

AUTHORISED ARMY LISTS FOR

**MORTEM
ET GLORIAM**

ةوق دااحتالا صُخ ىلع هنم انلكتا

ARABIA

UNITY IS POWER





ARMY LISTS

ARABIA

CONTENTS

- Early Arab Conquest
- Arab Conquest
- Ummayad and Early Abbasid
- Arab Indian
- Astur-Leonese
- Andalusian
- Early Navarrese
- North African Dynasties
- Khurasanian Dynasties
- Later Abbasid
- Tulunid and Ikhshidid
- Bedouin Dynasties
- Dailami Dynasties
- Kurdish
- Ghaznavid

CREATING AN ARMY WITH THE MORTEM ET GLORIAM ARMY LISTS

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

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

1. An army must have at least 2 generals and can have no more than 4.
2. You must take at least the minimum of any troops noted, and may not go beyond the maximum of any.
3. No army may have more than two generals who are Talented or better.
4. Any UGs can be downgraded by one quality grade and/or by one shooting skill representing less strong, tired or understrength troops. If any bases are downgraded all in the TuG must be downgraded. So Average-Experienced skirmishers can always be downgraded to Poor-Unskilled.

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

1. They must be a minimum of 2 and a maximum of 4 UGs.
2. They must take UGs sufficient to get them to at least 50% of the minimums in the list being used.
3. They can thereafter take any troops up to the maximum to create the rest of the allied contingent.
4. Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

HISTORICAL INTRODUCTION

The Arab Conquests began with the Islamic Prophet Muhammad in the 7th century. The resulting empire stretched from the borders of China and India, across Central Asia, the Middle East, North Africa, Sicily, and the Iberian Peninsula, to the Pyrenees. The Muslim conquests brought about the collapse of the Sassanid Empire and a great territorial loss for the Byzantine Empire. This was at least in part due to the Sassanid Persian and Byzantine Roman empires being militarily and economically exhausted from decades of fighting one another. It may also have been in part due to the ideological coherence of the Muslim armies.

In late 620s Muhammad had already managed to conquer and unify much of Arabia under Muslim rule. It was under his leadership that the first Muslim-Byzantine skirmishes took place. Muhammad died in 632 and was succeeded by Abu Bakr, the first Caliph with undisputed control of the entire Arab peninsula which resulted in the consolidation of a powerful Muslim state throughout the peninsula.

The province of Syria was the first to be wrested from Byzantine control. A major Byzantine expedition into southern Palestine was defeated by the Arab forces under command of Khalid ibn al-Walid at the Battle of Ajnadayn in 634. On the heels of their victory, the Arab armies took Damascus in 636. Other fortified towns continued to resist despite the rout of the imperial army, Jerusalem fell in 638, Caesarea in 640, while others held out until 641.

After an Arab incursion into Sasanian territories, the energetic king Yazdgerd III, who had just ascended the Persian throne, raised an army to resist the invasion. However, the Persians suffered a devastating defeat at the Battle of al-Qadisiyyah in 636. As a result, the Arab-Muslims gained control over the whole of the Euphrates and Tigris valleys, including Ctesiphon, the capital city of the Sassanids. The fate of the Sassanian empire was sealed at the Battle of Nahavand in 642.

The Muslim general 'Amr ibn al-'As began the conquest of Egypt on his own initiative in 639. The Arab forces won a major victory at the Battle of Heliopolis in 640. When the emperor Heraclius died in 641 the defenders lost hope of receiving reinforcements from Constantinople. The last major center to fall into Arab hands was Alexandria, which capitulated in 642.

The Umayyad Caliphate was established in 661. The Umayyad regime was founded by Muawiya ibn Abi Sufyan, long-time governor of Syria, after the end of the First Muslim Civil War. The relations between the Muslims and the Christians in the state were stable in this time. The Umayyads were involved in frequent battles with the Christian Byzantines without being concerned with protecting themselves in Syria, which had remained largely Christian like many other parts of the empire.

Byzantine rule in northwest Africa at the time was largely confined to the coastal plains, while autonomous Berber polities controlled the rest. Muslim incursions were effectively resisted for many years. Arab forces were able to capture Carthage in 698 and Tangiers by 708. After the fall of Tangiers, many Berbers joined the Muslim army. A major Berber revolt broke out between 740 and 743. The Umayyads, weakened by the Third Muslim Civil War of 744–747, were finally toppled by the Abbasid Revolution in 750. A branch of the family fled across North Africa to Al-Andalus, where they established the Caliphate of Córdoba, which lasted until 1031.

The Abbasid dynasty descended from Muhammad's youngest uncle, Abbas ibn Abd al-Muttalib, from whom the dynasty takes its name. They ruled as caliphs, for most of their period from their capital in Baghdad, after assuming authority over the Muslim empire from the Umayyads in 750. Over time this authority was diminished and they had to cede power to other dynasties. The political power of the caliphs largely ended with the rise of the Buyids and the Seljuq Turks.

In North Africa the Idrisids ruled in Morocco from 789 to 926 and the Maghrawanids in Morocco from 1000AD to 1064AD. The Aghlabids ruled in Tunisia from 820 to 909 and Sicily from 827 to 1091. The Fatimids supplanted the Aghlabids in Tunisia from 909AD to 978AD but were replaced by the Zirids from 972 to 1160.

