by Saladin. Saladin had been appointed vizier of Egypt in 1169 and soon came to rule the country as sultan. In 1174, he imposed his rule over Damascus; his authority extended to Aleppo by 1176 and Mosul by 1183. For the first time, the Kingdom of Jerusalem was encircled by Muslim territory united under one ruler. The crusaders defeated Saladin at the Battle of Montgisard in 1177, and in the early 1180s there was an uneasy truce between the two sides, which was broken by the raids of Raynald on Muslim caravans passing through his fief of Oultrejordain. Raynald also threatened to attack Mecca itself.

When Guy became king, Raymond made a separate truce with Saladin, and in 1187 allowed the sultan to send an army into the northern part of the kingdom. At the same time, an embassy was on its way from Jerusalem to Tripoli to negotiate a settlement between Raymond and Guy. This embassy was defeated at the Battle of Cresson on May 1, by a small force under the command of Al-Afdal. Raymond, wracked with guilt, reconciled with Guy, who assembled the entire army of the kingdom and marched north to meet Saladin.

Siege of Tiberias

After reconciling, Raymond and Guy met at Acre with the bulk of the crusader army. According to the claims of some European sources, it consisted of 1,200 knights, a greater number of lighter cavalry, and perhaps 10,000 foot soldiers, supplemented by crossbowmen from the Italian merchant fleet, and a large number of mercenaries (including Turcoples) hired with money donated to the kingdom by Henry II of England.^{citation needed}⁶ Also with the army was the relic of the True Cross, carried by the Bishop of Acre, who was there in place of the ailing Patriarch Heraclius.

On July 2, Saladin, who wanted to lure Guy into moving his army away from the springs at Saffuriya, personally led a siege of Raymond's fortress of Tiberias while the main Muslim army remained at Kafr Sabt. The garrison at Tiberias tried to pay Saladin off, but he refused, later stating that "when the people realized they had an opponent who could not be tricked and would not be contented with tribute, they were afraid lest war might eat them up and they asked for quarter...but the servant gave the sword dominion over them." The fortress fell the same

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day. A tower was mined and, when it fell, Saladin's troops stormed the breach killing the opposing forces and taking prisoners.

Holding out, Raymond's wife Eschiva was besieged in the citadel. As the mining was begun on that structure, news was received by Saladin that Guy was moving the Frank army east. The Crusaders had taken the bait.

Guy's decision to leave the safety of his defenses was the result of a Crusader war council held the night of July 2. Though reports of what happened at this meeting are biased due to personal feuds among the Franks, it seems Raymond argued that a march from Acre to Tiberias was exactly what Saladin wanted while Sephoria was a strong position for the Crusaders to defend. Furthermore, Guy shouldn't worry about Tiberias, which Raymond held personally and was willing to give up for the safety of the kingdom. In response to this argument, and despite their reconciliation (internal court politics remaining strong), Raymond was accused of cowardice by Gerard and Raynald. The latter influenced Guy to attack immediately. Guy thus ordered the army to march against Saladin at Tiberias, which is indeed just what Saladin had planned, for he had calculated that he could defeat the crusaders only in a field battle rather than by besieging their fortifications.

The battle



Horns of Hattin, 2005, as viewed from the east

The crusaders began their march from Sephoria on July 3. Raymond led the vanguard; Guy the main army; and Balian, Raynald, and the military orders made up the rearguard. The crusaders were almost immediately under harassment from the Muslim skirmishers on horseback.

By noon on that day, the Frankish army had reached a spring at the village of Turan some six miles (10 km) from Sephoria. Here, according to Saladin, "The hawks of the Frankish infantry and the eagle of their cavalry hovered around the water."

It was still nine miles (14 km) to Tiberias. Therefore, with only a half day of marching time remaining, any attempt to leave this sure water source to seek that objective the same day, all while under the constant attack of Saladin's army,

would be foolhardy. (In 1182 the Frankish army had only advanced 8 miles (13 km) in a full day in face of the enemy and in 1183 Guy had managed but six miles (10 km) in a similar situation, taking a full day.) But, as Saladin wrote, "Satan incited Guy to do what ran counter to his purpose." That is, for unknown reasons, Guy set out that very afternoon, marching his army forward, seeming to head for Tiberias.

When Saladin arrived from the taking of Tiberias, and after the Frankish army left Turan, the Muslims began their attack in earnest. Saladin sent the two wings of his army around the Frankish force and seized the spring at Turan, thus blocking the Frankish line of retreat. This maneuver would give Saladin his victory.

In the ensuing struggle, the Frankish rearguard was forced to a standstill by continuous attacks, thus halting the whole army on the plateau. The crusaders were thus forced to make camp surrounded by the Muslims. They now had no water nor any hope of receiving supplies or reinforcements.

Behe ad-Din summarizes the situation of the Frankish army:

They were closely beset as in a noose, while still marching on as though being driven to death that they could see before them, convinced of their doom and destruction and themselves aware that the following day they would be visiting their graves.

On the morning of July 4, the crusaders were blinded by smoke from fires that Saladin's forces had set to add to the Frankish army's misery, through which the Muslim cavalry pelted them with 400 loads of arrows that had been brought up during the night. Gerard and Raynald advised Guy to form battle lines and attack, which was done by Guy's brother Amalric. Raymond led the first division with Raymond of Antioch, the son of Bohemund III of Antioch, while Balian and Joscelin III of Edessa formed the rearguard. While this was being arranged, five of Raymond's knights defected to Saladin and told them of the dire situation in the crusader camp.

