

AUTHORISED ARMY LISTS FOR

**MORTEM
ET GLORIAM**

كولملا لتقل كولملا ةص صخ ملا تسيل اهنأ

IT IS NOT THE CUSTOM OF KINGS TO KILL KINGS.

THE CRUSADES



ARMY LISTS

THE CRUSADES

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CREATING AN ARMY WITH THE MORTEM ET GLORIAM ARMY LISTS

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

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

1. An army must have at least 2 generals and can have no more than 4.
2. You must take at least the minimum of any troops noted, and may not go beyond the maximum of any.
3. No army may have more than two generals who are Talented or better.
4. Unless specified otherwise, all elements in a UG must be classified identically.
5. 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 UG 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.

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

1. They must be a minimum of 2 and a maximum of 4 UGs.
2. The total number of troops taken of each type in the entire army must not exceed the maxima for that troop type.
3. They must take UGs sufficient to get them to at least 50% of the minimums in the list if there is sufficient allowance for a UG after the core army itself has taken the minimum.
4. They can thereafter take any troops up to the maximum to create the rest of the allied contingent.
5. Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

HISTORICAL INTRODUCTION

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

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

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

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

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

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

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

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

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

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

GEORGIAN



ARMY COMMANDER	1	Any Instinctive	DATES	1008 AD to 1403 AD
SUB-GENERALS	0-3	Any Instinctive (before 1246 AD)	TERRAIN	Standard, Mountains
INTERNAL ALLIED GENERALS	0-3	Any Instinctive (from 1246 AD)	CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL		MELEE		CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX			
CAVALRY COMPRISING FRONT RANK AZNAURI AND REAR RANK RETAINERS												
1/2 Aznauri	CAVALRY	Formed Loose	Superior	Protected	-	Charging Lancer	-	Melee Expert	6	18	4,6	
1/2 Retainers	CAVALRY	Formed Loose	Average	Protected	Experienced Bow	-	Shoot & Charge	-	=	=		
REPLACE CAVALRY FROM 1122 AD												
Aznauri	CAVALRY	Formed Loose	Superior	Protected	Experienced Bow	Short Spear	-	Melee Expert	Any		4,6	
Retainers	CAVALRY	Formed Loose	Average	Unprotected	Experienced Bow	-	-	-				

Frankish mercenaries (from 1121 to 1129 AD)	CAVALRY	Formed Loose	Average	Protected	-	Charging Lancer	Devastating Chargers	Melee Expert	0	6	4,6	
Frankish mercenaries (from 1130 to 1144 AD)	CAVALRY	Formed Loose	Average	Fully Armoured	-	Charging Lancer	Devastating Chargers	Melee Expert	0	6	4,6	
Horse archers	CAVALRY	Formed Flexible	Average	Unprotected	Experienced Bow	-	-	-	0	6	4,6	
Turcoman mercenaries (from 1122 AD)	CAVALRY	Formed Flexible	Average	Unprotected	Experienced Bow	-	-	-	0	6	4,6	
Turcoman skilled mercenaries (from 1122 AD)	CAVALRY	Formed Flexible	Average	Unprotected	Skilled Bow	-	-	-	0	6	4,6	
Spearmen	INFANTRY	Tribal Close	Average	Protected	-	Short Spear	-	Integral shooters, Combat shy	16	32	6,8,9	
Archers	INFANTRY	Tribal Loose	Average	Protected	Experienced Bow	-	-	Combat Shy	0	16	6,8	

GEORGIAN



Skirmishers	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Combat Shy	0 18	6,9
Skirmishing archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	12 24	6,9
CUMANS - ONLY FROM 1090									
Cuman nobles	CAVALRY Formed Loose	Superior	Protected	Experienced Bow	Short Spear	-	-	0 6	4,6
Cuman horse archers	CAVALRY Formed Flexible	Average	Unprotected	Experienced Bow	-	-	-	0 24	4,6
Upgrade Cuman horse archers	CAVALRY Formed Flexible	Average	Unprotected	Skilled Bow	-	-	-	Up to half	4,6

ALLIES

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

NOTES

The minima and maxima are for the combined number of aznauri and retainers.

Cumans must be in a separate command(s). A Cuman command cannot contain other troops.

HISTORICAL NOTES

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

TROOP NOTES

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

GEORGIAN



CHANGES FROM LAST VERSION

Increased maximum number of knights.

LATER FATAMID EGYPTIAN



ARMY COMMANDER	1	Any Professional	DATES	1074 AD to 1171 AD
SUB-GENERALS	0-3	Any Professional	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Fortified; Poor, Average or S

NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Mamluks	CAVALRY Drilled Loose	Superior	Protected	Experienced Bow	Short Spear	-	-	0 8	4,6
Armenian Cavalry	CAVALRY Formed Loose	Average	Protected	- -	Charging Lancer	-	Melee Expert	4 12	4,6
Syrian Cavalry	CAVALRY Formed Loose	Average	Protected	- -	Long Spear	-	Combat Shy	4 12	4,6
Ghulam lancers	CAVALRY Formed Loose	Average	Protected	- -	Long Spear	-	-	0 8	4,6
Bedouin cavalry	CAVALRY Formed Flexible	Average	Unprotected	- -	Long Spear	-	Combat Shy	0 12	4,6
Turcomans	CAVALRY Formed Flexible	Average	Unprotected	Experienced Bow	-	-	-	0 8	4,6
Armenian archers	INFANTRY Tribal Loose	Average	Unprotected	Experienced Bow	-	-	-	12 18	6,8
Sudanese 'abid archers	INFANTRY Formed Loose	Average	Protected	Experienced Bow	-	-	-	6 24	6,8
Sudanese 'abid javelinmen	INFANTRY Drilled Close	Average	Protected	- -	Short Spear	-	Integral shooters	6 30	6,8
Sudanese 'abid Sariraya	INFANTRY Drilled Close	Average	Protected	- -	Long Spear	-	Integral shooters	0 8	6,8
Sudanese 'abid macemen	INFANTRY Drilled Loose	Average	Protected	- -	2-H Cut-Crush	-	-	0 6	6
Muttawwi volunteers	INFANTRY Tribal Loose	Average	Unprotected	- -	-	Devastating Chargers	-	0 8	6,8
Sudanese tribesmen	INFANTRY Tribal Loose	Average	Protected	- -	-	Devastating Chargers	-	0 9	6,8,9

LATER FATAMID EGYPTIAN



Ahdath spearmen	INFANTRY Tribal Loose	Poor	Protected	-	Short Spear	Shieldwall	Integral Shooters	0	6,8,9
Skirmishing archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0	6,9
								18	

ALLIES

Outremer (only in 1167 AD)
Syrian States allies

HISTORICAL NOTES

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

TROOP NOTES

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

CHANGES FROM LAST VERSION

None.