The Tulunids were a dynasty of Turkic origin and were the first independent dynasty to rule Islamic Egypt, as well as much of Syria. They remained independent from 868, when they broke away from the central authority of the Abbasid dynasty, until 905, when the Abbasids restored the Tulunid domains to their control. The Ikhshidid dynasty ruled Egypt from 935 to 969 but came to an end when defeated by the Faramids.

The Tahirid dynasty was founded by Tahir ibn Husayn, a leading general in the service of the Abbasid caliph al-Ma'mun. The dynasty governed the Abbasid province of Khorasan from 821 to 873, and the city of Baghdad from 820 until 891. Their capital in Khorasan was initially located at Merv, but later moved to Nishapur. The Tahirids enjoyed a high degree of autonomy in their governance of Khorasan, although they remained subject to the Abbasid caliphate. The Saffarid dynasty was founded by Ya'qub bin Laith as-Saffar who originated from Sistan. He overthrew the Tahirids and ruled over parts of eastern Iran, Khorasan, Afghanistan and Sistan from 861 to 900. His brother and successor, Amr bin Laith, was defeated at the Battle of Balkh against Ismail Samani in 900. The Saffarids were subsequently confined to their heartland of Sistan, with their role reduced to that of vassals of the Samanids and their successors. The Samanid state was founded by four brothers; Nuh, Ahmad, Yahya, and Ilyas—each of them ruled their own territory under Abbasid suzerainty. In 892, Isma'il ibn Ahmad (892–907) united the Samanid state under one ruler. It was also under him that the Samanids became independent of Abbasid authority. The power of the Samanids began to crumble in the latter half of the 10th century. In 962, one of the ghulams, Alp Tigin, commander of the army in Khorasan, seized Ghazna and established himself there. His successors, however, including Sebük Tigin, continued to rule as Samanid "governors". With the weakened Samanids facing rising challenges from the Karakhanids for control of Transoxiana, Sebük later took control of all the provinces south of the Oxus and established the Ghaznavid Empire. In 992, a Karakhanid, Harun Bughra Khan, captured Bukhara, the Samanid capital. The Samanid domains were split up between the Ghaznavids, who gained Khorasan and Afghanistan, and the Karakhanids, who received Transoxiana; the Oxus River thus became the boundary between the two rival empires. The Samanid Isma'il Muntasir attempted to recapture Transoxiana with the help of the Oghuz Turks, but he was killed in 1005.

During the 10th century Abbasid control further weakened enabling various dynasties to establish their independence. This enabled the Hamdanid dynasty, founded by Hamdan ibn Hamdun to hold power in Mosul 890 to 991 and Aleppo 944 to 1008. In Mosul they were succeeded by the Uqaylids from 996 to 1096. In Aleppo they were succeeded by the Mirdassids 1008 to 1079. Further south of Baghdad the Mazyadid dynasty ruled from 997 to 1150.

The Dailamites were an Iranian people inhabiting the mountainous regions of northern Iran on the southern shore of the Caspian Sea. They were employed as soldiers from the time of the Sasanian Empire, and long resisted the Muslim conquest of Persia and subsequent Islamization. In the 930s, the Dailamite Buyid dynasty emerged and managed to gain control over much of modern-day Iran, which it held until the coming of the Seljuk Turks in the mid-11th century. The Buyid dynasty was founded by 'Ali ibn Buya, who in 934 conquered Fars, an old centre of the Sassanid empire. In 945, the youngest brother, Ahmad ibn Buya, conquered Iraq and made Baghdad his capital. Thereafter the family ruled as a confederation of emirates until c.1055. The Caspian Sea provinces of Gorgan and Mazandaran were ruled by the Ziyarids from 928 to 1043 when they were conquered by the Seljuk

Turks. Another Dailamite dynasty, the Sallarid or Musafirid dynasty ruled what is now modern Azerbaijan from 941 to 984 when it was captured by the Rawadids.

EARLY ARAB CONQUEST



ARMY COMMANDER	1	Any Instinctive	DATES	629 A.D. to 637 A.D.
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Desert
INTERNAL ALLIED GENERALS			CAMP	Mobile; Poor or Average

NAME	TYPE		PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND	QUALITY		WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
City cavalry	CAVALRY Formed Loose	Superior	Protected	-	Long Spear	-	-	0 6	4,6
Bedouin cavalry	CAVALRY Formed Flexible	Average	Unprotected	-	Long Spear	-	Combat Shy	0 8	4,6
Warriors	INFANTRY Tribal Close	Superior	Protected	-	-	Shieldwall	Melee Expert, Integral Shooters	24 72	6,8,9
Martyrs	INFANTRY Tribal Close	Superior	Protected	-	-	Devastating Chargers, Melee Expert	-	0 6	See note
Archers	INFANTRY Tribal Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 18	6,8,9
Bedouin infantry	INFANTRY Tribal Loose	Average	Unprotected	Experienced Javelin	Short Spear	-	Combat Shy	0 12	6,8,9
Camel mounted scouts	CAMELRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 6	4,6
Skirmishing archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 9	6,9
Slingers	INFANTRY Skirmisher	Average	Unprotected	Experienced Sling	-	-	Combat Shy	0 9	6,9
Javelinmen	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Combat Shy	0 9	6,9

NOTES

After 630 all foot can be dismountable, riding on camels.

Up to six TuGs of Warriors may have 1 or 2 bases of martyrs to replace the normal bases. Such a TuG may be subject to forced charges as it contains elements with the Devastating Charge characteristic.