Thirsty and demoralized, the crusaders broke camp and changed direction for the springs of Hattin, but their ragged approach was attacked by Saladin's army which blocked the route forward and any possible retreat. Count Raymond launched two charges in an attempt to break through to the water supply at the Sea of Galilee. The second of these saw him cut off from the main army and forced to retreat. Most of the crusader infantry had effectively deserted by moving on to the Horns of Hattin. Guy attempted to pitch the tents again to block the Muslim cavalry, but without infantry protection the knights' horses were cut down by Muslim archers and the cavalry was forced to fight on foot. Then they too retreated to the Horns.

Now the crusaders were surrounded and, despite three desperate charges on Saladin's position, were eventually defeated. An eyewitness account of this is given by Saladin's son, al-Afdal. It is quoted by Ibn al-Athir:

When the king of the Franks Guy was on the hill with that band, they made a formidable charge against the Muslims

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facing them, so that they drove them back to my father Saladin. I looked towards him and he was overcome by grief and his complexion pale. He took hold of his beard and advanced, crying out "Give the lie to the Devil!" The Muslims rallied, returned to the fight and climbed the hill. When I saw that the Franks withdrew, pursued by the Muslims, I shouted for joy, "We have beaten them!" But the Franks rallied and charged again like the first time and drove the Muslims back to my father. He acted as he had done on the first occasion and the Muslims turned upon the Franks and drove them back to the hill. I again shouted, "We have beaten them!" but my father rounded on me and said, "Be quiet! We have not beaten them until that tent Guy's falls." As he was speaking to me, the tent fell. The sultan dismounted, prostrated himself in thanks to God Almighty and wept for joy.

Aftermath



Saladin and Guy of Lusignan after Battle of Hattin

The Muslim forces had captured the royal tent of King Guy, as well as the True Cross after the Bishop of Acre was killed in the fighting. Prisoners included Guy, his brother Amalric II, Raynald de Chatillon, William V of Montferrat, Gerard de Ridefort, Humphrey IV of Toron, Hugh of Jabala, Plivain of Botron, Hugh of Gibelet, and many others. Perhaps only as few as 3,000 Christians escaped the defeat. The anonymous text *De Expugnacione Terrae Sanctae per Saladinum Libellus* claims that Raymond, Joscelin, Balian, and Reginald of Sidon fled the field in the middle of the battle, trampling "the Christians, the Turks, and the Cross" in the process, but this is not corroborated by other accounts and reflects the author's hostility to the Poleins.

The exhausted captives were brought to Saladin's tent, where Guy was given a goblet of iced water as a sign of Saladin's generosity. When Guy passed the goblet to his fellow captive Raynald, Saladin allowed the old man (Raynald was about 60) to drink but shortly afterwards said that he had not offered water to Raynald and thus was not bound by the Muslim rules of hospitality. When Saladin accused Raynald of being an oath breaker, Raynald replied "kings have always acted thus. I did

nothing more." Saladin then executed Raynald himself, beheading him with his sword. Guy fell to his knees at the sight of Raynald's corpse but Saladin bade him to rise, saying, "This man was only killed because of his maleficence and perfidy."

The True Cross was fixed upside down on a lance and sent to Damascus. Several of Saladin's men now left the army, taking Frankish prisoners with them as slaves.

On Sunday, July 5, Saladin traveled the six miles (10 km) to Tiberias and, there, Countess Eschiva surrendered the citadel of the fortress. She was allowed to leave for Tripoli with all her family, followers, and possessions. Raymond of Tripoli, having escaped the battle, died of pleurisy later in 1187.

On Monday, July 6, two days after the battle, the captured Templars and Hospitallers were given the choice of converting to Islam, or death.

The executions (one of only two executions of prisoners ordered by Saladin) were by beheading. In an act of solidarity, many of the captured crusaders falsely claimed to be Templar knights, forcing Saladin's men to behead them as well.⁸ Saint Nicasius, a Knight Hospitaller venerated as a Christian martyr, is said to have been one of the victims.⁹

"Saladin ordered that they should be beheaded, choosing to have them dead rather than in prison. With him was a whole band of scholars and sufis and a certain number of devout men and ascetics, each begged to be allowed to kill one of them, and drew his sword and rolled back his sleeve. Saladin, his face joyful, was sitting on his dais, the unbelievers showed black despair" – Imad ed-Din, Saladin's Secretary

Guy was taken to Damascus as a prisoner and the others were eventually ransomed.

By mid-September, Saladin had taken Acre, Nablus, Jaffa, Toron, Sidon, Beirut, and Ascalon. Tyre was saved by the fortuitous arrival of Conrad of Montferrat. Jerusalem was defended by Queen Sibylla, Patriarch Heraclius, and Balian, who subsequently negotiated its surrender to Saladin on October 2 (see Siege of Jerusalem).

News of the disastrous defeat at Hattin was brought to Europe by Joscius, Archbishop of Tyre, as well as other pilgrims and travelers. Plans were immediately made for a new crusade; Pope Gregory VIII issued the bull *Audita tremendi*, and in England and France the Saladin tithe was enacted to fund expenses.

The subsequent Third Crusade, however, did not get underway until 1189, being made up of three separate contingents led by Richard Lionheart, Philip Augustus, and Frederick Barbarossa.

Source: http://en.wikipedia.org/wiki/Battle_of_Hattin

ARMY LIST SAMPLES

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