EARLY ARMENIAN CILICIA



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

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL		MELEE		CHARACTERISTICS		MIN	
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	UG SIZE		
Noble cavalry	CAVALRY	Formed Loose	Superior	Protected	-	-	Charging Lancer	-	Melee Expert	0	8	4,6
Cavalry	CAVALRY	Formed Loose	Average	Protected	-	-	Charging Lancer	-	Melee Expert	6	18	4,6
Spearmen	INFANTRY	Tribal Close	Average	Protected	-	-	Short Spear	-	Integral shooters, Combat shy	16	60	6,8,9
Archers	INFANTRY	Formed Loose	Average	Unprotected	Experienced	-	Bow	-	Combat Shy	0	24	6,8
Javelinmen	INFANTRY	Skirmisher	Average	Unprotected	Experienced	-	Javelin	-	Combat Shy	0	18	6,9
Skirmishers	INFANTRY	Skirmisher	Average	Unprotected	Experienced	-	Bow	Combat Shy	-	6	24	6,9

ALLIES

- Seljuk Turk allies - Sultanate of Rum (only in 1128 AD)
- Crusader allies - First Crusade (from 1098 to 1099 AD)
- Crusader allies - Early Outremer states (from 1100 to 1129 AD)
- Crusader allies - Outremer states (from 1130 AD)

HISTORICAL NOTES

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

TROOP NOTES

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

EARLY ARMENIAN CILICIA



CHANGES FROM LAST VERSION

None.

EASTERN SELJUK TURK



ARMY COMMANDER	1	Any Professional	DATES	1092 AD to 1181 AD
SUB-GENERALS	0-1	Any Professional	TERRAIN	Standard, Plains, Mountains
INTERNAL ALLIED GENERALS	0-3	Any Professional (Seljuk) or Instinctive (Turcoman)	CAMP	Unfortified; Poor or Average

NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Provincial askari	CAVALRY Drilled Flexible	Superior	Protected	Experienced Bow	Short Spear	-	Melee Expert	0 12	4,6
Turcoman tribesmen	CAVALRY Formed Flexible	Average	Unprotected	Experienced Bow	-	-	-	12 48	4,6
Upgrade Turcoman tribesmen	CAVALRY Formed Flexible	Average	Unprotected	Skilled Bow	-	-	-	Up to 3/4	4,6
Persian cavalry	CAVALRY Formed Loose	Average	Protected	-	Long Spear	-	-	0 12	4,6
Bedouin cavalry	CAVALRY Formed Flexible	Average	Unprotected	-	Long Spear	-	Combat Shy	0 12	4,6
Dailami (before 1157 AD)	INFANTRY Formed Flexible	Average	Unprotected	-	-	Devastating Chargers	Melee Expert, Integral Shooters	0 18	6,8
Skirmishing horse archers	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Cantabrian, Combat Shy	0 12	4,6
Javelinmen	INFANTRY Skirmisher	Poor	Unprotected	Experienced Javelin	-	Combat Shy	-	0 18	6,9
Skirmishing archers	INFANTRY Skirmisher	Poor	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9
Skirmishing crossbowmen	INFANTRY Skirmisher	Poor	Unprotected	Experienced Crossbow	-	Combat Shy	-	0 9	6,9

ALLIES

- Qarakhanid allies (before 1128 AD)
- Ghaznavid allies (from 1117 to 1141 AD)
- Ghurid allies (from 1117 to 1157 AD)

EASTERN SELJUK TURK



NOTES

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

HISTORICAL NOTES

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

TROOP NOTES

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

CHANGES FROM LAST VERSION

Added skirmishing horse archers. Modified proportion of Turcoman that can be upgraded.

LATER SELJUK EMPIRE



ARMY COMMANDER		1	Any Professional			DATES		1092 AD to 1194 AD			
SUB-GENERALS						TERRAIN		Standard			
INTERNAL ALLIED GENERALS		0-3	Any Professional (Seljuk) or Instinctive (Turcoman)			CAMP		Unfortified; Poor or Average			
NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL		MELEE		CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX			
Provincial Askari	CAVALRY Drilled Flexible	Superior	Protected	Experienced Bow	Short Spear	-	Melee Expert	0 12	4,6		
Turcoman tribesmen	CAVALRY Formed Flexible	Average	Unprotected	Experienced Bow	-	-	-	12 48	4,6		
Upgrade Turcoman tribesmen	CAVALRY Formed Flexible	Average	Unprotected	Skilled Bow	-	-	-	Up to 3/4	4,6		
Syrian cavalry	CAVALRY Formed Loose	Average	Protected	-	Long Spear	-	-	0 12	4,6		
Kurdish cavalry	CAVALRY Formed Loose	Average	Protected	-	Charging Lancer	-	Melee Expert	0 6	4,6		
Agulani (before 1128 AD)	CAVALRY Formed Close	Superior	Fully Armoured	-	-	Melee Expert	-	0 6	4,6		
Bedouin cavalry	CAVALRY Formed Flexible	Average	Unprotected	-	Long Spear	-	Combat Shy	0 12	4,6		
Dailami (before 1128 AD)	INFANTRY Formed Flexible	Average	Unprotected	-	-	Devastating Chargers	Melee Expert, Integral Shooters	0 8	6,8		
Ahdath	INFANTRY Tribal Loose	Poor	Protected	-	Short Spear	Shieldwall	Integral Shooters	0 24	6,8		
Skirmishing horse archers	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Cantabrian, Combat Shy	0 12	4,6		
Skirmishing javelinmen	INFANTRY Skirmisher	Poor	Unprotected	Experienced Javelin	-	Combat Shy	-	0 18	6,9		
Skirmishing archers	INFANTRY Skirmisher	Poor	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9		
Skirmishing crossbowmen	INFANTRY Skirmisher	Poor	Unprotected	Experienced Crossbow	-	Combat Shy	-	0 9	6,9		

LATER SELJUK EMPIRE



ALLIES

Syrian States allies (before 1128 AD)

Bedouin allies - Dynastic Bedouin (before 1128 AD)

NOTES

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

HISTORICAL NOTES

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

TROOP NOTES

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

CHANGES FROM LAST VERSION

Added skirmishing horse archers. Modified proportion of Turcoman that can be upgraded.