EARLY ARAB CONQUEST



HISTORICAL NOTES

This covers the wars of the Prophet and his immediate successors, the khalifs Abu Bakr and Umar from the conquest of Mecca until the widespread availability of horses. The standard formation until 638 was an infantry centre and two infantry wings, with any cavalry grouped into an extra command used for outflanking or as a reserve. Infantry are described in contemporary accounts as swordsmen, often mailed, and usually as resisting stubbornly rather than charging wildly.

ARAB CONQUEST



ARMY COMMANDER	1	Any	DATES	638 A.D. to 685 A.D.
SUB-GENERALS	1-3	Any	TERRAIN	Standard, Plains
INTERNAL ALLIED GENERALS			CAMP	Mobile or Fortified; Poor or Average

NAME	TYPE		PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND	QUALITY		WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Jund cavalry	CAVALRY Formed Loose	Average	Protected	-	Long Spear	-	Dismountable, Combat Shy	6 24	4,6
City cavalry	CAVALRY Formed Loose	Superior	Protected	-	Long Spear	-	Dismountable	0 8	4,6
Bedouin cavalry	CAVALRY Formed Flexible	Average	Unprotected	-	Long Spear	-	Combat Shy	0 12	4,6
Jund infantry	INFANTRY Formed Close	Superior	Protected	-	-	Shieldwall	Melee Expert, Integral Shooters	16 72	6,8,9
Jund archers	INFANTRY Formed Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 18	6,8,9
Bedouin infantry	INFANTRY Tribal Loose	Average	Unprotected	Experienced Javelin	Short Spear	-	Combat Shy	0 12	6,8,9
Camel mounted scouts	CAMELRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 6	4,6
Skirmishing archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 9	6,9
Slingers	INFANTRY Skirmisher	Average	Unprotected	Experienced Sling	-	-	Combat Shy	0 9	6,9
Javelinmen	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Combat Shy	0 9	6,9
FROM 638 A.D.									
Asawira	CAVALRY Formed Loose	Superior	Protected	Experienced Bow	-	-	Combat Shy	0 4	4
Dailami	INFANTRY Drilled Flexible	Average	Protected	-	-	Devastating Chargers	-	0 6	6

ARAB CONQUEST



NOTES

Jund cavalry dismount as Jund Infantry - Infantry, Formed Close, Superior, Protected, Shieldwall.

HISTORICAL NOTES

This covers the early conquests including those of the early Umayyad Caliphate until the Second Fitna.

A large quantity of captured horses and armour was available and initially about half of the new permanent "Jund" forces became cavalry. Jund were settled in large permanent military encampments in conquered territory.

UMMAYYAD AND EARLY 'ABBASID



ARMY COMMANDER	1	Any Professional	DATES	685 A.D. to 830 A.D.
SUB-GENERALS	1-3	Any Professional	TERRAIN	Standard, Plains, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE		PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND	QUALITY		WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Jund cavalry	CAVALRY Drilled Loose	Average	Protected	- -	Long Spear	-	Dismountable, Combat Shy	6 32	4,6
Upgrade Jund cavalry (only before 815 A.D.)	CAVALRY Drilled Loose	Superior	Protected	- -	Long Spear	-	Dismountable	0 18	4,6
Replace Jund cavalry with Abbaisiyah or similar (only from 794 A.D.)	CAVALRY Formed Loose	Superior	Protected	Experienced Bow	-	-	-	0 12	4,6
Bedouin	CAVALRY Formed Flexible	Average	Unprotected	- -	Long Spear	-	Combat Shy	0 12	4,6
Turkish cavalry (only before 750 A.D.)	CAVALRY Formed Flexible	Average	Unprotected	Experienced Bow	-	-	-	0 6	6
Berber cavalry (only before 820 A.D.)	CAVALRY Skirmisher	Average	Unprotected	Experienced Javelin	Short Spear	-	Combat Shy	0 12	4,6
Turkish Mawali/Ghilman (from 815 A.D.)	CAVALRY Drilled Flexible	Superior	Protected	Experienced Bow	-	-	-	0 12	4,6
Jund infantry	INFANTRY Drilled Close	Average	Protected	- -	Long Spear	-	Integral Shooters, Combat Shy	16 64	6,8,9
Best infantry	INFANTRY Drilled Close	Superior	Protected	- -	Long Spear	-	Integral Shooters	0 16	6,8,9
Jund archers	INFANTRY Drilled Loose	Average	Protected	Experienced Bow	-	-	Combat Shy	0 12	6,8
Dailami	INFANTRY Drilled Flexible	Average	Protected	- -	-	Devastating Chargers	-	0 6	6
Ghazi and other volunteer infantry	INFANTRY Tribal Loose	Average	Unprotected	- -	-	Devastating Chargers	Combat Shy	0 12	6,8

UMMAYYAD AND EARLY 'ABBASID



Berber infantry (only before 820 A.D.)	INFANTRY Tribal Loose	Average	Unprotected	Experienced Javelin	Short Spear	-	Combat Shy	0 24	6,8
Khurasani horse archers	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 6	6
Jund archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 9	6,9
Naffatun	INFANTRY Skirmisher	Average	Unprotected	Experienced Firearm	-	Combat Shy	-	0 6	6
Berber skirmishers (only before 820 A.D.)	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Combat Shy	0 9	6,9

ALLIES

Berber (only from 685 A.D. to 820 A.D.) (Any Instinctive)

Khurasanian (only from 685 A.D. to 745 A.D.) (Any)

Tibetan (only from 685 A.D. to 745 A.D.) (Any Instinctive)

NOTES

No more than 18 bases of Superior cavalry can be used. Berber troops (including allies) cannot be used with Dailami, Turkish cavalry or Turkish Mawali/Ghilman.

