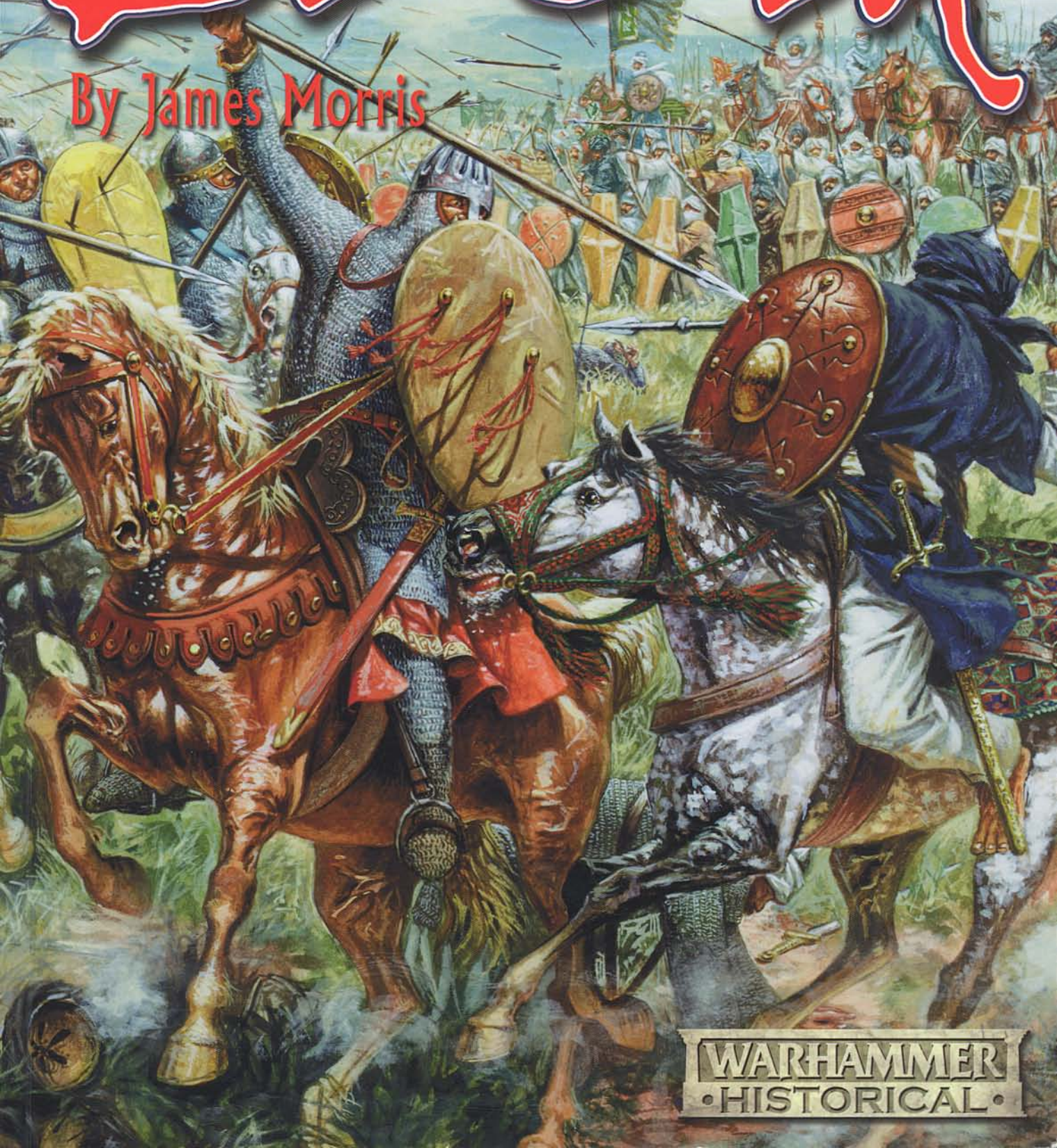


El Cid

By James Morris



WARHAMMER
• HISTORICAL •

Spain 1086 - after the conquest of Toledo



EL CID

WARFARE IN THE SPANISH RECONQUISTA: 900-1250 AD

"The Count of Barcelona instructed a number of his men to climb the rocky slope that lay behind the Campeador's tents... at dawn on the following day, the Count and his retinue fell upon Rodrigo's camp with cries of battle. Rodrigo gnashed his teeth and quickly ordered his warriors to arm themselves with mail and sword, and prepare for battle. Thus armed, Rodrigo charged bravely into the ranks of the enemy, and broke the Count's knights at the first charge. However, in the hurly-burly of weapons, Rodrigo was struck from his horse and wounded as he fell to the ground. But the warriors of the Campeador would not give up the battle, and fought on with great courage, and in this way the Catalonians were put to flight. A countless number were killed, but the Count himself was captured along with five thousand of his men."

The Battle of the Pine Wood of Tevar, as described in the Historia Roderici

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EL CID

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Acknowledgments: Many thanks to everyone who has helped and encouraged me along the way, in particular Steve Jones and the Newark Irregulars, Darren & Andy of Gripping Beast, Trevor & Paula Holland, John Kersey, Shaun McLaughlin, Guy Bowers, Tony Garry, Ed McDonald, Tom Opalka, Heine Baekkelund and Rob Broom.

Warhammer Historical would like to thank the following people: Andy Sherwell, Darren Harding, Paul Hicks & Andy Dormer at Gripping Beast and Andy Copestake at Old Glory for their continued support and effort – the wargames hobby would be less without them.

Alan Merrett, Andy Jones, Carol Sanderson, Alan & Michael Perry, Jervis Johnson, Rick Priestley, and all our colleagues at BL Publishing, ForgeWorld and Games Workshop for their support and enthusiasm.

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INTRODUCTION

Rodrigo Diaz, better known as 'El Cid', is one of the most famous warriors of the Middle Ages. Unlike the shadowy Arthur of Britain, Spain's national hero has left us with a written history of his exploits and even his signature as proof that this great man once existed. His deeds are legendary – although greater in reality than those depicted in the film *El Cid* – and his adventures in a world of Moors and Christians, castillos and caballeros, have turned out to be ideal territory for the games of Warhammer Ancient Battles that I have enjoyed with my friends over the last few years and which have inspired the writing of this book.

The age in which El Cid lived – which has since been termed the 'Reconquista', or Christian reconquest of Spain from the Moors – is one of the most colourful in military history. The armies are spectacular and varied, ranging from the obvious appeal of noble Christian knights to the high culture of the Muslim Andalusians through to the religious zeal and grim efficiency of the African invaders – the Almoravids and Almohads. While the Reconquista is often portrayed as a simplistic black & white war of religion, it was, of course, a great deal more secular than that – Muslim commonly fought Muslim, Christian fought Christian, and both took allies and mercenaries of the other religion whenever it suited them.

Although this book is entitled 'El Cid', I hope that the brief histories provided will encourage you to consider modelling the armies of the other warlords of the time – Rodrigo Diaz was only the greatest of a number of warrior-adventurers, and there are many other characters worthy of attention in the rich tapestry of the Reconquista. Almanzor, Ben Yusuf, Sancho the Great, Alfonso the Battler, Alvar Fanez, Giraldo the Fearless, Afonso Henriques, Al-Ahmar the Red, Sayf Al-Dawla and Jaime the Conqueror are all just as rewarding to investigate as the Cid himself.

The army lists provided run roughly from 900 to 1250 AD, from the rise of the Caliphate of Cordoba in al-Andalus to the reconquest of Seville in 1248 and Faro in 1250. However, please do not feel too constrained by the arbitrary timeline I have adopted; while it is convenient for us to use dates as bookends to our history, it rarely fits into neatly labelled boxes. With a little extra research you should be able to use these army lists to model armies from outside their specific period or region; there is no reason that the Christian Spanish list would not suffice for Ordonez I's Asturian army of 850 AD, or perhaps Sicilian Normans of 1200. Equally, you could, no doubt, use the Al-Andalus list to field a Granadine army of the 1300s; and the African Invaders list may serve as the basis for a Marinid army of the 14th Century.

This book is dedicated to my parents, who introduced me to Spain and Charlton Heston at an early age, and Bethan, who has patiently shared me with the cat and the caballeros.

A NOTE ON NAMES

I have tried to make use of many Spanish and Arabic names and titles in this supplement. To quote Stephen Patten, author of *Shieldwall*, "The emphasis is on 'tried', and some of the terms are doubtless anachronistic.", which holds true for 'El Cid' as well. For example, you will find most light horsemen referred to as Jinetes, even though the word was probably not in use until the 13th Century; but since then the word has enjoyed continual use in the Spanish language, and is still in modern dictionaries today. Wherever possible, I have aimed to use atmospheric names and titles to impart a sense of culture and history into the army lists, in order to avoid looking at the soldiers of the Reconquista as little more than 'a line of stats'. I will not claim authenticity for all the names or titles, but I know that I for one would rather have Amirs, Caballeros and Arqueros, than simple Princes, Knights and Bowmen.

Spanish nobles of the period commonly took their amended father's name as their surname: therefore the given name of Rodrigo Diaz, meant 'Rodrigo, son of Diego'; and Rodrigo's son in turn was called Diego Rodriguez – 'Diego, son of Rodrigo'. Great kings and heroes often earned themselves nicknames, and so it is that Rodrigo Diaz was often just referred to as El Cid (the Lord) or Campeador (Teacher of Battles, or Champion).

Like the Christian Spanish, Muslims often used their lineage in formal address: Yusuf Ibn Tashfin, for example, means 'Yusuf, son of Tashfin'. Some notable cases were named after their mothers instead, like Dawud Ibn Aisha of the Almoravids. Islamic rulers also had titles (Amir, 'Prince', and Caliph, 'Successor' being amongst the most common), and often took an additional laqab or honourific name to describe their great deeds or reputation. Thus Muhammad Ibn Abi Amir took the title of Al-Mansur Bill'ah ('Victorious through God') upon his rise to power as virtual ruler of al-Andalus, and, many years later, Muhammad Ibn Yusuf Ibn Nasr, founder of the Nasrid kingdom of Granada, assumed the name of Al-Ahmar, 'The Red', in reference to his red banner and habitual red clothing.

A NOTE ON ARMOUR & SHIELDS

I have taken a fairly loose definition of armour and shield types – partially as there was a great variety of Muslim and Christian equipment in use, and partially because it allows you more choice in selecting your armies. For example, the Christian Knights in the lists can take heavy armour from the 11th Century onwards, although you could argue that the armour got better in the 12th and 13th Centuries, and so heavy armour should be reserved for the later period. However, knights of the later 11th Century were probably more heavily-armoured than their Muslim counterparts, and, in game terms, the 3+ saving throw for shield, heavy armour and being mounted 'feels right' – the net result is the knights move slightly slower than their Moorish peers, but are better protected. However, you can choose heavy or light armour as you please – certainly not all caballeros could afford the best!

In a similar vein, the definition between large shields and ordinary shields has not been too finely drawn: the largest shields of the age were probably the African spearmen's 'lamt' leather shields (some of which may have been over four feet tall!). However, in Spanish hands, these later evolved into the smaller 'adarga', a heart-shaped shield which first appears in manuscript illustrations around the 13th Century. The Spanish and Andalusians seem to have made use mainly of round shields, although longer north European-style kite shields did come into use in the 11th Century. When used on foot they would probably cover the whole front of the user's body, but on horseback they would most likely just cover the left side of the body, with perhaps limited protection for the left side of the horse's head & neck – hence all horsemen can have regular shields, but only certain infantry have the option to select large shields (representing either Berbers armed with tall African shields, or a unit uniformly equipped with good quality kite shields).



HOW TO USE THE ARMY LISTS

The army lists in El Cid are used in the same way as the Roman and Barbarian lists in Warhammer Ancient Battles. However, within each list are a number of army options, each representing a different period of history. Each has its own unique force composition and additional rules. In addition, the following new rules have been developed since Warhammer Ancient Battles was printed. Most can be found in Armies of Antiquity, but they have been reprinted here for completeness.

A NOTE TO PLAYERS

Warhammer Ancient Battles supplements pay particular attention to the period of history they cover. The points values are adjusted to suit the historical context and may be different from one book to another. This is quite deliberate. Players who regularly play out-of-period games such as Chariot Wars Sumerians versus Shieldwall Vikings (a difference of a mere 3,000 years or so!) may wish to make their own adjustments to the point values and any period specific special rules. This is fine if you agree it with your opponent in advance. For more details go to our web site at www.warhammer-historical.com

WHAT YOU SEE IS WHAT YOU GET

Unless your opponent agrees otherwise, the models you use must show the options you take. If it's hard to tell what a model is equipped with (eg, is it a throwing or thrusting spear?) then a certain amount of leeway should be allowed. If in doubt, just let history be your guide.

UNIT SIZES

The minimum size for a regiment is five infantry or cavalry models. There is no upper limit. One model per unit may be upgraded to a Leader at a cost of +5 pts, one model per unit may be upgraded to a Standard Bearer for +5 pts, and one model per unit may be upgraded to a Musician for +5 pts unless stated otherwise.

CAVALRY COUNTER CHARGES

This is a new charge reaction that may only be taken by cavalry units that are charged to the front by enemy cavalry. The unit counts as charging for the purposes of using its weapons (ie, it gets +1S if it has thrusting spears, etc). Cavalry with a move of less than 6" (Cataphracts from Armies of Antiquity, for example) may not counter-charge. Note that the unit does not move, and it does not count as charging for the purposes of deciding who strikes first. Also note that cavalry may not counter charge infantry (just try not to let them get close enough to charge in the first place!).

RANK BONUSES & DIFFICULT TERRAIN

Units may only count their rank bonus in close combat if both they and their opponent are in clear, open terrain, and neither is behind an obstacle. For the purposes of this rule, hills and fords count as clear terrain and do not negate a unit's rank bonus.

REFORMING IN COMBAT

A unit that is fighting to the flank or rear may reform at the end of the Close Combat phase, as long as it did not break, and is also not engaged on another facing. Reforming takes place before the opponent laps round, if they are allowed to do so. If the option to reform is taken (it does not have to be) then the unit must reform so that it is facing the unit engaging it. In addition, the centre of the reformed unit must be placed in base contact with the centre of the enemy unit. Note that a reformed unit still loses its rank bonus for the duration of the combat if it was charged by an enemy unit which contains five or more models.

SKIRMISHERS & RANK BONUS

Formed units do not lose their rank bonus if they are charged by a unit of five or more models that is in skirmish formation. This also applies to cavalry in skirmish formation but not to chariots.

FALL BACK IN GOOD ORDER (FBIGO)

Sometimes units will be forced to fall back in good order. Units can do this in the following circumstances:

- Any combat where one side outnumbered the other by over 2:1 gives overwhelming odds to the side with the most models. If a side with overwhelming odds loses a combat and fails their Break test, they fall back in good order instead of fleeing (this is an 'easy to forget' special rule. If you forget that one of your units should have fallen back in good order rather than fleeing, that is your own silly fault and cannot be changed later in the battle!).
- Drilled troops, units in skirmish formation, and cavalry that lose a combat but pass their Break test may fall back in good order if they wish instead of staying in combat.

The fall back move is made in the same way as when a unit flees, with the following exceptions:

1. Units falling back in good order don't cause friends within 12" to take a Panic test.
2. Units falling back in good order automatically rally at the end of the move and may immediately reform.
3. Units that fall back in good order may be pursued, but if caught they're not wiped out; instead the pursuing unit counts as having charged in the next Close Combat phase.
4. Units that fell back in good order are not allowed to declare a charge in their next turn. Apart from this, however, they may move and shoot normally.
5. A unit that falls back off the table is lost.
6. Units can fall back in good order from a Ferocious Charge.

MOUNTED MODELS

Note, the following rules apply only to models chosen from the army lists in this book.

1. Some models may be mounted on a horse. This increases Movement to 8" prior to armour penalties.
2. Some models may be mounted on a warhorse with the following profile:

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warhorse	8	3	0	3	-	-	3	1	-	-

COMBINED FORMATION

Some units may mix troop types together, with typically archers taking up the rear ranks of the unit, shooting over the heads of the troops in front.

Units that can do this are indicated in the relevant army list.

This is represented as follows:

- The archers lose their Light Troop status if applicable, and are treated as normal troops for the purposes of movement and rank bonuses.
- The archers may shoot using the Massed Archery rules on pg 23 of the Warhammer Ancient Battles rulebook as well as any particular special rules that may apply to that unit.
- A unit may stand & shoot or fire & flee using massed archery.

• All missile hits taken by the unit use the saving throw of the majority of models in the unit, at the time when the saving rolls are made. If numbers of models are equal, the best saving throw is used. Any models that fail their saving throw are removed from the unit in roughly equal proportions – eg, if a unit of 12 spearmen and 12 archers takes two casualties from missile fire, one of each model is removed. If a third casualty were inflicted, the owning player should choose which type of model to remove.

• In close combat, hits on the unit should be taken by whichever models are in contact with enemy attackers, and armour saves taken as appropriate. If the attacker has a choice of attacking differently armoured models, then he should declare which he is attacking before throwing any dice.

ANDALUSIAN ALLIES

Nearly all of the warring factions in Spain used local Andalusian troops as allies in their armies. Christian kings often called upon their neighbouring princes to assist their campaigns with Moorish troops, or Andalusians were to be found joining the jihad (a religious war to defend the territories of Islam) against the Christians in the armies of the invading Almoravids and Almohads.

Wherever Andalusian allies are permitted, there is an entry in the army list specifying which units from the Al-Andalus army list may be selected. Any 0-1 limits specified in the Al-Andalus army list still apply. Andalusian allies are exactly the same as the units featured in the Al-Andalus army list, except that all Andalusian allied units become subject to the Aliados y Mercenarios special rules detailed on page 54.

BOWS

All bows in the army lists are composite bows unless detailed otherwise.

FEROCIOUS CHARGE

The charge of a unit of knights was renowned for its ferocity, and few could stand up to it. If a unit from the army is noted as having Ferocious Charge and wins the round of combat, their opponents automatically break, with no Leadership test being taken. Enemy units that normally ignore Break tests (such as Stubborn troops) must roll a D6. On a 1-3 they are broken anyway, and on a 4-6 they hold. However, it may be possible for a unit to fall back in good order, so refer to those rules.

FEIGNED FLIGHT

If cavalry choose to flee or fire & flee as a charge reaction, they rally immediately at the end of their move, and may reform facing in any direction. This means that should the charging enemy encounter them, the cavalry are not destroyed, and may instead fight in the Close Combat phase. Their opponents still count as charging.

CHRISTIAN SPAIN

Asturias, Galicia, Leon, Castile, Aragon, Catalonia, Navarre & Portugal c.900-1250 AD

“I am done with speaking, and words are no longer of value – let us settle this dispute like the knights we are, with the noble clash of swords and lances. Do not delay coming to battle – you will reap the reward that I always pay you.”

Challenge from El Cid to the Count of Barcelona

OVERVIEW

Although Visigothic Spain was almost overcome by the Muslim invasion of the 8th Century, a number of small Christian states in the north of the country formed, grew, and survived to become the masters of all Hispania some seven hundred years later. At the start of the 10th Century, the Christian states covered just one-fifth of the Iberian Peninsula, centred upon Asturias in the mountainous north-west of the country; however, these nascent kingdoms saw themselves as heirs to Visigothic Spain, and it was foretold that one day they would reconquer all Hispania from the Muslims. The 10th Century was a testing time for the Christians, their kings and counts alternately gaining and losing in the struggle with the Muslims: the armies of Navarre and Asturias were routed by Abd Al-Rahman III, the Caliph of Cordoba, in 920, who in turn was heavily defeated 19 years later by an alliance of Leon, Navarre, and some Muslim rebels. The victory at Simancas in 939 was exploited with territorial gains by the Christians, but soon enough, they were back at war with each other. Sancho ‘The Fat’, King of Leon, had been deposed by his rivals, but came back to claim his throne in 959, assisted by the Caliph of Cordoba’s soldiers.

The last third of the 10th Century saw the lot of the Christian states become even rougher, with the rise of the Caliphate of Cordoba and the notorious Almanzor. The Christian rulers either sought terms and paid tribute to Cordoba, or continued to suffer punitive raids by the Andalusian armies. However, with the death of Almanzor in 1002 and his son Abd Al-Malik six years later, the power of Cordoba was waning, and the Christian kings of the 11th Century were preparing to take centre stage.

