

INTRODUCTION

SPECIAL RULES

ALLIES

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

CHARACTERS EQUIPMENT

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

GERMAN WEDGE

- may count rank bonus up to +2.

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

SUPERIOR BATTLE STANDARD

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

UNITS

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

UNRULY

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

WAGON TABOR

See WAB Errata for details: http://warhammer-historical.com/PDF/WAB2%20Errata.pdf

WAR WAGON

See WAB Errata for details http://warhammer-historical.com/PDF/WAB2%20Errata.pdf Some War Wagons may have two war machines with crew instead of 6 missle armed crew members (+80).

HISTORICAL BACKGROUND



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

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

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

Historical context

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

-Norman F. Cantor

Middle Eastern situation

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

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

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

Western European situation

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

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

Reconquista in Spain



Map of the Iberian Peninsula at the time of the Almoravid arrival in the 11th century– Christian Kingdoms included Aragón, Castile, Leon, Navarre, and **P**ortugal

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

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

Just war doctrine

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

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

Byzantine weakness

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

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



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

Pope Urban II

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

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

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

After the First Crusade

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

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

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

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

List

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

First Crusade 1095–1099



Route of the First Crusade through Asia

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

The official crusader armies set off from France and Italy on the papally ordained date of 15 August 1096. The armies journeyed eastward by land toward Constantinople, where they received a wary welcome from the Byzantine Emperor. Pledging to restore lost territories to the empire, the main army, mostly French and Norman knights under baronial leadership--Godfrey of Bouillon (1060-1100)¹⁹, Baldwin of Flanders, Raymond of Toulouse, Robert of Normandy, Bohemond of Taranto, marched south through Anatolia. They captured Antioch (June 3, 1098) and finally Jerusalem (July 15, 1099) in savage battles. They created four crusader states along the Syrian and Palestinian coast.²⁰

Campaigns

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

Siege of Jerusalem



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

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

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

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

Crusaders' perspectives

The story of the first crusade from the crusaders' perspective recounts the struggles of the first wave of crusaders to reach the hinterlands of Byzantium, of Islamic Syria, and then of Jerusalem; of the terrible slaughters of Jewish populations committed by a second wave as it marched through the Rhineland ²⁹; of finding food and facing starvation; of the "miracles" associated with the alleged finding of the Holy Lance in Antioch; of the competition between European princes for leadership; and of the eventual taking of Jerusalem itself. It was an achievement to coordinate crusaders with sharply different languages, styles of leadership, and modes of fighting. That such a band even made it to Jerusalem is remarkable, and was possible, first, because of divisions within the realm of Islam, and second, because Muslims in the various provinces misinterpreted the presence of the crusading army. They seem to have regarded the Christian forces as renegades, escapees from the poverty and oppression of the "territory of war." This interpretation led to a low estimate of the threat posed to Muslim security by

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



The crusader states after the First Crusade

Scholarly debates

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

suspicion that all western Christendom now felt towards the Byzantines.



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

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

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

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

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

Crusade of 1101

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

Norwegian Crusade 1107–1110

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

Second Crusade 1147–1149



Europe and the Christian States in the East in 1142

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

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

Third Crusade 1187–1192



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

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

Saladin's victories shocked Europe. To reverse this disaster Emperor Frederick I Barbarossa (r. 1152-1190) of Germany, King Philip II of France, (r. 1180-1223), and King Richard the Lion-Hearted (r. 1189-1199) of England established a crusade; the pope's role was minor. Frederick died en route and few of his men reached the Holy Land. The other two armies arrived but were beset by political quarrels. King Philip feigned illness and returned to France, there scheming to win back the duchy of Normandy from Richard's control. Richard captured the island of Cyprus from the Byzantines in 1191.³⁷ Cyprus served as a Crusader base for centuries to come, and remained European hands until 1571.³⁷ After a long siege, Richard the Lionheart recaptured the city of Acre and captured the entire Muslim garrison under captivity (they were executed after a series of failed negotiations). The Crusader army headed south along the Mediterranean coast. They defeated the Muslims near Arsuf, recaptured the port city of Jaffa, and were in sight of Jerusalem.³⁷ However, Richard did not believe he would be able to hold Jerusalem once it was captured, as the majority of Crusaders would then return to Europe, and the crusade ended without the taking of Jerusalem.³⁷ Richard left the following year after negotiating a treaty with Saladin. The treaty allowed unarmed Christian pilgrims to make pilgrimages to the Holy Land (Jerusalem), while it remained under Muslim control.

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



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

Fourth Crusade 1202–1204

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

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

Albigensian Crusade



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

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

Children's Crusade

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

Fifth Crusade 1217–1221

By processions, prayers, and preaching, the Church attempted to set another crusade afoot, and the Fourth Council of the Lateran (1215) formulated a plan for the recovery of the Holy Land. In the first phase, a crusading force from Austria and Hungary joined the forces of the king of Jerusalem and the prince of Antioch to take back Jerusalem. In the second phase, crusader forces achieved a remarkable feat in the capture of Damietta in Egypt in 1219, but under the urgent insistence of the papal legate, Pelagius, they then launched a foolhardy attack on Cairo in July of 1221. The crusaders were turned back after their dwindling supplies led to a forced retreat. A night-time attack by the ruler of Egypt, the powerful Ayyubid Sultan Al-Kamil, resulted in a great number of crusader losses and eventually in the surrender of the army. Al-Kamil agreed to an eight-year peace agreement with Europe.

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

Sixth Crusade 1228–1229

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

Seventh Crusade 1248–1254

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

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

Eighth Crusade 1270

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

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

Ninth Crusade 1271–1272



Christian states in the Levant

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

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

Aftermath

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

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

TURKOMANS

ARMY LISTS

III/70. GEORGIAN (1008-1500AD)

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

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

Equipment: Hand weapon, shield, light armour

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

			C	AVA	LRY	ľ –				
GEORGIAN	JAZN	JAURI								
010110111	Μ	WS	BS	S	Т	w	Ι	Α	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22
E quipment: May have hea May have WS	avy ar	mour (-					t arn	nour		
GEORGIAN	RET	AINE	RS							
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Iorseman	8	3	3	3	3	1	3	1	7	20
)SSETIANS Iorseman	м 8	WS 3	BS 4	S 3	Т 3	W 1	I 3	A 1	Ld 7	Pts 24
May have hea Up to half ma armour and m	avy ar ay hav nay up	mour (- e bow i ograde t	+2) and instead to <i>Expe</i>	d shio l of s ert H	eld (+ pear orsen	-2) (free),	can		ive hea	ivy
May have hea Up to half ma armour and n Special Rule	avy ar ay hav nay up s: <i>Cor</i>	mour (- re bow i ograde t <i>mbined</i>	+2) and instead o Expe Forme	d shio l of s ert H ation	eld (+ pear orsen	-2) (free),	can		ive hea	ivy
May have hea Up to half ma armour and m Special Rule	avy ar ay hav nay up s: <i>Cor</i>	mour (- re bow i ograde t <i>mbined</i> S OR (+2) and instead o Expe Forma GUAR	d shie l of s ert H ation DS	eld (+ pear (orsen	-2) (free), nen (+	can		ive hea	ivy Pts
May have hea Up to half ma armour and n Special Rule CUMAN NO	avy ar ay hav nay up s: <i>Cor</i> DBLE	mour (- re bow i ograde t <i>mbined</i>	+2) and instead o Expe Forme	d shio l of s ert H ation	eld (+ pear orsen	-2) (free),	cani -2)	not ha		
Equipment: May have hea Up to half ma armour and n Special Rule CUMAN NO Horseman Equipment: May have shi Special Rule CUMANS	avy ar ay hav nay up s: Cor DBLE M 8 Hand ield (+	mour (- te bow i ograde t <i>mbined</i> S OR (WS 3 weapon -2) and	+2) and instead o <i>Expe</i> <i>Forma</i> GUAR BS 3 n, trho bow (-	d shid l of s ert H ation DS S 3 wing +2)	eld (+ pear (orsen T 3	-2) (free), nen (+ W 1	cani -2) I 3	not ha A 1	Ld	Pts

Equipment: Hand weapon, bow. Special Rules: Skirmishers, Feigned Flight

Horseman	M 8	WS 3	BS 4	~	Т 3	W 1	-	A 1	Ld 7	Pts 22
Equipment: May have lig May upgrade Special Rule	ht arn to <i>Ex</i>	nour (+/ pert Ho	2) and prseme	shiel n (+2	2) and	l Feig		Fligh	t (+2)	

WC DC C

CRUSADER	KNI	GHTS								
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear May have shield (+2, heavy armour (+2), lance (+3) and barding (+3) Special Rules: Ferocious Charge

INFANTRY

	Μ	WS	BS	S	Т	W	Ι	А	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6
Equipment: May have shi						iieldw	vall (-	+2)		
GEORGIAN				-						
Archer	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6
Special Rules	EN	0	2				_			_
JAVELINM	•	NVG	DC	a	T	***				D
Javelinman	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Javennnan	4	3	3	3	3	1	3	1	7	6
Equipment: 1 Special Rules				ins aı	nd bu	ckler				
RUS	м	WS	BS	s	т	w	т	А	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7
1	4	3	3	3	3	1	3	1	/	/
Equipment: May have shield m	eld (+1 hay hav	1) and 1	ight ar <i>ldwall</i>	mour (+2)	(+2)					

ALLIES

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

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

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

CHARACTERS											
	М	ws	BS	S	Т	W	I	Α	Ld	Pts	
General	4	5	5	4	4	3	5	2	9	150	
Sub-Gen.	4	5	5	4	3	2	5	2	8	85	
Ally-Gen.	4	5	5	4	4	2	5	2	8	140	

Equipment: Hand weapon, shield, light armour

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

CAVALRY

SELJUQ NO)BI E	S AND	DFT	A INI	FDS						
SELJUQIN	M	WS	BS	S	T	w	I	А	Ld	Pts	
Horseman	8	3	4	3	3	1	3	1	7	24	
	Ū	·	•	e	e	-		-	•		
Equipment:	Hand	weapor	n, bow	, ligh	nt arm	nour					
May have the	owing	g spear	(+2) ai	nd sh	ield (+2)					
May be upgra	aded to	o Ld8 (+2) an	d Ve	teran	s (+2)					
May upgrade	to Ex	pert Ho	orseme	en (+2	2)						
Special Rule	s: Lig	ht Cave	ılry, O	nly u	ıntil 1	070A	D				
SELJUQ TH				~			-			-	
	Μ	WS	BS	S	Т	W	I	A	Ld	Pts	
Horseman	8	3	4	3	3	1	3	1	7	24	
Faminmente	Hand		n how	. +h							
Equipment:							ſ				
May have lig					u (+2	.)					
May upgrade Special Rule					31.10	70 4 D					
Special Kule	S: <i>SKI</i>	rmisner	s, On	y uni	.11 10	IOAD					
TURKOMA	NS										
rennomi	M	WS	BS	S	Т	w	I	А	Ld	Pts	
Horseman	8	3	4	3	3	1	3	1	7	22	
	-	-	-	-	-	_	-	_	-		
Equipment:	Hand	weapor	n, bow								
May have lig	ht arn	10ur (+2	2) and	shiel	d (+2	.)					
May upgrade	to Ex	pert Ho	orseme	en (+2	2) and	f Feig	ned.	Fligh	t (+2)		
Special Rule	s: Ski	rmisher	s			Ŭ		Ũ			
-											
ASKARIS											
	Μ	WS	BS	S	Т	W	Ι	А	Ld	Pts	
Horseman	8	3	3	3	3	1	3	1	7	22	
.											
Equipment:			. 0				ing sj	pear			
May have shi		,	-	armo	our (+	-2)					
Special Rule	s: On	ly after	1070								
KURDISH (~ AVA	IRV									
KUKDISH	M	WS	BS	S	Т	w	I	А	Ld	Pts	
Horseman	8	3	3	3	3	1	3	1	7	20	
101 Schull	U	5	5	5	5	•	0	•	,	20	
Equipment:	Hand	weapor	n. thro	wing	spea	r					
May have lig				0							
Special Rule							ls bet	fore 1	128AI	C	
Special Huit	 On	.,	C 1071	- 4110	- Iull	iu			120/1	-	