HISTORICAL NOTES

This list covers the consolidation of the Umayyad Caliphate and the replacement Abbasid Caliphate until the start of the process of fracture into autonomous dynasties.

ASTUR-LEONESE



ARMY COMMANDER	1	Any Instinctive	DATES	718 A.D. to 1037 A.D.
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE		PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	
	TRAINING AND	QUALITY		WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	UG SIZE
Noble cavalry	CAVALRY Formed Loose	Superior	Protected	- -	-	Devastating Chargers	Melee Expert	4 12	4,6
Lesser Nobles (only before 900)	CAVALRY Formed Loose	Average	Protected	Unskilled Javelin	Short Spear	-	Melee Expert	0 12	4,6
Lesser Nobles	CAVALRY Formed Loose	Superior	Protected	- -	-	Devastating Chargers	Melee Expert	4 20	4,6
City militia	INFANTRY Tribal Close	Average	Protected	- -	Long Spear	-	Integral Shooters, Combat Shy	8 36	6,8,9
Archers	INFANTRY Formed Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 24	6,8
Crossbowmen (only from 950)	INFANTRY Formed Loose	Average	Protected	Experienced Crossbow	-	Combat Shy	-	0 8	6,8
Light horse	CAVALRY Skirmisher	Average	Unprotected	Experienced Javelin	Short Spear	-	Combat Shy	0 8	4,6
Javelinmen	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Combat Shy	9 48	6,9
Slingers	INFANTRY Skirmisher	Average	Unprotected	Experienced Sling	-	Combat Shy	-	0 12	6,9

ALLIES

Navarrese allies - only from 860 A.D. (Any Instinctive)

HISTORICAL NOTES

With the beginning of the Moorish conquest in the 8th century, the region of Asturia became a refuge for Christians, and in 722, a de facto independent kingdom was established, the Regnum Asturorum. In the 10th century, the Kingdom of Asturias gave way to the Kingdom of León. This list covers the Christian armies in the northwest of modern Spain from the founding of the Asturian kingdom in 718 to the death of Bermudo III in the battle of Tamarón in 1037.

ARAB INDIAN



ARMY COMMANDER	1	Any	DATES	751 A.D. to 833 A.D.
SUB-GENERALS	0-3	Any	TERRAIN	Desert
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE		PROTECTION	SHOOTING SKILL		MELEE		CHARACTERISTICS		MIN MAX	UG SIZE
	TRAINING AND	QUALITY		WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL				
Arab Cavalry	CAVALRY Drilled Loose	Average	Protected	- -	Long Spear	-	Dismountable, Combat Shy	6 24	4,6		
Sindi cavalry	CAVALRY Formed Loose	Average	Protected	- -	Short Spear	-	Combat Shy	0 12	4,6		
Jund infantry	INFANTRY Drilled Close	Average	Protected	- -	Long Spear	-	Integral Shooters, Combat Shy	16 32	6,8,9		
Jund archers	INFANTRY Drilled Loose	Average	Protected	Experienced Bow	-	-	Combat Shy	0 8	6,8		
Ghazi and other volunteer infantry	INFANTRY Tribal Loose	Average	Unprotected	- -	-	Devastating Chargers	Combat Shy	0 8	6,8		
Hindu infantry	INFANTRY Tribal Loose	Average	Protected	- -	Short Spear	-	Combat Shy	0 18	6,8,9		
Hindu archers	INFANTRY Tribal Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 36	6,8,9		
Elephants	ELEPHANTS Tribal Loose	Average	Protected	- -	-	Shove	Combat Shy	0 2	2		
Khurasani horse archers	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 6	6		
Jund archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 9	6,9		

NOTES

Indian foot may be combined into a TUG of 1/3 spearmen and 2/3 archers.

ARAB INDIAN



HISTORICAL NOTES

Between 710 and 712 an Arab force penetrated the River Indus from the sea and conquered most of the regions of Sind and Kutch. The area remained under Arab control until an Arab army was defeated in 833. Islam after this time only survived in two small states, Mansurah and Multan. Both states were finally suppressed by Qutb-ud-Din Aibek, the founder of the Delhi Sultanate.