In spite of the shift of power, the Christians were not yet strong enough to conquer al-Andalus, and resorted to extorting tribute from the newly-formed petty kingdoms (Taifas) of the Muslims. Fernando I of Leon & Castile excelled at this tactic, taking payments from Toledo, Seville, Zaragoza and Badajoz in exchange for military ‘protection’. Fernando also succeeded in uniting the squabbling kingdoms of Leon, Castile & Galicia under his rule, which he kept to his death in 1065; likewise Fernando’s brother, King Ramiro I of Aragon, was blessed with a long reign which he used to bolster his territory, until he crossed Fernando’s ally, the King of Zaragoza, and was killed in the ensuing Battle of Graus in 1063. However, both great kings were succeeded by sons of the same calibre, and the success of the Christian kingdoms continued. After seven years of civil war between Fernando’s three sons, Alfonso VI emerged as the victor,

and declared himself ‘Imperator’ or Emperor; Ramiro of Aragon was succeeded by his son, Sancho I. Both Alfonso and Sancho carried on their fathers’ policies, undermining the Taifa kingdoms and pitting them against one another, with the long-term intention of taking them over when they were no longer of financial use, and too weak to resist. In 1085, Alfonso’s policies finally brought him one of the greatest prizes of the century, the ancient city-kingdom of Toledo. The fall of this mighty Moorish city, the key to control of the plains of central Spain, astonished contemporaries, and it must have seemed that the Taifas of al-Andalus were now living on borrowed time. But Alfonso’s Reconquista had reached its zenith, for the year 1086 saw the arrival of a new and sinister foe: the Almoravids.

Spurred into action by the rise of the Christians in the Iberian Peninsula and the rapid growth of their empire in Africa, the Almoravids arrived at the Spanish port of Algeciras under their leader, the wizened and charismatic Yusuf Ibn Tashfin (‘Ben Yusuf’). Within a few months, Alfonso VI’s royal army had been defeated at Sagrajas, and Alfonso himself escaped badly wounded. Further defeats were to follow at the hands of the Almoravids, at Consuegra, Cuenca and Ucles, amongst others. Despite these reverses in the field, Alfonso held onto his kingdom and all of the great cities, including Toledo which withstood many Moorish sieges. After Alfonso’s death in 1109, a succession crisis ensued – his only son and heir having been killed by the Almoravids at Ucles in 1108 – and, facing renewed African offensives, the kingdom of Aragon took up the reigns of the Reconquista.

Alfonso’s contemporary, Sancho I of Aragon, had died in 1094, and each of his three sons was to rule in turn after him. Pedro I ruled for ten years, captured Huesca in 1096, and fought alongside El Cid at Bairén the following year. After Pedro’s death in 1104, one of the great kings of the Spanish Reconquest came to the fore – Alfonso I ‘El Batallador’ (The Battler). Alfonso was the first of a breed of genuine crusading kings – religiously fervent, inspired by the successes of the crusaders in Jerusalem, and somewhat unworldly himself, he personally led the royal army of Aragon against the Moors for thirty years. It was he who conquered the great city of Zaragoza for Aragon in 1118, and was said to have won nearly thirty battles, but he eventually paid the price for his bravery when he died of his wounds after the disastrous battle of Fraga in 1134. Astonishingly, he left his kingdom to the three Military Orders of the Hospitallers, the Templars, and the Holy Sepulchre, who had assisted him in his conquests and campaigns. As the orders were barely 30 years old, and the idea was preposterous to the nobility of Aragon, Alfonso’s will was never carried out. Instead his successor was his pious younger brother, Ramiro, known as ‘The Monk’. Ramiro II ruled for three years before returning to his monastery, betrothing his infant daughter Petronila to the powerful count of Barcelona, Ramon Berenguer IV. This marriage united Aragon & Catalonia and established a strong line of succession that endured for many years.

By this time, the rulers of Portugal had emerged from being counts to fully-fledged kings, and so the new kingdom on the west coast began to take shape. Afonso Enriques, grandson of Alfonso VI of Leon-Castile, had taken possession of Portugal in 1128 and declared himself King by 1140. He had also started the process of reclaiming territory from the Moors, helped by his great victory over the Almoravids at Ourique in the Algarve in 1139. The Portuguese also made use of crusaders who often passed the coast of Portugal on their way to the Holy Land, and could be persuaded to mount joint attacks on Muslim-held cities; in this way, the Portuguese captured Lisbon (1147), Silves (1189) and Alcacer do Sal (1217). The Portuguese military orders were also especially active, and proved a key weapon in fighting the Moors and reconquering the west of Iberia. Another hero of Portugal who deserves a brief mention here is Giraldo Sempavor (Gerald the Fearless), a noble adventurer who has been called 'the Portuguese Cid'. Giraldo excelled in taking Moorish cities by stealth on behalf of his master, King Afonso I of Portugal. However, he fell out with the king and joined the Almohads, then was imprisoned in Morocco after trying to double-cross his new employers. It is said that Giraldo was finally killed attempting to escape Moorish captivity.

But the Reconquista was far from over. Whilst the Christians produced some great kings, they were also often to be found fighting one another. The Almoravid Empire had crumbled in the 1140s, mainly due to problems in Africa rather than any united Christian offensive in Spain, but one set of Moroccan invaders had been replaced by another – the Almohads. This new Berber sect swept into Spain, taking over what had previously been Almoravid territory, and so the Christian advance was checked. The 12th Century ended with a heavy defeat for the royal army of Alfonso VIII of Castile, outflanked and routed at the hands of the Almohads at the Battle of Alarcos in 1195. Faced with a renewed Moorish offensive, Alfonso VIII decided to coordinate the feuding kingdoms in a decisive campaign against the Almohads. With the Bishops preaching the campaign as a crusade, the Spaniards received reinforcements from France before taking the field against the Almohads in the summer of 1212. The resulting battle of Las Navas de Tolosa, fought on 16th July of that year was emphatically won by the Christian alliance. Following their defeat, the Almohads continued to put up stiff resistance in parts of Spain, but soon crumbled under pressure from the Christians as their empire was split by a succession crisis. In an unprecedented period of success from 1226-1248, the victorious Christian kings conquered huge parts of al-Andalus. Alfonso IX of Leon finally took Caceres, Merida and Badajoz; Jaime I of Aragon seized Mallorca, suppressed Minorca and left Ibiza to the control of the Archbishop of Tarragona, then went on to conquer Valencia in 1238; and Jaime's counterpart, Fernando III of Castile took the great Andalusian city of Cordoba.

The twenty-year collapse of al-Andalus culminated in the fall of Seville to Castile in 1248. The revived Moorish kingdom of Granada survived as the last bastion of Muslim power in the south of Spain, but, for the first time in 500 years, the majority of the Iberian Peninsula had reverted to Christian rule.

THE MILITARY ORDERS IN SPAIN

Whilst Alfonso 'The Battler' of Aragon had been instrumental in introducing knights of the Military Orders of the Holy Land into Spain, it was not until later in the 12th Century that the Spanish sought to have their own religious confraternities to fight the Moors. Alfonso had made extensive use of the Templars, Hospitallers and Knights of the Holy Sepulchre, but their first allegiance was always to the defence of Jerusalem and the Holy Land, leaving the Christian kingdoms exposed to the attacks of the Almohads in the 1150s. When the Templars waived their responsibility to defend the recently reconquered fortress of Calatrava in 1157, Ramon of Fitero, a Cistercian abbot, came forward and organised a group of soldiers and volunteers to ensure its survival against the Almohads. This soon became the first Spanish military order, Calatrava, whose existence was confirmed by the Pope in 1164. The order of Santiago (St James) followed soon after, formed in Caceres in 1170 at the behest of King Fernando II of Leon. A number of other smaller orders including Alcantara and Evora also came into existence around this time, all founded in Castile, Leon or Portugal. In Aragon, the Hospitallers and Templars were still well-established from the patronage of Alfonso the Battler.

From their very inception, the Spanish military orders had their hands full dealing with the Almohad threat, and they grew wealthy under continuous royal patronage and from the spoils of Reconquest. They played a key role in all the major battles and campaigns of the time, most notably at the great victory of Las Navas de Tolosa in 1212, where the masters of Santiago, Calatrava and the Spanish Templars fought in the centre of the Christian army. The Portuguese orders were just as active in the Reconquest of the west coast under the leadership of the great Grand Commander of Santiago, Pelayo Perez Correa.

As well as their military obligations, it was not uncommon for the Military Orders to be involved in prisoner ransoms and exchanges. Funded by tolls granted by the king and the revenues from their great estates, the friars arranged and bought the freedom of many Christian souls captured in battle by the Muslims.

An excellent illustrated introduction to all the Military Orders can be found in Osprey Men-At-Arms 155: Knights of Christ (see Further Information on page 64).

CHRONOLOGY

711AD – Arab invasion of Visigothic Spain; King Rodrigo is defeated & killed.

920 – Battle of Valdejunquera – Amir Abd Al-Rahman III routs the combined forces of Navarre and Asturias.

939 – Battle of Simancas – the kingdoms of Leon and Navarre defeat the Caliph of Cordoba's army.

950s – Leonese raid deep into al-Andalus.

959 – Sancho 'The Fat' is restored to the throne of Leon, with the support of the Caliph and his troops.

972 – Battle of Gormaz: General Ghalib of Cordoba routs a combined Navarrese/Leonese Christian army.

985-997 – Great raids of Almanzor of Cordoba – he sacks Barcelona, Leon, Zamora, Sahagun and Santiago. Santiago's church bells are carried off to Cordoba.

1000-35 – Reign of King Sancho the Great of Navarre.

1009 – Count Sancho Garcia of Castile assists in the Andalusian civil war, and is rewarded with castles and territory.

1035-1065 – Reign of King Fernando I of Leon-Castile. Fernando institutes the payment of parias from the Andalusian Taifa kingdoms.

1035-1063 – Reign of King Ramiro I of Aragon.

1063 – Battle of Graus – King Ramiro I of Aragon is defeated and killed by Prince Sancho of Castile. Sancho's army included the youthful Rodrigo Diaz, later El Cid.

1063-94 – Reign of Sancho Ramirez of Aragon.

1065 – Death of King Fernando of Leon, Castile & Galicia. He divides his kingdom between his three sons – Sancho (Castile), Alfonso (Leon) and Garcia (Galicia).

1067 – 'War of the Three Sanchos' – brief conflict between Sancho II of Castile, King Sancho Ramirez of Aragon, and Sancho IV of Navarre.

1068 – War breaks out between Leon and Castile. Sancho defeats Alfonso at the Battle of Llantada.

1071 – Sancho of Castile and Alfonso of Leon jointly defeat their brother, Garcia of Galicia, and have him imprisoned.

1072 – Battle of Golpejera: Sancho II of Castile defeats and captures his brother, Alfonso of Leon, and is crowned king of Leon, Castile & Galicia. However, he is murdered at Zamora, and Alfonso VI becomes King.

1081 – Rodrigo Diaz, El Cid, is exiled by Alfonso VI and takes service with the Muslim King of Zaragoza.

1082 – Battle of Almenar: El Cid defeats and captures Count Berenguer of Barcelona.

1084 – El Cid leads the Zaragoza army to victory over the Aragonese & takes numerous important prisoners.

1085 – Toledo conquered by Alfonso VI of Leon-Castile.

1086 – Almoravid invasion and Battle of Sagrjas (Zalaca). Alfonso VI of Leon-Castile is defeated but escapes, although wounded.

1090 – Battle of the Pine Wood of Tevar. El Cid defeats and captures Count Berenguer of Barcelona for a second time.

1094 – El Cid captures Valencia, and destroys an Almoravid army at the Battle of Cuarte.

1096 – King Pedro of Aragon captures Huesca.

1097 – The Almoravids defeat Leon and Castile in two battles – Alfonso VI is beaten at Consuegra, and Alvar Fanez at Cuenca.

1097 – Battle of Bairen: El Cid and his ally, King Pedro of Aragon, rout another Almoravid army.

1097 – County of Portugal granted to Henri & Teresa, who gradually transform it into an independent kingdom. Their son Afonso Enriques later becomes King Afonso I.

1098 – El Cid besieges and captures Murviedro.

1099 – Death of El Cid at Valencia.

1100 – King Pedro of Aragon conquers the Muslim city of Barbastro, assisted by French allies.

1102 – El Cid's widow, Jimena, is forced to abandon Valencia to the Almoravids. Battle of Ucles. Leon-Castile suffers another serious defeat at the hands of the Almoravids, with the loss of the Infante Sancho, heir of Alfonso VI.

1110 – Battle of Valtierra; Alfonso I 'The Battler', King of Aragon defeats and kills Al-Musta'in of Zaragoza.

1118 – Zaragoza conquered by Alfonso The Battler.

1120 – Battle of Cutanda: Alfonso The Battler defeats an Almoravid army marching to the relief of Calatayud.

1125-6 – Alfonso the Battler marches to Granada to liberate 10,000 Christians living under Muslim rule.

1134 – Battle of Fraga – Alfonso the Battler is defeated by an Almoravid army in an ambush and dies of his wounds.

1139 – King Afonso I of Portugal defeats the Almoravids at the Battle of Ourique. Portugal is by now an independent kingdom.

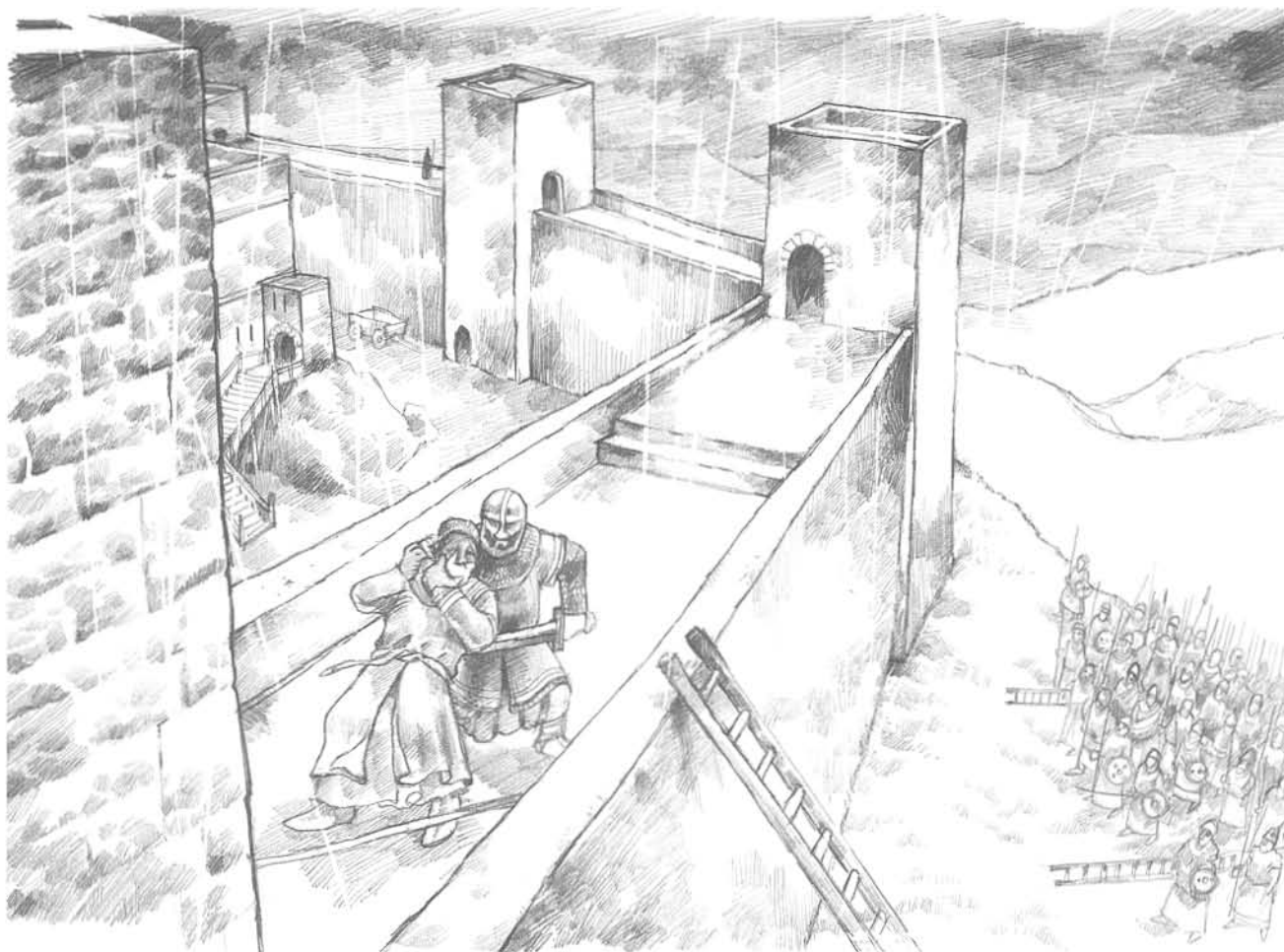
1143 – King Alfonso VII of Leon-Castile recognises Afonso I as king of Portugal.

1145-1146 – Sayf Al-Dawla, son of the last Hudid ruler of Zaragoza, proclaims himself Caliph, taking Cordoba, Granada, Murcia and Valencia with the support of Alfonso VII of Leon. However Al-Dawla is killed in a quarrel by the Christians at Albacete.

1147 – Ibn Mardanish ('King Lobo' as he was known to the Christians) revolts against Almohads, allies with Alfonso VII and establishes a small Andalusian kingdom in south-eastern Spain.

1147 – King Afonso I of Portugal conquers Lisbon with the aid of English crusaders en route to the Holy Land.

1148-1149 – Ramon Berenguer IV of Aragon-Catalonia captures Tortosa, Fraga, Lerida & Mequinenza.



The Portuguese hero Giraldo Sempavor strikes under cover of darkness to capture another Moorish city.

1165-1169 – Geraldo the Fearless, a Portuguese adventurer, carves out his own realm in Portugal under the overlordship of King Afonso I. Geraldo is finally killed in 1172 after joining the Almohads.

1173 – Battle of Caracuel – Sancho Jimenez and the militia of Avila are defeated and killed by the Almohads.

1189 – Sancho I of Portugal takes Silves with the help of an English Crusader fleet from Dartmouth, on their way to join Richard The Lionheart in the Holy Land. Silves was recaptured by the Almohads in 1191.

1195 – Battle of Alarcos – Alfonso VIII is defeated by the Almohads.

1211 – Salvatierra, the fortress headquarters of the Order of Calatrava, falls to the Almohads.

1212 – Battle of Las Navas de Tolosa – a confederation of Christian kingdoms defeats the Almohad Caliph. Following this, Almohad power crumbles in Spain.

1213 – Pedro II of Aragon killed by Simon de Montfort at battle of Muret in southern France. His son, Jaime I, takes over and rules until 1276.

1217 – The Portuguese take the city of Alcacer do Sal with the assistance of Dutch crusaders on their way to the Holy Land.

1217-1252 – Rule of Fernando III of Leon-Castile, probably the greatest crusader king of this era.

1230-1235 – Balearic Islands conquered by the Christians.

1230 – Battle of Alanje – Leon defeats an Andalusian army under Ibn Hud. Death of Alfonso IX of Leon; Fernando III of Castile is accepted as the new king and unites the two great kingdoms again.

1231 – Battle of Jerez – Ibn Hud is routed again, this time by a Castilian army.

1236 – Fernando III captures Cordoba, and returns the church bells to Santiago that were looted by Almanzor in 997.

1238 – Jaime I of Aragon conquers Valencia.

1243 – Alfonso captures Murcia.

1248 – Fernando III of Castile conquers Seville.

1249-50 – Afonso III captures Faro, completing the Portuguese Reconquista.

SPECIAL RULES

BLOODTHIRSTY

Bloodthirsty troops and characters are fervent, religiously-motivated warriors, and are subject to the following special rules:

1. Bloodthirsty troops and characters are eager to come to grips with their foes, and will tend to advance overconfidently in the face of the enemy. Bloodthirsty units which are not otherwise bound by a compulsory movement rule must therefore take a special test at the start of each turn. Roll a D6 for each unit. On a D6 roll of 2-6, the unit remains under control and may move normally that turn. On a roll of a 1, however, the unit must surge forward in an undisciplined manner. A unit obliged to surge forward in this way must charge the nearest enemy if they are within reach. If the enemy is not within charge reach the unit must move towards the nearest enemy, and must move at least 4" if possible. The unit can move faster than this if the player wishes and assuming the unit is allowed to do so. If the unit's movement is blocked by friendly troops or terrain it will move as far as it can before stopping. If the unit is facing away from its nearest enemy it will turn or wheel to face them and move as far as it can towards them.

2. Bloodthirsty troops and characters must always pursue an enemy that flees or falls back in good order, whether the player wants to or not. Unlike other troops they may not attempt to hold back as they are too crazed with blood lust.

3. Bloodthirsty troops & characters may not disengage from combat, or voluntarily fall back in good order.

4. Bloodthirsty troops & characters are also unlikely to remember (or believe in) the niceties of secular Iberian warfare. If playing the Ransom scenario, Bloodthirsty troops must make a special roll in order to capture an enemy alive; instead of the usual roll made, the Bloodthirsty unit or character must roll a 6 in order to capture the enemy character alive. If a 1-5 is rolled, the enemy has just been killed instead.