			-							
AGULANI	M 8	WS 3	BS 3	S 3	Т 3	W 1	I 3	A 1	Ld 7	Pts 22
Horseman	0	3	3	3	3	1	3	1	1	22
Equipment: May have sh Up to half m Special Rule	ield (+ ay be c	2) and lowngr	bardin aded t	g (+3 o no	3)				n the re	ar rai
SYRIAN CA			DC	G	T	***	Ŧ			D
Horseman	M 8	WS 3	BS 3	S 3	Т 3	W 1	I 3	A 1	Ld 7	Pts 20
Equipment: May have sh Special Rule	ield (+	2) and	light a	rmou	ır (+2	.)	AD			
BEDOUIN			DC	a	T	***				D.
Horseman	M 8	WS 3	BS 3	S 3	Т 3	W 1	I 3	A 1	Ld 6	Pts 20
Equipment: Special Rule					Fligh	nt				
FRANKS	м	ws	BS	S	Т	w	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	A 1	7	25
Equipment: May have sh Special Rule	ield (+	2), lano	ce (+3)), bar	ding	(+3)	U			D
ARMENIA	NS M	ws	BS	S	Т	w	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23
Equipment: May have sh Special Rule	ield (+	2), kon	tos ins	stead	of sp	ear (+				
0-1 GEORG	HANS M	ws	BS	S	Т	w	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22
Equipment: May have sh Special Rule	ield (+	2)					ing sj	pear		
NICEAN O										
Horseman	M 8	WS 3	BS 3	S 3	Т 3	W 1	I 3	A 1	Ld 7	Pts 22
Equipment: May have he Special Rule	avy ari	mour (·	+2), ba	rding	g (+3)) and		d (+2)	
			IN	IFAN	TRY	Y				
SELJUQ, T			, OR I	KUR	DISH	I FO	_			P
Spearman	M 4	WS 3	BS 3	S 3	Т 3	W 1	I 3	A 1	Ld 6	Pt 6
Equipment:	Hord	Weener	n than-	otin -	ener	r				
May have sh Up to half m Special Rule	ield (+ ay hav	1) e bow	(free)	or cro	ossbo) ins	tead o	of spear	r

AHDATH M	IILITI	A								
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: Levies, Only Hamadan from 1092-1128AD Games Workshop, the Games Workshop logo, Warhammer, Warhammer Historical Wargames and the Warhammer Historical Wargameslogo are trademarks of Games Workshop, Ltd

DAILAMI											
	М	WS	BS	S	Т	W	/	I	А	Ld	Pts
Dailami	4	3	3	3	3	1		3	1	7	7
Equipment: H May have shie Special Rules: and Merv befo	ld (+1 : <i>Ligh</i>). May t Infant	have	Ridi	ng C	amel			dan	before	1128
CROSSBOW	MEN N		S F	BS	s	Т	w	I		A L	d Pts
Crossbowman			-	4	3	3	1	3	-	1 7	
Equipment: H May have ligh Special Rules	t armo	our (+2))			3AD					
0-1 NAFFAT	UN										
	М	WS	BS	S	Т	W	7	I	А	Ld	Pts
Thrower	4	2	3	3	3	1		3	1	6	8
Equipment: H Cause Panic if Special Rules	wour	ding, n	io arm	our	save	allov	ved.				

ALLIES

Only before 1092 or Merv before 1128AD: Qarakhanid Allies, III/11 Only Merv from 1117-1141AD: Ghaznavid Subject Allies, III/63 Only Merv from 1117-1157AD: Ghurid Allies, IV/8 Only Rum in 1237AD: Khwarizmian Allies, IV/24

Only Rum from 1256-1276AD: Ilkhanid Allies, IV/24

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

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

CHARACTERS										
	М	ws	BS	S	Т	W	I	Α	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

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

CAVALRY														
TURKOPOULOI M WS BS S T W I A Ld Pts														
				S										
Horseman	8	3	4	3	3	1	3	1	7	24				
Equipment: Hand weapon, bow, light armour May have shield (+2) May upgrade to <i>Expert Horsemen</i> (+2) and <i>Feigned Flight</i> (+2) Special Rules: <i>Skirmishers</i>														
SKYTHIKON														
M WS BS S T W I A Ld Pts														
Horseman	8	3	3	3	3	1	3	1	7	22				
Equipment: Special Rule		-			Fligl	ıt								
ALANS														
	Μ	WS	BS	S	Т	W	Ι	А	Ld	Pts				
Horseman	8	3	4	3	3	1	3	1	7	22				
Equipment: May upgrade Special Rule	e to <i>Exp</i> es: Skin	pert Ho	orseme		•	-				ield (+2)				
KAVALLA	RIOI M	ws	BS	S	т	w	I	А	Ld	Pts				
Horseman	8	3	3	3	3	1	3	A 1	7	22				
Equipment: May have he Only After 1	avy ar	mour (-	+2) an	d shi	eld (-	-2)	r							
LATINIKO														
Horseman	M 8	WS 4	BS 3	S 3	Т 3	W 1	I 4	A 1	Ld 7	Pts 24				
Equipment: Hand weapon, light armour, thrusting spear May have shield (+2) and heavy armour (+2) May downgrade to WS3 (-2) Only after 1150AD: Upgrade to Ld8 (+2). May have lance (+2) and barding (+3). May be <i>Veterans</i> (+2) Special Rules: <i>Ferocious Charge</i>														
VARDARIO	DTAI													
Horseman	M 8	WS 3	BS 3	S 3	Т 3	W 1	I 3	A 1	Ld 7	Pts 22				
Fauinmonte	Uand	Waana	n thro	mina	0.0000									

Equipment: Hand weapon, throwing spear. Special Rules: *Light Cavalry, Feigned Flight,* Only after 1150AD VLACHS AND BULGARS WS Μ BS S Т W I Pts A Ld Horseman 8 3 3 3 3 1 3 1 20 6

Equipment: Hand weapon, throwing spear.

May have bow (+2) Special Rules: Skirmishers, Feigned Flight, Only before 1150AD

INFANTRY

VARANGIA	NS										
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts	
Varangian	4	4	3	3	3	1	4	1	8	14	
Equipment: Hand weapon, light armour, thrusting spear											
May have dou	ble ha	inded w	eapon	(+2)							

May have double handed weapon (+2) May have *Riding Horses* (+1)

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

ARCHERS

	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

May have light armour (+2). May have BS4 and Ld7 (+4) **Special Rules:** *Light Infantry*

KONTARATOI

		WS								
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

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

		WS								
Manichaean	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield. May have light armour (+2) **Special Rules:** Only before 1150AD

VLACHS AND BULGARS

		WS								
Skirmisher	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow Special Rules: *Skirmishers*, Only before 1150AD

0-1 VENETIAN NAVAL CROSSBOWMEN												
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts		
Crossbowman	4	3	4	3	3	1	3	1	7	13		

Equipment: Hand weapon, crossbow. May have light armour (+2) and pavise (+2). **Special Rules:** Only before 1150AD

0-1 VENETI	IAN NA	AVAL	BELL	ATC	RES	5				
	М	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Venetian	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, shield. May have light armour (+2). **Special Rules:** *Light Infantry*, Only before 1150AD

ALLIES

Turkish Allies, III/73 Only before 1150AD: Serbian Allies, III/26 Only before 1150AD: Cuman Allies, III/79 Only in 1138 and 1159AD: Crusader Allies, IV/17 Only in 1152 and 1159AD: Armenian Allies, IV/2 Only on the Italian expedition of 1155-1156AD: Sicilian Norman Rebel Allies, IV/5

Å

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

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

			CHAF	RACT	TERS					
	М	WS	BS	S	Т	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

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

Equipment: Hand weapon, kontos, light armour May have heavy armour (+2) and shield (+2)BEDOUIN CAVALRYMWSBSSTWIALdPtsBEDOUIN CAVALRYMWSBSSTWIALdPtsGenomena 8233131618Equipment: Hand weapon, bow. Special Rules: Skirmishers, Feigned FlightON ITALLER OR TEUTONIC KNIGHTS M WSMYALdPtsA dot WSSTWIALdPtsA dot WSSSTWIALdPtsA dot WSSSTWIALdPtsCapipment: Hand weapon, heavy armour, lance, warhorse May have barding (+3). May be Veterans (+2) Special Rules: Ferocious Charge, Only after 1150ADON WSBSSTWIALdPtsHorseman8333131722Equipment: Hand weapon, bow, light armour May have shield (+2)MWSBSSTWIALdPtsHorseman8333131722Equipment: Hand weapon, bow, light armour May have shield (+2)May upgrade to Exper				C	AVA	LRY					
MWSBSSTWIALdPtsHorseman83333131722Equipment:Hand weapon, kontos, light armour May have heavy armour (+2) and shield (+2)Duly After 1150AD: Upgrade to WS4 (+2)BEDOUIN CAVALRY MMWSBSSTWIALdPtsBeroseman82333131618Equipment:Hand weapon, bow. Special Rules:Skirmishers, Feigned FlightNIALdPtsOrseman8433141830Equipment:Hand weapon, heavy armour, lance, warhorse May have barding (+3). May be Veterans (+2)Veterans (+2)Special Rules:Ferocious Charge, Only after 1150ADTALdPtsOrseman8333131722Cuipment:Hand weapon, bow, light armour Aay have shield (+2)ALdPtsPtsHorseman8333131722Equipment:Hand weapon, bow, light armour Aay have shield (+2)ALdPtsHorseman8333131722Equipment:Hand weapon, bow, light armour Aay have shield (+2)ALdPtsALdPtsHorseman83	ARMENIAN	N CAV	ALRY	7							
Horseman83333131722Equipment: Hand weapon, kontos, light armour May have heavy armour (+2) and shield (+2)Daly After 1150AD: Upgrade to WS4 (+2)BEDOUIN CAVALRYMWSBSSTWIALdPtsBEDOUIN CAVALRYMWSBSSTWIALdPtsBEDOUIN CAVALRYMWSBSSTWIALdPtsBerseman82333131618Equipment: Hand weapon, bow.Special Rules: Skirmishers, Feigned FlightP-1 TEMPLAR, HOSPITALLER OR TEUTONIC KNIGHTS M WSMIALdPtsHorseman8433141830Equipment: Hand weapon, heavy armour, lance, warhorse May have barding (+3). May be Veterans (+2)Special Rules: Ferocious Charge, Only after 1150ADP-1 TEMPLAR, HOSPITALLER OR TEUTONIC TURCOPOLE May upgrade to Expert All the start of the st		М	WS	BS	S	Т	W	I	Α	Ld	Pts
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May have light armour (+2) and throwing spear (+2)	Equipment: May have ba Special Rule 0-1 TEMPL Horseman Equipment: May have sh May upgrade Special Rule	8 Hand rding (es: <i>Fer</i> AR, H M 8 Hand ield (+ e to <i>Ex</i> es: <i>Lig</i> NS DIS M	4 weapon (+3). M ocious IOSPIT WS 3 weapon 2) pert Ha ht Cave SGUIS WS	3 n, heav lay be <i>Charg</i> FALLI BS 3 n, bow <i>orseme</i> <i>alry</i> , O ED AS BS	yy arr Veter e, Or ER (S 3 , ligh n (+2 nly a S MC S	3 mour, <i>vans</i> (illy af DR T. T 3 it arm 2) and fter 1 DNG T	1 , lance (+2) iter 11 EUTO W 1 nour 1 Feig 150A OLS W	4 50A 50A DNIG I 3 med 1 D I	rhors D C TU A 1 Fligh	8 e RCOI Ld 7 t (+2) Ld	POLE Pts 22 Pts
	Equipment: May have ba Special Rule 0-1 TEMPL Horseman Equipment: May have sh May upgrade Special Rule ARMENIAN Horseman	8 Hand rding (es: <i>Fer</i> AR, H M 8 Hand ield (+ e to <i>Ex</i> es: <i>Lige</i> NS DIS M 8	4 weapon (+3). M ocious IOSPIT WS 3 weapon 2) pert Ho ht Cave SGUIS WS 3	3 n, heav lay be <i>Charg</i> FALLI BS 3 n, bow <i>orseme</i> <i>ulry</i> , O ED AS BS 3	yy arn Veter e, Or ER (S 3 , ligh n (+2 nly a S M(S 3	3 mour, <i>vans</i> (illy af DR T. T 3 it arm 2) and fter 1 DNG T	1 , lance (+2) iter 11 EUTO W 1 nour 1 Feig 150A OLS W	4 50A 50A DNIG I 3 med 1 D I	rhors D C TU A 1 Fligh	8 e RCOI Ld 7 t (+2) Ld	POLE Pts 22 Pts
	Equipment: May have ba Special Rule D-1 TEMPL Horseman Equipment: May have sh May upgrade Special Rule ARMENIAN Horseman Equipment:	8 Hand rding (ss: Fer AR, H M 8 Hand ield (+ e to Ex, ss: Lig: M 8 NS DIS M 8 Hand	4 weapon (+3). M occious IOSPIT WS 3 weapon 2) pert Ha ht Cave SGUIS WS 3 weapon weapon	3 n, heav lay be <i>Charg</i> FALL BS 3 n, bow <i>orsemee</i> <i>lulry</i> , O ED A: BS 3 n, bow	yy arri Veter e, Or ER (S 3 , ligh n (+2 S M(S 3	3 mour, <i>cans</i> (hly af DR T. T 3 tt arm 2) ano fter 1 DNG T 3	1 , lance (+2) ter 11 EUT(W 1 nour 1 <i>Feig</i> 150A OLS W 1	4 50A 50A DNIG I 3 med D I 3	rhors D C TU A 1 Fligh A 1	8 e RCOI Ld 7 t (+2) Ld	POLE Pts 22 Pts
	Equipment: Aay have ba Special Rule D-1 TEMPL Horseman Equipment: Aay upgrade Special Rule ARMENIAN Horseman Equipment: Aay have lig	8 Hand rding (rs: Fer AR, H M 8 Hand ield (+ t e to Ex, is: Lig. M 8 NS DIS 8 Hand that arm	4 weapon (+3). M occious IOSPIT WS 3 weapon 2) pert Ha ht Cava SGUIS WS 3 weapon our (+2)	3 n, heavy lay be <i>Charg</i> FALL1 BS 3 n, bow <i>orsemee</i> <i>ulry</i> , O ED A BS 3 n, bow 2) and	yy arn Veter v_e , Or ER (S 3 n (+2 n) y a n (+2 S 3 \cdot throw	3 nour, rans (illy af DR T. T 3 it arm 2) and fter 1 DNG ⁴ T 3 ving ;	1 , lance (+2) iter 11 EUTC W 1 nour 1 <i>Feig</i> 1150A OLS W 1 spear	4 4 50A 50A 0NIC 1 3 1 3 (+2)	rhors D C TU A 1 Fligh A 1	8 e RCOI Ld 7 t (+2) Ld 6	POLE Pts 22 Pts 20