ANDALUSIAN



ARMY COMMANDER	1	Any Professional	DATES	755 A.D. to 1031 A.D.
SUB-GENERALS	1-3	Any Professional	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE		PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	
	TRAINING AND	QUALITY		WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	UG SIZE
Jund or guard cavalry (only before 1010 A.D.)	CAVALRY Drilled Loose	Superior	Protected	- -	Long Spear	-	-	6 18	4,6
Other Arab cavalry	CAVALRY Formed Loose	Average	Protected	- -	Long Spear	-	Combat Shy	12 36	4,6
Andalusian spearmen	INFANTRY Drilled Close	Average	Protected	- -	Long Spear	-	Integral Shooters, Combat Shy	8 36	6,8,9
Andalusian archers	INFANTRY Drilled Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 16	6,8,9
Andalusian levy	INFANTRY Tribal Close	Poor	Protected	- -	Long Spear	-	Integral Shooters, Combat Shy	0 24	6,8,9
Berber javelinmen	INFANTRY Tribal Loose	Average	Unprotected	Experienced Javelin	Short Spear	-	Combat Shy	0 40	6,8
"Black Guard" (only before 978 A.D.)	INFANTRY Drilled Close	Superior	Protected	- -	Long Spear	-	-	0 8	6,8
"Silent Ones Guard" (only from 770 A.D. to 928 A.D.)	INFANTRY Drilled Close	Superior	Protected	- -	Long Spear	-	-	0 8	6,8
"Slav Guard" (only from 929 A.D.)	INFANTRY Drilled Close	Superior	Protected	- -	Short Spear	-	Melee Expert	0 8	6,8
Andalusian or Berber cavalry	CAVALRY Skirmisher	Average	Unprotected	Experienced Javelin	Short Spear	-	Combat Shy	12 36	4,6
Horse archers	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 6	4,6

ANDALUSIAN



Andalusian skirmishing archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 18	6,9
Berber Javelinmen	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Combat Shy	0 27	6,9

ALLIES

Castillian allies (Only from 1010 A.D.) (Any Instinctive)

Catalan allies (Only from 1010 A.D.) (Any Instinctive)

NOTES

A maximum of 12 bases of Guard infantry can be used. "Slav Guard" cannot be used with Berber javelinmen, Castilian allies or Catalan allies. Only 1 ally can be used.

HISTORICAL NOTES

Al-Andalus was the Arab name for the Muslim possessions in the Iberian peninsular. This list covers armies from the arrival of Ummayyad dynasty until the abolition of the Caliphate in 1031.

EARLY NAVARRESE



ARMY COMMANDER	1	Any Instinctive	DATES	778 A.D. to 1035 A.D.
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Mountains
INTERNAL ALLIED GENERALS			CAMP	Flexible; Poor or Average

NAME	TYPE TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL		MELEE	CHARACTERISTICS		MIN MAX	UG SIZE
				WEAPONRY	WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL		
Noble cavalry (only from 900)	CAVALRY Formed Loose	Superior	Protected	-	-	Short Spear	-	Melee Expert	4 12	4,6
Cavalry	CAVALRY Formed Loose	Average	Protected	-	-	Short Spear	-	Melee Expert	4 20	4,6
Spearmen	INFANTRY Tribal Close	Average	Protected	-	-	Long Spear	-	Integral Shooters, Combat Shy	0 24	6,8,9
Archers	INFANTRY Formed Loose	Average	Unprotected	Experienced	-	Bow	-	Combat Shy	0 12	6,8
Light horse	CAVALRY Skirmisher	Average	Unprotected	Experienced	-	Javelin Short Spear	-	Combat Shy	0 18	4,6
Javelinmen	INFANTRY Skirmisher	Average	Unprotected	Experienced	-	Javelin	-	Combat Shy	16 96	6,8,9
Skirmishing archers	INFANTRY Skirmisher	Average	Unprotected	Experienced	-	Bow	Combat Shy	-	0 18	6,9
Slingers	INFANTRY Skirmisher	Average	Unprotected	Experienced	-	Sling	Combat Shy	-	0 12	6,9

ALLIES

Andalusian allies - only before 860 A.D. (Any Instinctive)

Astur-Leonese allies - only from 860 A.D. (Any Instinctive)

HISTORICAL NOTES

In 778 Charlemagne sacked Pamplona as a punishment for Navarrese support for Banu Qasi. In revenge, local troops attacked the Frankish rearguard and defeated them. This started the process leading to the independence of Navarre.

NORTH AFRICAN DYNASTIES



ARMY COMMANDER	1	Any Professional if Aghlabids or Fatimids, otherwise Instinctive	DATES	789 A.D. to 1164 A.D.
SUB-GENERALS	1-3	As for army commander	TERRAIN	Standard, Plains, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE		PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND	QUALITY		WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Arab or Berber cavalry	CAVALRY Formed Loose	Average	Protected	-	Long Spear	-	Combat Shy	6 24	4,6
Bedouin cavalry	CAVALRY Formed Flexible	Average	Unprotected	-	Long Spear	-	Combat Shy	0 6	4,6
Berber infantry	INFANTRY Tribal Close	Average	Protected	-	Long Spear	-	Integral Shooters, Combat Shy	12 60	6,8,9
AGHLABIDS, FATAMIDS OR ZIRIDS									
Replace Berber infantry with Black Slave infantry	INFANTRY Drilled Close	Average	Protected	-	Long Spear	-	Integral Shooters, Combat Shy	0 24	6,8,9
Regrade Black Slave infantry	INFANTRY Drilled Close	Average	Protected	-	Short Spear	-	Melee Expert, Integral Shooters	0 Any	6,8,9

Archers	INFANTRY Formed Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 12	6,8
Berber javelinmen	INFANTRY Tribal Loose	Average	Unprotected	Experienced Javelin	Short Spear	-	Combat Shy	0 24	6,8,9
Berber light cavalry	CAVALRY Skirmisher	Average	Unprotected	Experienced Javelin	Short Spear	-	Combat Shy	12 36	4,6
Berber javelinmen	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Combat Shy	0 18	6,9
Berber slingers	INFANTRY Skirmisher	Average	Unprotected	Experienced Sling	-	-	Combat Shy	0 9	6,9

ALLIES

Tuareg allies (Only from 1000 A.D. Not in Sicily)(Any Instinctive)

NORTH AFRICAN DYNASTIES



HISTORICAL NOTES

This list covers the Idrisids in Morocco from 789 to 926, the Aghlabids in Tunisia from 820 to 909 and Sicily from 827 to 1091, Fatimids in Tunisia from 909 to 978, the Zirids in Tunisia from 972 to 1160 and the Maghrawanids in Morocco from 1000 to 1064.