SYRIAN STATES



ARMY COMMANDER	1	Any Professional	DATES	1092 AD to 1174 AD
SUB-GENERALS	0-1	Any Professional (Zenghids only)	TERRAIN	Standard, Coastal, Plains
INTERNAL ALLIED GENERALS	1-3	Any (Syrian) or Any Instinctive (up to 2 Turcoman)	CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL		MELEE		CHARACTERISTICS		MIN	MAX	UG SIZE	
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL						
ONLY DAMASCUS OR ALEPPO														
Mamluks	CAVALRY	Drilled Loose	Superior	Protected	Experienced	Bow	Short Spear	-	-	-	-	4	12	4,6
Turcoman tribesmen	CAVALRY	Formed Flexible	Average	Unprotected	Experienced	Bow	-	-	-	-	-	0	20	4,6
ONLY ZHENGIDS														
Mamluks	CAVALRY	Drilled Loose	Superior	Protected	Experienced	Bow	Short Spear	-	-	-	-	8	16	4,6
Upgrade Mamluks as elite	CAVALRY	Drilled Loose	Superior	Protected	Experienced	Bow	Short Spear	-	Melee Expert	-	-	0	6	4,6
Turcoman tribesmen	CAVALRY	Formed Flexible	Average	Unprotected	Experienced	Bow	-	-	-	-	-	0	24	4,6

Upgrade Turcoman tribesmen (any)	CAVALRY	Formed Flexible	Average	Unprotected	Skilled	Bow	-	-	-	-	-	-	Up to 3/4	4,6
Syrian cavalry	CAVALRY	Formed Loose	Average	Protected	-	-	Long Spear	-	Combat Shy	-	-	0	18	4,6
Upgrade Syrian cavalry as nobles with retainers (only Minor states)	CAVALRY	Formed Loose	Superior	Protected	-	-	Long Spear	-	-	-	-	0	6	4,6
Kurdish or Armenian cavalry	CAVALRY	Formed Loose	Average	Protected	-	-	Charging Lancer	-	Melee Expert	-	-	0	6	4,6
Bedouin cavalry	CAVALRY	Formed Flexible	Average	Unprotected	-	-	Long Spear	-	Combat Shy	-	-	0	8	4,6

SYRIAN STATES



Syrian spearmen	INFANTRY Tribal Close	Average	Protected	-	Short Spear	-	Combat Shy	6	6,8,9
				-				18	
Upgrade Syrian spearmen as mercenaries	INFANTRY Formed Close	Average	Protected	-	Short Spear	Shieldwall	-	0	6,8
				-				8	
Syrian archers	INFANTRY Tribal Loose	Average	Unprotected	Experienced	-	-	Combat Shy	0	6,8
				Bow				8	
Syrian crossbowmen (from 1100)	INFANTRY Formed Loose	Average	Protected	Experienced	-	-	-	0	6,8
				Crossbow				8	
Muttawwi and Ghazi volunteers	INFANTRY Tribal Loose	Average	Unprotected	-	-	Devastating	-	0	6,8,9
				-		Chargers		9	
Ahdath spearmen	INFANTRY Tribal Loose	Poor	Protected	-	Short Spear	Shieldwall	Integral Shooters	0	6,8,9
				-				18	
Ahdath archers	INFANTRY Tribal Loose	Poor	Unprotected	Unskilled	-	Combat Shy	-	0	6,8
				Bow				18	
Javelinmen	INFANTRY Tribal Loose	Average	Unprotected	Unskilled	Short Spear	-	-	0	6,8,9
				Javelin				18	
Skirmishing archers	INFANTRY Skirmisher	Average	Unprotected	Experienced	-	Combat Shy	-	0	6,9
				Bow				30	
Skirmishing javelinmen	INFANTRY Skirmisher	Average	Unprotected	Experienced	-	-	Combat Shy	0	6,9
				Javelin				18	
Naffatun	INFANTRY Skirmisher	Average	Unprotected	Experienced	-	Combat Shy	-	0	6
				Firearm				6	

ALLIES

Early Armenian Cilician allies (before 1151 AD)

Armenian Kingdom of Cilicia allies (from 1151 AD)

Frankish allies - Early Outremer States (only Aleppo in 1108 and Damascus in 1115 AD)

Frankish allies - Outremer States (only Damascus in 1139 AD)

SYRIAN STATES



NOTES

Any army must be either Damascus or Aleppo, a minor city state or Zenghid.
A Turcoman ally can only command Turcomans.
Frankish allies may not be used with Armenian Cilician allies.
Allied contingents from this list do not need to take infantry.

HISTORICAL NOTES

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

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

TROOP NOTES

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

CHANGES FROM LAST VERSION

Archers optionally combat shy.

SULTANATE OF RUM



ARMY COMMANDER	1	Any Professional	DATES	1092 AD to 1276 AD
SUB-GENERALS	0-3	Any Professional	TERRAIN	Standard
INTERNAL ALLIED GENERALS	0-2	Any Professional (1 Damishmenid) or Instinctive (2 Turcoman)	CAMP	Unfortified; Poor or Average

NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL		MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX		
Provincial askari	CAVALRY Drilled Flexible	Superior	Protected	Experienced Bow	Short Spear	-	Melee Expert	0 12	4,6	
Turcoman tribesmen	CAVALRY Formed Flexible	Average	Unprotected	Experienced Bow	-	-	-	12 48	4,6	
Upgrade Turcoman tribesmen	CAVALRY Formed Flexible	Average	Unprotected	Skilled Bow	-	-	-	Up to 3/4	4,6	
Arab cavalry	CAVALRY Formed Flexible	Average	Unprotected	- -	Long Spear	-	Combat Shy	0 6	4,6	
Frankish mercenaries (before 1130 AD)	CAVALRY Formed Loose	Average	Protected	- -	Charging Lancer	Devastating Chargers	Melee Expert	0 6	4,6	
Frankish mercenaries (from 1130 AD)	CAVALRY Formed Loose	Average	Fully Armoured	- -	Charging Lancer	Devastating Chargers	Melee Expert	0 6	4,6	
Armenian mercenary cavalry	CAVALRY Formed Loose	Average	Protected	- -	Charging Lancer	-	Melee Expert	0 6	4,6	
Byzantine cavalry	CAVALRY Formed Loose	Average	Protected	- -	Charging Lancer	-	Melee Expert	0 4	4	
Spearmen	INFANTRY Tribal Close	Average	Protected	- -	Short Spear	Shieldwall	-	0 16	6,8	
Archers	INFANTRY Formed Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 8	6,8	
Crossbowmen	INFANTRY Formed Loose	Average	Protected	Experienced Crossbow	-	-	-	0 6	6	
Skirmishing horse archers	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Cantabrian, Combat Shy	0 12	4,6	
Javelinmen	INFANTRY Skirmisher	Poor	Unprotected	Experienced Javelin	-	Combat Shy	-	0 18	6,9	

SULTANATE OF RUM



Skirmishing archers	INFANTRY Skirmisher	Poor	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9
Skirmishing crossbowmen	INFANTRY Skirmisher	Poor	Unprotected	Experienced Crossbow	-	Combat Shy	-	0 9	6,9
Naffatun	INFANTRY Skirmisher	Average	Unprotected	Experienced Firearm	-	Combat Shy	-	0 6	6

ALLIES

Khwarizmian allies (only in 1237 AD)

Ilkhanid allies (from 1256 to 1276 AD)

NOTES

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

HISTORICAL NOTES

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

TROOP NOTES

The Sultanate of Rum was influenced by the Byzantine territories they conquered and from fighting the Crusaders.