ARMENIAN	FOO	Т								
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield May have thrusting spear (+1) and light armour (+2).

ARMENIAN ARCHERS

		WS								
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow May have light armour (+2). **Special Rules:** *Light Infantry*

FRANKISH MERCENARY FOOT SERGEANTS

		WS								
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear May have shield (+1) and light armour (+2). May be upgraded to WS4 (+3) **Special Rules:** Only after 1150AD

FRANKISH MERCENARY CROSSBOWMEN											
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts	
Crossbowman	4	3	3	3	3	1	3	1	7	10	

Equipment: Hand weapon, crossbow. May have light armour (+1) and pavise (+2). May be upgraded to BS4 (+3). **Special Rules:** Only after 1150AD

ALLIES

Only from 1098-1263AD: Frankish Allies, IV/7 or IV/17 Only in 1128 and from 1220-1246AD: Rum Seljuq Allies, III/73 Only from 1260-1355AD: Ilkhanid Mongol Allies, IV/46 Only after 1300AD: Lusignan Allies, IV/26

IV/6. SYRIAN (1092-1286AD)

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

			CHAF	RACT	TERS					
	М	ws	BS	S	Т	W	I	Α	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

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

			С	AVA	LRY	ľ				
GHULAMS	м	ws	BS	e	Т	w	I		Ld	Pts
Horseman	8	3	<u>в</u> з 3	S 3	3	1	3	A 1	7	22
Equipment: May have he May have W	avy ai	mour (+2), ba	urding	g (+3), bow	/ (+2	·		(+2).
OTHER SY	RIAN M	i, KUR WS	DISH BS	OR S	ARM T	IENL W	AN (I	CAVA A	ALRY Ld	Pts
Horseman	8	3	<u>в</u> з 3	3	3	1	3	A 1	1 7	22
Horseman Equipment: May have lig					3 d (+2	1	3	1	7	22
May upgrade Special Rule	e to Ex es: Ski	pert Ho rmisher	orseme s	en (+2		· · · ·	ned.	Fligh	t (+2)	
BEDOUIN A	ARAE M	S CAVA WS	ALRY BS	S	Т	w	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	18
	Hand				Fliøl	'nt				
Equipment: Special Rule		rmisher	s, Feig	sneu						

Equipment: Hand weapon May have thrusting spear (+1) or bow (+1) **Special Rules:** *Levies*

2

2

3 3

1

3 1

5

3

4

Ghazi Equipment: Ha Special Rules: MUTATAWW Levy Equipment: Ha May have shield Special Rules:	Warl VI'S M 4 and v d (+1		BS	S 3 1 S	Т 3	W 1	I 3	A 1	Ld 5	l Pts 6
Special Rules: MUTATAWW Levy Equipment: Ha May have shield Special Rules:	Warl VI'S M 4 and v d (+1	band WS	BS							
Levy Equipment: Ha May have shield Special Rules:	M 4 and v d (+1			s						
Levy Equipment: Ha May have shield Special Rules:	4 and v d (+1			S						
Equipment: Ha May have shield Special Rules: A	and v d (+1	2	-	0	Т	\mathbf{W}	Ι	A	Ld	l Pts
Equipment: Ha May have shield Special Rules:	d (+1		2	3	3	1	3	1	6	4
JABALIYYA,)	I							
JADALIIIA,	KUI	RDS, A	RME	NIA	NS O	R OT	THE	R JA	VEL	INMEN
	Μ	WS	BS	S	Т	W	Ι	A	Ld	
Javelinman	4	3	3	3	3	1	3	1	6	5
May have shield Special Rules:			try							
AL-ASHAIR	М	WS	BS	S	Т	w	I	А	Ld	l Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3
Equipment: Ha May have bow i Special Rules:	inste: <i>Skirn</i>	ad of s	ling (+	1)						
CROSSBOWN				a	a ,		• 7	Ţ		
	AEN M 4						N 1	I 3	A 1	Ld P 7 1
Crossbowman Equipment: Ha May have light i	M 4 and v armo	veapor our (+2	, cross and p	3 bow. bavise	3	3				
Crossbowman Equipment: Ha May have light Special Rules: ARMOURED 3	M and v armc Only SPE.	veapor our (+2 after	, cross) and p 1100Al	3 bow. bavise D	3 e (+2)	3	1	3	1	7 1
CROSSBOWM Crossbowman Equipment: Ha May have light Special Rules: ARMOURED S Spearman	M 4 and v armc Only	veapor our (+2 after	a, cross a, cross and p 1100A	3 bow. bavise	3	3				7 1 I Pts
Crossbowman Equipment: Ha May have light : Special Rules: ARMOURED :	M and v armo Only SPE. M 4 and v d (+1	veapor our (+2 v after ARMI WS 3 veapor)	3 3 a, cross and p 1100Al EN BS 3 a, thrus	bow. oavise D S 3 ting s	3 e (+2) T 3	3 :). W 1	1 I 3	3 A 1	1 La	7 1 I Pts
Crossbowman Equipment: Ha May have light a Special Rules: (ARMOURED a Spearman Equipment: Ha May have shield Special Rules: (0-1 NAFFATU	M 4 and v armco Only SPE. M 4 and v d (+1 Only N	veapor our (+2 after ARMI WS 3 veapor) after	3 3 a, cross b) and p 1100Al EN BS 3 a, thrus 1100Al	bow. oavise D S 3 ting s	3 e (+2) T 3 spear,	3 :). W 1 , light	I 3 arm	3 A 1 our	1 La 7	7 1 1 Pts 9
Crossbowman Equipment: Ha May have light a Special Rules: (ARMOURED a Spearman Equipment: Ha May have shield Special Rules: (0-1 NAFFATU	M 4 and v armo Only SPE. M 4 and v d (+1 Only	veapor our (+2 v after ARMI WS 3 veapor)	3 3 a, cross and p 1100Al EN BS 3 a, thrus	bow. oavise D S 3 ting s	3 e (+2) T 3	3 :). W 1	1 I 3	3 A 1	1 La	7 1 I Pts 9 I Pts

ALLIES

Only after 1100AD: Frankish Allies, IV/7 or IV/17 Only Damascus in 1246AD: Khwarizmian Allies, IV/24

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Levy

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

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

			CHAF	RACI	TERS					
	М	ws	BS	S	Т	W	I	Α	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

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

			C	AVA	LRY	7				
KNIGHTS										
Ruomis	М	WS	BS	S	Т	W	I	Α	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22
Horseman	0	5	5	5	5		5	•	,	
Equipment:	Hand	weapoi	n ligh	t arme	our f	hrusti	ng sn	ear		
May have shi		-					<i>8</i> -r			
Only from 10		·				· ·				
Special Rule			10			. (. 2)	•			
opeenin mine		5010115	0	e						
BYZANTIN	E OR	EX-B	YZAN	TIN	E TU	RKO	POU	LOI	[
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24
Special Rule	s: Skir	misher	·s							
			IN	IFAN	TRY	Z				
	т									
SPEARMEN	M	ws	BS	S	Т	w	I	А	Ld	Pts
Spearman							-			
Spearman	4	3	3	3	3	1	3	1	6	6
Equipment: May have shi		-		-						
CROSSBOV	VMEN	J								
	I	M W	VS I	BS	S	Т	W	I	A L	d Pt
						•			1	56
Crossbowma	n ,	4 '	2	2	3		1	3		
Crossbowma	in ,	4 2	2	2	3	3	1	3	1	
Equipment: May have lig	Hand	weapoi	n, cros	sbow			-		-	ght
Crossbowma Equipment: May have ligi <i>Infantry</i> (+4) Special Rule	Hand ht arm	weapoi our (+2	n, cros 2) and	sbow			-		-	ght
Equipment: May have lig Infantry (+4) Special Rule	Hand ht arm	weapon our (+2 misher	n, cros 2) and	sbow			-		-	ght
Equipment: May have lig Infantry (+4) Special Rule: ARCHERS	Hand ht arm	weapoi our (+2	n, cros 2) and	sbow			-		-	ght Pts
Equipment: May have lig Infantry (+4) Special Rule	Hand ht arm s: <i>Skir</i>	weapon our (+2 misher	n, cros 2) and s	sbow then	may I	have l	Ld7, 1	BS3 :	and Lig	-
Equipment: May have lig Infantry (+4) Special Rule: ARCHERS	Hand ht arm s: <i>Skir</i> M	weapon our (+2 misher WS	n, cros 2) and 3 BS	sbow then: S	may I	have l	Ld7,] I	BS3 a	and <i>Lig</i>	Pts
Equipment: May have lig Infantry (+4) Special Rule: ARCHERS	Hand ht arm s: <i>Skir</i> M 4	weapon our (+2 misher WS 2	n, cros 2) and s BS 3	sbow then S 3	may I	have l	Ld7,] I	BS3 a	and <i>Lig</i>	Pts
Equipment: May have ligi Infantry (+4) Special Rule ARCHERS Archer	Hand ht arm s: <i>Skir</i> M 4 Hand	weapon our (+2 misher WS 2 weapon	n, cros 2) and s BS 3 n, bow	sbow then S 3	may I	have l	Ld7,] I	BS3 a	and <i>Lig</i>	Pts

PILGRIMS	
FILGKIND	

LGKINS	М	ws	BS	S	Т	W	Ι	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon May have shield (+1)