KHURASANIAN DYNASTIES



ARMY COMMANDER	1	Any Professional	DATES	821 A.D. to 1003 A.D.
SUB-GENERALS	0-3	Any Professional	TERRAIN	Standard, Plains
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE		SHOOTING SKILL		MELEE		CHARACTERISTICS		MIN	
	TRAINING AND	QUALITY	PROTECTION	WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	UG SIZE	
Dihqans	CAVALRY Formed Loose	Average	Protected	Experienced Bow	-	-	-	6 24	4,6	
Upgrade dihqans	CAVALRY Formed Loose	Superior	Protected	Experienced Bow	-	-	-	0 Half	4,6	
Ghilman (Saffarids and Samanids only)	CAVALRY Drilled Flexible	Superior	Protected	Experienced Bow	-	-	-	6 18	4,6	
Ghilman (Tahirids only)	CAVALRY Drilled Flexible	Superior	Protected	Experienced Bow	-	-	-	0 8	4,6	
Turkish mercenaries	CAVALRY Formed Flexible	Average	Unprotected	Experienced Bow	-	-	-	0 12	4,6	
Bedouin or volunteer cavalry	CAVALRY Formed Flexible	Average	Unprotected	- -	Long Spear	-	Combat Shy	0 12	4,6	
Spearmen	INFANTRY Formed Close	Average	Protected	- -	Long Spear	-	Integral Shooters, Combat Shy	8 32	6,8,9	
Archers	INFANTRY Formed Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 16	6,8	
Volunteer infantry	INFANTRY Tribal Loose	Average	Unprotected	- -	-	Devastating Chargers	Combat Shy	0 6	6	
Dailami	INFANTRY Formed Flexible	Average	Protected	- -	-	Devastating Chargers	Melee Expert, Integral Shooters	0 9	6,8,9	
Elephants (Saffarids or Samanids)	ELEPHANTS Tribal Loose	Average	Protected	- -	-	Shove	Combat Shy	0 4	2,3,4	

KHURASANIAN DYNASTIES



Horse archers	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 18	4,6
Skirmishing archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 9	6,9

ALLIES

- Abbasid allies (only Taharids from 821 A.D to 873 A.D.) (Any)
- Ghaznavid allies (only Samanids from 875 A.D. to 999 A.D.) (Any)
- Turkish allies (only Samanids from 875 A.D. to 999 A.D.) (Any Instinctive)
- Zivarid Dailami allies (only Samanids from 875 A.D. to 999 A.D.) (Any)

HISTORICAL NOTES

This list covers the dynasties in the eastern provinces of the former Abbasid empire. The Taharid dynasty ruled from 821 to 873, the Saffarid dynasty from 861 to 1003 and the Samanid dynasty from 875 to 999. The armies relied heavily on local Dihqan landowners fighting in a similar style to their Sassanid ancestors, but Turkish ghulam were also recruited.

LATER ABBASID



ARMY COMMANDER	1	Any Professional	DATES	831 A.D. to 946 A.D.
SUB-GENERALS	0-3	Any Professional	TERRAIN	Standard, Plains, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE		PROTECTION	SHOOTING SKILL		MELEE		CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND	QUALITY		WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX			
Turkish ghilman, Faraghina and similar	CAVALRY Drilled Flexible	Superior	Protected	Experienced Bow	-	-	-	-	12 36	4,6	
Arab, Bedouin or volunteer cavalry	CAVALRY Formed Flexible	Average	Unprotected	- -	Long Spear	-	Combat Shy	-	0 18	4,6	
Zanj and black slave troops (only from 874 A.D.)	INFANTRY Drilled Close	Average	Protected	- -	Long Spear	-	Integral Shooters, Combat Shy	-	8 32	6,8,9	
Regrade Zanj and black slave troops	INFANTRY Drilled Close	Average	Protected	- -	Short Spear	-	Melee Expert, Integral Shooters	-	0 Any	6,8,9	
Replace Zanj and black slave troops with Dailami (only from 890 A.D.)	INFANTRY Formed Flexible	Average	Protected	- -	-	Devastating Chargers	Melee Expert, Integral Shooters	-	0 Half	6,8	
Jund or 'Abna infantry	INFANTRY Formed Close	Poor	Protected	- -	Long Spear	-	Integral Shooters, Combat Shy	-	0 24	6,8,9	
Upgrade Jund or 'Abna infantry to Maghariba guard	INFANTRY Formed Close	Average	Protected	- -	Long Spear	-	Integral Shooters, Combat Shy	-	0 16	6,8,9	
Ghazi and other volunteer infantry	INFANTRY Tribal Loose	Average	Unprotected	- -	-	Devastating Chargers	Combat Shy	-	0 12	6,8	
Khurasanian horse archers (only before 874 A.D.)	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	-	0 6	4,6	
Archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	-	0 18	6,9	
Naffatun	INFANTRY Skirmisher	Average	Unprotected	Experienced Firearm	-	Combat Shy	-	-	0 6	6	

ALLIES

Mosul Hamdanid allies (only from 890 A.D. to 946 A.D.) (Any)

LATER ABBASID



HISTORICAL NOTES

This list covers the armies of the Abbasids from the rule of al Mu'tasim. He started recruiting Turkish slaves into the army. These became the famous ghilman (ghulam) cavalry, soon coming to dominate the Abbasid military. It ends with the capture of Baghdad by the Buwayhids.