CHANGES FROM LAST VERSION

Increased maximum number of Frankish mercenaries. Added skirmishing horse archers. Modified proportion of Turcoman that can be upgraded.

PEOPLES CRUSADE



ARMY COMMANDER	1	Competent or Mediocre Instinctive	DATES	1096 AD to 1096 AD
SUB-GENERALS	1	Competent or Mediocre Instinctive	TERRAIN	Standard, Coastal, Mountains
INTERNAL ALLIED GENERALS	1-2	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			
French knights	CAVALRY	Formed Loose	Superior	Protected	-	Charging	Devastating	Melee Expert	0	4,6		
	-				Lancer	Chargers	6					
Italian and German crusaders	CAVALRY	Formed Loose	Average	Protected	-	Charging	Devastating	Melee Expert	0	4,6		
	-				Lancer	Chargers	6					
Pilgrims	INFANTRY	Tribal Loose	Poor	Unprotected	-	-	Devastating	-	32	8,10,12		
	-				-	Chargers	180					
Fanatical pilgrims	INFANTRY	Tribal Loose	Poor	Unprotected	-	-	Devastating	-	0	8		
	-				-	Chargers, Fanatic	32					
Upgrade pilgrims	INFANTRY	Tribal Loose	Average	Unprotected	Unskilled	Short Spear	-	-	0	6,8		
	-				Javelin				32			
Javelinmen	INFANTRY	Skirmisher	Poor	Unprotected	Experienced	-	Combat Shy	-	0	6,9		
	-				Javelin				24			
Slings	INFANTRY	Skirmisher	Poor	Unprotected	Experienced	-	Combat Shy	-	0	6,9		
	-				Sling				12			

NOTES

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

HISTORICAL NOTES

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

TROOP NOTES

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

PEOPLES CRUSADE



CHANGES FROM LAST VERSION

Adjusted minimums.

FIRST CRUSADE



ARMY COMMANDER	1	Any Instinctive	DATES	1096 AD to 1099 AD
SUB-GENERALS	0-2	Any Instinctive (only in 1098 or 1099 AD)	TERRAIN	Standard, Coastal, Mountains
INTERNAL ALLIED GENERALS	0-3	Any Instinctive or 1 Professional (Byzantine)	CAMP	Fortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL		MELEE		CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX			
EXCEPT IN 1098 AND 1099 AD												
Crusader lords and knights	CAVALRY	Formed Loose	Superior	Protected	-	-	Charging Lancer	Charging Lancer	Devastating Chargers	Melee Expert	4 24	4,6
Poorer knights and sergeants	CAVALRY	Formed Loose	Average	Protected	-	-	Charging Lancer	Charging Lancer	Devastating Chargers	Melee Expert	0 8	4,6
Regrade sergeants in rear rank	CAVALRY	Formed Loose	Superior	Protected	-	-	-	-	Devastating Chargers	Melee Expert	- Any	-
ONLY IN 1098 AND 1099 AD - DUE TO LOSS OF HORSES												
Crusader lords and knights	CAVALRY	Formed Loose	Superior	Protected	-	-	Charging Lancer	Charging Lancer	Devastating Chargers	Melee Expert	0 6	4,6
Crusaders without horses	INFANTRY	Formed Close	Superior	Protected	-	-	Short Spear	Short Spear	Shield Cover	Shieldwall	4 18	4,6
Poorer knights and sergeants without horses	INFANTRY	Formed Close	Average	Protected	-	-	Short Spear	Short Spear	Shield Cover	Shieldwall	0 8	4,6

Crusader spearmen	INFANTRY	Formed Close	Average	Protected	-	-	Short Spear	Short Spear	Shield Cover	Shieldwall	16 32	6,8
Spearmen brought by the Count of Flanders	INFANTRY	Formed Close	Average	Protected	-	-	Long Spear	Long Spear	-	Shield Cover	0 8	6,8
Archers	INFANTRY	Formed Loose	Average	Unprotected	Experienced	-	Bow	-	-	Combat Shy	0 12	6,8
Crossbowmen	INFANTRY	Formed Loose	Average	Unprotected	Experienced	-	Crossbow	-	-	Combat Shy	0 18	6,8
Upgrade crossbowmen with armour	INFANTRY	Formed Loose	Average	Protected	Experienced	-	Crossbow	-	-	Combat Shy	- Up to 2/3	6,8

FIRST CRUSADE



Pilgrims	INFANTRY	Poor	Unprotected	-	-	Devastating	-	0	8,10,12
	Tribal Loose			-		Chargers		36	
Regrade pilgrims as fanatics	INFANTRY	Poor	Unprotected	-	-	Devastating	-		4
	Tribal Loose			-		Chargers, Fanatic		Up to 1/3	
Skirmishers	INFANTRY	Poor	Unprotected	Experienced	-	Combat Shy	-	0	6,9
	Skirmisher			Javelin				12	
BYZANTINE ALLY (ONLY BEFORE 1098 AD)									
Byzantine marines	INFANTRY	Average	Protected	-	Short Spear	Shieldwall	-	0	4
	Drilled Loose			-				4	
Byzantine tourkopouloi	CAVALRY	Average	Unprotected	Experienced	Short Spear	-	-	0	4,6
	Formed Flexible			Bow				6	
Byzantine archers	INFANTRY	Average	Unprotected	Experienced	-	-	Combat Shy	0	6,9
	Skirmisher			Bow				12	

NOTES

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

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

FIRST CRUSADE



HISTORICAL NOTES

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

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

The Crusader army, meanwhile, marched on to Antioch, which lay about halfway between Constantinople and Jerusalem. The siege was to last 8 months between October 1097 and June 1098. The crusaders were reinforced with supplies and armies in March 1098 and the city fell to bribery. A few days later the Crusaders were themselves besieged by the Turkish army of Kerbogha of Mosul. On 28 June 1098 the Crusaders defeated the Muslims after the Fatamid section deserted the Turkish contingent. The leaders argued amongst themselves so the Crusade was delayed for the rest of the year. Finally, at the beginning of 1099, the march restarted, leaving Bohemond behind as the first Prince of Antioch. Proceeding down the Mediterranean coast, the crusaders encountered little resistance, as local rulers preferred to make peace with them and furnish them with supplies rather than fight. Jerusalem, which had been recaptured from the Seljuqs by the Fatimids only the year before, was reached on 7 June 1099. They resolved to take the city by assault as they could not blockade the city and had little in the way of supplies. An initial assault on 13 June failed, but may have been intended to test the defences. The final assault began on 13 July and was completed on 15 July when the defenders abandoned the city. A massacre of many Muslims and Jews followed. A Fatamid army approached the city but was surprised by an army led by Godfrey of Bouillon.