ARMY LIST OPTIONS

This list may be used to create one of three armies:

Asturias & Early Christian Kingdoms (c.900 – 1040 AD)

The Age of El Cid (c.1040 – 1100 AD)

The Reconquista (c.1100 – 1250 AD)

ASTURIAS & THE EARLY CHRISTIAN KINGDOMS, c.900-1040 AD

This list has been written to help you create a Warhammer Ancient Battles army for the early Christian kingdoms of Spain, roughly between 900 and 1040 AD. This period covers the Christian states of Asturias, Leon, Galicia, Navarre, Aragon & Castile, that suffered at the hands of Almanzor and the Caliphs of Cordoba, made forays into al-Andalus, and fought amongst themselves.

The mailed horseman was already the key weapon in the Christian armoury, but he fought in the traditional style, skirmishing with javelins and spears. Alongside the *mesnada* (retinue) of caballeros would be the usual lighter-armed riders, and often a fair number of infantry skirmishing with javelins, bows and slings. Andalusian allies and even Berber mercenaries may not have been an uncommon sight in a nominally Christian army – the Caliph of Cordoba loaned troops to reinstate Sancho 'The Fat' to the throne of Leon in 959, for example.

SPECIAL RULES

Characters cannot wear heavy armour or ride warhorses.

CHARACTERS

Up to 25% of the points value of the army may be spent on characters chosen from the following:

Infante

Armiger

Cantador

Bishop

The Army General may only be an Infante in this period.

COMMON TROOPS

At least 33% of the points value of the army may be spent on units chosen from the following:

Jinetes

Caballeros

Peones

Arqueros

Skirmishers

Basque Javelinmen

(chosen from the Aliados y Mercenarios list)

Author's note: The tradition of 'Commoner Knights' (Caballeros Villanos) – essentially a militia cavalry force – had already begun in some Christian kingdoms, although in these early days before couched lance tactics became widespread, they are probably best represented as Jinetes.

UNCOMMON TROOPS

Up to 33% of the points value of the army may be spent on units chosen from the following:

Mercenary Spearmen

(chosen from the Aliados y Mercenarios list)

Mercenary Archers

(chosen from the Aliados y Mercenarios list)

Mercenary Jinetes

(chosen from the Aliados y Mercenarios list)

ANDALUSIAN ALLIES

Up to 25% of the points value of the army may be spent on the following units chosen from the Al-Andalus army list:

Andalusian Jinetes

Andalusian Noble Cavalry

Andalusian Spearmen

Andalusian Archers

Andalusian Skirmishers

THE AGE OF EL CID, c.1040 – 1100 AD

This option allows you to create a Christian Spanish force during the lifetime of El Cid – roughly 1040 – 1100 AD. This period saw the rise of heavy cavalry charges and other northern European influences, especially in Aragon and Catalonia, which had the strongest links with France. Raiding parties of this period could be completely mounted, with a core of noble horsemen supported by lighter-armed cavalry; infantry would be more common in the larger armies, when the infantry militias would come out to serve the king for a major campaign. Andalusian allies would be a common sight, with many of the Taifa kings sending troops to support the campaigns of their masters.

SPECIAL RULES

Only a single unit (0-1) of Militia Crossbowmen may be taken – the crossbow was a new weapon in this period.

CHARACTERS

Up to 25% of the points value of the army may be spent on characters chosen from the following:

Rey
Infante
Armiger
Cantador
Bishop

The Army General may be a Rey or an Infante.

COMMON TROOPS

At least 50% of the points value of the army must be spent on units chosen from the following:

Jinetes
Caballeros
Caballeros Hidalgos
Caballeros Villanos
Skirmishers

UNCOMMON TROOPS

Up to 33% of the points value of the army may be spent on units chosen from the following:

Guard Spearmen
Peones
Arqueros
Ballesteros
Militia Crossbowmen
Mercenary Spearmen
(chosen from the Aliados y Mercenarios list)
Mercenary Archers
(chosen from the Aliados y Mercenarios list)

Mercenary Jinetes
(chosen from the Aliados y Mercenarios list)
Basque Javelinmen
(chosen from the Aliados y Mercenarios list)

ANDALUSIAN ALLIES

Up to 33% of the points value of the army may be spent on the following units chosen from the Al-Andalus army list:

Andalusian Jinetes
Andalusian Noble Cavalry
Andalusian Spearmen
Andalusian Archers
Andalusian Skirmishers

THE RECONQUISTA, c.1100 – 1250 AD

As well as the resurgent kingdoms of Leon, Castile and Aragon, this list covers the new kingdom of Portugal under Afonso I and his successors. In this period, the idea of a crusade to re-conquer al-Andalus – the Reconquista – became common currency, culminating in the great battle of Las Navas de Tolosa in 1212, the collapse of Almohad power a few years later, and the great reconquest of most of al-Andalus up to 1250. Armour was becoming more commonplace at this time, following the rise of the crossbow, although Spanish armies still maintained their light cavalry alongside the heavier knights, and Moorish allies were especially valued for their jinetes. Alfonso 'The Battler' was responsible for introducing knights of the Military Orders into Aragon, which were soon followed by the Spanish Orders, who could be relied upon to support any campaign against the Moors. Infantry militias also became more prominent, with many Spanish frontier towns being renowned for the quality of their militia troops.

SPECIAL RULES

- The Bishop may be upgraded to a Crusading Bishop for +40 pts. Crusading Bishops have their Ld increased to 9, and are subject to Hatred of the enemy, as described in the Psychology section. Any unit led by the Crusading Bishop is also subject to Hatred of the enemy. (Note: Hatred does not extend to warhorses!). Crusading Bishops are Bloodthirsty, as is the unit they lead. A Bishop upgraded to a Crusading Bishop cannot re-roll failed Panic tests.
- Characters mounted on horses or warhorses, and Caballeros Hidalgos may take horse barding for +2 pts.
- Caballeros Villanos can ride warhorses for +4 pts per model.
- Jinetes, Peones, Arqueros, Basque Javelinmen and Andalusian Jinetes may have light armour for +2 pts per model.
- Caballeros Hidalgos units may exchange their thrusting Spears for lances for +4 pts per model. Units of Caballeros Villanos can do the same for +2 pts per model.
- Any characters, except the Armiger, can take lances for +4 pts per model. Lance-armed characters cannot have javelins, throwing or thrusting spears as well.

CHARACTERS

Up to 25% of the points value of the army may be spent on characters chosen from the following:

Rey
Infante
Armiger
Cantador
Bishop

The Army General may be a Rey or an Infante.

COMMON TROOPS

At least 50% of the points value of the army must be spent on units chosen from the following:

Jinetes
Caballeros
Caballeros Hidalgos
Caballeros Villanos
Caballeros de las Ordenes Militares
Guard Spearmen
Peones
Arqueros
Skirmishers
Militia Crossbowmen

UNCOMMON TROOPS

Up to 33% of the points value of the army may be spent on units chosen from the following:

Ballesteros
Basque Javelinmen (chosen from the Aliados y Mercenarios list)
Merc. Spearmen (chosen from the Aliados y Mercenarios list)
Merc. Archers (chosen from the Aliados y Mercenarios list)
Merc. Jinetes (chosen from the Aliados y Mercenarios list)

ANDALUSIAN ALLIES

Up to 33% of the points value of the army may be spent on the following units chosen from the Al-Andalus army list:

Andalusian Jinetes
Andalusian Noble Cavalry
Andalusian Knights
Andalusian Spearmen
Andalusian Archers
Andalusian Skirmishers
Andalusian Crossbowmen
Andalusian Mounted Crossbowmen

EL CID

Rodrigo Diaz was born near Burgos around 1043 AD, the son of a minor Castilian noble. He began his career in the court of Sancho, Infante of Castile, rising to the post of armiger in Sancho's service. Rodrigo fought alongside Sancho in a number of battles, most notably the victories at Llantada and Golpejera against Sancho's brother Alfonso in the civil war between Castile and Leon. However, after Sancho's death, in suspicious circumstances, at Zamora in 1072 (memorably dramatised in the Charlton Heston movie, *El Cid*), Rodrigo joined Alfonso's court. By now he was a respected warrior, and had defeated other champions in single combat, earning himself the epithet *Campeador* (the title *El Cid*, meaning 'The Lord' or 'The Boss', probably dates to later in his career).

During his service to Alfonso VI, Rodrigo married his wife, Jimena, by whom he had two daughters and a son, and carried out the king's orders.

Amongst Rodrigo's missions was a quest in 1079 to collect the annual tribute of the Taifa kingdom of Seville, during which he ended up fighting against his rivals from Leon-Castile at the Battle of Cabra. Whilst he emphatically won the battle and took many nobles prisoner, Rodrigo had made enemies at court. Following what appears to have been an unauthorised raid two years later that further embarrassed the King, Rodrigo was sent into exile.

The *Campeador* then left Castile, and, like many other Christian exiles before him, entered the service of the Taifa kingdom of Zaragoza in north-east Spain. He quickly rose to prominence as a leading commander, fending off the attentions of various rebels and the Christian states of Aragon and Catalonia from his Muslim employers' territory. In 1082, he won his first great victory against the Catalonians at Almenar, in which he captured the Count of Barcelona and many of his leading nobles. Two years later, Rodrigo triumphed again, routing an Aragonese army and taking another string of important prisoners. His reward in

ransoms and reputation from these two victories had been immense, and Rodrigo had now established himself as one of the leading warriors of Hispania.

Following the disastrous Battle of Sagradas in 1086, Alfonso VI wisely invited the *Campeador* to rejoin his service, and rewarded him with castles and lands – the ruler of Leon-Castile needed every good commander he could get at this time. However, just three years later, Rodrigo was accused of treason and banished once more. He travelled to the Spanish Levante and set himself up as a local warlord, extorting money and goods from those on whose land he preyed. By the end of 1090, following a remarkable battle where he had defeated and captured the Count of Barcelona yet again, Rodrigo Diaz was established as the unofficial protector of the south-east coast. In 1094, he captured the rich city of Valencia, which thereafter became his base of operations.

No sooner had he taken Valencia, however, than the might of the Almoravid army was at his gates. In a stunning victory, the outnumbered *Cid* destroyed the Moorish army with a surprise attack. It was the first time that the Almoravids had been beaten in battle in Spain, and sent shockwaves throughout the Iberian Peninsula.

The *Cid* repeated this feat in 1097, routing another Almoravid army at Bairén, in which he was accompanied by his ally, Pedro I of Aragon.

Rodrigo then consolidated his kingdom by besieging and taking the fortress of Murviedro in 1098, before he died in Valencia a year later, worn out by a life of endless campaigning and warfare. He was, however, one of the greatest commanders of his age, having never lost a battle and carved out his own kingdom of Valencia. Whilst later generations of poets, historians, writers and film-makers have conveyed upon him layers of nationalism and piety that he probably never had, the *Cid* remains one of the most remarkable personalities of medieval Spain.

ARMY LISTS

CHARACTERS

0-1 REY 170 pts

	M	WS	BS	S	T	W	I	A	Ld
King	4	6	5	4	4	3	6	3	9

Equipment: Sword, light armour, shield.**Options:** May be mounted on a horse (+8 pts) or a warhorse (+16 pts).

May have javelins (+2 pts), throwing spear or thrusting spear (+2 pts). May wear heavy armour (+1 pt).

Special Rules: Army General.

Rey means King, which is exactly what many Spanish commanders of the period were. Kings such as Alfonso VI of Leon-Castile and Alfonso I 'The Battler' of Aragon expected to lead their caballeros into battle. The Rey could also represent a particularly warlike and charismatic noble with a substantial retinue, such as El Cid or, in later years, a man such as Pelayo Perez Correa, Grand Commander of Santiago in Portugal.

INFANTE 75 pts

	M	WS	BS	S	T	W	I	A	Ld
Prince	4	5	4	4	4	2	5	2	8

Equipment: Sword, Light Armour, Shield.**Options:** May be mounted on a horse (+8 pts) or a warhorse (+16 pts).

May have javelins (+2 pts), throwing spear or thrusting spear (+2 pts). May wear heavy armour (+1 pt).

If no other Army General is taken, a single Infante may be made Army General for +25 pts.

Infante literally means Prince, although the title was often used for any young man of royal heritage in this period. These characters also represent leading nobles, counts, and minor kings in the early period covered by this army list.

0-1 ARMIGER 90 pts

	M	WS	BS	S	T	W	I	A	Ld
Army Stan. Bearer	4	5	4	4	4	2	5	2	8

Equipment: Sword, Light Armour, Shield.**Options:** May be mounted on a horse (+8 pts) or a warhorse (+16 pts).

May wear heavy armour (+1 pt).

Special Rules: Army Standard Bearer.

The armiger is a leading noble or champion specifically chosen to carry his Lord's banner into battle. He also had duties of organisation and training within the army.

0-1 CANTADOR 50 pts

	M	WS	BS	S	T	W	I	A	Ld
Cantador	4	4	4	3	3	2	4	1	8

Equipment: Sword, light armour, shield.**Options:** May be mounted on a horse (+8 pts) or a warhorse (+16 pts).

May have javelins (+2 pts), throwing spear or thrusting spear (+2 pts). May wear heavy armour (+1 pt).

Special Rules: The Cantador may lead a single formed unit (not skirmishers). After deployment, but before the first move is taken, the Cantador may try to inspire his unit – roll a D6:

D6 Result

- The voice of the Cantador is drowned out by the blowing of horns and the stamping of horses' hooves. He may fight with the unit, but his song has no effect.
- 2-3 The Cantador inspires his men to come to blows with the enemy as quickly as possible – the unit may add D3" to its movement for ONE move, march or charge during the battle. The use of the extra movement must be declared before the dice are thrown; the extra D3" movement is doubled for charging or marching.
- 4-5 The Cantador's song strengthens the will of his men; the unit may re-roll failed Panic tests during the course of the battle.
- 6 The Cantador inspires his men to great feats of arms – the unit may re-roll any misses in the unit's first round of combat during the game. The unit and any attached characters may take advantage of this re-roll, but any warhorses may not!

The Cantador is a knightly Spanish bard or minstrel, accompanying the army and inspiring it with tales of military glory, such as the Song of Roland.

0-1 BISHOP 80 pts

	M	WS	BS	S	T	W	I	A	Ld
Priest	4	4	4	4	3	2	4	2	8

Equipment: Sword or Mace.**Options:** May be mounted on a horse (+8 pts) or a warhorse (+16 pts).

May have javelins (+2 pts), throwing spear or thrusting spear (+2 pts). May wear light armour (+3 pts) or heavy armour (+4 pts) and may carry a shield (+2 pts).

Special Rules: Any unit led by the Bishop may re-roll failed Panic tests.

Spanish Bishops, Abbots and Archbishops often led their own troops into battle – and in later times, were often filled with crusading zeal.

TROOPS

JINETES 18 pts

	M	WS	BS	S	T	W	I	A	Ld
Light Horsemen	8	3	3	3	3	1	3	1	7

Equipment: Javelins, hand weapon.

Options: May have throwing spears (+2 pts). May have a shield (+1 pt).

Special Rules: Feigned Flight. Light Troops.

Riders fighting 'a la Jinete' were one of the hallmarks of Spanish medieval warfare; lightly equipped with javelins and spears, they excelled as skirmishers and raiders. Navarre was particularly known for its light horsemen.

CABALLEROS 24 pts

	M	WS	BS	S	T	W	I	A	Ld
Noble Cavalry	8	4	4	3	3	1	4	1	8

Equipment: Hand weapons, javelins, light armour, shield.

Options: May have throwing spears (+2 pts).

Special Rules: Feigned Flight. Light Troops

These mounted warriors would have been the nobility of Christian Spain fighting in their traditional style before 'couched lance' tactics became commonplace, and, in the later period, could easily represent the Christian nobility of areas outside the influence of France and mainland Europe – such as Galicia in the north-west of Spain.

CABALLEROS HIDALGOS 26 pts

	M	WS	BS	S	T	W	I	A	Ld
Noble Knights	8	4	3	3	3	1	4	1	8
Warhorse	–	3	–	3	–	–	3	1	–

Equipment: Horse, thrusting or throwing spear, light armour, sword, shield.

Options: May ride a warhorse (+4 pts). May exchange light armour for heavy armour (+1 pt).

Special Rules: Ferocious Charge. May count Rank Bonus of up to +1 in combat.

The charging Christian knight shaped the destiny of medieval Spain, although the Spanish were not necessarily as well-equipped or mounted as their Norman contemporaries. These troops would be the better-equipped noble-born knights of any Christian army from the mid-11th Century onwards.

CABALLEROS VILLANOS 18 pts

	M	WS	BS	S	T	W	I	A	Ld
Commoner Knights	8	3	3	3	3	1	3	1	7

Equipment: Horse, thrusting or throwing spear, sword, shield.

Options: May wear light armour (+2 pts).

Special Rules: May count Rank Bonus of up to +1 in combat.

Caballeros Villanos were unique within Europe, a militia force expected to serve and fight on horseback. They were especially common in the armies of Castile.

CABALLEROS DE LAS ORDENES MILITARES . . 27 pts

	M	WS	BS	S	T	W	I	A	Ld
Military Order Knights	8	4	3	3	3	1	4	1	9
Warhorse	–	3	–	3	–	–	3	1	–

Equipment: Horse, thrusting spear, light armour, sword, shield.

Options: May have warhorse (+4 pts). May exchange light armour for heavy armour (+1 pt). May exchange thrusting spear for lance (+4 pts). May have horse barding (+2 pts).

Special Rules: Ferocious Charge. May count Rank Bonus of up to +1 in combat. Bloodthirsty.

The knights of the various military orders were a key part of the Reconquista in the 12th and 13th Centuries, being introduced into Aragon by Alfonso 'The Battler'. They were well-equipped and highly motivated, but sometimes difficult to control, with their crusading spirit often going against the rules of warfare of the time. This troop type could also be used to represent foreign crusaders in a Spanish army, eg, French or Burgundians. Horse barding was probably introduced in the 13th Century, and would be restricted to the richest knights. The military orders would also have had various retainers and hired mercenaries, who were unlikely to be as devout as the brethren themselves. These are well represented by jinetes, ballesteros and similar troops from elsewhere in this list.

0-1 GUARD SPEARMEN 14 pts

	M	WS	BS	S	T	W	I	A	Ld
Guard	4	4	4	3	3	1	4	1	8

Equipment: Sword, thrusting spear, shield, javelins.

Options: May have light armour (+2 pts). May be Stubborn (+3 pts).

In the armies of the Christians, crack troops like these would normally have fought mounted, but they could be a particularly effective Spanish militia unit, or dismounted knights (a very unusual phenomenon in this period – the Spanish were even less amenable to dismounting than the French!).

PEONES 8 pts

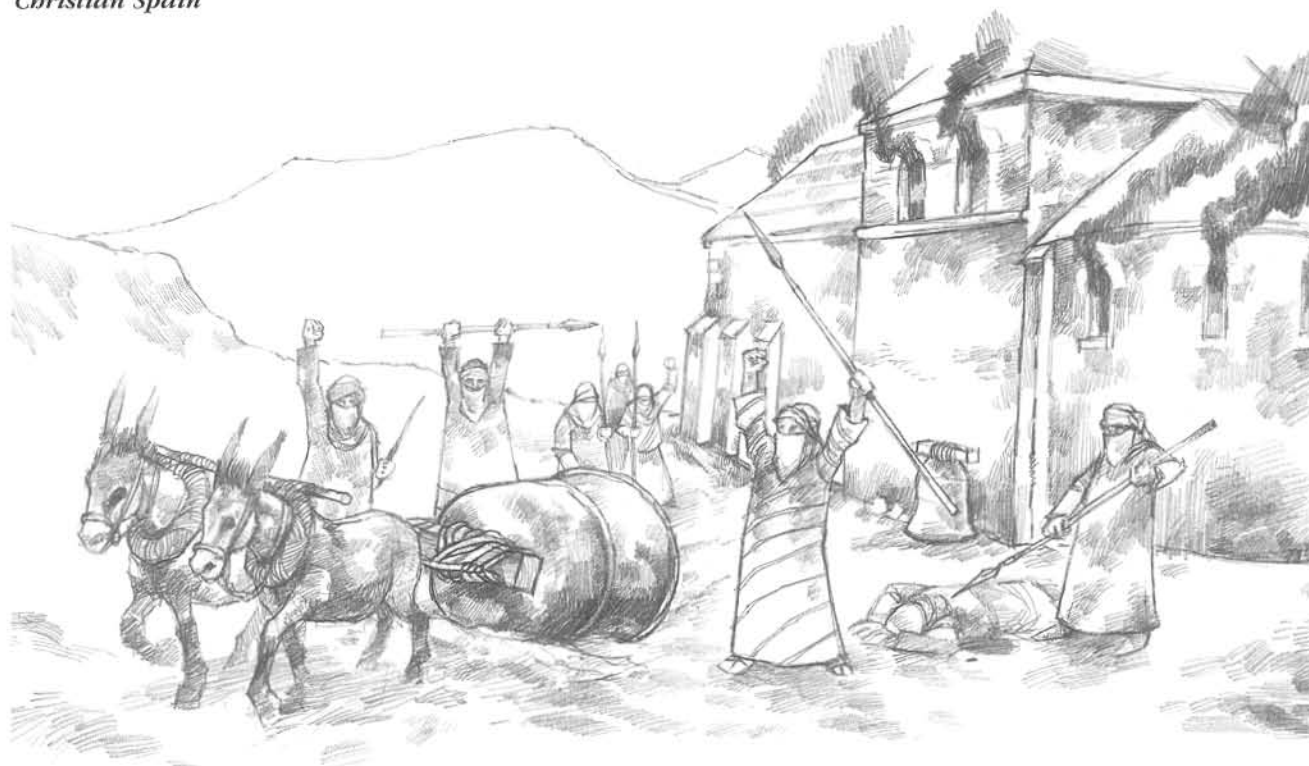
	M	WS	BS	S	T	W	I	A	Ld
Spearmen	4	3	3	3	3	1	3	1	7

Equipment: Thrusting spear, shield, javelins.