Special Rules: Levies

DISMOUNTED KNIGHTS

		WS								
Knight	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, light armour, thrusting spear May have shield (+1), heavy armour (+2) and double handed weapon

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

Special Rules: Only from 1098-1099AD

MARONITE OR SYRIAN ARCHERS

		WS								
Archer	4	2	3	3	3	1	3	1	6	6

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

Special Rules: Light Infantry, Only after 1100AD

ALLIES

Only after 1100AD: Armenian Allies, IV/2 Only after 1100AD: Saracen Allies, IV/6 Only after 1100AD: Bedouin Allies, III/53

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

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

			CHAF	RACI	TERS					
	М	WS	BS	S	Т	w	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

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

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

			C	AVA	LRY	,				
KNIGHTS A	AND S	SERGE	ANTS	5						
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23
Equipment:	Hand	weanor	n hear	w arr	nour	thrue	ting	mear		
May have shi			ii, neu v	y un	nour,	unus	ung	spear		
Only after 11	· ·	/	ade un	to ha	lf to	WS4	14 I	d8 x	varhor	se and
lance $(+10)$,		10								
Veterans (+2							arun		o) und	inay c
Special Rule					11/2					
Special Rule		0010115	chur 5							
TURCOPOL	LES									
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	22
ASSASSIN ^v Horseman Equipment:	M 8	WS 3	BS 3	S 3	Т 3	W 1	I 3	ALR A 1	CY Ld 7	Pts 22
Special Rule	s: Onl	ly befor	re 1273	3AD						
			IN	FAN	TRY	<i>l</i>				
	GEAN	TS								
FOOT SER	-	WS	BS	S	Т	W	Ι	Α	Ld	Pts
FOOT SER	\mathbf{M}									
FOOT SER			3	3	3	1	3	1	6	6
	М 4	3	3	3	3	1	3	1	6	6

CROSSBOWMEN

		WS								
Crossbowman	4	3	3	3	3	1	3	1	7	10

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

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

Archer42331316Equipment: Hand weapon, bow May have light armour (+2). Special Rules: Not from 1191-1192AD0-1 ASSASSIN FIDA'I M WS BS S T W I A Ld WarriorMWS BS S T W I A Ld B 3 3 3 1 4 1 6Equipment: Hand weapon, shield May have throwing spears (+2)		Μ	WS	BS	S	Т	W	I	Α	Ld	
May have light armour (+2). Special Rules: Not from 1191-1192AD 0-1 ASSASSIN FIDA'I M WS BS S T W I A Ld Warrior 4 4 3 3 3 1 4 1 6 Equipment: Hand weapon, shield	Archer	4	2		3	3	1	3	1	6	
Special Rules: Not from 1191-1192AD 0-1 ASSASSIN FIDA'I M WS BS S T W I A Ld Warrior 4 4 3 3 3 1 4 1 6 Equipment: Hand weapon, shield	Equipment:	Hand	weapon	, bow							
0-1 ASSASSIN FIDA'I M WS BS S T W I A Ld Warrior 4 4 3 3 3 1 4 1 6 Equipment: Hand weapon, shield	May have lig	ght arm	our (+2).							
$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	Special Rule	es: Not	from 1	191-11	92A	D					
Warrior 4 4 3 3 1 4 1 6 Equipment: Hand weapon, shield	0-1 ASSASS	SIN FII)A'I								
Equipment: Hand weapon, shield		М	WS	BS	S	Т	W	Ι	Α	Ld	
•••											
•••	Warrior	4	4	3	3	3	1	4	1	6	
may have unowing spears (+2)		-	-	-	-	3	1	4	1	6	
Special Rules: Warband, Only before 1273AD	Equipment:	Hand	weapon	, shiel	-	3	1	4	1	6	
	Equipment: May have th	Hand v rowing	weapon spears	, shield (+2)	d	-	-	4	1	6	
ASSASSIN VOLUNTEER CIVIC MILITIA ARCHERS	Equipment: May have the Special Rule	Hand v rowing es: War	weapon spears <i>band</i> , (, shield (+2) Only bo R CIV	d efore IC M	1273 1111	AD FIA A	RCI	HER	8	
ASSASSIN VOLUNTEER CIVIC MILITIA ARCHERS M WS BS S T W I A Ld Archer 4 3 4 3 3 1 2 1 7	Equipment: May have th Special Rule ASSASSIN	Hand v rowing es: War	weapon spears <i>band</i> , (, shield (+2) Only bo R CIV	d efore IC M	1273 1111	AD FIA A	RCI	HER	8	

ALLIES Armenian Allies, IV/2 Saracen Allies, IV/6 Only in 1169AD: Byzantine Allies, IV/1 Only Second Crusade in 1148AD: German Allies, IV/13 Only Second Crusade in 1148AD: French Allies, IV/4

Only in 1167AD: Fatimid Allies, III/65 Only after 1299AD: Mongol Allies, IV/46 Only Third Crusade 1189-02AD: Feudal French, IV/4 Only Third Crusade 1189-92AD: Medieval German, IV/13 Only Third Crusade 1189-921: Feudal English, IV/21 Only Third Crusade 1189-92: Lusignan Cypriot, IV/26 (only Hospitaller Knights and Sergeants) Only Third Crusade 1189-91: Medieval Scandinavian IV/54 (only

Knights, Smaasvende, Leidang and Obudshaer).

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

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

			CHAF	RACT	TERS					
	М	ws	BS	S	Т	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

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

CAVALRY

TOASSIN, H	IALQ M	DA OR WS	BS		λ Σ Ω	MLU W	JKS	A	Ld	Pts
	8	w5 3	<u>в</u> 5 3	S 3	3	1	3	A 1	La 7	Pts 22
Horseman	ð	3	3	3	3	1	3	T	/	22
Equipment:	Hand	weapo	n, ligh	t arm	our,	bow				
May have shi			, 0		,					
Upgrade up t		,	4/BS4.	I4 ai	nd he	avv a	rmou	r. lan	ice (+6), place
in the front ra								,		// I
Special Rule										
OADACIUI	т алл	e vii		ND 63		NT A G		DIC		
QARAGHU	M	S, KUI WS	BS	S	T	W As	I I	A	Ld	Pts
Honcomon	8	3	<u>ь</u> з	3	3	1	3	A 1	7	22
Horseman	ð	3	3	3	3	1	3	I	/	22
Equipment:	Hand	weapo	n, thru	sting	spea	r, ligh	ıt arn	nour		
May have he	avy ar	mour (·	+2), bo	ow (+	-2) an	id shie	eld (+	-2)		
DEDOUDU	DAD	G								
BEDOUIN A			DC	e	т	337	т		га	Dta
r r	M 8	ws	BS 3	S 3	Т 3	W	I 3	A	Ld	Pts
Horseman	ð	3	3	3	3	1	3	1	7	22
Fauinmonte	Uand	Waana	n hou	,						
Equipment: Special Rule					El: al					
Special Kule	5. <i>SKI</i>	misner	s, rei	gneu	rugi	11				
ARABS FRO	ом м	IEDIN	A AN	D TH	ЕΗ	EJA7				
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20
Equipment:	Hand	weapo	n, thru	sting	spea	r,				
May have lig										
0-1 FRANK			DC	a	T	***				D
	Μ	WS	BS	S	Т	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22
Equipment:	Uand	waana	n liah	torm	our	thenat	ina	noor		
							ing s	pear		
May have shi		· ·	•		Jur (H	-2)				
Special Rule	s: Fer	ocious	Charg	<i>ge</i>						
TURKOMA	NS									
101010111	M	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22
101 Schall	0	5	-	5	5	1	5		,	
Equipment:	Hand	weano	n how	,						
May have lig					d (+?	n				
May upgrade			,			· · · ·	mad	Fliah	t (±2)	
	CLA CLA	<i>PCI</i> III • 1			-) and		ncu.	. ngn	· (12)	

Special Rules: Skirmishers, Only before 1244AD

INFAN	VTRY

JABALIYYA Javelinman	М) KUR WS	DISH BS		ELI	IME	N			
lavelinman		WS	BS	E.						
avennman				S	Т	W	I	A	Ld	F
	4	3	3	3	3	1	3	1	7	
Equipment: I	Hand	weapon	, javel	ins a	nd bu	ckler				
May have shie	eld (+	1)	•							
Special Rules	: Ligh	t Infan	try							
GHAZIS										
	Μ	WS	BS	S	Т	W	Ι	А	Ld	ł
Ghazi	5	3	3	3	3	1	3	1	5	
Equipment: I Special Rules			, shield	d						
MUTATAW	wi's									
	Μ	WS	BS	S	Т	W	Ι	А	Ld	F
Levy	4	2	2	3	3	1	3	1	6	
SYRIAN AH	DATI M	H OR H WS	EGYP BS	FIAN S	N CIT T	FY M W	OB I	A	Ld	I
Levy	4	2	2	3	3	1	3	1	5	
Special Rules AL-ASHAIR			D C	c			-			-
Skirmisher	Μ	WS	BS	S	Т	W	I	A	Ld	ł
skirmisner	4	2	2	3	3	1	3	1	5	
Equipment: 1 May have bov Special Rules	v inste	ad of s	ling (+							
)-1 NAFFAT			-	_	_		_			
Throwor	Μ	WS	BS	S	Т	W	Ι	A	Ld	ł
Thrower	4	2	3	3	3	1	3	1	6	
Equipment: I Cause Panic if Special Rules	f wou	nding, r	io arm					elins)	
SUDANESE	ARCI M	HERS WS	BS	s	Т	w	I	A	Ld	ł
Archer	4	3	4	3	3	1	4	1	8	1
			, bow							

ALLIES

Only after 1193AD: Syrian Ayyubid Allies, IV/6 Only from 1244-1245AD: Khwarizian Allies, IV/24

26. LUSIGNAN CYPRIOT (1192-1489AD)

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

			CHAF	RACT	TERS					
	М	WS	BS	S	Т	w	I	A	Ld	Pts
General	4	5	5	4	4	3			9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

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

CAVALRY

			-							
FEUDAL O	R ME	RCEN	ARY	KNI(HI	S				
1202112.0	M	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26
	Ū	e	e		e	-	•	-	•	
Equipment:	Hand	weapoi	n, heav	vy arn	nour	lance				
May have shi						,				
Special Rule						ned Fa	orma	tion		
•			C C							
TURCOPOL	LES									
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22
Equipment:	Hand	weapoi	n, bow	, ligh	t arn	nour				
May have shi	ield (+	2). Ma	y have	Feig	ned	Flight	(+2)			
Special Rule	s: Ligi	ht Cavo	ılrv, C	ombii	ned .	Forma	tion			
-	0									
LOMBARD	AND	OTHE	ER MI	ERCE	ENA	RY C	AVA	LRY	ζ	
	Μ	WS	BS	S	Т	C W	I	Α	Ld	Pts
Horsemen	8	4	3	3	3	1	4	1	7	31
Equipment:	Hand	weapoi	n, heav	vy arn	nour	, shiel	d, lar	nce, v	varhors	e
Special Rule	s: Fer	ocious	Charg	e and	ma	y have	a +1	rank	bonus	if
mounted, On	ly Imp	erialist	factio	n froi	n 12	231-12	32AI	D		
HOSPITAL	LER H	KNIGH	ITS A	ND S	ER	GEAN	ITS			
	Μ	WS		~	Т		I	Α	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14
Equipment:										
May have clo	oth (+2) or pla	ate (+3) baro	ling	. May	be V	'eterc	ins (+2))
Dismounted	- may t	take ha	lberd	or dou	ıble-	hande	d we	apon	(+2). N	May take
partial or full	plate	armour	(free	if mo	unte	d, +2/-	+3 if	dism	ounted)
Special Rule	s: Fer	ocious	Charg	e and	ma	y have	a +1	rank	bonus	if
mounted, Co.										
1291-1459A								,	- 5	
	-									
0-1 HOSPIT	'ALLE	ER TU	RCOI	POLE	S					
	М	WS	BS	S	T	W	Ι	Α	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22
	v	•	•	·	·	-	÷	-	•	
Equipment:	Hand	weapor	n. bow	. ligh	t arn	nour				
May have shi			,	,8-						
inay nave sh									()	