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

TROOP NOTES

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

CHANGES FROM LAST VERSION

Adjusted UG size for pilgrims. Archers not compulsory. Archers and crossbowmen optionally combat shy.

COUNTY OF EDESSA



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

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
KNIGHTS AND SERGEANTS BEFORE 1130 AD (SEE NOTE)										
Frankish knights	CAVALRY	Formed Loose	Superior	Protected	-	Charging Lancer	Devastating Chargers	Melee Expert	4	4,6
Sergeants and Armenian cavalry	CAVALRY	Formed Loose	Average	Protected	-	Charging Lancer	-	Melee Expert	4	4,6
Regrade sergeants behind knights	CAVALRY	Formed Loose	Superior	Protected	-	-	Devastating Chargers	Melee Expert	Any	
KNIGHTS AND SERGEANTS FROM 1130 AD										
Frankish knights (from 1130)	CAVALRY	Formed Loose	Average	Fully Armoured	-	Charging Lancer	Devastating Chargers	Melee Expert	4	4,6
Sergeants and Armenian cavalry	CAVALRY	Formed Loose	Average	Protected	-	Charging Lancer	-	Melee Expert	4	4,6
Regrade sergeants in rear rank	CAVALRY	Formed Loose	Average	Protected	-	-	Devastating Chargers	Melee Expert	Any	

Foot sergeants	INFANTRY	Formed Close	Average	Protected	-	Short Spear	Shield Cover	Shieldwall	6	6,8
Crossbowmen	INFANTRY	Formed Loose	Average	Unprotected	Experienced Crossbow	-	-	Combat Shy	0	6,8
Spearmen	INFANTRY	Tribal Close	Average	Protected	-	Short Spear	-	Integral shooters, Combat shy	0	6,8,9
Archers	INFANTRY	Formed Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0	6,8

COUNTY OF EDESSA



Javelinmen	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Combat Shy	0 18	6,9
Skirmishing archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9

ALLIES

Early Armenian Cilician allies

Syrian States allies (only in 1108 AD)

Outremer allies - Early Outremer States (before 1130 AD)

Outremer allies - Outremer States (from 1130 AD)

NOTES

A TuG with Frankish knights may have half the TuG as sergeants. A TuG can consist entirely of sergeants or Armenian cavalry.

HISTORICAL NOTES

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

TROOP NOTES

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

CHANGES FROM LAST VERSION

Reclassified sergeants and crossbowmen. Increased maximums.

EARLY OUTREMER STATES



ARMY COMMANDER	1	Any Instinctive	DATES	1100 AD to 1129 AD
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Coastal, Mountains
INTERNAL ALLIED GENERALS	0-1	Any Instinctive (Sigurd's crusade from 1107 to 1110 AD)	CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
KNIGHTS AND SERGEANTS (SEE NOTE)										
Feudal and Crusader knights	CAVALRY	Formed Loose	Superior	Protected	-	Charging Lancer	Devastating Chargers	Melee Expert	4	4,6
					-			16		
Sergeants	CAVALRY	Formed Loose	Average	Protected	-	Charging Lancer	Devastating Chargers	Melee Expert	0	4,6
					-			6		
Regrade sergeants in rear rank	CAVALRY	Formed Loose	Superior	Protected	-	-	Devastating Chargers	Melee Expert	Any	

Tourkopouloi	CAVALRY	Formed Flexible	Average	Unprotected	Experienced	Short Spear	-	-	0	4,6
					Bow			6		
Spearmen	INFANTRY	Formed Close	Average	Protected	-	Short Spear	Shield Cover	Shieldwall	16	6,8
					-			32		
Archers	INFANTRY	Formed Loose	Average	Unprotected	Experienced	-	-	Combat Shy	0	6,8
					Bow			12		
Crossbowmen	INFANTRY	Formed Loose	Average	Unprotected	Experienced	-	-	Combat Shy	6	6,8
					Crossbow			24		
Upgrade crossbowmen with armour	INFANTRY	Formed Loose	Average	Protected	Experienced	-	-	Combat Shy		6,8
					Crossbow				Up to 3/4	
Maronite or Syrian archers	INFANTRY	Tribal Loose	Average	Unprotected	Experienced	-	-	Combat Shy	0	6,8
					Bow			12		
ONLY FROM 1107 TO 1110 AD - NORWEGIAN ALLY COMMAND										
Norwegian lendermen and bondi	INFANTRY	Formed Flexible	Average	Protected	-	Short Spear	Shieldwall, Integral Shooters	-	0	6,8,9
					-			9		

EARLY OUTREMER STATES



Pilgrims	INFANTRY	Poor	Unprotected	-	-	Devastating Chargers	-	0	8,10,12
	Tribal Loose			-				24	
Regrade pilgrims as fanatics	INFANTRY	Poor	Unprotected	-	-	Devastating Chargers, Fanatic	-		4
	Tribal Loose			-				Up to 1/3	
Skirmishers	INFANTRY	Poor	Unprotected	Experienced	-	Combat Shy	-	0	6,9
	Skirmisher			Javelin				12	

ALLIES

County of Edessa allies

Early Armenian Cilician allies

Bedouin allies - Dynastic Bedouin

NOTES

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

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

HISTORICAL NOTES

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

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

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

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

TROOP NOTES

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

EARLY OUTREMER STATES



CHANGES FROM LAST VERSION

Adjusted minimums. Archers and crossbowmen optionally combat shy. Norwegians flexible and adjusted UG size.