Options: May exchange thrusting spear for throwing spear (+1 pt). Any Peones unit may be declared Light Infantry prior to deployment for no extra cost.

Special Rules: Combined Formation – May have up to 50% Arqueros in the rear ranks of the unit.

Spearmen fighting for the Christian states were normally 'Peones', citizens too poor to afford a horse and armour and join the Caballeros.



A Moorish raiding party carries off the bells of a plundered church.

ARQUEROS 7 pts

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

Equipment: Composite bow, sword.

Options: May have shield (+1 pt).

Special Rules: Light Troops. Combined Formation – may be combined with a Peones unit as explained on page 13.

Bowmen were commonplace throughout Spain, and the Christian Spanish were known to use their servants as auxiliary archers, deployed behind spearmen in battle.

SKIRMISHERS 4 pts

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

Equipment: Hand weapons, javelins.

Options: May have throwing spears (+2 pts). May have buckler (+1 pt). May exchange javelins for shortbow or sling for no extra cost.

Special Rules: Skirmishers.

These troops represent the poorer-equipped peones of the army, peasant militiamen unable or unwilling to join the battleline. Slings were still a common weapon in Spain in the 11th Century and beyond.

King Alfonso had considered the matter of the Taifas: "The best plan is to set one Amir against another, and to take tributes off them all, until they are weak and unable to resist. When they are eventually brought to this, they will give themselves up to me."

– Memoirs of Abd Allah, Amir of Granada

BALLESTEROS 12 pts

	M	WS	BS	S	T	W	I	A	Ld
Professional Crossbowmen	4	3	3	3	3	1	4	1	7

Equipment: Crossbow, sword, light armour.

Options: May have shields (+1 pt).

Special Rules: Light Infantry. The number of units of Ballesteros in an army cannot exceed the total number of units of Caballeros Hidalgos and Military Order Knights – eg, if your army has one unit of Caballeros Hidalgos and one unit of Military Order Knights, you could have up to two units of Ballesteros.

These crossbowmen would be the retinues (mesnadas) of powerful knights and lords – or the Military Orders – who could afford to maintain such professional soldiers.

MILITIA CROSSBOWMEN 9 pts

	M	WS	BS	S	T	W	I	A	Ld
Militia Crossbowmen	4	3	2	3	3	1	3	1	7

Equipment: Crossbow, Sword.

Options: May have shields (+1 pt) and/or light armour (+2 pts).

Special Rules: Light Infantry. The number of units of Militia Crossbowmen in an army may not exceed the total number of units of Peones – eg, if your army has three units of Peones, you could have up to three units of Militia Crossbowmen.

In later years, the infantry militiamen of Spain took up the crossbow, which was used alongside the more traditional spears, javelins, bows and slings.

COLLECTING & MODELLING THE UNITS

Collecting a Christian Spanish army is not as difficult as it might sound. While specific 'Christian Spanish' ranges of miniatures are rare, Normans and Crusaders are extremely common – and many of these figures will do nicely for the Spaniards of this period. Most Normans are ideal (although if you have the choice, cropped Norman haircuts and short breeches might look a little out of place in Iberia), and Crusaders of the First Crusade are ideal for the time period, being contemporary with the last years of El Cid's life – although be aware that some knights intended for the Third Crusade and onwards may not be suitable for 11th Century armies.

At the heart of most Spanish armies would have been a core of the various mounted and armoured Caballeros: these would have been similar in appearance to Normans of the same period, although round shields appear to have been more common than the kite variety well into the 12th Century. This probably reflected regional preference, as well as the fact that the early Christian Caballeros would have fought in a more fluid style than the Normans. Mail hauberks were the most common form of armour, although scale and various forms of leather and quilted armour were also known. Helmets were again similar to those in use in Northern Europe, and some had peculiarly Spanish developments: various forms of face armour seem to have been experimented with, most likely because of the common use of bows and arrows on the Muslim frontier. The Spanish knights may also have differed from their Norman counterparts in their love of decoration: doubtless influenced by their Moorish neighbours, the wealthier Spaniards would have had easy access to silk and rich, patterned textiles. The Spanish also loved their horses, and surviving manuscripts and romances often portray them with ornately carved (and sometimes gilded) saddles, harness decorated with coloured tassels and all manner of ornaments, and bright, long saddlecloths. If collecting Caballeros Villanos (Commoner Knights), you may want to make the units' clothing a little plainer than that of the nobles – various shades of brown were common, although there is no reason that the Villanos who could afford horses and armour couldn't buy a nice tunic either! A good way of differentiating lightly-armoured Caballeros Villanos from other knights is to have a handful of unarmoured figures mixed in with the mailed figures in the unit.

When you have gathered a unit or two of Caballeros, you would be well-advised to add some Jinetes (light cavalry). Again, it is not easy to find figures specifically sold as Jinetes, but pretty much any unarmoured cavalryman with spear and shield in Early Medieval dress will do. Many ranges of Normans, Early Crusaders or Spanish include models sold as 'Unarmoured Squires', 'Serjeants' or 'Poor Knights', which should all fit the bill. Added to these are numerous other Dark Age or Early Medieval horsemen from other ranges – I have used mounted Vikings, Saxons, Byzantines and Armenians in my units of Jinetes. Once you get an idea of what to look for, the possibilities are endless. Models representing Jinetes also benefit from having extra javelins and spears added, either held in the hand or tucked behind a shield.

The infantry of the army may well be in the minority (indeed, you can create an entirely mounted raiding force with the army lists, which is completely intentional), but you can field more if you like – armies were often reinforced by large numbers of militia and skirmishers on foot for pitched battles. Broadly speaking, Spanish infantry of the period would have been of the poorer classes, as the wealthier citizens would have equipped themselves with horses and joined the Caballeros Villanos. Wool would have been the most common clothing material, ranging from an off-white to a very dark brown (virtually black) in its undyed state. Some Spanish spearmen are reported to have used their servants as archers, and it is unlikely that these bowmen, or similar skirmishers, would have been dressed particularly well. However, mercenary units and professional soldiers would have had a better standard of clothing – and maybe even some attempt at uniformity with painted shields or helmets.

Like the Caballeros and Jinetes, Normans and their ilk will suffice for many figures, although armoured infantry are probably best restricted to Mercenaries until the 12th Century. Don't be afraid to hunt through other ranges, especially as Spain was subject to Mediterranean and Moorish influences – long robes were not uncommon, and I have mixed more than a few Andalusian miniatures into my Christian units. Basque Javelinmen are unlikely to be covered by many manufacturers, although a mixture of Dark Age Irish and Celts seem to work well.



A Christian slinger and crossbowman prepare for battle.

WARGAMING TACTICS

As commander of a Christian Spanish army, your best troops will almost certainly be Caballeros (knights) of one flavour or another, supported by Jinetes (light horsemen). While largely mounted forces look great and can move fast, remember that your manoeuvrability can be your undoing! Horsemen can flee the table faster than infantry, so try to get your cavalry as far onto the table as possible – otherwise one unlucky Panic test could see your favourite Caballeros disappearing in a cloud of dust!

It might be tempting to take an army composed largely of knights and nothing else, but you will almost certainly suffer for it. Missiles were commonplace in the armies of this period, and a few unlucky saving throws can seriously weaken and even panic the toughest unit of Knights. Also, the various types of Caballero are not as manoeuvrable as their Andalusian counterparts, so an all-knight army will often be in constant danger of flank attacks from a Moorish enemy. Cavalry can be effectively screened by skirmishers or light horsemen in their advance upon the enemy, and these auxiliary units are also invaluable at guarding against flank charges.

All this said, Caballeros Hidalgos (Noble Knights) and Caballeros de las Ordenes Militares (Military Order Knights) are still the supreme mounted warriors of the period; they can out-fight virtually any other cavalry units, especially when equipped with the best armour and warhorses. Fighting infantry is a different matter: Andalusian spearmen may be easy meat for the best units, but the Almoravid and Almohad spearmen are a different proposition altogether. Timing is essential here, as a head-on attack against an unweakened Almoravid spear unit is likely to end in disaster: you will need to use missile fire to thin the Almoravid ranks, diversionary attacks to pull them out of line, and, if at all possible, a timely flank charge from Jinetes, Caballeros Villanos (Commoner Knights) or similar troops. After that, it's down to luck and skill at arms, but this will give you the best chance of success. Watch out for deploying knight units that are too small – you will find that your all-important rank bonus is whittled away by bowfire and attrition – and before you know it, your unit will be reduced to just a few vulnerable models. Small units can also run into trouble through the enemy's use of Fall Back In Good Order (FBIGO) – which can leave your unit exposed to flank charges. Our experience has shown that units of around 10-12 knights work well, but feel free to experiment with more or less!

As for the light cavalry (Jinetes and Caballeros), you will find these fellows very useful indeed. However, they are even less likely to succeed in a frontal charge on spearmen than their knightly comrades, and are far better used to skirmish with the enemy. Their Feigned Flight ability can be a powerful weapon: they can harry the enemy with javelins, then fall back when charged, fighting back if they are unlucky enough to get caught, or returning to hurl javelins again in the following turn. Make sure that your Jinetes are not too near a table edge when fleeing, though, as they may leave the battlefield by mistake! Both types are especially useful to counter and harass infantry, especially if you manage to get behind the enemy lines: if you stay within 8" of a unit (but outside of

its charge arc), you can prevent it from march moving, and chuck javelins at it as well – all very distracting for an infantry commander! Caballeros are also useful for their WS and BS of 4, meaning that these should be able to outfight any lesser light cavalry, and can cause serious damage with their javelins. You may also want to employ some Andalusian allied horsemen – their Jinetes and Noble Cavalry are not as brave or reliable as your Christians, but their manoeuvrability makes up for it. Lastly, as with all light cavalry units, watch out for forming up into ranks before you have to – skirmish formation is a great protection from being shot at.

Infantry are not likely to do the bulk of fighting in this army (unless you go down the route of modelling your army after a 12th or 13th Century infantry militia), but you will find them useful in a variety of supporting roles. Light infantry and skirmishers are extremely useful for driving off their enemy counterparts and harassing horsemen – especially with missile weapons. Bows, slings or even the humble javelin (especially deadly in the hands of the Basque Javelinmen) can be used to great effect to whittle down enemy troops before the knights charge in to finish the job. Crossbowmen are the most powerful missile troops of this era, and look tough on paper, but be warned: they only succeed where they have a clear field of fire. Enemy horsemen tend to be fast-moving, and can quickly get out of the fire arc of crossbowmen – forcing the latter to spend their next turn turning to face a new direction (rather than shoot, as crossbowmen cannot move in the Move phase and then shoot in the Shooting phase) – by which time the enemy horsemen may have moved again, or be charging them down. That said, well-deployed crossbowmen can cause real damage to formed units.

Apart from missile fire and fighting their opposite numbers in the enemy ranks, another good use for light infantry is supporting the knights – they can nicely screen the main body of horsemen from missile fire, or just take up position on the flanks or rear of a formed unit – thus offering some protection against enemy flank attacks.

Finally, a unit or two of Peones or Mercenary Spearmen should not be overlooked: these are very useful for holding off enemy horsemen, who are unlikely to charge a spear-armed unit to the front. When combined with archers in the back ranks they can whittle down the enemy with a trickle of missiles, and are great for protecting strategic positions or booty in the Apellido scenario featured in this book.

"You have until the feast day of Saint John: before that time you are free to leave in peace. You may go wherever you like, and take your wives and sons and daughters and servants and possessions with you. Leave the fortress to me without treachery, and I will receive it on the day of Saint John the Baptist."

El Cid's terms for the surrender of Murviedro

THE AGE OF EL CID



Inspired by the magnificent cover art of Guiseppe Rava, this vignette was converted and painted by Rob Broom.

Right: El Cid and his retinue. Models inspired by the movie, *El Cid*, converted and painted by Gripping Beast sculptor Duncan Patten.



ARMIES OF CHRISTIAN SPAIN



A large unit of Christian Caballeros Hidalgos with banners flying and ready for battle.



Christian Jinetes – note the proliferation of round and tasselled shields. Several of these models have had extra javelins added. The banner is based on a surviving manuscript illustration.



Banner of the
Order of
Santiago.



A Commander of the
Knights of Santiago.



Knights of Santiago from the 13th Century, converted and painted by Darren Harding.



Christian Ballesteros – well-equipped professional crossbowmen
from the retinue of a powerful noble or knight.



A Caballero Villano rides to battle.
These 'Common Knights' were
unique to Spain.

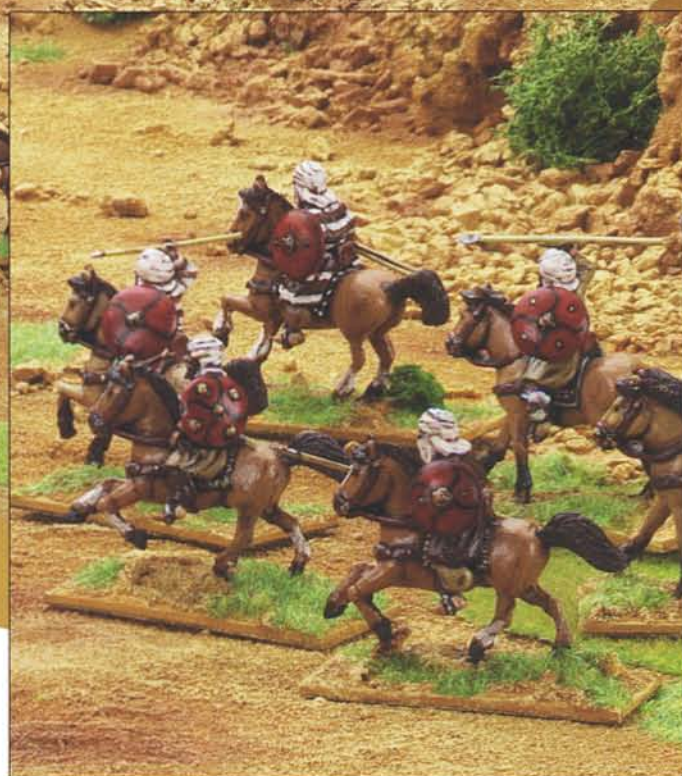


Christian Peones – almost certainly from a frontier region, judging by their mixture of Christian and Muslim dress.
Their leader is the only one who can afford a mail shirt, although several others have helms & swords.

AMBUSH

Raiding was by far the most common form of warfare in Medieval Spain. In this scene, an Andalusian raiding party returning with its spoils has been ambushed in a mountain pass by a Moorish counter-raid, (Apellido). Archers and crossbowmen rain missiles upon the raiders, while horsemen and spearmen are despatched to recapture the booty.





Left: Berber spearmen block the path of mercenary Christian Knights.

Above: The Andalusians protecting the booty find themselves assailed on all sides.

Right: Andalusian Jinetes ride down the hillside, their hurling javelins as they charge.

ARMIES OF AL-ANDALUS



Andalusian Noble Cavalry – King Al-Musta'in of Zaragoza leads the cream of al-Andalus into combat.



Above: A well-armed unit of Andalusian or Berber spearmen, possibly the bodyguard of an Amir.

Left: The Andalusians had the most developed civilisation in Europe, and the clothing to match! Their nobles and leaders look great dressed in patterned silks and embroideries. See page 33 for more details.



A large mixed unit of Berber spearmen and archers. Moroccan Berbers such as these were a common sight in al-Andalus throughout this period.



Andalusian crossbowmen – probably the most common Andalusian militia troops from the 12th Century onwards. What they lack in accuracy they make up for in numbers!



Andalusian Jinetes or Mercenary Berber cavalry prepare to ride into battle.

ARMIES OF THE AFRICAN INVADERS



Yusuf Ibn Tashfin's Almoravid Black Guard. The large multi-bases at the front of the unit allow rapid movement of big units on the wargames table – and allow room for extra touches, such as the felled Christian Knight. The back ranks include a number of single- and double-based models for easy removal of casualties. The arrows stuck in the shields are thin pieces of florist's wire – one end is hammered flat and trimmed to shape to make the flights, then the other end is superglued into a hole drilled in the shield. Note how the light-coloured bases help to brighten the effect of the whole unit.



A sizeable force of Almoravid spearmen from the Sabara – these soldiers of the faith are led by an Imam. Note the two drummers in the front rank, and the proliferation of veiled warriors.



The warriors used exotic animal-bide shields and bamboo spears tied with strips of cloth.



Sudanese spearmen. Soldiers such as these often fought as mercenaries, and indeed could be similar to the bodyguard of the Caliph at the Battle of Las Navas de Tolosa in 1212. They usually arrived in Spain via Tangier, and were also employed by the Andalusian Amirs.



African tribal skirmishers.



Almoravid or Almohad soldiers ride their camels into battle. Most camel riders probably dismounted before battle, but these models are too nice to leave out of the army!

ALIADOS Y MERCENARIOS

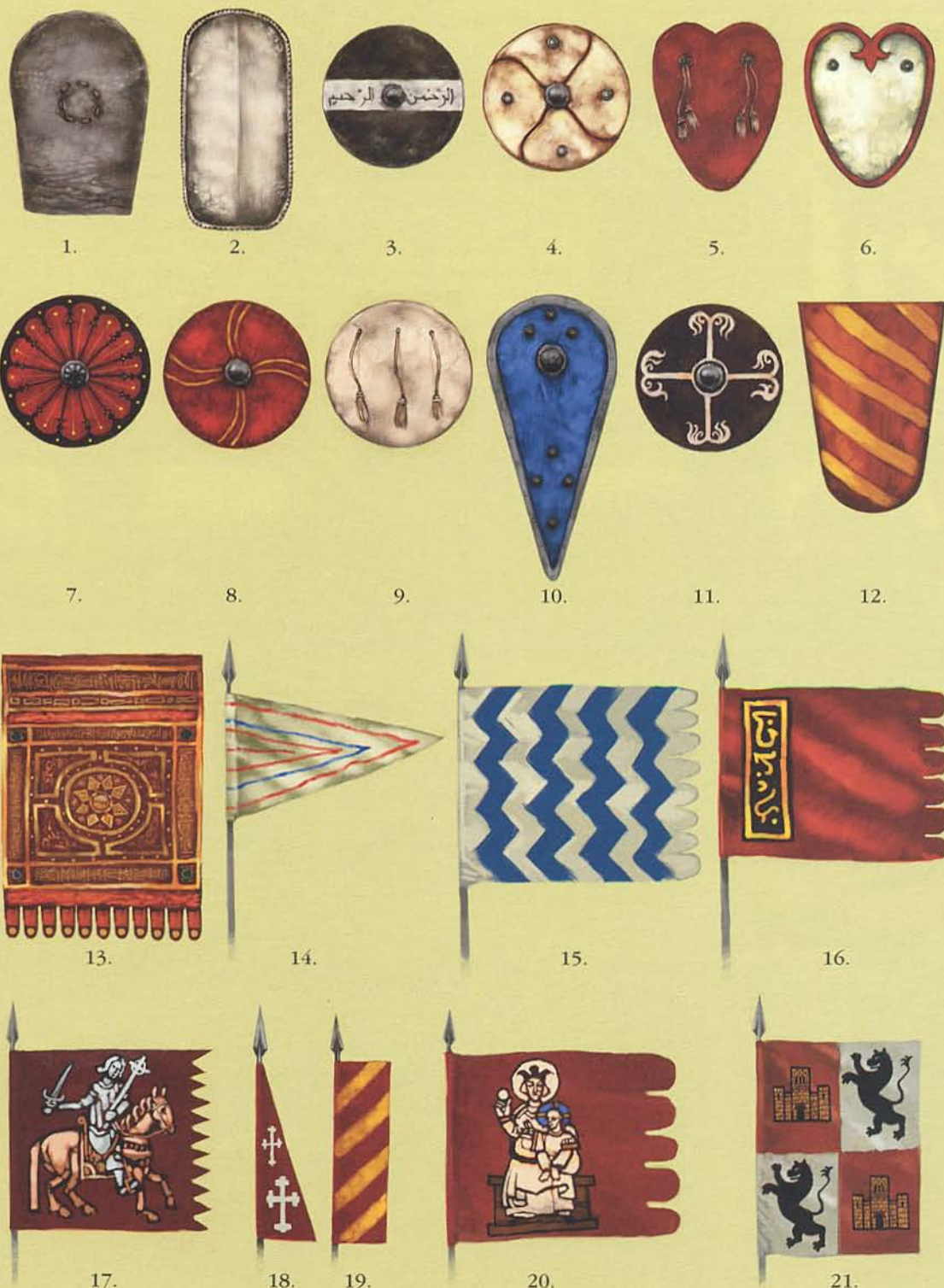


A unit of grim-faced Christian mercenaries. These soldiers might have been Spanish, French or even Flemish.