May upgrade to Expert Horsemen (+2) and Feigned Flight (+2) Special Rules: Light Cavalry, Combined Formation Only from 1291-1459AD

	\mathbf{M}	WS	BS	S	Т	W			Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20
Equipment:	Hand	weapo	n, ligh	t arm	our. 1	hrusti	ng si	pear		
			n, ligh	t arm	our, t	hrusti	ng sj	pear		
2	ield (-	+2)				hrusti	ng sj	pear		
May have sh	ield (-	+2)				hrusti	ng sj	pear		
May have sh	ield (+ es: On	⊦2) ly from	1373-	1374	AD			pear		
May have sh Special Rule	ield (+ es: On	⊦2) ly from U RKO l	1373-	1374 MEF	AD RCEN	NARI	ES	pear	Ld	Pts

May have light armour (+2) and buckler (+1)May upgrade to Expert Horsemen (+2) and Feigned Flight (+2) Special Rules: Skirmishers

STRADIOTS

	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, throwing spear. May have bow (+2) and light armour (+2)Special Rules: Skirmishers, Feigned Flight, Only from 1474AD

			INF	'AN'	TRY	(
CROSSBOW	/MEN										
	N	4 WS	5 BS	5	S	Т	W	Ι	А	Ld	Pts
Crossbowma	n 4	1 3	3		3	3	1	3	1	7	10
Equipment: 1	Hand 1	vaanon	cross	NOW.	Ma	u hav	مانم	ht ar	mou	r (+ 2)	and
pavise (+2). C					•		0			· · ·	anu
pavise (+2). C	JIII Y III	0111129	1-1439	AD.	Ivia	y upg	grade	10 1	54	(+3)	
SPEARMEN	ſ										
SI LAKWEN	M	WS	BS	S	т	w	I	Δ		Ld	Pts
Spearman			20		-		-		-	24	
Spearman	4	3	3	3	3	1	3	1		6	6
Equipment: 1	Hand 1	vaanon	thrust	ina c	naar						
May have shi											
Only from 12							and	I d7	()	
Omy nom 12	<i>9</i> 1-14.) 7AD . N	nay up	grau		11.24	anu	Lu/	(+4)	
ARCHERS											
ARCHERS	М	ws	BS	s	т	w	I	A		Ld	Pts
ARCHERS Archer				S 2	-		-		-	24	
	M 4	WS 2	BS 3	S 3	Т 3	W 1	I 3		-	Ld 6	Pts 6
Archer	4	2	3	3	3	1	3	1	-	24	
Archer Equipment: 1	4 Hand v	2 weapon,	3 bow.	3	3	1	3	1	-	24	
ARCHERS Archer Equipment: 1 Special Rules	4 Hand v	2 weapon,	3 bow.	3	3	1	3	1	-	24	
Archer Equipment: 1	4 Hand v s: Ligh	2 weapon,	3 bow.	3	3	1	3	1	-	24	

	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon.

Special Rules: Levies

CATALAN	MERC	ENAR	IES							
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Catalan	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield. May have light armour (+2) Special Rules: Light Infantry, Only after 1320AD

ITALIAN MER	CEN	ARY C	ROSS	BOV	VME	ΣN				
		WS		~~	_		_			
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow. May have light armour (+2) and pavise (+2) Special Rules: Only from 1474AD

HANDGUNNERS

	М	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10
Equipment: H May have light Special Rules:	armo	ur (+1)	U		1474	AD				

BILLMEN

		WS								
Billmen	4	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, heavy armour May have shield (+1), halberd or double-handed weapon (+2) May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2) **Special Rules:** Only from 1474AD

ALLIES

Only in 1365AD: Mixed Mercenary Forces, IV/74 Only from 1460-1464AD: Mamluk Allies, IV/45

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

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

			CHAF	RACT	TERS					
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

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

			С	AVA	LRY	Z				
VARDARIO	TAI									
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16
Equipment: May have lig Special Rule	ht arn	nour (+2	2) and	<u> </u>						
LATINIKO										
Horseman	M 8	WS 4	BS 3	S 3	Т 3	W 1	I 4	A 1	Ld 7	Pts 26
	Ū	•	v	0	v	•	•	•	,	
Equipment: May have sh Special Rule	ield (+	-2) and	bardin	g (+:		, lance	e			
TOURKOP										
	Μ	WS	BS	S	Т	W	I	Α	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24
Equipment: May have sh May upgrade Special Rule	ield (+ to Ex	-2) pert Ho	orseme				ned .	Fligh	t (+2)	
SKYTHIKO	DN									
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16
Equipment: May have lig Special Rule	ht arn	nour (+2	2) and		ler (+	+1)				
STRATIOT		WG	DC	a	T	***				D.
Horseman	M 8	WS 3	BS 3	S 3	Т 3	W 1	I 3	A 1	Ld 7	Pts 22
Equipment: May have sh	ield (+	-2)	. 0				0	•		
Up to half m	ay be	lowngr	aded t	o WS	S2 an	d no s	pear	(-4)]	placed	in the

GERMAN	M	WS		S	Т	W	Ι	Α	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25
F	TT					41	· · · · ·			
Equipment						, thrus	ting	spear		
May have sh	ield (+	-2) and	bardin	ig (+3	3)		U			
	ield (+	-2) and	bardin	ig (+3	3)		U			ar (-5
May have sh	ield (+ ay be	-2) and downgr	bardin	ig (+3	3)		U			ar (-5

INFANTRY

ARCHERS М WS BS \mathbf{S} Т W I A Ld Pts Archer 4 2 3 3 3 3 1 7 7 1 Equipment: Hand weapon, bow. May have BS4 (+3) and light armour (+1). Special Rules: Light Infantry KONTARATOI WS BS S Т w Ld Pts Μ I A Spearman 4 3 7 7 3 3 3 3 1 1

Equipment: Hand weapon, thrusting spear May have shield (+1) and light armour (+2).

CAMP SERVANTS

	V T MI V I	0								
	\mathbf{M}	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon.

Special Rules: Levies

ALLIES

Only from 1234-1236AD: Bulgarian Allies, IV/25 Only after 1242AD: Cuman Allies, III/79 Only after 1258AD: Turkish Allies, III/73 Only in 1260AD: Thessalian Allies, IV/33

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

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

			CHAF	RACT	TERS					
	Μ	WS	BS	S	Т	W	Ι	А	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

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

I KANKISH		CENA			_		_			_
	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25
Equipment:	Hand	weapo	n. heav	v arı	nour	lance				
May have sh						,				
Only Despot						lay ha	ive w	varho	rse (+3) and
Veterans (+2)					•				
Special Rule	s: Fer	ocious	Charg	e						
BYZANTIN	ECA	VAT D	X 7							
BYZANTIN	E CA M	WS	BS	S	Т	w	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22
ioi seman	0	5	5	5	5	1	5	1	'	
Equipment:	Hand	weapo	n, ligh	t arm	our, t	thrusti	ing s	pear		
May have sh							0.			
Up to half m	ay be c	lowngr	aded t	o WS	32 and	d no s	pear	(-4)	blaced	in the
ear rank										
VLACH CA			-	~			_			-
	Μ	WS	BS	S	Т	w	I	A	Ld	Pts
			BS 4	S 3	Т 3	W 1	I 3	A 1	Ld 7	Pts 24
Horseman	M 8	WS 3	4	3	3	1				
Horseman Equipment:	M 8 Hand	WS 3	4	3	3	1				
Horseman E quipment: May have sh	M 8 Hand ield (+	WS 3 weapor 2)	4 n, bow	3 , ligł	3 nt arm	1 nour	3	1	7	
Horseman Equipment: May have sh May upgrade	M 8 Hand ield (+	WS 3 weapor 2) pert Ho	4 n, bow	3 , ligł	3 nt arm	1 nour	3	1	7	
Horseman Equipment: May have sh May upgrade	M 8 Hand ield (+	WS 3 weapor 2) pert Ho	4 n, bow	3 , ligł	3 nt arm	1 nour	3	1	7	
Horseman Equipment: May have sh May upgrade Special Rule	M 8 Hand ield (+ to Exp es: Skin	WS 3 weapor 2) pert Ho rmisher	4 n, bow orseme rs	3 7, ligh 2n (+2	3 nt arm 2) and	1 nour 1 Feig	3 med	1 Fligh	7	24
Horseman Equipment: May have sh May upgrade Special Rule ALBANIAN	M 8 Hand ield (+ to Exp es: Skin (CAV M	WS 3 weapor 2) pert Ho rmisher ALRY WS	4 n, bow orseme s BS	3 7, ligh 2n (+2 8	3 nt arm 2) and T	1 nour 1 Feig W	3 med I I	1 Fligh A	7 <i>t</i> (+2) Ld	24 Pts
Horseman Equipment: May have sh May upgrade Special Rule ALBANIAN	M 8 Hand ield (+ to Exp es: Skin	WS 3 weapor 2) pert Ho rmisher	4 n, bow orseme rs	3 7, ligh 2n (+2	3 nt arm 2) and	1 nour 1 <i>Feig</i>	3 med	1 Fligh	7	24
Horseman Equipment: May have sh May upgrade Special Rule ALBANIAN Horseman	M 8 Hand ield (+ to Exp es: Skin (CAV M 8	WS 3 weapor 2) pert Harmisher ALRY WS 2	4 n, bow prseme rs BS 3	3 7, ligh 2n (+2 8 3	3 nt arm 2) and T 3	1 nour d <i>Feig</i> W 1	3 med I I	1 Fligh A	7 <i>t</i> (+2) Ld	24 Pts
Horseman Equipment: May have sh May upgrade Special Rule ALBANIAN Horseman Equipment:	M 8 Hand ield (+ to Exp es: Skin CAV M 8 Hand	WS 3 weapor 2) pert Harmisher (ALRY WS 2 weapor	4 n, bow orseme rs BS 3 n, thro	3 y, ligh yn (+2 S 3 wing	3 nt arm 2) and T 3 spea	1 nour d <i>Feig</i> W 1 r	3 med I I	1 Fligh A	7 <i>t</i> (+2) Ld	24 Pts
Horseman Equipment: May have sh May upgrade Special Rule ALBANIAN Horseman Equipment: May have lig	M 8 Hand ield (+ to Ex_{i} es: Skin CAV M 8 Hand ht arm	WS 3 weapor 2) pert Harmisher ALRY WS 2 weapon our (+2	4 n, bow orseme s BS 3 n, thro 2) and	3 y, ligh yn (+2 S 3 wing buck	3 nt arm 2) and T 3 spea ler (+	1 nour d <i>Feig</i> W 1 r -1)	3 med 1 3	1 Fligh A 1	7 t (+2) Ld 6	24 Pts 16
Horseman Equipment: May have sh May upgrade Special Rule ALBANIAN Horseman Equipment: May have lig	M 8 Hand ield (+ to Ex_{i} es: Skin CAV M 8 Hand ht arm	WS 3 weapor 2) pert Harmisher ALRY WS 2 weapon our (+2	4 n, bow orseme s BS 3 n, thro 2) and	3 y, ligh yn (+2 S 3 wing buck	3 nt arm 2) and T 3 spea ler (+	1 nour d <i>Feig</i> W 1 r -1)	3 med 1 3	1 Fligh A 1	7 t (+2) Ld 6	24 Pts 16
Horseman Equipment: May have sh May upgrade Special Rule ALBANIAN Horseman Equipment: May have lig Special Rule	M 8 Hand ield (+ to Exp es: Skin CAV M 8 Hand ht arm es: Skin	WS 3 weapon 2) pert Harmisher ALRY WS 2 weapon nour (+2 rmisher	4 n, bow orseme s BS 3 n, thro 2) and rs, Onl	3 y, ligh yn (+2 S 3 wing buck y bef	3 nt arm 2) and T 3 spea ler (+	1 nour d <i>Feig</i> W 1 r -1)	3 med 1 3	1 Fligh A 1	7 t (+2) Ld 6	24 Pts 16
Horseman Equipment: May have sh May upgrade Special Rule ALBANIAN Horseman Equipment: May have lig Special Rule	M 8 Hand ield (+ to Exp es: Skin CAV M 8 Hand ht arm es: Skin	WS 3 weapon 2) pert Harmisher ALRY WS 2 weapon nour (+2 rmisher	4 n, bow orseme s BS 3 n, thro 2) and rs, Onl	3 y, ligh yn (+2 S 3 wing buck y bef	3 nt arm 2) and T 3 spea ler (+	1 nour d <i>Feig</i> W 1 r -1)	3 med 1 3	1 Fligh A 1	7 t (+2) Ld 6	24 Pts 16
Horseman Equipment: May have sh May upgrade Special Rule ALBANIAN Horseman Equipment: May have lig Special Rule BULGAR H	M 8 Hand ield (+ to <i>Ex</i> , es: <i>Skin</i> CAV M 8 Hand th arm es: <i>Skin</i>	WS 3 weapor 2) pert Hormisher ALRY WS 2 weapon nour (+2) rmisher E ARC	4 n, bow orseme s BS 3 n, thro 2) and rs, Onl HERS	3 y, ligh m (+2 S 3 wing buck y bef	3 att arm 2) and T 3 spea ler (+	1 nour d <i>Feig</i> W 1 r -1) 230A	3 med 1 3 D or	1 Fligh A 1 Desp	7 t (+2) Ld 6	24 Pts 16
VLACH CA Horseman Equipment: May have sh May upgrade Special Rule ALBANIAN Horseman Equipment: May have lig Special Rule BULGAR H Horseman	M 8 Hand ield (+ to Ex; s: Skin (CAV M 8 Hand ht arm: s: Skin (ORSH M 8	WS 3 weapor 2) pert Harmisher ALRY WS 2 weapon nour (+2 rrmisher E ARCC WS 3	4 n, bow orseme s BS 3 n, thro 2) and rs, Onl HERS BS 4	3 y, ligh mn (+2 S 3 wing buck y bef S 3	3 att arm 2) and T 3 spea ler (= 1 T 3	1 nour 1 <i>Feig</i> W 1 r -1) 230A W 1	3 med 1 3 D or I	1 Fligh A 1 Desp	7 t (+2) Ld 6 botate o Ld	24 Pts 16 Of Epin Pts
Horseman Equipment: May have sh May upgrade Special Rule ALBANIAN Horseman Equipment: May have lig Special Rule BULGAR H Horseman Equipment:	M 8 Hand (+ to Ex, s: Skir (CAV M 8 Hand ht arm s: Skir M 8 Hand ht arm S Hand ht arm Hand	WS 3 weapor 2) pert Harmisher ALRY WS 2 weapor hour (+2 rrmisher E ARC WS 3 weapor	4 n, bow orseme rs , BS 3 n, thro 2) and 2)	3 y, ligh m (+2 S 3 wing buck y bef S 3 y, ligh	3 att arm 2) and T 3 spea ler (- f core 1 T 3 att arm	1 nour 1 <i>Feig</i> W 1 r -1) 230A W 1 nour	3 med 1 3 D or I	1 Fligh A 1 Desp	7 t (+2) Ld 6 botate o Ld	24 Pts 16 Of Epin Pts
Horseman Equipment: May have sh May upgrade Special Rule ALBANIAN Horseman Equipment: May have lig Special Rule BULGAR H Horseman	M 8 Hand ield (+ to Ex, s: Skir (CAV M 8 Hand ht arm s: Skir M 8 Hand ht arm B Hand (Hand Hand ht arm B Hand ht arm B Hand ht arm B Hand ht arm Hand Hand Hand Hand Hand Hand Hand Hand	WS 3 weapor 2) pert Harmisher ALRY WS 2 weapor nour (+2 rrmisher E ARC WS 3 weapor 2) and	4 n, bow orsemeers BS 3 n, thro 2) and crs, Onl HERS BS 4 n, bow throwit	3 y, ligh m (+2 S 3 wing buck y bef S 3 y, light ing sp	3 att arm 2) and T 3 spea cler (4 fore 1 T 3 att arm bear (1 nour 1 <i>Feig</i> W 1 r -1) 2230A W 1 nour +2)	3 med 1 3 D or I 3	1 Fligh A 1 Desp A 1	7 <i>t</i> (+2) Ld 6 Ld 7	24 Pts 16 Of Epin Pts