OUTREMER STATES



ARMY COMMANDER	1	Any Instinctive	DATES	1130 AD to 1187 AD
SUB-GENERALS	0-3	Any Instinctive or (if Military Order) Professional	TERRAIN	Standard, Coastal, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL		MELEE		CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX			
KNIGHTS AND SERGEANTS (SEE NOTE)											
Feudal and Crusader knights	CAVALRY	Average	Fully Armoured	-	Charging Lancer	Charging Lancer	Devastating Chargers	Melee Expert	4	12	4,6
	Formed Loose			-							
Upgrade knights	CAVALRY	Superior	Fully Armoured	-	Charging Lancer	Charging Lancer	Devastating Chargers	Melee Expert	0	4	4
	Formed Loose			-							
Sergeants	CAVALRY	Average	Protected	-	Charging Lancer	Charging Lancer	Devastating Chargers	Melee Expert	0	4	4
	Formed Loose			-							
Regrade sergeants in rear rank	CAVALRY	Average	Protected	-	-	-	Devastating Chargers	Melee Expert		Any	
	Formed Loose			-							

Spearmen	INFANTRY	Average	Protected	-	Short Spear	Short Spear	Shield Cover	Shieldwall	16	32	6,8
	Formed Close			-							
Archers	INFANTRY	Average	Unprotected	Experienced	Bow	-	-	Combat Shy	0	12	6,8
	Formed Loose			Bow							
Crossbowmen	INFANTRY	Average	Unprotected	Experienced	Crossbow	-	-	Combat Shy	6	24	6,8
	Formed Loose			Crossbow							
Upgrade crossbowmen with armour	INFANTRY	Average	Protected	Experienced	Crossbow	-	-	Combat Shy		Up to 3/4	6,8
	Formed Loose			Crossbow							
Maronite or Syrian archers	INFANTRY	Average	Unprotected	Experienced	Bow	-	-	Combat Shy	0	16	6,8
	Tribal Loose			Bow							
Arriere-ban	INFANTRY	Poor	Unprotected	Unskilled	Javelin	Short Spear	-	-	0	24	8,9,10
	Tribal Loose			Javelin							
Skirmishers	INFANTRY	Poor	Unprotected	Experienced	Javelin	-	Combat Shy	-	0	12	6,9
	Skirmisher			Javelin							

OUTREMER STATES



MILITARY ORDERS

Military order knights	CAVALRY Formed Loose	Superior	Fully Armoured	- -	Charging Lancer	Devastating Chargers	Melee Expert	0 8	4,6
Upgrade knights	CAVALRY Drilled Loose	Superior	Fully Armoured	- -	Charging Lancer	Devastating Chargers, Melee Expert	Fanatic	0 4	4
Military order sergeants	CAVALRY Formed Loose	Superior	Protected	- -	Charging Lancer	Devastating Chargers	Melee Expert	0 8	4,6
Regrade sergeants in rear rank	CAVALRY Formed Loose	Superior	Protected	- -	-	Devastating Chargers	Melee Expert	 Any	
Turcoples	CAVALRY Drilled Flexible	Average	Unprotected	Experienced Bow	Short Spear	-	-	0 6	4,6

ALLIES

- Armenian Cilician allies - Early Armenian Cilician (before 1151 AD)
- Armenian Cilician allies - Armenian Kingdom of Cilicia (from 1151 AD)
- Saracen allies - Syrian States (not Zenghid and until 1174 AD)
- Imperial German allies - Early Medieval Imperial German (only 2nd Crusade in 1148 AD)
- French allies - Feudal French (only 2nd Crusade in 1148 AD)
- Fatamid allies - Later Fatamid Egyptian (only in 1167 AD)
- Byzantine allies - Komnenan Byzantine (only in 1169 and 1177 AD)

NOTES

The army may have a single Military Order commander who must be Professional. Military Order troops must be commanded by the Military Order commander. A Military Order commander can command other troops. If Military Order sergeants are used at least one TuG of Military Order knights must be taken. A TuG with knights may have half the TuG as sergeants. A TuG can consist entirely of sergeants.

OUTREMER STATES



HISTORICAL NOTES

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

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

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

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

TROOP NOTES

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

CHANGES FROM LAST VERSION

Adjusted minimums. Archers and crossbowmen optionally combat shy.

ARMENIAN KINGDOM OF CILICIA



ARMY COMMANDER		1	Any Instinctive			DATES		1151 AD to 1375 AD		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS						CAMP		Unfortified or Flexible; Poor or Average		
NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN		
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	UG SIZE	
Noble cavalry and followers	CAVALRY Formed Loose	Superior	Protected	- -	Charging Lancer	Devastating Chargers	-	6 12	4,6	
Cavalry	CAVALRY Formed Loose	Average	Protected	- -	Charging Lancer	-	Melee Expert	0 12	4,6	
Upgrade cavalry as Armenian knights	CAVALRY Formed Loose	Average	Fully Armoured	- -	Charging Lancer	-	Melee Expert	0 6	4,6	
Bedouin cavalry	CAVALRY Formed Flexible	Average	Unprotected	- -	Long Spear	-	Combat Shy	0 12	4,6	
Imitation Mongols (from 1260 AD)	CAVALRY Formed Flexible	Average	Unprotected	Experienced Bow	Short Spear	-	-	0 6	4,6	
Frankish knights	CAVALRY Formed Loose	Average	Fully Armoured	- -	Charging Lancer	Devastating Chargers	Melee Expert	0 3	4,6	
Sergeants supporting knights	CAVALRY Formed Loose	Average	Protected	- -	Charging Lancer	Devastating Chargers	Melee Expert	0 3	*see note	
Spearmen	INFANTRY Tribal Close	Average	Protected	- -	Short Spear	-	Integral shooters, Combat shy	16 60	6,8,9	
Archers	INFANTRY Formed Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 16	6,8	
Frankish mercenary spearmen	INFANTRY Formed Close	Average	Protected	- -	Short Spear	Shield Cover	Shieldwall	0 8	6,8	
Frankish mercenary crossbowmen	INFANTRY Formed Loose	Average	Protected	Experienced Crossbow	-	-	Combat Shy	0 8	6,8	

ARMENIAN KINGDOM OF CILICIA



Javelinmen	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Combat Shy	0 18	6,9
Skirmishers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	6 24	6,9

ALLIES

Crusader allies - Outremer states (before 1188 AD)

Crusader allies - Late Crusader (from 1188 to 1263 AD)

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

Ilkhanid allies (from 1260 AD)

Cypriot allies - Lusignan Cypriot (from 1300 AD)

NOTES

Only one ally may be taken. Frankish knights must be supported by a rear rank of sergeants.

HISTORICAL NOTES

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

TROOP NOTES

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

CHANGES FROM LAST VERSION

Increased maximum number of Frankish mercenaries. Crossbowmen optionally combat shy.