Andalusian horse archers surround a stray unit of Almoravids. Whilst the javelin-armed Jinete horseman dominated Andalusian cavalry tactics, several manuscripts show bow-armed riders as well. The shield designs are also based on manuscript illustrations.

SHIELDS AND FLAGS OF THE RECONQUISTA



Hypothetical Almoravid/Almohad shields.

- 1: Hippopotamus Hide Shield.
- 2: African 'Lamt'.
- 3: Rounds 'Turs' with Koranic inscription.

Andalusian Shields

- 4: Andalusian round shield, 11th Century.
- 5 & 6: Andalusian leather 'Adargas', 13th Century.

Christian Shields

- 7: Christian or Andalusian shield, 11th Century.
- 8: Christian shield, 11th Century.
- 9: Christian or Andalusian tasselled round shield, 12th Century.

- 10: Christian kite shield, 11th Century.

- 11: Christian shield, 12th Century.
- 12: Christian 'Heater' shield, 13th Century.
- 13: Almohad Banner, 13th Century.
- 14: Andalusian Pennant, 11th Century.
- 15 & 16: Andalusian Banners, 13th Century.

Christian Flags

- 17: Banner of the Order of Santiago, 12th Century.
- 18 & 19: Knights' Pennants, 13th Century.
- 20: Christian Banner, 13th Century.
- 21: Combined Arms of Leon and Castile, 14th Century (but probably in use earlier).

BATTLE OF CUARTE, VALENCIA 1094



Rodrigo Diaz, El Cid



In October 1094, El Cid had just conquered the Moorish city of Valencia, and made it his base of operations. The Emir of the Almoravids, Yusuf Ibn Tashfin, sent a relief force under his nephew, Muhammad Ibn Ibrahim, with orders to recapture Valencia and bring El Cid to him in chains. The huge Almoravid army made camp on the plain of Cuarte, to the western side of Valencia.

On the tenth day of the siege, El Cid took the initiative: sending out a number of his men from one gate to confront the enemy, he led the other part of his force out of a side gate in a surprise attack. Falling on the flank and rear of the Almoravids, he destroyed Muhammad's army and looted the Moorish camp. The victory was celebrated across Christian Spain, for it was the first time that the much feared Almoravids had been defeated in battle.





Bottom Left:

Bishop Jerome takes up position with a token force outside the gates of Valencia.

Left:

The Almoravid army advances towards the city walls

Bottom:

Rodrigo Diaz, El Cid, leads his Caballeros out of a side gate to fall upon the Almoravid flank.



BATTLE OF CUARTE, VALENCIA 1094



Bishop Jerome of Valencia and Dona Jimena prepare themselves for the forthcoming battle inside the gates of the besieged city.



Attacked from two sides, the Moorish battle line is thrown back in disorder and confusion.

PAINTING & MODELLING

Almoravid Veils

The litham or face-veil was the most distinctive feature of Almoravid dress, and was a mark of the core Almoravid Berber tribes. The mouth was thought of as unclean, so the most devout warriors pulled their headcloth/turban up to cover their mouths as well (plus it looks very sinister too!) You can add the litham to unveiled figures with a small piece of modelling putty (Green Stuff is best). Roll out a small, flat piece of putty, position it across the model's mouth, then blend the edges in with the headcloth/turban at either side of the head. It's not too difficult to get a really professional-looking result, and it's fairly quick, so you can do 10 or 15 figures at one sitting.



Andalusian Turbans

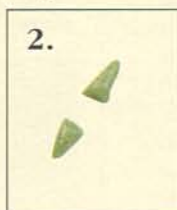
Some of the Andalusians were so heavily influenced by Christian dress and armour, that they were virtually indistinguishable from their Christian counterparts. In these cases, it isn't too hard to convert Christian figures into Moors with some simple conversion, eg, turbans added over helmets with a twist of modelling putty.



Tasselled Shields

Although the kite shield was known in Spain, the commonest shield in use seems to have been a simple round shield of various sizes, often adorned with one or more tassels – an adornment peculiar to the Iberian Peninsula, and especially common in Al-Andalus. Tassels were also a popular horse decoration. Tassels can be made using Green Stuff cut out neatly with a scalpel.

1. Roll a very small ball of Green Stuff, then flatten out the ends.
2. Cut the Green Stuff in the middle, and you should be left with two very small cones of putty.
3. Leaving the points facing upwards, push these onto the shield/horse in the desired position; when the putty is firmly in place, use the point of the scalpel (and a drop of water to avoid sticking, if necessary) to texture the putty like horsehair. If you're feeling adventurous, you can add a tiny ball of putty to the top of the tassel to represent a rivet or stud.



PAINTING & MODELLING

Black Guard



Berber Tribesman



Bamboo Spears



Many of the spears carried by the African soldiers were made of bamboo, which apparently contributed to their foreign mystique! It is easy to paint a plain spear as bamboo. Simply paint the spear shaft a mid-brown, then paint on a light brown top-coat, leaving thin horizontal lines of the undercoat showing as the joins in the bamboo. African spearheads were often fairly wide and some also had tassels at the neck of the spear.

Basing

Although the Iberian Peninsula features a wide variety of terrain, I prefer to simulate the dusty, sandy soil of the central plains on my bases. This appeals to my romantic tendencies, and makes the figures stand out especially well (black-garbed Moors in particular!). The bases have a mixture of silver sand and clean cat litter stuck on with PVA glue, which I then paint with yellow ochre acrylic paint. When dry, this gets drybrushed with a mixture of yellow ochre and white paint, then I add a few pieces of sparse vegetation: less is definitely more in this case! Static grass, tiny clumps of modelling lichen (reindeer moss) and flock all work well.



PAINTING & MODELLING

A Black Guard

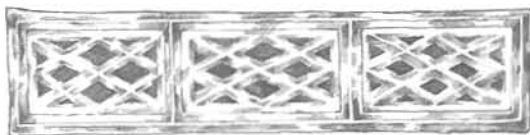
Obviously, black undercoats lend themselves to the mass production of Almoravid warriors, clad in black like those in the Charlton Heston movie!

1. This Black Guardsman has been spray undercoated in black, with any gaps filled in with a brush.
2. After the undercoat is dry, the raised areas of the black robes are painted with one of more highlights. Black can be a tricky colour to highlight without making it too light, so start by mixing a very dark grey and getting slightly lighter if the effect is too dark. Almoravids look good with some dark blue mixed into the dark grey, although you can also get a good effect using flesh colour as a mixer!
3. Once you have finished the black robes to your satisfaction, carefully paint in the other areas. Black African flesh is fairly easy to paint over a black undercoat – in this case I have just painted the raised areas of the face and hands in a dark brown, then glazed it with a brown ink to give it a skin-like sheen. The shield and all the clothes could be black if you like, but it's nice to introduce some contrast – so I have given him a green sash and white trousers.
4. The shoes are a leather brown, his spear has the bamboo effect described below, and his shield has a Koranic inscription to inspire him in battle. His base is a bright yellow ochre, which makes him stand out on the battlefield!

A Berber Tribesman

A white undercoat is particularly suitable for Moors who will be dressed mainly in undyed robes, especially models like this Berber tribesman.

1. Undercoat the model with matt white (spray or hand-painted), but make sure that it is completely covered and dry before the next stage.
2. Then paint in anything on the figure which won't be white in a flat colour – in this case, the face, spear, trousers, baldric, shoes and sash.
3. When this is dry, give the model a wash of thinned brown ink, all over. You could use different shading inks if you like, but the brown ink is a good shade for most earthy colours, and it makes this sort of mass-painting very quick.
4. When the ink is completely dry, paint a single highlight onto the areas that need attention – e.g. the raised folds of the robe, the cheeks and nose. Small areas such as shoes, belts and the trouser bottoms won't draw much attention, so don't bother highlighting these unless you really want to. Finally, paint the spear head, helmet and shield. Any metallic areas will probably benefit from underpainting in black, as metallic paint doesn't always cover well over white. Paint the shield in a strong contrasting colour – e.g. red or black – to counter the paleness of the off-white robe.



Painting Patterns

The Andalusians had the most developed civilisation in Europe, and the clothing to match! Their nobles and leaders look great dressed in patterned silks and embroideries. Although you could spend ages painting a single embroidered robe, these techniques are probably best left to the collector of large-scale figures. Here are some reasonably quick ways to make your Andalusians look the part:

I often use regular clusters of 3-4 dots to give the impression of patterned silk on a robe or cloak. Don't try and put too many on, or you may run into trouble! And make sure you use a strong contrasting colour – if your dots are too subtle they won't be visible on the wargames table.

Stripes on a turban or trousers are easy to do – once again, use a contrasting colour. You can stripe larger areas, like whole robes and cloaks, but this takes a lot more time, and may need highlighting if they get too big.

A border on a robe or saddlecloth can make all the difference. A dark colour with light dots painted in to represent a pattern will stand out really well.

Some troops would have had "tiraz" (armbands embroidered with a religious inscription, probably of Arabic origin) sewn onto their upper sleeves. These are best painted like borders, in a contrasting colour. You can then add a few squiggles to pass as "Arabic lettering" if your hand is steady enough!

AL-ANDALUS

The Armies of Muslim Spain, c.900–1250 AD

“When Al-Mansur’s dynasty came to its end and there was no-one left to lead the nation, each military chieftain raised up his own army, gathered up the wealth of the area, and took refuge behind the walls of his own fortress. These chieftains now competed for power in the area and sought to conquer each other. But little good will ever come of such rivalry.”

Memoirs of Abd Allah, Amir of Granada

OVERVIEW

Al-Andalus was the ‘Land of the West’, a mighty empire of the Muslim faith. Originally conquered by the Arab-led Berber armies of General Tariq at the start of the 8th Century, al-Andalus stretched from Jebel Tariq (Gibraltar) to Zaragoza, covering almost four-fifths of Hispania. Over the years, the powers that controlled al-Andalus waxed and waned, being under control of the Ummayyad dynasty for much of its time, and nominally ruled from Baghdad. At the start of the 10th Century, after several periods of strife and revolt, stability eventually came back to the Land of the West – and the next century was to be its finest hour. A succession of strong and organised rulers brought a golden age to al-Andalus, controlling the Caliphate from its capital city of Cordoba. Christian armies were defeated in the field, their cities of the north were plundered in raids, and their kings were forced to pay tribute or face more of the same. The 10th Century culminated in the seemingly endless campaigns of the famous Al-Mansur (‘Almanzor’), Vizier to the Caliph Hisham II and ruler of al-Andalus in all but name. Almanzor raided the Christian north without mercy, mounting an incredible 57 victorious campaigns against the infidels; his most famous exploit was the sack of Santiago in 997, in which the church bells were carried off to Cordoba, where they were reportedly used as lamps for the mosque!

Although Almanzor died undefeated in 1002, such a state of affairs could not last. His son took over the reins of power upon his death, but Almanzor had already sown the seeds of the destruction of al-Andalus. To increase the size of the army for his campaigns, he had employed huge numbers of Berber & Slav mercenaries: soon enough, there was racial tension and open revolt, and, lacking strong central leadership, the medieval superpower that had been the Caliphate of Cordoba disintegrated in the space of a generation.

As the rival leaders fought for power, new kingdoms or amirates were formed, simply based on control of a city and the land surrounding it. These became known as the Taifas – ‘party’ or ‘faction’ states, each ruled by its own dynasty. Although they preserved and enlarged much of the advanced culture of al-Andalus – poetry, art, science, philosophy and astrology – such niceties did not equate to military power. Vying with one another for territory and power, the ‘party kings’ soon became prey for the revived Christian kingdoms of Leon, Castile and Aragon. Forced to pay crippling amounts of tribute or ‘parias’ – or face even more punishing raids – the Taifa states became almost subject to the Christian monarchs, so much so that Ferdinand of Leon-Castile had the audacity to leave the annual tributes of the Taifas of Zaragoza, Toledo, Seville and Badajoz to his sons in his will! Of course, some of the Taifa kings in this period prospered at the expense of their fellows: Al-Mutadid of Seville added numerous territory to his kingdom during the 1040s, 1050s and 1060s – followed by the great city of Cordoba in 1069. The Hudids of Zaragoza were another success story, despite the annual parias. Both King Al-Muqtadir and his son Al-Mutamin employed the Castilian exile Rodrigo Diaz (later known as El Cid) to lead their armies from 1081–1086 – his unbroken success and a string of famous victories brought wealth, honour and power to both parties.

Christian Caballeros are marshalled into battle by their Andalusian employer.





A Bishop blesses a group of Caballeros Hidalgos before they ride out to battle.

During the 1080s, however, the situation of many Taifas became intolerable: taken to the edge by the annual *parias*, Alfonso VI's aggressive conquest of the mighty Taifa city of Toledo finally pushed them over it. A confederation of Taifa kings headed by Al-Mutamid, the poet-king of Seville, called in help from their co-religionists in Morocco: the Almoravids. Although there was no love lost between the two Muslim factions, and their cultures were worlds apart, the Taifa kings felt they had little choice but to call upon the forces of Yusuf Ibn Tashfin, despite the threat of being overthrown themselves: but as Al-Mutamid famously said, "I would rather be a camel-driver in Morocco than a swine-herder in Castile!"

The Almoravid invasion came in 1086, followed by swift success at the Battle of Zalaca (Sagrajas) near Badajoz, where the Almoravids and their Andalusian allies defeated the imperial army of Leon-Castile. However, the Almoravid leader, Yusuf, soon lost patience with the Taifa rulers, and set about deposing and conquering them. Granada was the first to go, quickly followed by Seville and Badajoz. Zaragoza, the most northerly Taifa, held out until 1110, but eventually fell into the hands of the Almoravids.

This, however, was not the end of the Taifa kingdoms. As the power of the African invaders started to wane, Andalusian nobles and adventurers began to revolt against their rulers and carve out small kingdoms for themselves. Sayf Al-Dawla, the dispossessed son of the last King of Zaragoza, allied himself with Leon and proclaimed himself Caliph in 1145, briefly ruling over Cordoba, Granada, Murcia and Valencia before his death in 1146. Another Muslim adventurer, Ibn Mardanish (known as El Rey Lobo or 'King Wolf' to the Christians) revolted against the Almohads in 1147 and established an Andalusian kingdom in south-eastern Spain, which survived until his death in 1172. Ibn Hud also led a serious Andalusian revolt against the Almohads in 1228 and was accepted by nearly all al-Andalus as ruler, taking the old title Amir Al-Muslimin ('Prince of the Faithful'); unfortunately, he was defeated in battle by the Leonese before he could bring his united al-Andalus to fruition. However, the longest-lasting Muslim kingdom was that of Nasrid Granada, founded anew by Ibn Al-Ahmar in the 13th Century; this remarkable kingdom stood as the last Muslim frontier in Spain for over two hundred years, sustained by a combination of diplomacy and military success. Granada was to survive until 1492, when it finally fell to the united Christian forces of Fernando and Isabella of Aragon & Castile. The fabled Land of the West had finally come to an end – although it had left its permanent mark on the history of Spain.

CHRONOLOGY

912AD – Abd Al-Rahman III becomes ruler of al-Andalus and restores order after a period of unrest.

920 – Battle of Valdejunquera: a Muslim army destroys the combined forces of Ordonez of Leon and Sancho of Pamplona, and plunders the city of Burgos.

929 – Abd Al-Rahman III officially adopts the titles of Caliph (Successor) and Amir Al-Muslimin (Prince of the Faithful) – and the Caliphate of Cordoba is born.

939 – Battle of Simancas. Ramiro II of Leon defeats Abd Al-Rahman III, who narrowly escapes with his life.

966-971 – Minor Viking attacks on the western coast of al-Andalus.

976 – Accession of Caliph Hisham II; however he leaves the running of the Caliphate to his vizier, Al-Mansur.

981 – Battle of Atienza – Al-Mansur defeats his rival, General Ghalib.

981-1002 – Reign of Al-Mansur ('Almanzor') in Cordoba.

985-997 – Great raids of Al-Mansur – he sacks Barcelona, Leon, Zamora, Sahagun and Santiago. Santiago's church bells are famously carried off to Cordoba.

1002 – Al-Mansur dies and is replaced by his son Abd Al-Malik.

1003-1006 – Al-Malik leads raids on Castile, Leon, Aragon and Catalonia.

1008 – Al-Malik dies and central Cordoban power collapses.

1008-1031 – Civil wars between rival factions in al-Andalus; the Taifa kingdoms are founded by rival dynasties. Soon after, some of the Taifas are forced to start paying *parias* (tribute) to the Christian kingdoms.

1042-1069 – Reign of Al-Mutadid, Amir of the Taifa kingdom of Seville. He is succeeded by his son Al-Mutamid, a famous poet.

1081-1086 – Rodrigo Diaz, Campeador, employed by Zaragoza.

1085 – Battle of Nivar – Amir Abd Allah of Granada and his Berber General, Muqatil el Royo, defeat a Castilian raiding party near Granada.

1085 – Taifa kingdom of Toledo conquered by King Alfonso VI of Leon-Castile.

1086 – Almoravid invasion and Battle of Zalaca (Sagrajas). King Alfonso VI of Leon-Castile is defeated by the Almoravids and their Andalusian allies. Most of the Andalusians are routed, but Al-Mutamid of Seville fights bravely.

1090 – Granada taken by the Almoravids; Amir Abd Allah is deposed and exiled to Morocco.

1091 – Almoravids march on Seville and capture it after a hard-fought siege; Amir Al-Mutamid is imprisoned. Almeria is also attacked and conquered.

1094 – Taifa kingdom of Badajoz conquered by Almoravids; its king, Al-Mutawakkil, is killed along with his two sons.

1110 – Battle of Valtierra; Al-Musta'in of Zaragoza is defeated and killed by the Christians. Zaragoza then falls into the hands of the Almoravids.

1118 – Zaragoza conquered by Aragon.

1145-1146 – Sayf Al-Dawla, son of the last Hudid ruler of Zaragoza, proclaims himself Caliph, taking Cordoba, Granada, Murcia and Valencia with the support of Alfonso VII of Leon. However Al-Dawla is killed by the Christians at Albacete.

1147 – Ibn Mardanish (a rogue Andalusian noble) revolts against Almohads, allies himself with Alfonso VII and establishes a small Taifa kingdom in south-eastern Spain.

1155 – Ibn Mardanish is defeated by the Almohads at Murcia.

1172 – Death of Ibn Mardanish; his sons surrender his kingdom to the Almohads.

1228 – Andalusian rebellion of Ibn Hud against the Almohads; his forces defeat the Almohad governors of Valencia, Murcia and Cordoba. The Almohad Caliph Al-Mamun leaves Spain for good – effective end of Almohad rule in Spain.

1230-1231 – Ibn Hud is defeated by the Christians in two battles at Alanje & Jerez, breaking his authority in al-Andalus.

1238 – Ibn Hud is assassinated.

1232-1239 – Muhammed Ibn Yusuf Ibn Nasr, known as Ibn Al-Ahmar, founds the Nasrid kingdom of Granada, which survives until 1492.

1246 – Ibn Al-Ahmar surrenders Jaen and becomes a tribute-paying vassal of Fernando III of Castile, although Granada maintains much autonomy until its eventual fall in 1492.

1248 – Seville, the last independent Andalusian city outside the kingdom of Granada, finally falls to Fernando III of Castile. As Fernando's vassal, Ibn Al-Ahmar of Granada contributes 500 Muslim knights to the campaign.

SPECIAL RULES

ANDALUSIAN HORSEMEN

Andalusian horses were the finest of their age, and highly sought after. Their natural agility and manoeuvrability made them ideal for the light cavalry tactics that typified Andalusian warfare. Any cavalry noted as being 'Andalusian Horsemen' may reform their unit formation without penalty after movement. This may include any march or double pace move but not charging. If the unit to reform is in skirmish formation, it must possess a Musician as normal (see Warhammer Ancient Battles Rulebook pg 56). Remember that a reforming unit cannot fire in the Shooting phase.

When using this special ability, the unit should reform around its leader, musician or standard bearer model, and care should be taken that no model moves more than its permitted movement distance.

Mounted characters accompanying an Andalusian Horsemen unit are assumed to have excellent horses as well, and so do not impede the unit's ability to reform.