GERMAN N	MERO	CENAF	RIES							
	Μ	WS	_ ~	~~	Т	W	Ι	Α	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25
Equipment: May have sh Up to half m placed in the Special Rule	ield (+ ay be rear r	-2) and downgr ank	bardin aded to	ig (+3 o WS	3) 53, lig	ght arr	nour	and	no spea	. ,

INFANTRY

BYZANTINI Archer	E AR(M 4	CHERS WS 2	BS 3	S 3	Т 3	W 1	I 3	A 1	Ld 7	Pts 7
Equipment: I May have ligh Special Rules	nt arm	our (+1)).							
BYZANTINI				~						
G	М	WS	BS	S	Т	W	I	Α	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear May have shield (+1) and light armour (+2).

ALBANIAN OR VLACH FOOT

	Μ	WS	BS	S	Т	W	Ι	А	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow. Special Rules: Light Infantry

ALLIES

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

Only Despotate of Epiros in 1259AD: Thessalian Allies, IV/33 Only Despotate of Epiros in 1259 and in 1292AD: Achaian Frank Allies,

IV/32

Only Despotate of Epiros from 1276-1291AD: Angevin Allies, IV/5 Only Despotate of Epiros from 1309-1310AD: Byzantine Allies, IV/50

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

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

			CHAF	RACT	TERS					
	м	ws	BS	s	Т	w	I	А	Ld	Pts
General	4	5	5	4	4	3	5		9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

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

CAVALRY

	\mathbf{M}	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	21
Equipment: May have shi Only after 13 <i>Horsemen</i> (+	ield (+ 60AD	2) and : May l	heavy have b	armo ow (-	our (+ +2) ai	-2)		ıy be	Experi	t
TRAPEZUN	JTINI	ELAZ	OR T	ZAN	но	RSE /	ARC	HER	S	
	M	WS	BS	S	Т	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	6	22
-ruit	5. 510	musici	5							
Special Rule TURKS	М	ws	BS	S	Т	W	I	A	Ld	Pts
•				S 3	Т 3	W 1	I 3	A 1	Ld 7	Pts 24
TURKS	M 8 Hand ield (+	WS 3 weapon -2) pert Ho	BS 4 n, bow	3 , ligh	3 it arm	1 nour	3	1	7	
TURKS Horseman Equipment: May have shi May upgrade Special Rule	M 8 Hand ield (+	WS 3 weapon -2) pert Ho	BS 4 n, bow	3 , ligh m (+2 S	3 nt arm 2) and T	1 nour	3 ned I	1	7	
TURKS Horseman Equipment: May have shi May upgrade Special Rule	M 8 Hand ield (+ to Ex s: Ski	WS 3 weapon 2) pert Ha rmisher	BS 4 4 n, bow orseme	3 7, ligh 7n (+2	3 at arm 2) and	1 nour 1 Feig	3 ned	1 Fligh	7	24

INFANTRY

TRAPEZUN	TINE	OR M	ERCE	NAI	RY S	PEAF	RME	Ν		
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear May have shield (+1) and light armour (+2).

TRAPEZUNTINE ARCHERS WS Μ BS S Т W I Ld Pts A Archer 3 4 2 3 3 1 3 1 7 7

Equipment: Hand weapon, bow. May have light armour (+2). May have BS4 (+3) **Special Rules:** *Light Infantry*

TRAPEZUN	TINE	LAZ (OR TZ	'AN	TRIE	BAL I	NFA	NTR	RY	
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear May have shield (+1) and light armour (+2). Up to half may have bow instead of spear (free) **Special Rules:** *Combined Formation*

ALLIES

Georgian Allies, III/70

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

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

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

			CHAF	RACT	TERS					
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

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

			C	AVA						
GUARD CA	VAL	RY								
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Horseman	8	4	4	3	3	1	4	1	7	28
Equipment:	Hand	weapor	n, ligh	t arm	our, 1	thrusti	ing s	bear,	bow	
May have shi	ield (+	(2) and	be Exp	pert H	Iorse	men (+2)			
pecial Rule	s: Ma	y count	rank l	oonus	s up t	o +1				
MONGOL (CAVA	LRY								
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
orseman	8	3	4	3	3	1	3	1	7	26
Quipment:	Hand	weapor	n, ligh	t arm	our, 1	thrusti	ing si	bear		
lay have shi									fspear	and li
mour (free)										
pecial Rule										
ASTERN S	TFP	DE CT		OP	SIM	плр	• AT T	VII I	ADIE	S
UPD LEVIN C		· 12, СС								
	м	WS	BS	S	т	w	T	Δ	L.d.	Pte
quipment:					T 3	W 1	I 3	A 1	Ld 6	Pts 18
Equipment: May have lig Only after 12 Horsemen (+	8 Hand ht arm 13AD 2)	2 weapon nour (+2 : May n	3 n, bow 2) and upgrad	3 buck le to 1	3 ler (+ BS4 (1 -1) (+2) at	3	1	6	18
Equipment: May have lig Dnly after 12 Horsemen (+ Special Rule	8 Hand ht arm 13AD 2) s: Ski	2 weapon nour (+2 : May n rmisher	3 n, bow 2) and upgrad	3 buck le to 1	3 ler (+ BS4 (1 -1) (+2) at	3	1	6	18
Equipment: May have lig Only after 12 <i>lorsemen</i> (+ pecial Rule	8 Hand ht arm 13AD 2) s: Ski	2 weapon nour (+2 : May n rmisher	3 n, bow 2) and upgrad	3 buck le to 1	3 ler (+ BS4 (1 -1) (+2) at	3	1	6	18
Equipment: May have lig Only after 12 Horsemen (+ Epecial Rule KHITAN O	8 Hand ht arm 13AD 2) s: Ski RDO	2 weapon nour (+2 :: May n rmisher SOLDI	3 n, bow 2) and upgrad <i>rs, Feig</i> IERS	3 buck le to 1 gned	3 ler (+ BS4 (Fligh	1 (+2) at	3 nd th	1 en m	6 ay be i	18 Exper
Horseman Equipment: May have lig Dnly after 12 Horsemen (+ Special Rule KHITAN OL Horseman Equipment: May have hea May be Veter Special Rule	8 Hand ht arm 13AD 2) s: Ski RDO M 8 Hand avy ar rans (-	2 weapon nour (+2 : May n rmisher SOLDI WS 4 weapon mour (-+2)	3 n, bow 2) and upgrad rs, <i>Feig</i> IERS BS 3 n, kont +2), ba	3 buck le to 1 g <i>ned</i> S 3 tos, 1i urding	3 ler (+ BS4 (Fligh T 3 ght a g (+3)	1 (+2) at ut W 1 rrmour) and s	3 nd th I 4 r	1 en m A 1 1 (+2	6 ay be 1 Ld 8	18 Exper Pts 25
Equipment: May have lig Only after 12 Horsemen (+ Special Rule KHITAN Ol Horseman Equipment: May have hea May be Veter Special Rule	8 Hand ht arm 13AD 2) s: Ski RDO M 8 Hand avy ar rans (- s: On	2 weapon our (+2 : May o rmisher SOLDI WS 4 weapon mour (- +2) ly after	3 n, bow 2) and upgrad rs, <i>Feig</i> IERS BS 3 n, kont +2), ba 1211 <i>A</i>	3 buck le to l gned S 3 tos, li urding	3 ler (+ BS4 (Fligh T 3 ght a g (+3)	1 (+2) at ut W 1 rrmour) and s	3 nd th I 4 r	1 en m A 1 1 (+2	6 ay be 1 Ld 8	18 Exper Pts 25
Equipment: May have lig Only after 12 Horsemen (+ pecial Rule KHITAN Ol Horseman Equipment: May have hea May be Veter Special Rule	8 Hand ht arm 13AD 2) s: Ski RDO M 8 Hand avy ar rans (- s: On	2 weapon our (+2 : May o rmisher SOLDI WS 4 weapon mour (- +2) ly after	3 n, bow 2) and upgrad rs, <i>Feig</i> IERS BS 3 n, kont +2), ba 1211 <i>A</i>	3 buck le to l gned S 3 tos, li urding	3 ler (+ BS4 (Fligh T 3 ght a g (+3)	1 (+2) at ut W 1 rrmour) and s	3 nd th I 4 r	1 A 1 1 (+2	6 ay be 1 Ld 8	18 Exper Pts 25
Equipment: May have lig Duly after 12 Horsemen (+ Special Rule KHITAN OF Horseman Equipment: May have hea May be Veter May be Veter Special Rule KHITAN OF	8 Hand ht arm 13AD 2) s: Ski. RDO M 8 Hand avy ar <i>ans</i> (- s: Oni RDO	2 weapon nour (+2 :: May n rmisher SOLDI WS 4 weapon mour (- +2) ly after FORA	3 n, bow 2) and upgrad rs, <i>Feig</i> IERS BS 3 n, kont +2), ba 1211 <i>A</i> GERS	3 buck le to J gned S 3 tos, li urding	3 ler (4 BS4 (<i>Fligh</i> T 3 ght a g (+3) hay c	1 (+2) a ut W 1 srmoun) and s ount r	3 nd th I 4 r shield rank t	1 en m A 1 d (+2	6 ay be 2 Ld 8	18 Exper Pts 25 +1 Pts
Equipment: May have lig Dnly after 12 Horsemen (+ Special Rule KHITAN Ol Horseman Equipment: May have hea May be Veten	8 Hand ht arn 13AD 2) s: Ski. RDO M 8 Hand avy ar ans (- s: On RDO 8 Hand 8 Hand	2 weapon our (+2 : May n rmisher SOLDI WS 4 weapon mour (- +2) ly after FORA S 3 weapon	3 n, bow 2) and upgrac s, <i>Feig</i> ERS BS 3 1211 <i>A</i> GERS BS 3	3 buck le to l gned S 3 tos, li urding AD, n	3 ler (4 BBS4 (<i>Fligh</i> T 3 ght a g (+3) aay c T 3	1 (+2) at w 1 (+2) at y 1 (+2) at y 1 (+2) at y 1 (+2) at y 1	3 nd th I 4 r r shield ank t I 3	1 en m A 1 d (+2 ponus A	6 ay be 2 Ld 8) s up to Ld	18 Exper Pts 25 +1