AYYUBID EGYPTIAN



ARMY COMMANDER	1	Any Professional	DATES	1171 AD to 1250 AD
SUB-GENERALS	0-3	Any Professional	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL		MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX		
Sultan's mamluks	CAVALRY Drilled Flexible	Superior	Protected	Skilled Bow	Short Spear	-	Melee Expert	0 6	4,6	
Asadiyya, Tawashi and other provincial mamluks	CAVALRY Drilled Loose	Superior	Protected	Experienced Bow	Short Spear	-	-	4 12	4,6	
Qaraghulams	CAVALRY Formed Loose	Average	Protected	- -	Long Spear	-	-	4 12	4,6	
Bedouin 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 6	4,6	
Turcoman tribesmen (before 1244 AD)	CAVALRY Formed Flexible	Average	Unprotected	Experienced Bow	-	-	-	4 18	4,6	
Upgrade Turcoman tribesmen	CAVALRY Formed Flexible	Average	Unprotected	Skilled Bow	-	-	-	Up to 3/4	4,6	
Sudanese spearmen	INFANTRY Drilled Close	Average	Protected	- -	Short Spear	-	Integral shooters	0 18	6,8,9	
Sudanese archers (before 1244 AD)	INFANTRY Drilled Loose	Average	Protected	Experienced Bow	-	-	Combat shy	0 16	6,8	
Crossbowmen	INFANTRY Formed Loose	Average	Protected	Experienced Crossbow	-	-	Combat shy	0 8	6,8	
Muttawwi and Ghazi volunteers	INFANTRY Tribal Loose	Average	Unprotected	- -	-	Devastating Chargers	-	0 18	6,8,9	
Ahdath spearmen	INFANTRY Tribal Loose	Poor	Protected	- -	Short Spear	Shieldwall	Integral Shooters	0 9	6,8,9	
Skirmishers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9	

AYYUBID EGYPTIAN



Skirmishing crossbowmen	INFANTRY Skirmisher	Average	Unprotected	Experienced Crossbow	-	Combat Shy	-	0 9	6,9
Slings	INFANTRY Skirmisher	Average	Unprotected	Experienced Sling	-	Combat Shy	-	0 9	6,9
Naffatun	INFANTRY Skirmisher	Average	Unprotected	Experienced Firearm	-	Combat Shy	-	0 6	6

ALLIES

Ayyubid Syrian States allies

Khwarazmian allies (from 1244 to 1245 AD)

HISTORICAL NOTES

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

TROOP NOTES

Sultan's Mamluks could include Saladins Salabiyya or elite Tawashi. Toassin were elite white mamluks. Halqa were non-mamluk elite cavalry. Qaraghulams were probably Berbers and negroes armed with lance, progressively replaced by Kurds. Infantry were now used only in a supporting role. The Sudanese archers were new regiments raised by Saladin to replace those he had massacred in 1169 AD.

CHANGES FROM LAST VERSION

Archers and crossbowmen optionally combat shy.

LATER CRUSADER



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

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL		MELEE		CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX			
KNIGHTS AND SERGEANTS (SEE NOTE)												
Outremer and Crusader knights	CAVALRY	Formed Loose	Average	Fully Armoured	-	-	Charging Lancer	Charging Lancer	Devastating Chargers	Melee Expert	4 8	4,6
Sergeants	CAVALRY	Formed Loose	Average	Protected	-	-	Charging Lancer	Charging Lancer	Devastating Chargers	Melee Expert	0 4	4
Regrade sergeants in rear rank	CAVALRY	Formed Loose	Average	Protected	-	-	-	-	Devastating Chargers	Melee Expert	- Any	-
ONLY IN 3RD CRUSADE (1189 TO 1192) AND 5TH CRUSADE (1213 TO 1221)												
Crusader knights	CAVALRY	Formed Loose	Superior	Fully Armoured	-	-	Charging Lancer	Charging Lancer	Devastating Chargers	Melee Expert	0 8	4,6
Sergeants	CAVALRY	Formed Loose	Average	Protected	-	-	Charging Lancer	Charging Lancer	Devastating Chargers	Melee Expert	0 4	4
Regrade sergeants in rear rank	CAVALRY	Formed Loose	Average	Protected	-	-	-	-	Devastating Chargers	Melee Expert	- Any	-

Spearmen	INFANTRY	Formed Close	Average	Protected	-	-	Short Spear	Short Spear	Shield Cover	Shieldwall	16 32	6,8
Archers	INFANTRY	Formed Loose	Average	Unprotected	Experienced	-	Bow	-	-	Combat Shy	6 12	6,8
Crossbowmen	INFANTRY	Formed Loose	Average	Unprotected	Experienced	-	Crossbow	-	-	Combat Shy	6 24	6,8
Upgrade crossbowmen with armour	INFANTRY	Formed Loose	Average	Protected	Experienced	-	Crossbow	-	-	Combat Shy	- Up to 3/4	6,8
Maronite or Syrian archers	INFANTRY	Tribal Loose	Average	Unprotected	Experienced	-	Bow	-	-	Combat Shy	0 16	6,8

LATER CRUSADER



Arriere-ban or Egyptian infantry	INFANTRY Tribal Loose	Poor	Unprotected	Unskilled Javelin	Short Spear	-	-	0 24	8,9,10
Skirmishers	INFANTRY Skirmisher	Poor	Unprotected	Experienced Javelin	-	Combat Shy	-	0 12	6,9
MILITARY ORDERS (UP TO TWO CONTINGENTS)									
Military order knights	CAVALRY Formed Loose	Superior	Fully Armoured	- -	Charging Lancer	Devastating Chargers	Melee Expert	0 6	4,6
Upgrade knights	CAVALRY Drilled Loose	Superior	Fully Armoured	- -	Charging Lancer	Devastating Chargers, Melee Expert	Fanatic	0 4	4
Military order sergeants	CAVALRY Formed Loose	Superior	Protected	- -	Charging Lancer	Devastating Chargers	Melee Expert	0 6	4,6
Regrade sergeants in rear rank	CAVALRY Formed Loose	Superior	Protected	- -	-	Devastating Chargers	Melee Expert	 Any	
Turcoples	CAVALRY Drilled Flexible	Average	Unprotected	Experienced Bow	Short Spear	-	-	0 6	4,6

NOTES

From 1191 AD spearmen and crossbowmen can be combined into a TuG of 6 or 9 comprising front rank spearmen and two ranks of crossbowmen or two ranks of spearmen and one rank of crossbowmen.