ARMY LIST OPTIONS

This list may be used to create one of three armies:

The Caliphate of Cordoba (c.912 – 1008 AD)

The Taifa Kings (c.1008 – 1110 AD)

Survivors and Renegades – the Later Taifas and Nasrid Granada (c.1110 – 1250 AD)

THE CALIPHATE OF CORDOBA, c.912 – 1008 AD

This list covers the reigns of the great Caliphs of Cordoba, Abd Al-Rahman III, his son Al-Hakam II, and then those of the Amirid dynasty – Al-Mansur and Abd Al-Malik. Berber and European mercenaries, and slave-soldiers were the elite of the army, particularly during the reign of Al-Mansur and his son. Christian mercenaries and allies were not unknown either, being involved in the 997 sack of Santiago as well as many other campaigns.

SPECIAL RULES

At least half the number of cavalry models selected must be Andalusian Jinetes.

CHARACTERS

Up to 25% of the points value of the army may be spent on characters chosen from the following:

Caliph
Amir
Berber Shaykh
Christian Captain
Alferez
Cantador
Qadi

The Army General may be a Caliph, Amir or Berber Shaykh, but not a Christian Captain.

COMMON TROOPS

At least 50% of the points value of the army must be spent on units chosen from the following:

Andalusian Jinetes
Andalusian Noble Cavalry
Andalusian Spearmen
Andalusian Archers
Andalusian Skirmishers
Mercenary Spearmen
(chosen from the Aliados y Mercenarios list)
Mercenary Archers
(chosen from the Aliados y Mercenarios list)

UNCOMMON TROOPS

Up to 33% of the points value of the army may be spent on units chosen from the following:

Mercenary Jinetes
(chosen from the Aliados y Mercenarios list)
Mercenary Caballeros
(chosen from the Aliados y Mercenarios list)



THE TAIFA KINGS, c.1008 – 1110 AD

Armies varied considerably in this period – as well as the usual Andalusian horsemen and auxiliaries, a lot depended on the mercenaries that could be hired to form the backbone of such a force. The rulers of Seville made great use of African soldiers imported via Tangier, whereas the northern kingdom of Zaragoza had better access to the most desirable mercenary of the age, the Christian knight. Andalusian rulers would sometimes take to the field in person – but were often quite happy to let their more warlike Berber or Christian captains take command.

SPECIAL RULES

Characters may ride warhorses for an extra +16 pts per model

Only a single unit (0-1) of Andalusian Crossbowmen may be taken – the crossbow was a new weapon in this period

At least half the number of cavalry models selected must be Andalusian Jinetes.

CHARACTERS

Up to 25% of the points value of the army may be spent on characters chosen from the following:

Amir

Berber Shaykh

Christian Captain

Alferez

Cantador

Qadi

The Army General may be an Amir, Berber Shaykh or Christian Captain.

COMMON TROOPS

At least 33% of the points value of the army must be spent on units chosen from the following:

Andalusian Jinetes

Andalusian Noble Cavalry

Andalusian Spearmen

Andalusian Archers

Andalusian Skirmishers

UNCOMMON TROOPS

Up to 50% of the points value of the army may be spent on units chosen from the following:

Andalusian Crossbowmen

Mercenary Spearmen

(chosen from the Aliados y Mercenarios list)

Mercenary Archers

(chosen from the Aliados y Mercenarios list)

Mercenary Jinetes

(chosen from the Aliados y Mercenarios list)

Mercenary Crossbowmen

(chosen from the Aliados y Mercenarios list)

Mercenary Knights

(chosen from the Aliados y Mercenarios list)

SURVIVORS AND RENEGADES – THE LATER TAIFAS AND NASRID GRANADA, c.1110 – 1250 AD

This list allows you to field an Andalusian army of the 12th and 13th Centuries – and, with a little extra research, will probably be suitable up to the fall of Granada itself.

Like the earlier armies of the original Taifas, and perhaps even more so, the forces of the later Andalusians were many and varied. For Christian-sponsored adventurers such as El Rey Lobo or Sayf Al-Dawla, Christian allies and mercenaries were of prime importance within their armies, and would have formed a fair proportion. Leaders such as Ibn Hud may have had a more populist Andalusian troop base, with a greater number of Andalusian militia troops fighting on foot. In either case, the nobility of al-Andalus would still be fighting mounted – probably now copying the heavy cavalry charge of the Christians, accompanied by light horsemen using traditional jinete tactics. Native Andalusian infantry had by now started using the crossbow en masse, most likely as a counter-tactic to the mounted knights of the enemy. Mounted crossbowmen also started to make an appearance on the battlefield, especially in the armies of Nasrid Granada. Moroccan Berbers were still common soldiers in Granada.

SPECIAL RULES

Characters may ride warhorses for an extra +16 pts per model, and wear heavy armour (+3 pts). Any characters except the Alferez or Qadi may have lances (+6 pts).

Andalusian Jinetes and Mercenary Jinetes may take light armour for +2 pts per model.

Christian Captains and Mercenary Knights may exchange their thrusting or throwing spears for lances for +4 pts per model, and may have horse barding for +2 pts per model.

If no other Army General is chosen, the Qadi may be made Army General for +50 pts. Any unit led by the Qadi-General may also re-roll failed Panic tests. The Qadi-General loses the ability to re-roll failed Rally attempts, however.

CHARACTERS

Up to 25% of the points value of the army may be spent on characters chosen from the following:

Amir

Berber Shaykh

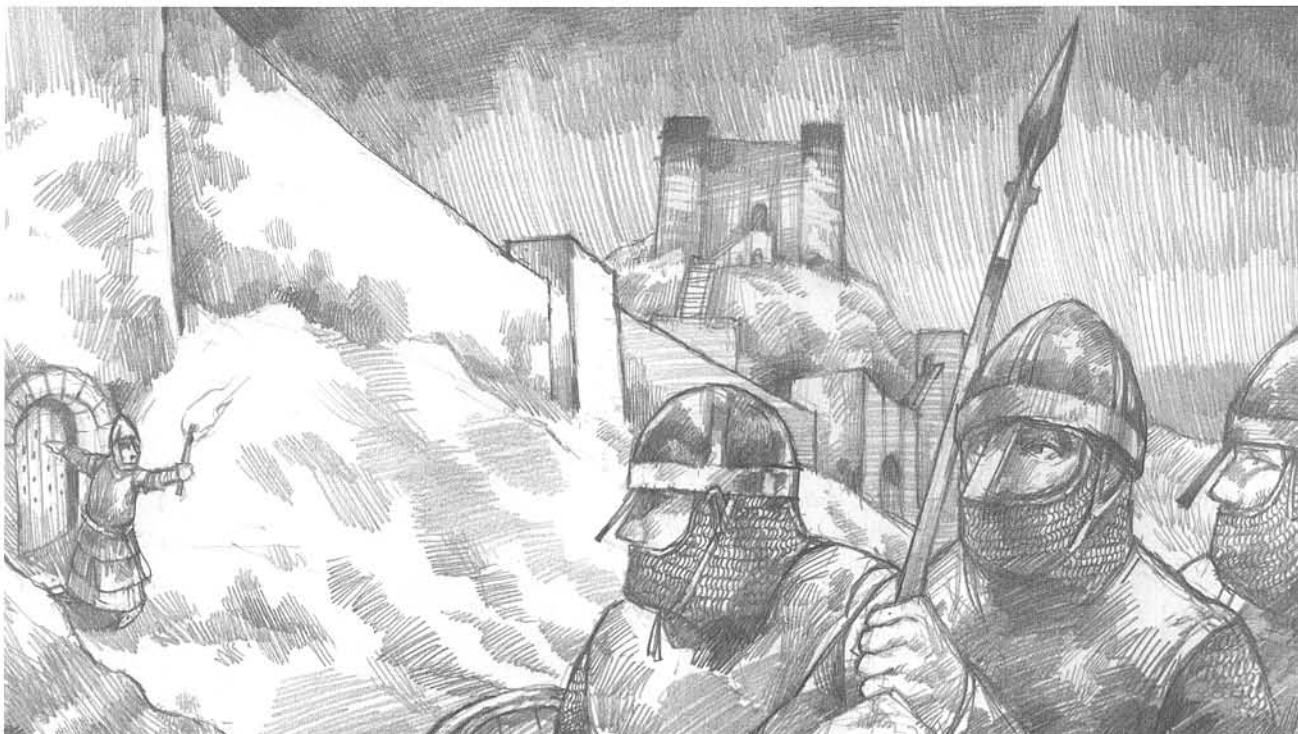
Christian Captain

Alferez

Cantador

Qadi

The Army General may be an Amir, Berber Shaykh, Christian Captain or a Qadi.



COMMON TROOPS

At least 33% of the points value of the army must be spent on units chosen from the following:

Andalusian Jinetes

Andalusian Noble Cavalry

Andalusian Knights

Andalusian Spearmen

Andalusian Archers

Andalusian Skirmishers

Andalusian Crossbowmen

Andalusian Mounted Crossbowmen

UNCOMMON TROOPS

Up to 50% of the points value of the army may be spent on units chosen from the following:

Mercenary Spearmen

(chosen from the Aliados y Mercenarios list)

Mercenary Archers

(chosen from the Aliados y Mercenarios list)

Mercenary Jinetes

(chosen from the Aliados y Mercenarios list)

Mercenary Crossbowmen

(chosen from the Aliados y Mercenarios list)

Mercenary Knights

(chosen from the Aliados y Mercenarios list)

ARMY LISTS

CHARACTERS

0-1 CALIPH 160 pts

	M	WS	BS	S	T	W	I	A	Ld
Caliph	4	5	4	4	4	3	6	3	9

Equipment: Sword

Options: May have light armour (+3 pts), shield (+2 pts), javelins (+2 pts), throwing spear (+2 pts). May be mounted on a horse (+8 pts).

Special Rules: Army General

A Caliph represents a strong and effective ruler in sole charge of al-Andalus, such as Almanzor the Great. Caliph or khalifa means 'successor' (of Mohammed).

AMIR 65 pts

	M	WS	BS	S	T	W	I	A	Ld
Andalusian Prince	4	4	4	4	3	2	5	2	8

Equipment: Sword

Options: May have light armour (+3 pts), shield (+2 pts), javelins (+2 pts), throwing spear (+2 pts). May be mounted on a horse (+8 pts).

Special Rules: If no other Army General is chosen, one Amir may be made Army General for +25 pts.

The Amir represents a Prince or Noble of al-Andalus, such as Al-Mutamid of Seville, or a military governor (Qa'id). Although renegades such as Sayf Al-Dawla proclaimed themselves 'Caliphs' in imitation of the Caliphs of Cordoba, they never commanded the same authority and are better represented as Amirs.

Al-Andalus

0-1 BERBER SHAYKH 75 pts

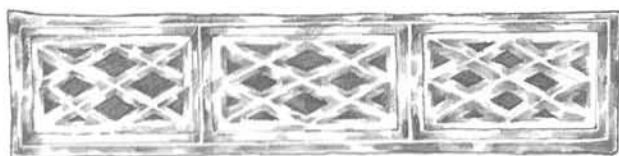
	M	WS	BS	S	T	W	I	A	Ld
Berber Chief	4	4	4	4	4	2	5	3	8

Equipment: Sword

Options: May have light armour (+3 pts), shield (+2 pts), large shield (+3 pts, only if on foot), javelins (+2 pts), throwing spear (+2 pts). May be mounted on a horse (+8 pts).

Special Rules: If no other Army General is chosen, one Berber Shaykh may be made Army General for +25 pts. You may not have both a Berber Shaykh and Christian Captain in the same army.

Berbers were heavily involved in Andalusian armies, and were often led by the most ambitious troublemakers. They were respected warriors, though, and founded several of the Taifa dynasties after the collapse of the Caliphate of Cordoba.



0-1 CHRISTIAN CAPTAIN 75 pts

	M	WS	BS	S	T	W	I	A	Ld
Christian Captain	4	5	4	4	4	2	5	2	8

Equipment: Sword, light armour, shield.

Options: May be mounted on a horse (+8 pts).

May have javelins (+2 pts), throwing spear or thrusting spear (+2 pts). May wear heavy armour (+1 pt).

Special Rules: If no other Army General is taken, the army may be led by a Christian Captain, so this character may be upgraded to Army General for +25 pts. You may not have both a Christian Captain and Berber Shaykh in the same army.

Christian knights were amongst the most sought-after mercenaries in al-Andalus, and their captains sometimes found themselves leading Andalusian armies and raiding expeditions into battle. El Cid was the most famous of these, spending five years of his early career winning great victories for his employer, the King of Zaragoza.

0-1 ALFEREZ 80 pts

	M	WS	BS	S	T	W	I	A	Ld
Army Stan. Bearer	4	4	4	4	3	2	5	2	8

Equipment: Sword

Options: May have light armour (+3 pts), shield (+2 pts). May be mounted on a horse (+8 pts).

Special Rules: Army Standard Bearer.

The Alferes is a leading noble or champion, especially chosen to carry his Lord's banner into battle.

0-1 CANTADOR 50 pts

	M	WS	BS	S	T	W	I	A	Ld
Cantador	4	4	4	3	3	2	4	1	8

Equipment: Sword.

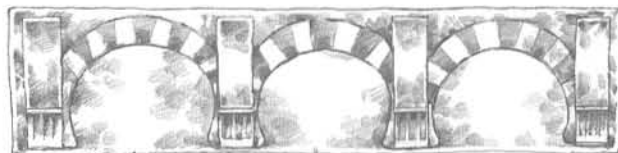
Options: May have light armour (+3 pts), shield (+2 pts), javelins (+2 pts), Throwing spear (+2 pts). May be mounted on a horse (+8 pts).

Special Rules: The Cantador may lead a single formed unit (not skirmishers). After deployment, but before the first move is taken, the Cantador may try to inspire his unit – roll a D6:

D6 Result

- 1 The voice of the Cantador is drowned out by the blowing of horns and the stamping of horses' hooves. He may fight with the unit, but his song has no effect.
- 2-3 The Cantador inspires his men to come to blows with the enemy as quickly as possible – the unit may add D3" to its movement for ONE move, march or charge during the battle. The use of the extra movement must be declared before the dice are thrown; the extra D3" movement is doubled for charging or marching.
- 4-5 The Cantador's song strengthens the will of his men; the unit may re-roll failed Panic tests during the course of the battle.
- 6 The Cantador inspires his men to great feats of arms – the unit may re-roll any misses in the unit's first round of combat during the game. The unit and any attached characters may take advantage of this re-roll, but warhorses may not!

The cultured Andalusians probably had poets leading their armies, similar to the Christian Cantadors.



0-1 QADI 40 pts

	M	WS	BS	S	T	W	I	A	Ld
Islamic Judge	4	3	3	3	3	2	4	1	8

Equipment: Sword.

Options: May have light armour (+3 pts), shield (+2 pts), javelins (+1 pt), throwing spear (+2 pts). May be mounted on a horse (+8 pts).

Special Rules: The Qadi can lead a single formed unit (not skirmishers). This unit may re-roll failed Rally attempts during the battle, as long as the Qadi is still alive and leading.

The Qadi is a respected Andalusian religious leader, inspiring the faithful to battle. Qadis were unlikely to be skilled warriors, but were often involved in Andalusian uprisings and revolts during the 12th and 13th Centuries.



Christian horsemen skirmish with Moorish archers

These mounted warriors would have been the nobility of al-Andalus fighting in their traditional manner.

TROOPS

ANDALUSIAN JINETES 17 pts

	M	WS	BS	S	T	W	I	A	Ld
Light Cavalry	8	3	3	3	3	1	3	1	6

Equipment: Javelins, hand weapon.

Options: May have throwing spears (+2 pts). May have shields (+1 pt). Up to half the units of Andalusian Jinetes may exchange javelins for bow (+2 pts), in which case throwing spears may not be taken as well.

Special Rules: Feigned Flight. Light Troops. Andalusian Horsemen. Bow-armed Jinetes are Expert Horsemen. Expert Horsemen do not suffer the -1 to hit modifier to their shooting if they moved that turn. But, this does not allow them to shoot if they charge or make a march move.

The name 'Jinete' meaning a light horseman is descended from 'Zenata', the Berber tribe who provided great numbers of riders for the later kingdom of Granada. The Andalusians bred the best horses in Europe, and used them in traditional light cavalry tactics.

Horse archery is clearly illustrated in several Spanish manuscripts of the period, and was most likely practiced by the Andalusians, although we have little idea of how many fought in such a fashion. Javelin- and spear-armed riders dominated Spanish light cavalry warfare, so we must assume that these tactics proved more effective.

ANDALUSIAN NOBLE CAVALRY 23 pts

	M	WS	BS	S	T	W	I	A	Ld
Noble Cavalry	8	4	4	3	3	1	4	1	7

Equipment: Hand weapons, light armour, javelins, shield.

Options: May have throwing spears (+2 pts).

Special Rules: Light Troops. Feigned Flight. Andalusian Horsemen.

ANDALUSIAN KNIGHTS 23 pts

	M	WS	BS	S	T	W	I	A	Ld
Andalusian Knights	8	4	4	3	3	1	4	1	7
Warhorse	-	3	-	3	-	-	3	1	-

Equipment: Horse, thrusting or throwing spear, light armour, sword, shield.

Options: May ride a warhorse (+4 pts). May exchange light armour for heavy armour (+1 pt). May exchange throwing or thrusting spear for lance (+4 pts).

Special Rules: May count Rank Bonus of up to +1 in combat.

Towards the end of this period, many Andalusian nobles copied the equipment and tactics of the Christian Knights, and appear almost identical in manuscript illustrations, although they probably never achieved quite the same effect as their Christian counterparts. By the 15th Century, however, most had reverted to their original 'Jinete' equipment and style of fighting.

ANDALUSIAN SPEARMEN 6 pts

	M	WS	BS	S	T	W	I	A	Ld
And. Spearmen	4	2	3	3	3	1	2	1	6

Equipment: Hand weapon, thrusting spear, shield.

Options: May have light armour (+2 pts), javelins (+1 pt).

Andalusian militia spearmen were amongst the least motivated footsoldiers of the age: softened by their advanced culture, the Andalusian citizens were unwilling warriors.



El Cid leads the charge against the Almoravids at the Battle of Cuarte.

0-1 ANDALUSIAN MOUNTED CROSSBOWMEN . . . 19 pts

	M	WS	BS	S	T	W	I	A	Ld
Mtd Crossbowmen	8	3	3	3	3	1	3	1	6

Equipment: Hand weapons, horse & latch (light crossbow).

Options: May have shields (+1 pt) and/or light armour (+2 pts).

Special Rules: Light Cavalry. Feigned Flight. Andalusian Horsemen. The light crossbow used by these horsemen would not have been as powerful as that of the foot soldier, so has a range of 24", Strength 3 and a -1 save modifier. If they move in their Movement phase they are unable to fire that turn (they are assumed to have halted to reload their weapons).

Mounted crossbowmen were a new addition to the Moorish armoury in the later part of this period, and were particularly seen in the forces of Granada. Most probably dismounted to fight, but the option to take a single unit of mounted crossbowmen is to represent the few who did not.

ANDALUSIAN ARCHERS 5 pts

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

Equipment: Bow, hand weapon.

Options: May have shields or light armour (+1 pt).

Special Rules: Light Troops. Combined Formation – May be combined with an Andalusian Spearmen unit as explained above (they lose the Light Troops ability).

Archers were commonplace throughout al-Andalus, although they were probably no more enthusiastic in battle than their spear-bearing counterparts.

ANDALUSIAN SKIRMISHERS 4 pts

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

Equipment: Hand weapons, javelins.

Options: May have throwing spears (+2 pts). May have buckler (+1 pt). May exchange javelins for shortbow or sling at no extra cost.

Special Rules: Skirmishers.

These are the poorest of the Andalusian militiamen, armed with hunting equipment and simple weapons. Slings were still in common use throughout al-Andalus, and especially in the Balearic Isles.

ANDALUSIAN CROSSBOWMEN 8 pts

	M	WS	BS	S	T	W	I	A	Ld
And. Crossbowmen	4	2	2	3	3	1	2	1	6

Equipment: Crossbow, sword.

Options: May have shield (+1 pt) and/or light armour (+2 pts).

Special Rules: Light Infantry.

The Andalusians quickly adopted the crossbow as an infantry weapon. It became particularly popular amongst their militias, who fielded it in large numbers.

COLLECTING & MODELLING THE UNITS

The Andalusian army is my unashamed favourite out of the three featured in this book: I just love the mixture of Islamic and Christian influences, the bright colours of the nobility and the fascination with horses. It also has the distinct advantage that the Andalusians fought as allies for all the Christian Spanish states, as well as the Almoravids and Almohads – so you can start by collecting just a few units of Andalusians which can fight on either side, and then bulk them out into an army of their own at a later date.