TULUNID AND IKHSHIDID



ARMY COMMANDER	1	Any Professional	DATES	874 A.D. to 969 A.D.
SUB-GENERALS	0-3	Any Professional	TERRAIN	Standard, Plains, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL		MELEE	CHARACTERISTICS		MIN	UG SIZE
				WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX		
Turkish ghilman, Faraghina and similar	CAVALRY Drilled Flexible	Superior	Protected	Experienced	Bow	-	-	-	6 24	0
Arab, Bedouin or volunteer cavalry	CAVALRY Formed Flexible	Average	Unprotected	-	-	Long Spear	-	Combat Shy	0 18	4,6
Zanj and black slave troops	INFANTRY Drilled Close	Average	Protected	-	-	Long Spear	-	Integral Shooters, Combat Shy	8 48	6,8,9
Regrade Zanj and black slave troops	INFANTRY Drilled Close	Average	Protected	-	-	Short Spear	-	Melee Expert, Integral Shooters	0 Any	6,8,9
Ghazi and other volunteer infantry	INFANTRY Tribal Loose	Average	Unprotected	-	-	-	Devastating Chargers	Combat Shy	0 12	6,8
Archers	INFANTRY Skirmisher	Average	Unprotected	Experienced	Bow	-	-	Combat Shy	0 18	6,9
Naffatun	INFANTRY Skirmisher	Average	Unprotected	Experienced	Firearm	-	Combat Shy	-	0 6	6

HISTORICAL NOTES

This list covers the Tulunid and Ikshidid dynasties in Egypt. Ahmad ibn Tulun established an independent Egyptian army and defeated troops of the Caliphate sent against him. The Tulunids advanced into Syria but collapsed by 905. The founder of the Ikshidid dynasty was ibn Tughj, who was appointed governor of Egypt in 933, but had to seize control. The Fatamids were threatening Egypt but were defeated in 936. The dynasty faced threats from Syria and Nubian incursions. Egypt was conquered by the Fatamids in 969.

BEDOUIN DYNASTIES



ARMY COMMANDER	1	Any	DATES	890 A.D. to 1150 A.D.
SUB-GENERALS	0-3	Any	TERRAIN	Standard, Plains, Coastal
INTERNAL ALLIED GENERALS	0-3	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
				WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Bedouin cavalry	CAVALRY Formed Flexible	Average	Unprotected	- -	Long Spear	-	Combat Shy	16 72	4,6
Armoured cavalry	CAVALRY Formed Loose	Average	Protected	- -	Long Spear	-	Combat Shy	0 12	4,6
Kurdish cavalry (only Hamdanids or Uqaylids)	CAVALRY Formed Loose	Average	Protected	- -	Charging Lancer	-	Melee Expert	0 12	4,6
Bedouin archers	INFANTRY Tribal Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 16	6,8
Bedouin infantry	INFANTRY Tribal Loose	Average	Protected	- -	Short Spear	-	Combat Shy	0 16	6,8
Ghilman (only Hamdanids or Uqaylids)	CAVALRY Drilled Flexible	Superior	Protected	Experienced Bow	-	-	Melee Expert	0 12	4,6
Dailami infantry	INFANTRY Formed Flexible	Average	Protected	- -	-	Devastating Chargers	Melee Expert, Integral Shooters	0 18	6,8,9
Thughur and volunteer infantry (only Hamdanids)	INFANTRY Tribal Close	Average	Protected	- -	Long Spear	-	Integral Shooters, Combat Shy	0 24	6,8,9
Other ghazis	INFANTRY Tribal Loose	Average	Unprotected	- -	-	Devastating Chargers	Combat Shy	0 12	6,8
Skirmishing archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 12	6,9
Bedouin slingers	INFANTRY Skirmisher	Average	Unprotected	Experienced Sling	-	Combat Shy	-	0 9	6,9

NOTES

After 965 the Hamdanids in Aleppo cannot use Ghilman, Dailami or Thughur and volunteer infantry. After 1001 Uqaylids cannot use Ghilman or Dailami. Minor dynasties and tribes cannot use more than 1 sub-general.

BEDOUIN DYNASTIES



HISTORICAL NOTES

This list covers the major dynasties of the Hamdanids in Mosul (890 to 991), Hamdanids in Aleppo (944 to 1008), Uqaylids in Mosul (996 to 1096), Mazyadids in Iraq (997 to 1150) and the Mirdassids in Aleppo (1008 to 1079) as well as other minor dynasties and tribes.