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

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

HISTORICAL NOTES

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

The Third Crusade was largely successful in capturing the important cities of Acre and Jaffa, and reversing most of Saladin's conquests, but it failed to capture Jerusalem, the emotional and spiritual motivation of the Crusade. The Fifth Crusade was an attempt to reacquire Jerusalem by conquering the Ayyubid state in Egypt. It occupied the port of Damietta but failed to take Cairo due to dwindling supplies. A nighttime attack by Sultan Al-Kamil resulted in a great number of crusader losses, and eventually in the surrender of the army.

LATER CRUSADER



TROOP NOTES

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

The tent pegs used by Richard at Jaffa in 1192 AD could be represented by rough going terrain selection that only affects mounted troops, chariots and elephants.

CHANGES FROM LAST VERSION

Archers and crossbowmen optionally combat shy.

AYYUBID SYRIAN STATES



ARMY COMMANDER		1	Any Professional			DATES		1193 AD to 1285 AD		
SUB-GENERALS						TERRAIN		Standard, Coastal, Plains		
INTERNAL ALLIED GENERALS		0-3	Any Professional (Syrian) or Any Instinctive (1 Turcoman)			CAMP		Unfortified or Fortified; Poor or Average		
NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL		MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX		
Guard mamluks	CAVALRY Drilled Loose	Superior	Protected	Experienced Bow	Short Spear	-	Melee Expert	0 6	4,6	
Mamluks	CAVALRY Drilled Loose	Superior	Protected	Experienced Bow	Short Spear	-	-	4 12	4,6	
Turcoman tribesmen	CAVALRY Formed Flexible	Average	Unprotected	Experienced Bow	-	-	-	0 12	4,6	
Upgrade Turcoman tribesmen	CAVALRY Formed Flexible	Average	Unprotected	Skilled Bow	-	-	-	Up to 2/3	4,6	
Syrian cavalry	CAVALRY Formed Loose	Average	Protected	-	Long Spear	-	Combat Shy	0 12	4,6	
Kurdish or Armenian cavalry	CAVALRY Formed Loose	Average	Protected	-	Charging Lancer	-	Melee Expert	0 6	4,6	
Bedouin cavalry	CAVALRY Formed Flexible	Average	Unprotected	-	Long Spear	-	Combat Shy	0 8	4,6	
Syrian spearmen	INFANTRY Tribal Close	Average	Protected	-	Short Spear	-	Combat Shy	6 18	6,8,9	
Upgrade Syrian spearmen as mercenaries	INFANTRY Formed Close	Average	Protected	-	Short Spear	Shieldwall	-	0 8	6,8	
Syrian archers	INFANTRY Tribal Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 8	6,8	
Syrian crossbowmen	INFANTRY Formed Loose	Average	Protected	Experienced Crossbow	-	-	Combat shy	0 8	6,8	
Muttawwi and Ghazi volunteers	INFANTRY Tribal Loose	Average	Unprotected	-	-	Devastating Chargers	-	0 18	6,8,9	
Ahdath spearmen	INFANTRY Tribal Loose	Poor	Protected	-	Short Spear	Shieldwall	Integral Shooters	0 18	6,8,9	

AYYUBID SYRIAN STATES



Ahdath archers	INFANTRY Tribal Loose	Poor	Unprotected	Unskilled Bow	-	Combat Shy	-	0 18	6,8
Javelinmen	INFANTRY Tribal Loose	Average	Unprotected	Unskilled Javelin	Short Spear	-	-	0 18	6,8,9
Skirmishing archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 30	6,9
Skirmishing javelinmen	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Combat Shy	0 18	6,9
Naffatun	INFANTRY Skirmisher	Average	Unprotected	Experienced Firearm	-	Combat Shy	-	0 6	6

ALLIES

Armenian Kingdom of Cilicia allies

Later Crusader allies

Khwarizmian allies (only Damascus in 1246 AD)

NOTES

A Turcoman ally can only command Turcomans.

HISTORICAL NOTES

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

TROOP NOTES

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

CHANGES FROM LAST VERSION

Archers and crossbowmen optionally combat shy.

MAMLUK EGYPTIAN



ARMY COMMANDER	1	Any Professional	DATES	1250 AD to 1517 AD
SUB-GENERALS	0-3	Any Professional	TERRAIN	Standard
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Royal mamluks	CAVALRY Drilled Flexible	Superior	Protected	Skilled Bow	Short Spear	-	Melee Expert	0 12	4,6
Amirs' mamluks	CAVALRY Formed Flexible	Average	Protected	Experienced Bow	Short Spear	-	-	8 24	4,6
Upgrade mamluks	CAVALRY Formed Flexible	Average	Protected	Skilled Bow	Short Spear	-	-	Up to 3/4	4,6
Al Halqa (before 1316 AD)	CAVALRY Formed Loose	Poor	Protected	Experienced Bow	Short Spear	-	-	0 12	4,6
Al Ashir cavalry	CAVALRY Formed Loose	Average	Protected	- -	Long Spear	-	-	0 6	4,6
Bedouin cavalry	CAVALRY Formed Flexible	Average	Unprotected	- -	Long Spear	-	Combat Shy	0 18	4,6
Turcoman mercenaries	CAVALRY Formed Flexible	Average	Unprotected	Experienced Bow	-	-	-	0 12	4,6
Upgrade Turcoman mercenaries	CAVALRY Formed Flexible	Average	Unprotected	Skilled Bow	-	-	-	Up to 2/3	4,6
Hillmen	INFANTRY Tribal Loose	Average	Protected	- -	Short Spear	-	-	0 9	6,8,9
Al Ashir archers	INFANTRY Tribal Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 18	6,8
Crossbowmen	INFANTRY Formed Loose	Average	Protected	Experienced Crossbow	-	-	Combat Shy	0 6	6
Muttawwi and Ghazi volunteers	INFANTRY Tribal Loose	Average	Unprotected	- -	-	Devastating Chargers	-	0 9	6,8,9
Skirmishers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9

MAMLUK EGYPTIAN



Naffatun	INFANTRY Skirmisher	Average	Unprotected	Experienced Firearm	-	Combat Shy	-	0 6	6
Replace Naffatun with Handgunners (from 1490 AD)	INFANTRY Skirmisher	Average	Protected	Experienced Firearm	-	-	Combat Shy	All	0
Light guns (from 1340 AD)	ARTILLERY Skirmisher	Average	Unprotected	Experienced Light Art	-	Combat Shy	Barricades	0 2	2

ALLIES

Ayyubid Syrian States allies

HISTORICAL NOTES

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

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

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

TROOP NOTES

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

CHANGES FROM LAST VERSION

Replaced Early Mamluk Egyptian list by extending to 1517 AD.