The Andalusians themselves can be hard to find figures for – Gripping Beast being one of the only manufacturers currently making an excellent range in 28mm scale; however, you can press other figures into service. Figures listed as 'Bedouins' (commonly sold in ranges intended for The Crusades) often have long robes and turbans, and will therefore serve well for Andalusian Jinetes, spearmen and archers. Some of the Arab & Saracen figures (also from Crusade ranges) will also suffice, although the Andalusians were probably not all as 'Arabic looking' as some of these models. It should also be remembered that many Andalusians had very similar wargear to the Christian Spanish – therefore Norman, Spanish or First Crusade Christian figures could also be used. In this case I would recommend adding some Moorish touches, such as tasselled round or Adarga shields (a heart-shaped leather shield), turbans and helmet cloths. Andalusian Noble Cavalry would have had the best clothing and equipment, so you should be justified in painting them in bright silks and patterned fabrics, as well as giving their horses all kinds of tassels and ornaments. In the case of the Andalusian Knights featured in the Survivors and Renegades list, I would imagine that these would be best converted straight from Christian models.

Andalusian slingers and crossbowmen are also rare figures, but there are other options open. Slingers can be converted with suitable open-handed Arab or Bedouin types (some manufacturers make separate slings, which can be easily glued into open hands intended for spears), or you could take any suitable Dark Age slinger and model on a few turbans with modelling putty. Slingers would have been a common sight on the Iberian battlefield, so it would be a shame not to have at least one unit. Crossbowmen can be converted from Christian models again (with turbans and headcloths), or another useful source can be Renaissance ranges! Several manufacturers have ranges of 15th to 16th Century Ottoman Turks, which include figures sold as 'Moorish or North African Marines'. Many of these will work well, although you may have to carry out a few head-swaps or add some turbans to cover up some of the anachronistic helmets, if they bother you.

Lastly, if you plump for a full Andalusian army, you will probably want to add some mercenaries to give it some fighting punch. Christians are a popular choice, and more advice about suitable figures is given in the relevant list in this book. Berbers were widely used across al-Andalus; you can normally find the right figures in manufacturers' Crusade ranges; although their traditional garb could be quite plain, you would be justified in using some brighter colours and equipment to represent a well-rewarded unit in Andalusian service. African mercenary spearmen were also known (being common in the service of Seville, for example); they are covered in one or two ranges, often under the heading of 'Sudanese'.

WARGAMING TACTICS

An army of Al-Andalus can be both a pleasure and a challenge to play on the wargames table, mostly the latter in my experience! They have a wide mixture of troop types available to them, many of which are weak in Leadership; the fighting abilities of the infantry leave much to be desired; and their best soldiers are likely to be whichever mercenaries they can afford. Armies chosen from the Caliphate of Cordoba period have many of these disadvantages reduced (with access to a General with a Leadership value of 9, and good quality Mercenary Spearmen available as a common troop type), but the Taifa Kings and Survivors & Renegades have a much more difficult time of it: struggling for overall leadership, their Generals are limited to Ld 8, and many of the native Andalusian troops have only Ld 6 or Ld 5, making it a brittle army. But don't be put off! The Andalusians of these two later periods have many unique attractions of their own.

Like the Christians, the Andalusians had a long tradition of horse breeding and, in addition, some superb stud-farms which were famed throughout Europe. Their horses were renowned for their nimbleness and manoeuvrability, so

well suited to the traditional skirmishing tactics of the Iberian Peninsula. Skirmishing is what the Andalusian horsemen of the Reconquista did best, and this is the best course to pursue with them on the gaming table. The tactics that follow work well with a unit of around seven to ten models; we have found that units of six or less figures are very vulnerable to missile fire, and can become unwieldy over ten models.

Firstly, use your Andalusian Horsemen skill to wrong-foot the enemy: if you split into skirmish formation, you can duck to one side of an enemy formed unit, and then reform into ranks ready to threaten a flank or rear charge in your following turn. Whilst it won't always work out, it can be incredibly disconcerting and may force your opponent into an error which you can then exploit. Unsupported formed units are the ideal victims for this sort of tactic; you may find it harder to pull off if your opponent has guarded his flanks or rear with a unit of light troops. Don't form up into ranks until you really have to, though, or you may suffer from being a better target for enemy missiles.

Secondly, don't forget to use your javelins! They can be a major annoyance (especially as they have no penalties for moving and shooting, and no long range either): your Jinetes probably won't win a shooting match against foot troops, but riding behind or to the sides of enemy formed troops and hurling a round of javelins can whittle them down. Noble Cavalry are especially nasty: BS 4 gives them the potential to force a Panic test or reduce a target unit's rank bonus. Bow-armed horsemen can also use these tactics, but obviously they can operate at longer ranges.

Third, make use of Feigned Flights. Being able to flee from an enemy (combined with a few javelin shots as you run) and then rally immediately is a great advantage – especially if you want to pull enemy units out of position to where they will be exposed to flank charges from other units. However, make sure that you don't stray too close to table edges: your Feigned Flight ability will be of little use if you leave the battlefield by accident! If you have the space, play on a large table – this will give you a lot more room for those cavalry manoeuvres.

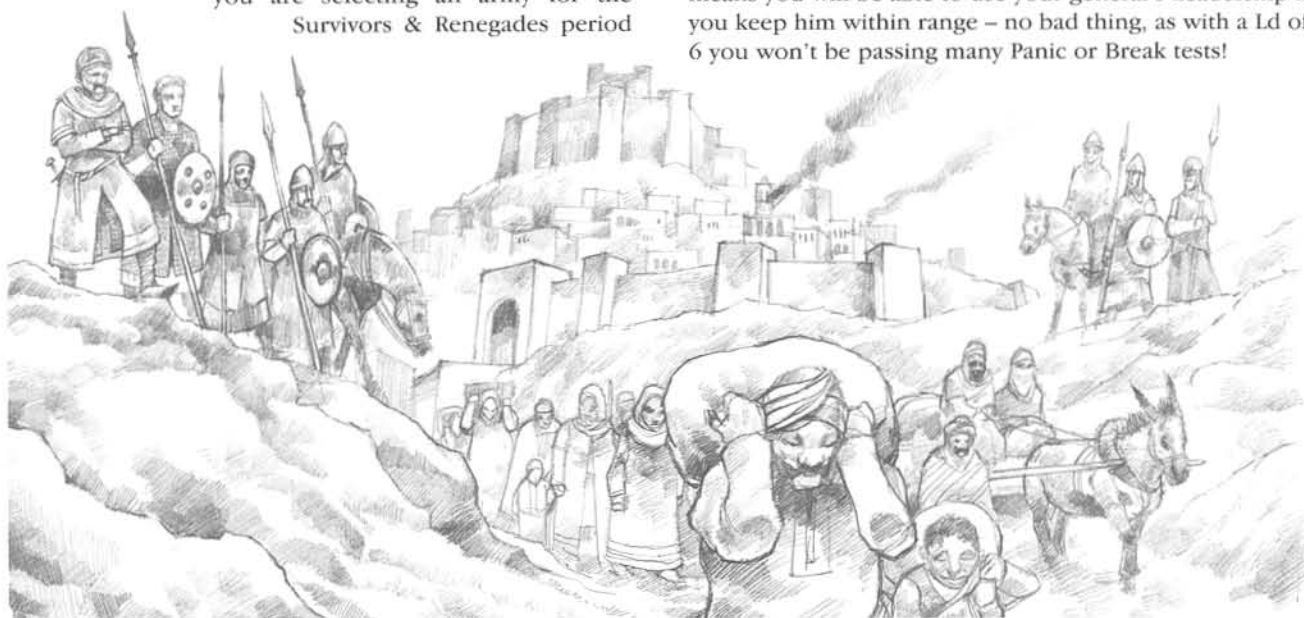
Fourth and finally, don't be afraid to fight hand-to-hand, but only do it when you have to! With a Leadership of 6 you'll be odds-on to break and flee after losing a combat (although you can boost a unit's Ld and fighting power by including a Character); and you will get chewed up and spat out by Christian Knights if you attack them from the front, so avoid them if at all possible. However, there is a time and place for charging in: Andalusian Noble Cavalry have good Weapon Skill and armour, and should be able to take on and beat most other light cavalry. Foot skirmishers are a good target for Andalusian Jinetes as well, although attacking other light horsemen on even terms is a lot more risky. If you can stack the odds in your favour with a flank or rear attack (ideally in combination with more than one unit), by all means go for it!

At this point, it's probably worth a quick look at mercenaries: these are likely to be the best troops in your army, and will probably suffer the brunt of the fighting. Christian Knights are naturally popular, as they are a useful counter to all other heavy cavalry of the period; if you are selecting an army for the

Survivors & Renegades period

of the list, you will also find that Andalusian Knights fall into much the same category. Berbers were historically the most numerous mercenaries in Andalusian armies, and can provide some decent spearmen, archers and light cavalry to back up the Andalusian militia troops. Note that you can upgrade a Mercenary Spearmen unit to Stubborn status, which can then make an excellent bodyguard for your dismounted General (this also nullifies the Aliados y Mercenarios special rules); alternatively, you could field your mounted Andalusian Amir, or even a Christian Captain, leading a bodyguard of Christian knights with the same advantage.

Andalusian infantry are the lowest quality in this period (nearly all chroniclers agree that they were ineffective warriors compared with their Berber, Christian and African contemporaries), but don't overlook their usefulness. The cheapness of the spearmen means that you can field a large unit which will at least be able to repel light cavalry, although don't rely on it against Christian knights! Archers can be handy mixed in with the rear ranks of such a unit in order to provide a further deterrent to being attacked, or a few separate units can provide useful missile support for the main fighters of the army. Slingers and javelinmen are cheap and cheerful skirmisher units, and are handy just for the usual skirmishing tactics – screening, shooting and distracting: every army should have some. Don't expect them to win too many combats though! Finally, the Taifa Kings and Survivors & Renegades lists have access to a new weapon: the Andalusian crossbowman. Andalusian militias armed themselves with this on a regular basis, undoubtedly realising its potential against the feared Christian knights. Your odds of hitting are greatly reduced with a BS of 2, but you can field large numbers, which can be intimidating in the least! An occasional lucky round of dice rolling can cause real damage, but you're much more likely to inflict a trickle of casualties. Although it might be tempting to deploy them as skirmishers, if you form your Andalusian crossbowmen into a ranked unit you should have the best concentration of fire, and the advantage of a rank bonus, which will help you out if you end up in a melee. It also means you will be able to use your general's Leadership if you keep him within range – no bad thing, as with a Ld of 6 you won't be passing many Panic or Break tests!



The other side of the Reconquista: Andalusian civilians are exiled from their captured city under the watchful gaze of its new masters.

THE AFRICAN INVADERS

The Armies of the Almoravids & Almohads, c.1042–1269AD

“Should Allah see fit to grant me enough years of life, I shall take back all the lands that the infidels have stolen from us in our weakness.”

Yusuf Ibn Tashfin

OVERVIEW

The Almoravids (also known as the Murabits, or Al-Murabitun) were a fundamentalist Islamic movement of the 11th & 12th Centuries. Founded by a religious ascetic, Ibn Yasin, amongst the nomadic Sanhaja Berber tribe in southern Morocco, they combined devotion to Islam with a fierce military tradition and a desire to conquer. Ibn Yasin and his followers began their rise to power by attacking and subjugating the neighbouring Berber tribes of the area – soon they controlled the trans-Saharan gold trade, which would be at the root of their great African empire of Islam. Despite the phenomenal success of his campaigns, Ibn Yasin was killed in battle in 1059, and the reigns of power passed to his disciple, Abu Bakr Ibn Umar. In order to cope with the demands of his rapidly increasing domain, Abu Bakr delegated control of the north of the Almoravid empire to his cousin, the famous Yusuf Ibn Tashfin (better known as ‘Ben Yusuf’). Yusuf crossed the Atlas Mountains and brought the Almoravids onto the plains of Morocco, where he set about extending the empire yet further: around 1070, the Almoravids founded their capital city of Marrakesh (at this time little more than a mosque in the desert surrounded by the tents of the faithful).

Now that the Almoravids had overtaken the Maghrib (north-west Africa) they were no more than a short ferry crossing from the Iberian Peninsula. We do not know whether they planned an invasion of Spain, but they were soon in contact with its rulers. Al-Mutawakkil, ruler of the Taifa kingdom of Badajoz, had been in touch with Yusuf since at least 1079, hoping that the Africans would send soldiers to fight against the infidel threat and shore up the fragile Muslim kingdoms of al-Andalus. Eventually, however, the infidels themselves provided the catalyst: the conquest of Toledo in 1085 by Leon-Castile shook the Islamic west to its foundations. Suddenly the land of al-Andalus was open to Christian attack, and beyond that, the cities of Morocco and the Maghrib. The princes of al-Andalus called upon Yusuf once again, and this time he heeded the call. A huge army of Berber soldiers crossed the Straits of Gibraltar and landed at Algeciras in the summer of 1086, eager to prosecute the jihad against the Christians. Joined by the Andalusian kingdoms of Granada, Seville and Badajoz, they marched to north in order to threaten Toledo; Alfonso responded in kind, and brought the royal army of Leon and Castile south into Muslim territory to meet them. Confident of victory after years of military superiority over the local Andalusians, the Christians met a very different foe on the plain of Sagrjas: disciplined, stubborn and determined, the Almoravid army routed the infidels and plundered their camp.

Bleeding from a severe wound in the leg, Alfonso is said to have escaped with just 500 of his knights.

Yusuf then returned to Africa, but was back two years later. Soon he realised that his Andalusian allies were too divided to support the jihad in the manner to which he was accustomed, and so he set about deposing them and taking over the Taifa kingdoms. On a wave of popular support (the combination of military might and lower taxes of the Almoravids clearly appealed to the Andalusian masses), his forces annexed nearly all of the Taifa kingdoms to the Almoravid Empire. Zaragoza, the most northerly of the Andalusian states, was left to its own devices. Valencia had been conquered by El Cid in 1094, much to Yusuf’s chagrin, and he sent a huge army to relieve it, which was routed by the Cid at the Battle of Cuarte, followed by a second Almoravid defeat at Bairén in 1097. These, however, were the only Almoravid reverses for many years to come: the Africans were nearly invincible on the battlefield, scoring victories against the Christians at Consuegra, Cuenca and Ucles amongst others. It was not until the reign of Alfonso ‘The Battler’ of Aragon that the Almoravids would come up against another warrior of the Cid’s calibre.

These years were, however, the high point of the Almoravid achievement in Spain: despite success on the field, they failed to reconquer much land from the Christians, and were soon unpopular with the local Andalusians for their high-handed attitude, which ultimately culminated in anti-Almoravid revolts. The scale of the Almoravid empire was also its undoing, as it ran into problems in its native Morocco, and as a result, it crumbled rapidly towards the middle of the 12th Century; the capital of Marrakesh was lost in 1147, and by the 1150s the only parts of Spain remaining under Almoravid rule were the Balearic Islands. Crippled by internal revolts, the Almoravid Empire was soon replaced by a new North African power: the Almohads.

Founded around 1120 by the Mahdi Ibn Tumart, the Almohad (Al-Muwahhidun or ‘Unitarians’) movement was not dissimilar to that of the Almoravids, although their hardcore of support was the Masmuda Berber tribe of the Atlas Mountains of the Maghrib. Like the Almoravids, the Almohads’ territory developed rapidly on the back of religious fanaticism and military prowess. Although the Almohads were defeated at the gates of Marrakesh in 1130, and their leader Ibn Tumart died soon afterwards, the Almoravids were distracted by the other demands of their empire and could not spare the men to crush their rivals; and within a few years they had paid the price. The Almohads returned under a new leader, the Caliph ‘Abd Al-Mu‘min, and renewed the war in Morocco, finally taking Marrakesh in 1147. Although they had to deal with revolts and suppress their new territory, the Almohads had finally established themselves in the Maghrib.



Sabaran drummers

Having consolidated their hold on North Africa, and taking advantage of Andalusian revolts against the Almoravids in al-Andalus, the Almohads predictably moved into Spain in 1147; here they soon managed to control much of what had been Almoravid al-Andalus. Soon enough they were continuing the jihad against the resurgent Christian states; the Caliphs, Yusuf I and his son, Yaqub, inflicted severe reverses upon the Christians at the Battles of Caracuel and Alarcos respectively. Like the Almoravids, though, they could be poor at siege warfare and thus the reduction of castles and reconquering of territory: the siege of Huete in 1172 was a case in point, where a near-certain victory became a disaster due to poor administration and divisions in the Almohad army. However the fall of Salvatierra in 1211, proved that the opposite could be true when the Almohads captured the headquarters of the Military Order of Calatrava and severely embarrassed the Castilians.

Despite their run of success upon the battlefield at the end of the 12th Century, within a generation the Almohads had suffered their heaviest defeat, in one of the pivotal battles of Spanish history: after a day-long struggle at Las Navas de Tolosa in 1212, the Almohads were routed and their huge army was destroyed, the Caliph Muhammad II only just escaping with his life. After this defeat, the Almohad empire held on for a few years, but soon fell apart, much the same way as it had destroyed the Almoravid empire just 70 years previously. Weak leadership, internal revolts and civil wars were the inevitable consequences of such a huge but fragile empire, and the Almohad Caliph finally withdrew from al-Andalus in 1228 to deal with problems in the Maghrib – and never returned. The resulting vacuum of power left al-Andalus at the mercy of the resurgent kingdoms of Portugal, Leon, Castile & Aragon; and now the Christian kingdoms were able to take full advantage, reconquering nearly all of al-Andalus.

And so, having withdrawn from Spain, the Almohads were left struggling for power in the Maghrib; a strong Caliph, Al-Sa'id, looked likely to inject new life into the dying regime, but he was ambushed and killed in Tlemcen in 1248. The death blow of the once great movement finally came in 1269, when the Almohad capital of Marrakesh was over-run by yet another faction of North African Berbers, the Banu Marin.

YUSUF IBN TASHFIN – 'Emir of the Faithful'

Yusuf Ibn Tashfin, better known to westerners (and movie fans) as 'Ben Yusuf', was undoubtedly the greatest leader of the Almoravid movement. A swarthy native of the Sanbaja Berber tribe, he appears to have been a pious and compassionate man as well as a ruthless and charismatic leader in battle. He rose to prominence as the commander of the northern part of the Almoravid empire in the 1070s, and became sole leader of the movement upon the death of Abu Bakr in 1087. Having conquered all of Morocco, he turned his attention to Spain, and invaded in 1086. By now he was already an old man, (the great Spanish historian, Ramon Menendez Pidal, claims 70 years of age!), but he was wiry in body and strong in spirit. Soon he had led his army to victory over the Christians at the great triumph of Sagrajas (Zalaca) in October 1086, although he already had his differences with his Andalusian co-religionists: the luxurious lifestyles and spiritual shortcomings of the Taifa princes did not go down well with this austere Islamic zealot.

By 1089 he had decided to depose the Andalusian Taifa kings and take their kingdoms for the Almoravid empire, although he is characteristically said to have given away the huge quantities of booty to his troops, keeping none for himself. Abd Allah of Granada submitted peacefully to Yusuf in person and was comparatively well-treated, although Al-Mutamid of Seville put up a stiff resistance and was imprisoned before being exiled to Morocco. Al-Mutawakkil of Badajoz was the least fortunate, being executed along with his two sons upon the fall of his city.

*Following the fall of the Taifa kings, Yusuf concentrated his resources against the Christians, in particular the outpost castle of Aledo near Granada, and Valencia, which had been conquered by El Cid in 1094. Aledo finally fell in 1091, but Valencia held out against all of Yusuf's attempts to retake it (although he never commanded a relief force in person as shown in the film *El Cid*). His nephew Muhammad Ibn Ibrahim was defeated at the Battle of Cuarte in 1094, followed by another defeat for the Almoravids under Ibn Al-Hajj at Bairén in 1097. In spite of his advancing years, Yusuf outlived the Cid (who died in 1099), and finally saw Valencia fall into Almoravid hands in the spring of 1102, when no Christian could defend it any longer.*

Yusuf eventually died in 1106, and was succeeded by one of his many sons, Ali Ibn Yusuf.

CHRONOLOGY

1040s – Almoravid movement founded in Morocco by Abd Allah Ibn Yasin, a Berber of the Sanhaja tribe. He is joined by the Lamtuna Berber chiefs of the Sanhaja, who form the military elite of his army.

1054-9 – Ibn Yasin campaigns across Morocco, but is killed in battle. The Lamtuna chieftain, Abu Bakr, becomes sole leader of the Almoravid movement.

1070s – Abu Bakr grants control of the Almoravid territory north of the Atlas Mountains to his cousin, Yusuf Ibn Tashfin. Foundation of Marrakesh.

1073-84 – Yusuf Ibn Tashfin completes conquest of Maghrib.

1076 – Almoravids conquer Ghana.

1086 – Almoravid invasion of Spain. The Battle of Zalaca (Sagrajas) is fought near Badajoz between the Almoravid army of Yusuf Ibn Tashfin and the Leon-Castilians of Alfonso VI. Yusuf scores a great victory but returns to Morocco.

1087 – Death of Abu Bakr; Yusuf Ibn Tashfin becomes Emir Al-Muslimin.

1088 – Yusuf returns to Spain, but his jihad against the Christians is compromised by his Andalusian allies.