DAILAMI DYNASTIES



ARMY COMMANDER	1	Any Professional if Buyid, otherwise Instinctive	DATES	900 A.D. to 1055 A.D.
SUB-GENERALS	1-3	Any Professional if Buyid, otherwise Instinctive	TERRAIN	Standard, Plains, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE		PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND	QUALITY		WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Ghilman (only Buyids from 946 A.D.)	CAVALRY Drilled Flexible	Superior	Protected	Experienced Bow	-	-	-	6 24	4,6
Bedouin or volunteer cavalry	CAVALRY Formed Flexible	Average	Unprotected	- -	Long Spear	-	Combat Shy	0 8	4,6
Kurdish cavalry	CAVALRY Formed Loose	Average	Protected	- -	Charging Lancer	-	Melee Expert	0 8	4,6
Dailami infantry	INFANTRY Formed Flexible	Average	Protected	- -	-	Devastating Chargers	Melee Expert, Integral Shooters	24 60	6,8,9
Best infantry	INFANTRY Formed Flexible	Superior	Protected	- -	-	Devastating Chargers	Melee Expert, Integral Shooters	0 18	6
Infantry archers	INFANTRY Formed Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 16	6,8
Volunteer infantry	INFANTRY Tribal Loose	Average	Unprotected	- -	-	Devastating Chargers	Combat Shy	0 12	6,8,9
Elephants	ELEPHANTS Tribal Loose	Average	Protected	- -	-	Shove	Combat Shy	0 2	2
Skirmishing archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 9	6,9
Naffatun	INFANTRY Skirmisher	Average	Unprotected	Experienced Firearm	-	Combat Shy	-	0 6	6

ALLIES

- Kurdish allies (Any Instinctive)
- Hamdanid allies (Only Buyids) (Any)
- Saffarid allies - Khursanian Dynasties (Any)
- Bagratid Armenian allies (Any)

DAILAMI DYNASTIES



NOTES

A command may not have more than one TUG of best infantry.

HISTORICAL NOTES

This lists covers the armies of dynasties based in the northern Iranian provinces around the Caspian Sea. The Dailamite peoples had been used as guards by the Sassanids and resisted the Arab conquests. The dynasties included the Buwayhids or Buyids (934 to 1055), Ziyarids (928 to 1043) and Musafirids (941 to 984).

KURDISH



ARMY COMMANDER	1	Any if Marwanid, otherwise Instinctive	DATES	950 A.D. to 1085 A.D.
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Mountains
INTERNAL ALLIED GENERALS	0-1	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE		PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND	QUALITY		WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Kurdish cavalry	CAVALRY Formed Loose	Average	Protected	- -	Charging Lancer	-	Melee Expert	24 80	4,6
Kurdish scouts	CAVALRY Skirmisher	Average	Unprotected	Experienced Javelin	Short Spear	-	Combat Shy	0 8	4,6
Shaybani Bedouin Arabs (only Annazids)	CAVALRY Formed Flexible	Average	Unprotected	- -	Long Spear	-	Combat Shy	0 16	4,6
Ghulams (only Marwanids)	CAVALRY Drilled Flexible	Superior	Protected	Experienced Bow	-	-	-	0 6	4,6
Town Militia (only Marwanids)	INFANTRY Formed Close	Poor	Protected	- -	Long Spear	-	Integral Shooters, Combat Shy	0 10	8,9,10

ALLIES

Buyid Dailami allies (only Hasanuyids) (Any)

HISTORICAL NOTES

After the collapse of Abbasid power, several Kurdish dynasties gained local power. This included the Hasanuyids (961-1015), the Annazids (990-1050), the Rawaddids (950-1071) and Marwanids (990-1085). They eventually fell to the Seljuks.

GHAZNAVID



ARMY COMMANDER	1	Any	DATES	962 A.D. to 1187 A.D.
SUB-GENERALS	1-3	Any	TERRAIN	Standard, Plains, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
				WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Ghilman	CAVALRY Drilled Flexible	Superior	Protected	Experienced Bow	-	-	-	12 30	4,6
Nomad horse archers	CAVALRY Formed Flexible	Average	Unprotected	Experienced Bow	-	-	-	6 24	4,6
Bedouin or volunteer cavalry	CAVALRY Formed Flexible	Average	Unprotected	-	Long Spear	-	Combat Shy	0 6	4,6
Kurdish cavalry	CAVALRY Formed Loose	Average	Protected	-	Charging Lancer	-	Melee Expert	0 6	4,6
Spearmen and archers	INFANTRY Formed Close	Average	Protected	-	Long Spear	-	Integral Shooters, Combat Shy	0 24	6,8,9
Archers	INFANTRY Formed Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 16	6,8,9
Dailami	INFANTRY Formed Flexible	Average	Protected	-	-	Devastating Chargers	Melee Expert, Integral Shooters	0 9	6,8,9
Volunteer infantry	INFANTRY Tribal Loose	Average	Unprotected	-	-	Devastating Chargers	Combat Shy	0 12	6,8,9
Elephants	ELEPHANTS Tribal Loose	Average	Protected	-	-	Shove	Combat Shy	0 8	2,3,4
Naffatun	INFANTRY Skirmisher	Average	Unprotected	Experienced Firearm	-	Combat Shy	-	0 6	6

ALLIES

Hindu Indian - 1050 A.D. to 1187 A.D. (Any Instinctive)

GHAZNAVID



HISTORICAL NOTES

In 962 Alp Tigin, a Turkic ghulam general, seized power at Ghazna. His son Mahmud the Great conquered the remaining Samanid territories, much of Northern India and territory from the Buwayhids. By 1027 the empire stretched from south of the Caspian Sea to India. The western territories were lost, first to the Seljuk Turks and then to the Ghurids so that only the Indian possessions remained. The last of these was lost in 1187.