	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18
Equipment:	Hand	weapo	n, bucl	cler.	bow					
May have lig	ght arn	iour (+2	2), Ma	y hav	e WS	54 (+2	2)			
Special Rule	es: Lig	ht Cave	alry, O	nly a	fter 1	211A	D			
ALAN, TUH	ovici		11/11	AD /		ттат	DIFC			
ALAN, IUI	M	WS	BS	AR A S	T	W	I	Α	Ld	Pt
Horseman	8	3	4	3	3	1	3	1	7	24
	-	-		-	-		-			
Equipment:	Hand	weano	n how	lioł	nt arm	our				
May have sh										
May upgrade							nod	Elial.	+ (12)	
								rugn	i (+2)	
Special Rule	:S: 5KI	rmisner	s, On	y and		ISAD				
HIDCHEN	CEO	DCIAN	J OD	SIM	П АТ		т пу	ADI	FC	
JURCHEN,										Pf
	М	WS	BS	S	Т	W	Ι	А	Ld	
JURCHEN, Horseman										Pt 22
Horseman	M 8	WS 3	BS 3	S 3	Т 3	W 1	I 3	A 1	Ld	
Horseman Equipment:	M 8 Hand	WS 3 weapor	BS 3 n, thru	S 3 sting	T 3 spea	W 1 r, ligh	I 3	A 1	Ld	
Horseman Equipment: May have he	M 8 Hand avy ar	WS 3 weapor mour (-	BS 3 n, thru	S 3 sting	T 3 spea	W 1 r, ligh	I 3	A 1	Ld	
Horseman Equipment: May have he May have W	M 8 Hand avy ar S4 (+2	WS 3 weapor mour (- 2)	BS 3 n, thru +2) and	S 3 sting d shi	T 3 spea	W 1 r, ligh	I 3	A 1	Ld	
Horseman Equipment: May have he	M 8 Hand avy ar S4 (+2	WS 3 weapor mour (- 2)	BS 3 n, thru +2) and	S 3 sting d shi	T 3 spea	W 1 r, ligh	I 3	A 1	Ld	
Horseman Equipment: May have he May have W Special Rule	M 8 Hand avy ar S4 (+2 es: On	WS 3 weapor mour (- 2) ly after	BS 3 n, thru +2) and 1213 <i>A</i>	S 3 sting d shi AD	T 3 spea eld (+	W 1 r, ligh	I 3	A 1	Ld	
Horseman Equipment: May have he May have W	M 8 Hand avy ar S4 (+2 es: On N AU2	WS 3 weapor mour (- 2) ly after XILIAI	BS 3 n, thru +2) and 1213 <i>A</i> RY CA	S 3 sting d shi AD AVA	T 3 spea eld (+	W 1 r, ligh -2)	I 3 t arm	A 1 nour	Ld 7	22
Horseman Equipment: May have he May have W Special Rule ARMENIAN	M 8 Hand avy ar S4 (+2 es: On N AU2 M	WS 3 weapo mour (- 2) ly after KILIAI WS	BS 3 n, thru +2) and 1213 <i>A</i> RY CA BS	S 3 sting d shi AD AVAI S	T 3 spea eld (+ LRY T	W 1 r, ligh -2) W	I 3 t arm	A 1 nour	Ld 7 Ld	22 Pt
Horseman Equipment: May have he May have W Special Rule	M 8 Hand avy ar S4 (+2 es: On N AU2	WS 3 weapor mour (- 2) ly after XILIAI	BS 3 n, thru +2) and 1213 <i>A</i> RY CA	S 3 sting d shi AD AVA	T 3 spea eld (+	W 1 r, ligh -2)	I 3 t arm	A 1 nour	Ld 7	22 Pt
Horseman Equipment: May have he May have W Special Rule ARMENIA! Horseman	M 8 Hand avy ar S4 (+2 es: On N AU2 M 8	WS 3 weapo mour (- 2) ly after XILIAI WS 3	BS 3 n, thru +2) and 1213A RY CA BS 3	S 3 sting d shi AD VAI S 3	T 3 spea eld (+ LRY T 3	W 1 r, ligh -2) W 1	I 3 t arm I 3	A 1 nour	Ld 7 Ld	22 Pt
Horseman Equipment: May have he May have W Special Rule ARMENIAN Horseman Equipment:	M 8 Hand avy ar S4 (+2 es: On N AU2 M 8 Hand	WS 3 weapo: mour (- 2) ly after XILIAI WS 3 weapo:	BS 3 n, thru +2) and 1213A RY CA BS 3	S 3 sting d shi AD VAI S 3	T 3 spea eld (+ LRY T 3	W 1 r, ligh -2) W 1	I 3 t arm I 3	A 1 nour	Ld 7 Ld	22 Pt
Horseman Equipment: May have he May have W Special Rule ARMENIAN Horseman Equipment: May have sh	M 8 Hand avy ar S4 (+2 es: On N AU2 M 8 Hand ield (+	WS 3 weapor mour (- 2) ly after XILIAI WS 3 weapor -2)	BS 3 n, thru +2) and 1213A RY CA BS 3 n, kont	S 3 sting d shi AD VAI S 3 tos, h	T 3 spea eld (+ LRY T 3 eavy	W 1 r, ligh -2) W 1 armo	I 3 t arm I 3	A 1 nour	Ld 7 Ld	22 P1
Horseman Equipment: May have he May have W Special Rule ARMENIAN Horseman Equipment:	M 8 Hand avy ar S4 (+2 es: On N AU2 M 8 Hand ield (+ 150AI	WS 3 weapo rmour (- 2) ly after XILIAI WS 3 weapo -2) D: Upgi	BS 3 n, thru +2) and 1213A RY CA BS 3 n, kont rade to	S 3 sting d shid AD VAI S 3 tos, h WS	T 3 spea eld (+ LRY T 3 eavy	W 1 r, ligh -2) W 1 armo	I 3 t arm I 3	A 1 nour	Ld 7 Ld	22

INFANTRY

CIVILIANS	DRIV	EN AH	IEAD	OF 7	гне	ARM	IY			
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon. Special Rules: *Levies*, Only after 1213AD

0-2 LIGHT BOLT THROWERS

Special Rules: Only after 1213AD

ALLIES

Uighur Allies, III/11 Only after 1213AD: Chinese Warlord Allies, IV/14 Only in 1234AD: Chinese Allies, III/61 Only after 1241AD: Korean Allies, III/56

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

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

			CHAF	RACT	TERS					
			Þa	a	m					
	Μ	WS	BS	S	Т	W	I	Α	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

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

			С	AVA	LRY	Y				
ROYAL MA	AMLU	JKS								
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Horseman	8	4	4	3	3	1	4	1	8	28
Equipment: May have sh Special Rule	ield (+	-2), hea	vy arn	nour	(+2).	May				I.
AMIRS' MA	AMLU	JKS								
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26
Equipment: May have sh Special Rule	ield (+	2), hea	vy arn	nour	(+2)	and ba				
HALQA										
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20
Equipment: Special Rule								2), li	ght arn	nour (+2)
TURKOMA			-	~			-			-
Honcomon	M 8	WS 3	BS 4	S 3	Т 3	W 1	I 3	A 1	Ld 7	Pts 22
Horseman	0	3	4	3	3	1	3	1	/	22
Equipment: May have lig May upgrade Special Rule	to <i>Ex</i>	nour (+: pert He	2) and orseme	shiel			ned	Fligh	t (+2)	
KURDISH,									. .	D /
Horseman	M 8	WS 3	BS 3	S 3	Т 3	W 1	I 3	A 1	Ld 7	Pts 22
1101 Seman	0	3	3	3	3	1	3	1	'	44
Equipment: May have he							r			
0-1 FRANK	ISH N	1ERCI	ENAR	IES						
**	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26
Equipment: May have sh Special Rule	ield (+	-2) and	bardin	ig (+3	3).			AD		

			INF	AN	TRY					
CROSSBOW	MEN									
	Μ	WS	BS	5	S '	Г	W	I	A Lo	i Pt
Crossbowman	4	3	4		3	3	1	3	1 7	13
Equipment: H May have light)				
0-1 NAFFATU	JN M	ws	BS	S	Т	w	Т	А	Ld	Pts
Thrower	4	2	3	3	3	1	3	А 1	6	8
Equipment: H Cause Panic if Special Rules:	wound	ling, no	armo	ur s	ave a	llow	ed.	velin	s)	
GHAZIS	М	ws	BS	e	Т	w	Т	А	Ld	Pts
Ghazi	5	3	<u>в</u> 5 3	S 3	3	1	3	A 1	5	rts 6
Equipment: H Special Rules:			shield							
MUTATAWW	VI'S M	ws	BS	S	Т	w	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	6	4
Equipment: H May have shiel Special Rules:	d (+1)	-								
LEVIES	м	ws	BS	S	Т	w	I	А	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3
Equipment: H Special Rules:										
HALQA				~			_			
Archer	M 4	WS 2	BS 3	S 3	Т 3	W 1	I 3	A 1	Ld 7	Pts 7
Equipment: H May have shiel Special Rules: 0-2 LIGHT Ca	d (+1) Only	and lig after 13	ght arn							
Special Rules:	Only	after 13	340AE)						
HANDGUNN	ERS M	WS	BS	S	Т	v	vı	I A	A Ld	Pts
Handgunner	4	2	<u>в</u> з 3	3					L T	10
Equipment: H Special Rules:								t arm	our (+1)	
			A	LLI	ES					

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

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

			CHAF	RACI	TERS					
	М	WS	BS	S	Т	w	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

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

S T	W	I A	Ld	Pts
3 3	1	3 1	7	22
			S T W I A 3 3 1 3 1	

to +1 TRIBESMEN

IKIBESWE	/IN										
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts	
Horseman	8	3	4	3	3	1	3	1	7	22	

Equipment: Hand weapon, bow. May have light armour (+2) shield (+2) May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2) **Special Rules:** *Skirmishers*

			IN	FAN	TRY					
INFANTRY	М	WS	BS	S	т	w	I	А	Ld	Pts
Tribal	4	3	3	3	3	1	3	1	6	6
Up to half ma Special Rules	s: Com	bined I	Forma		ear (1	tree)				
AKHIYA TO	OWN I M	MILIT WS	IAS BS	s	т	w	T	А	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3
Levy					e	-		-	5	3

Special Rules: Only after 1380AD

ALLIES

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

Only Dulgadir from 1485-1491AD: Ottoman Allies, IV/55

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

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

			CHAF	RACT	TERS					_
	М	ws	BS	S	Т	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

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

			С	AVA	LRY	Y				
VARDARIO	DTAI	GUAR	DS							
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18
Equipment:	Hand	weapo	n, bow	,						
May have sh	ield (+	-2) and	throw	ing sj	pear ((+2)				
Special Rule	es: Ski	rmishe	rs							
KAVALLA	RIOI									
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	25
May have he May be Vete Special Rule STRATIOT	rans (• es: Ma AI	+2) y count	t rank l	oonu	s up t		ardin	g (+3)	
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22
Equipment: May have sh			n, ligh	t arm	our,	thrust	ing sj	pear		
CUMANS										
	М	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20
Equipment: May have sh Special Rule	ield (+	-2) and	throw	ing sj			ly be	fore	1292A	D
TOURKOP			DC	G	T	***	Ŧ			D
Horseman	M 8	WS 3	BS 4	S 3	Т 3	W 1	I 3	A 1	Ld 7	Pts 24
norseman	0	3	4	3	3	I	3	I	'	24
Equipment: May have sh May upgrade Special Rule	ield (+ e to <i>Ex</i>	-2) pert Ho	orseme	en (+2	2) an	d Feig		Fligh	t (+2)	

TZAKONES,	CAT	ALANS	OR	SIM	ILAF	R GU	ARD	S	
	3.4	TUC	DC	C		**7	т		т 1

	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Guard	4	4	3	3	3	1	4	1	7	9
Equipment: May have shi		1	, light	armo	our					

Special Rules: Light Infantry

KONTARATOI

Å

	~-									
		WS								
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear May have shield (+1) and light armour (+2)

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

ARCHERS										
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow. May have light armour (+1). May have BS4 and Ld7 (+4) **Special Rules:** *Light Infantry*

PEASANTS	S AND	TOWN	N MIL	ITIA	1					
	Μ	WS	BS	S	Т	W	Ι	А	Ld	Pts
Militia	4	2	2	3	3	1	3	1		4
Equipment:	Hand	weapon								

May have shield (+1) Special Rules: Light Infantry

ALLIES

Turkish Allies, IV/49 if before 1348, IV/55 otherwise Only from 1282-1283AD: Golden Horde Mongol Allies, IV/47 Only from 1301-1305AD: Alan Allies, II/58 Only from 1327-1352AD: Serbian Allies, IV/22 Only from 1327-1352AD: Bukgar Allies, IV/25

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

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

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

Equipment: Hand weapon, shield, light armour

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

			C	AVA	LRY	ľ								
STRATIOTAI														
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts				
Horseman	8	3	3	3	3	1	3	1	7	22				
	Equipment: Hand weapon, light armour, thrusting spear May have shield (+2)													
FRANKISH FEUDAL VASSALS M WS BS S T W I A Ld Pts														
							-							
Horseman	8	4	3	3	3	1	4	1	7	27				
Equipment: Hand weapon, heavy armour, lance May have shield (+2), plate armour (+2) and cloth (+2) or plate (+3) barding Special Rules: <i>Ferocious Charge</i> , Only after 1315AD														
ALBANIAN	CAV	ALRY												
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts				
Horseman	8	2	3	3	3	1	3	1	6	16				
Equipment: May have lig Special Rule BURGUND	t arm s: <i>Skir</i>	our (+2	2) and	buck	ler (+	-1)	58AI)						
DUKGUND	M	WS	BS	S	Т	w	I	A	Ld	Pts				
Horseman	8	4	3	3	3	1	4	1	7	27				
Equipment: May have sh May be Veter Special Rule	ield (+: rans (+	2) and (-2)	cloth (+2) o	or pla	te (+3)) bar							
PAPAL-SU					-									
M. 4.1	M	WS		S	T		I	A		Pts				
Mounted Dismounted	8 4	4 4	3 3	3 3	3 3	-	4 4	1 1	7 7	31 12				
Equipment: Hand weapon, heavy armour, shield, lance, warhorse May have cloth (+2) or plate (+3) barding. May be <i>Veterans</i> (+2) Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted) Special Rules: <i>Ferocious Charge</i> and may have a +1 rank bonus if														

mounted, Stubborn if dismounted, Only from 1459-1460AD

GARRISON SPEARMEN												
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts		
Spearman	4	3	3	3	3	1	3	1	7	7		

Equipment: Hand weapon, thrusting spear May have shield (+1) and light armour (+2).

GARRISON ARCHERS

	Μ	WS	BS	S	Т	W	Ι	А	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

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

PEASANT ARCHERS

		WS								
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow. **Special Rules:** *Light Infantry*

MANIATES,	TZA	KONE	SOR	MEI	ING	OI H	ILL	MEN	[
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Hillman	4	3	3	3	3	1	3	1	7	6

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

Special Rules: Light Infantry

AI	.BA	NL	AN	IS	
				W	

N

		WS								
Albanian	4	3	2	3	3	1	3	1	6	6

Equipment: Hand weapon, shield

Up to half may have bow instead of shield (free) placed in the rear ranks. **Special Rules:** *Light Infantry, Combined Formation,* Only from 1347-1458AD

PAPAL-SUPPLIED ITALIAN MERCENARY CROSSBOWMEN											
		WS	-~	~	_		-				
Crossbowman	4	3	4	3	3	1	3	1	7	14	

Equipment: Hand weapon, crossbow, light armour May have heavy armour (+2) and pavise (+2) **Special Rules:** Only from 1459-1460AD

ALLIES

Byzantine Allies, IV/50 Only from 1262-1263AD: Turkish Allies, IV/49 Only from 1382-1394 and 1453-1454AD: Turkish Allies, IV/55

Siege of Antioch



The Siege of Antioch, from a medieval miniature painting

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

Background

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

Arrival of the crusaders

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

First siege

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

Famine

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

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

Taticius departs

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

English reinforcements



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

In March an English fleet led by Edgar Atheling, the deposed King of England, arrived at St. Simeon from Constantinople, where Edgar was living in exile. They brought with them raw materials for constructing siege engines, but these were almost lost on March 6 when Raymond and Bohemund (neither of whom trusted the other enough to deliver the material alone) were attacked on the road back to Antioch by a detachment of Yaghi-Siyan's garrison. With Godfrey's help, however, the detachment was defeated and the materials were recovered. Although Edgar had been given his fleet and the siege materials by emperor Alexius, the crusaders did not consider this to be direct Byzantine assistance. The crusaders set to work building siege engines, as well as a fort, called La Mahomerie, to block the Bridge Gate and prevent Yaghi-Siyan attacking the Crusader supply line from the ports of Saint Simon and Alexandretta, whilst also repairing the abandoned monastery to the west of the Gate of Saint George, which was still being used to deliver food to the city. Tancred garrisoned the monastery, referred to in the chronicles as Tancred's Fort, for 400 silver marks, whilst Count Raymond of Toulouse took control of La Mahomerie. Finally the crusader siege was able to have some effect on the well-defended city. Food conditions improved for the crusaders as spring approached and the city was sealed off from raiders.

Fatimid embassy

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

Capture of Antioch

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

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

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



The Massacre of Antioch, by Gustave Doré.

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

Second siege

By the end of the day on June 3, the crusaders controlled most of the city, except for the citadel, which remained in hands of Yaghi-Siyan's son Shams ad-Daulah. John the Oxite was reinstated as patriarch by Adhemar of Le Puy, the papal legate, who wished to keep good relations with the Byzantines, especially as Bohemund was clearly planning to claim the city for himself. However, the city was now short on food, and Kerbogha's army was still on its way. Kerbogha arrived only two days later, on June 5. He tried, and failed, to storm the city on June 7, and by June 9 he had established his own siege around the city. More crusaders had deserted before Kerbogha arrived, and they joined Stephen of Blois in Tarsus. Stephen had seen Kerbogha's army encamped near Antioch and assumed all hope was lost; the deserters confirmed his fears. On the way back to Constantinople, Stephen and the other deserters met Alexius, who was on his way to assist the crusaders, and did not know they had taken the city and were now under siege themselves. Stephen convinced him that the rest of the crusaders were as good as dead, and Alexius heard from his reconnaissance that there was another Seljuk army nearby in Anatolia. He therefore decided to return to Constantinople rather than risking battle.



The ramparts of Antioch climbing Mons Silpius during the Crusades

Discovery of the Holy Lance

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

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

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



Capture of Antioch by Bohemund of Taranto in June 1098.

Battle of Antioch

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

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

Aftermath

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

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

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

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

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

Battle of Hattin



The Battle of Hattin, from a 15th century manuscript

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

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

Location

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

Background

Guy of Lusignan became king of Jerusalem in 1186, in right of his wife Sibylla, after the death of Sibylla's son Baldwin V. The Kingdom of Jerusalem was at this time divided between the "court faction" of Guy, Sibylla, and relative newcomers to the kingdom such as Raynald of Châtillon, as well as Gerard of Ridefort and the Knights Templar; and the "nobles' faction", led by Raymond III of Tripoli, who had been regent for the child-king Baldwin V and had opposed the succession of Guy. Disgusted, Raymond of Tripoli watched as his fellow poulain barons hastened to Jerusalem to make obeisance to King Guy and Queen Sibylla. The great lord of Tripoli rode in the opposite direction, up the Jordan River Valley to Tiberias.⁵ The situation was so tense that there was almost open warfare between Raymond and Guy, who wanted to besiege Tiberias, a fortress held by Raymond through his wife Eschiva, Princess of Galilee. War was avoided through the mediation of Raymond's supporter Balian of Ibelin.

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

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

Siege of Tiberias

After reconciling, Raymond and Guy met at Acre with the bulk of the crusader army. According to the claims of some European sources, it consisted of 1,200 knights, a greater number of lighter cavalry, and perhaps 10,000 foot soldiers, supplemented by crossbowmen from the Italian merchant fleet, and a large number of mercenaries (including Turcopoles) hired with money donated to the kingdom by Henry II of England.^{citation needed6} Also with the army was the relic of the True Cross, carried by the Bishop of Acre, who was there in place of the ailing Patriarch Heraclius.

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

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

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

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

The battle



Horns of Hattin, 2005, as viewed from the east

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

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

It was still nine miles (14 km) to Tiberias. Therefore, with only a half day of marching time remaining, any attempt to leave this sure water source to seek that objective the same day, all while under the constant attack of Saladin's army, would be foolhardy. (In 1182 the Frankish army had only advanced 8 miles (13 km) in a full day in face of the enemy and in 1183 Guy had managed but six miles (10 km) in a similar situation, taking a full day.) But, as Saladin wrote, "Satan incited Guy to do what ran counter to his purpose." That is, for unknown reasons, Guy set out that very afternoon, marching his army forward, seeming to head for Tiberias.

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

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

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

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

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

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

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

When the king of the Franks Guy was on the hill with that band, they made a formidable charge against the Muslims the Warhammer Historical Wareamesloop are trademarks of Games Workshop. Ltd

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

Aftermath



Saladin and Guy of Lusignan after Battle of Hattin

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

The exhausted captives were brought to Saladin's tent, where Guy was given a goblet of iced water as a sign of Saladin's generosity. When Guy passed the goblet to his fellow captive Raynald, Saladin allowed the old man (Raynald was about 60) to drink but shortly afterwards said that he had not offered water to Raynald and thus was not bound by the Muslim rules of hospitality. When Saladin accused Raynald of being an oath breaker, Raynald replied "kings have always acted thus. I did nothing more." Saladin then executed Raynald himself, beheading him with his sword. Guy fell to his knees at the sight of Raynald's corpse but Saladin bade him to rise, saying, "This man was only killed because of his maleficence and perfidy."

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

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

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

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

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

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

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

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

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

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

ARMY LIST SAMPLES

BATTLE REPORT

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