1090 – Yusuf turns on the Taifa Kings and begins a campaign to conquer Al-Andalus; he deposes Abd Allah, King of Granada, and imprisons him.

1091 – Almoravid armies take over Seville, Aledo & Almeria, deposing their rulers.

1094 – Al-Mutawakkil of Badajoz is deposed and executed by the Almoravids.

1094 – A huge Almoravid army is sent to re-take Valencia from Rodrigo Diaz, but is routed by El Cid at the Battle of Cuarte.

1097 – Almoravid armies defeat Leon-Castile in two battles – Alfonso VI is beaten at Consuegra, and Alvar Fanez at Cuenca. El Cid triumphs again, defeating the Almoravids at Bairén.

1102 – Valencia is finally taken by the Almoravids, having been abandoned by El Cid's widow, Jimena.

1106 – Death of Yusuf Ibn Tashfin – his son Ali Ibn Yusuf becomes Emir, aged 23.

1108 – Battle of Ucles – another victory for the Almoravids over Leon-Castile. Prince Sancho, son of Alfonso VI, is slain.

1110 – Zaragoza taken by Almoravid army under Ibn Al-Hajj.

1114 – The veteran Almoravid commanders Ibn Al-Hajj and Ibn A'isha of Valencia mount a raid against Catalonia, but are ambushed and killed.

1115 – Balearic Islands taken by an Almoravid fleet.

1120 – Battle of Cutanda – a major Almoravid expedition is defeated by Alfonso 'The Battler', King of Aragon.

1120s – Muhammad Ibn Tumart (the Mahdi, or 'Chosen One') founds the Almohad movement in Morocco. Then builds powerbase among the Masmuda Berbers of the High Atlas Mountains.

1126 – Another Almoravid army is defeated by Alfonso 'The Battler', this time at Arinzul.

1129 – Alfonso routs yet another Almoravid army, led by the Governor of Seville.

1130 – Ibn Tumart leads the Almohads against the Almoravids, but the rebels are defeated at the gates of Marrakesh. Ibn Tumart dies soon after. Abd Al-Mu'min becomes Almohad Caliph in Ibn Tumart's stead.

1130 – The Almoravid Governor of Valencia defeats an Aragonese army.

1134 – Battle of Fraga – Alfonso 'The Battler' of Aragon is finally defeated by an Almoravid force under Yahya Ibn Ali, and dies of his wounds.

1139 – Battle of Ourique – an Almoravid army is defeated in the Algarve by Afonso I of Portugal.

1143 – Death of Ali Ibn Yusuf; Tashfin Ibn Ali succeeds him as Emir of the Almoravids.

1143 – Revolt against Almoravid rule in al-Andalus.

1143 – Almoravid ruler, Tashfin Ibn Ali is captured.

1145 – Almohads defeat the Christian mercenaries of the Almoravids in battle in Morocco; their leader, Reverter the Catalan, is killed. The Almoravid Emir, Tashfin Ibn Ali, dies soon after.

1147 – First Almohad force in Spain, led by Al-Mussufi, a former Almoravid commander.

1147 – Marrakesh is captured by the Almohads from the Almoravids.

1140s-50s – Almohads take control of most of Almoravid al-Andalus.

1146 – Huge revolt against the Almohads in North Africa; it is brutally suppressed.

1148 – Almohads complete their conquest of Morocco.

1162 – An Almohad army is routed at Granada by Ibn Mardanish (El Rey Lobo, a rogue Andalusian noble) and his Christian allies; a few months later the tables are turned and an Almohad force under Muhammad Ibn Sulayman recaptures Granada and puts Ibn Mardanish to flight.

1163 – Death of Abd Al-Mu'min. Muhammad I becomes Caliph, but is quickly ousted in favour of Yusuf I.

1165 – Yusuf I defeats the renegade Andalusian Ibn Mardanish in a battle outside Murcia; Ibn Mardanish survives but hands over his territory to the Almohads on his deathbed in 1172.

1172 – Siege of Huete – a huge Almohad army under Yusuf I besieges Huete, but fails due to administrative incompetence and poor morale.

1173 – Battle of Caracuel – the Almohads destroy a Christian militia raiding force under Sancho Jimenez of Avila.

1184 – Death of Yusuf I. His 26-year old son Ya'qub is elected Caliph.

1195 – Battle of Alarcos – Ya'qub defeats the army of Alfonso VIII of Castile.

1199 – Death of Ya'qub; rule of Muhammad II begins.

1211 – Muhammad II takes Salvatierra, the headquarters of the Order of Calatrava.

1212 – Muhammad II is defeated by a coalition of Christian states at the Battle of Las Navas de Tolosa – the Caliph barely escapes with his life and never returns to Spain.

1213 – Muhammed II dies in Marrakesh; Yusuf II becomes Caliph.

1224 – Death of Yusuf II. Succession crisis and civil war follows, which critically weakens the Almohad state.

1228 – Almohad Caliph withdraws from al-Andalus to Africa. Andalusian revolt against Almohads in al-Andalus, led by Ibn Hud.

1230-5 – Almohad colonies in the Balearic Islands are conquered by the Christians.

1248 – Effective end of Almohad power in al-Andalus.

1269 – Marrakesh falls to the rival tribe of the Banu Marin.

“Amongst the captives taken by Ali Ibn Yusuf was a renowned knight from Barcelona of the name of Reverter...the Emir gave him command of all the Christian caballeros and Moorish soldiers, for Reverter had never known defeat in battle.”

Chronica Adefonsi Imperatoris

SPECIAL RULES

AFRICAN DRUMMERS

The Almoravid and Almohad armies were considered disciplined by the standards of their time, and included large numbers of Saharan drummers to boost morale and issue orders; their massed beating terrified the Spanish at the Battle of Zalaca in 1086. Because of this, certain units may feature two Musician models (rather than the usual one) for the normal cost of +5 pts per model. Any unit so equipped automatically wins a drawn combat by one point, rather than having to resort to a 'musical roll-off'. The only units that may take an additional drummer are: Hasham Guard Cavalry, Berber Cavalry, Camel Riders, Black Guard, Berber Spearmen and Berber Archers.

Almoravid and Almohad archers were generally well-drilled and disciplined, and their archers caused the Spanish knights considerable problems, so they benefit from an additional special rule if they have two drummer models. A Berber Archer or combined Berber Archers/Spearmen unit with two drummer models may use Massed Archery even if it has moved up to its normal movement in a turn. A -1 'to hit' penalty still applies to units that move & shoot.

ARMY LIST OPTIONS

This list may be used to create one of two armies:

The Almoravids (c.1042 – 1149 AD)

The Almohads (c.1128 – 1269 AD)

THE ALMORAVIDS, C.1042 – 1149 AD

The Almoravid army started life as a confederation of Berber tribes; their leadership is credited with transforming them into a disciplined army of religiously-motivated warriors, trained to stand shoulder-to-shoulder and accept casualties in the cause of Islam. Berber spearmen would have been the overwhelming feature of the Almoravid forces, armed with spears and javelins and tall shields. Archers also appear to have been common, probably shooting in ranks from behind the protection of the spearmen's shields. Cavalry were somewhat less common, mainly being Berber light horsemen where present. After the Almoravid invasion of Spain, many native Andalusians served alongside Yusuf and his successors, although they never achieved the same reputation as the African invaders. Strange as it may seem, Christian mercenaries also found their way into Almoravid service.

SPECIAL RULES

Any Berber Spearmen unit may be made Stubborn at +3 pts per model. Berber Archers must also be made Stubborn for the same cost if they are in a Combined Unit with Stubborn Berber Spearmen (they cannot be Stubborn on their own).

CHARACTERS

Up to 25% of the points value of the army may be spent on Characters chosen from the following:

Emir or Venerable Emir

Sayyid

Christian Captain

Army Standard Bearer

Imam

The Army General may be an Emir, Venerable Emir, Sayyid or Christian Captain.

COMMON TROOPS

At least 33% of the points value of the army must be spent on units chosen from the following:

Black Guard

Berber Spearmen

Berber Archers

Berber Cavalry

Tribal Skirmishers

UNCOMMON TROOPS

Up to 33% of the points value of the army may be spent on units chosen from the following:

Hasham Guard Cavalry

Camel Riders

Mercenary Caballeros

(chosen from the Aliados y Mercenarios list)

Mercenary Crossbowmen

(chosen from the Aliados y Mercenarios list)

Mercenary Knights

(chosen from the Aliados y Mercenarios list)

Gbuzz Horse Archers

(chosen from the Aliados y Mercenarios list)

ANDALUSIAN ALLIES

Up to 33% of the points value of the army may be spent on the following units chosen from the Al-Andalus army list:

Andalusian Jinetes

Andalusian Noble Cavalry

Andalusian Spearmen

Andalusian Archers

Andalusian Skirmishers

THE ALMOHADS, c.1128 – 1269 AD

The Almohads seem to have started out in a similar fashion to the Almoravids, but suffered at the hands of the Almoravid cavalry whenever they ventured from their mountain strongholds onto the plains of Morocco. This was soon rectified with the conquest of the Maghrib and its horse-owning tribes, but Berber spearmen were still the core of the Almohad army, once again supplemented with Andalusians after the mid 12th Century. Over time, however, the Almohad army became a polyglot of rival tribes and mercenaries, so that by the time of Alarcos in 1195, the Almohad Caliph Ya'qub was commanding Berbers, Ghuzz, Christians and Arabs.

SPECIAL RULES

Up to half the units of Berber Spearmen may be made Stubborn at +3 pts per figure. Berber Archers must also be made Stubborn for the same cost if they are in a Combined Unit with Berber Spearmen (they cannot be Stubborn on their own).

Christian Captains (from the Characters section) and Mercenary Knights (from the Aliados y Mercenarios list) may exchange their thrusting or throwing spears for lances for +4 pts per model, and may have horse barding for +2 pts per model.

CHARACTERS

Up to 25% of the points value of the army may be spent on characters chosen from the following:

Emir or Venerable Emir
Sayyid
Christian Captain
Army Standard Bearer
Imam

The Army General may be an Emir, Venerable Emir, Sayyid or Christian Captain.

Ben Yusuf's Almoravid warriors loot the Christian camp during the Battle of Sagrass.

COMMON TROOPS

Up to 50% of the points value of the army may be spent on units chosen from the following:

Black Guard
Berber Spearmen
Berber Archers
Berber Cavalry
Tribal Skirmishers

UNCOMMON TROOPS

Up to 50% of the points value of the army may be spent on units chosen from the following:

Hasham Guard Cavalry
Camel Riders
Mercenary Caballeros
(chosen from the Aliados y Mercenarios list)
Mercenary Crossbowmen
(chosen from the Aliados y Mercenarios list)
Mercenary Jinetes
(chosen from the Aliados y Mercenarios list)
Mercenary Spearmen
(chosen from the Aliados y Mercenarios list)
Mercenary Archers
(chosen from the Aliados y Mercenarios list)
Mercenary Knights
(chosen from the Aliados y Mercenarios list)
Ghuzz Horse Archers
(chosen from the Aliados y Mercenarios list)

ANDALUSIAN ALLIES

Up to 33% of the points value of the army may be spent on the following units chosen from the Al-Andalus army list:

Andalusian Jinetes
Andalusian Noble Cavalry
Andalusian Knights
Andalusian Spearmen
Andalusian Archers
Andalusian Skirmishers
Andalusian Crossbowmen
Andalusian Mounted Crossbowmen



ARMY LISTS

CHARACTERS

0-1 EMIR 160 pts

	M	WS	BS	S	T	W	I	A	Ld
Emir	4	5	4	4	4	3	6	3	9
Venerable Emir	4	4	3	3	3	3	5	2	10

Equipment: Sword.

Options: May have light armour (+3 pts), shield (+2 pts), large shield (+3 pts, only if on foot), javelins (+2 pts), throwing spear (+2 pts). May be mounted on a horse (+8 pts). May be Drilled (+2 pts). May be Stubborn (+3 pts).

Special Rules: Army General.

The Almoravid and Almohad ruling elite used a variety of titles: Emir or Caliph being usual for the leaders of the state. Yusuf Ibn Tashfin of the Almoravids took the title Emir Al-Muslimin ('Prince of the Muslims'); the founder of the Almohads, Ibn Tumart, proclaimed himself Mahdi ('The Chosen One'), and Abd Al-Mu'min and his successors often used the title of Caliph ('Successor to Mohammad').

The Venerable Emir represents an old and wizened but charismatic leader, such as Yusef Ibn Tashfin, who is said to have been 70 years old when he invaded Spain in 1086.

SAYYID 75 pts

	M	WS	BS	S	T	W	I	A	Ld
Lord	4	4	4	4	4	2	5	3	8

Equipment: Sword.

Options: May have light armour (+3 pts), Shield (+2 pts), large shield (+3 pts, only if on foot), javelins (+2 pts), throwing spear (+2 pts). May be mounted on a horse (+8 pts). May be Drilled (+2 pts). May be Stubborn (+3 pts).

Special Rules: If no other Army General is chosen, one Sayyid may be made Army General (+25 pts).

This character type can represent any of the lesser Berber, Arabic or Andalusian commanders that served under various titles – Naqib, Sayyid, Shaykh, Hafiz, etc. A good example would be Sir Ibn Abi Bakr, who fought bravely and effectively under Ben Yusuf at the Battle of Zalaca in 1086. Sayyid means 'Lord', although under the Almohads it was often used for the sons of Caliphs – effectively Princes.

“At the third hour of the day, the Christians saw a great multitude of Almoravid soldiers and horsemen ready to fight with them and slay them. Gripped by fear, their skill at arms deserted them, as did their courage.”

Chronica Adefonsi Imperatoris

0-1 CHRISTIAN CAPTAIN 75 pts

	M	WS	BS	S	T	W	I	A	Ld
Christian Captain	4	5	4	4	4	2	4	2	8

Equipment: Sword, Light armour, shield.

Options: May be mounted on a horse (+8 pts) or a warhorse (+16 pts). May have javelins (+2 pts), throwing spear or thrusting spear (+2 pts). May wear heavy armour (+1 pt).

Special Rules: If no other Army General is chosen, a Christian Captain may be made Army General (+25 pts). If the Christian Captain becomes the Army General, then the army may not include an Imam.

A Christian Captain would be a soldier such as Reverter, the Catalan noble who rose to high status in the ranks of the Almoravid army; he was killed in Africa fighting the Almohads around 1145. Fernando Rodriguez de Castro served the Almohad Caliph Yusuf in a similar capacity, and was rewarded with conquered territory in Spain. Fernando's son, Pedro Fernandez de Castro was yet another – he quarrelled with Alfonso VIII of Castile and fought for the Almohads at Alarcos in 1195.

0-1 ARMY STANDARD BEARER 80 pts

	M	WS	BS	S	T	W	I	A	Ld
Army Standard	4	4	4	4	4	2	5	2	8

Equipment: Sword.

Options: May have light armour (+3 pts), shield (+2 pts), large shield (+3 pts, only if on foot). May be mounted on a horse (+8 pts). May be Drilled (+2 pts). May be Stubborn (+3 pts).

Special Rules: Army Standard Bearer.

0-1 IMAM 70 pts

	M	WS	BS	S	T	W	I	A	Ld
Religious Leader	4	4	3	3	4	2	4	2	8

Equipment: Sword.

Options: May have light armour (+3 pts). May be Drilled (+2 pts). May be Stubborn (+3 pts).

Special Rules: The Imam may lead a unit of either Black Guard or Berber Spearmen (with or without Berber Archers). He cannot lead any other unit. The Imam is subject to Hatred of the enemy, as described in the psychology section of the game rules. Any unit led by the Imam also becomes subject to Hatred of the enemy.

This character represents a charismatic religious leader, such as an Imam, Qadi or Faqih, stirring up the fighting spirit of his followers (contrary to popular belief, other Muslims were sometimes hated more than the Christians: the Andalusians of Spain that resisted the Almoravids were particularly despised.)

TROOPS

0-1 BLACK GUARD 17 pts

	M	WS	BS	S	T	W	I	A	Ld
Black Guard	4	4	4	3	3	1	4	1	8

Equipment: Sword, thrusting spear, large shield, javelins

Options: May have light armour (+2 pts). May be Drilled (+1 pt).

Special Rules: Stubborn.

This unit represents the elite spearmen of the army. Ben Yusef is said to have had a unit of 4,000 Black Guard armed with Indian swords and shields of hippopotamus hide, who were decisive in defeating King Alfonso VI of Leon-Castile at the Battle of Zalaca in 1086. Later Almoravid and Almohad commanders had similar units, such as the guards that were allegedly chained together to protect the Caliph Muhammad II's tent at Las Navas de Tolosa in 1212.

BERBER SPEARMEN 7 pts

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

Equipment: Thrusting spear, shield, javelins.

Options: May have large shield (+1 pt per model).

Special Rules: Combined Formation: may have up to 50% Berber Archers in the rear ranks of the unit.

Using religious fundamentalism as a tool, the Almoravid leaders bonded their tribesmen into regular spearmen fighting in trained and disciplined formations. The shield in use was probably the 'Lamt', a tall African shield of tanned ox-hide. These spearmen would have been the most numerous part of many Almoravid armies. Similar Berber spearmen also formed the core of the early Almohad army, although as time went on Almohad armies were increasingly diluted by a diverse range of mercenaries and allies.

BERBER ARCHERS 7 pts

	M	WS	BS	S	T	W	I	A	Ld
Berber Archers	4	3	3	3	3	1	3	1	7

Equipment: Composite bow, sword.

Special Rules: Light Infantry. May form a Combined Formation with Berber Spearmen (see above).

Bowmen were an important part of the Almoravid and Almohad military machine, their massed archery being an effective weapon against the mounted Spanish knights.

TRIBAL SKIRMISHERS 4 pts

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

Equipment: Hand weapons, javelins.

Options: May have throwing spears (+2 pts), or may exchange javelins for shortbow for no extra cost. May have shield (+1 pt).

Special Rules: Skirmishers

These skirmishers represent the less-trained or poorer-equipped sections of the African tribesmen, fighting in their native style.

BERBER CAVALRY 18 pts

	M	WS	BS	S	T	W	I	A	Ld
Berber Cavalry	8	3	3	3	3	1	3	1	7

Equipment: Javelins & hand weapon.

Options: May have throwing spears (+2 pts); may have shield (+1 pt).

Special Rules: Feigned Flight. Light Cavalry.

Berber Light Horsemen would have been the main mounted arm of both the Almoravids and the Almohads, although they were little match for charging Christian knights. Their skirmishing tactics became a formative part of Spanish warfare, and the Berber tribe called Zanata eventually gave their name to it – 'Jinete' (the Romanised corruption of 'Zanata') entered the Spanish language as a light horseman.

0-1 CAMEL RIDERS 18 pts

	M	WS	BS	S	T	W	I	A	Ld
Camelry	6	3	3	3	3	1	3	1	7

Equipment: Javelins & hand weapon.

Options: May have throwing spear (+2 pts). May have shield (+1 pt).

Special Rules: Light Troops. Camels cause fear in all cavalry (and chariots, should they happen to meet one!)

Camels were the standard transport in the Sahara, although most riders dismounted before battle. However, a number may have fought mounted, and there are some accounts of camels being ridden in battle in Spain.

0-1 HASHAM GUARD CAVALRY 20 pts

	M	WS	BS	S	T	W	I	A	Ld
Guard Cavalry	8	4	4	3	3	1	4	1	8

Equipment: Javelins, sword, shield.

Options: May have light armour (+2 pts); may have throwing spears (+2 pts). May be Drilled (+2 pts).

Heavy cavalry was rare amongst the Berbers, but successive Almoravid and Almohad leaders were aware of this weakness and raised a few units, often as personal bodyguards. Yusuf Ibn Tashfin apparently had a mounted unit of 200 Black Guard, who would be well represented by this troop type. Some cavalry are described as manouevring to drum signals, hence the option to upgrade to Drilled.

COLLECTING & MODELLING THE UNITS

The Moors of North Africa can be difficult to find models for – partly to do with the lack of visual evidence for the Berbers of this period, and perhaps an over-interest by gamers and manufacturers in the Muslims of the Holy Land. This is a shame as the Africans offer a lot for gamers and modellers alike, not to mention an army that can be painted quickly and looks great on the gaming table.

The core of most Almoravid armies would have been Berber warriors, fighting with spear and shield, and supported by archers and cavalry of similar origins. The classic depiction of the Almoravid soldiers is one of long robes and turbans, although it is quite possible that some Africans (probably newly-converted tribesmen) fought wearing little more than loincloths. One feature that we can ascribe directly to the Almoravids is the wearing of veils by men, apparently a tradition of the Sanhaja Berbers who formed the elite of the Almoravid army (the mouth was seen as unclean in their beliefs). Whilst this cannot have been a mutually exclusive Almoravid trait (many travellers and warriors must have pulled cloths over their faces to protect them from sand and dust), it is an interesting identifying feature for an Almoravid army. Many commercially available miniatures are already veiled, but it's easy enough to add them with modelling putty.

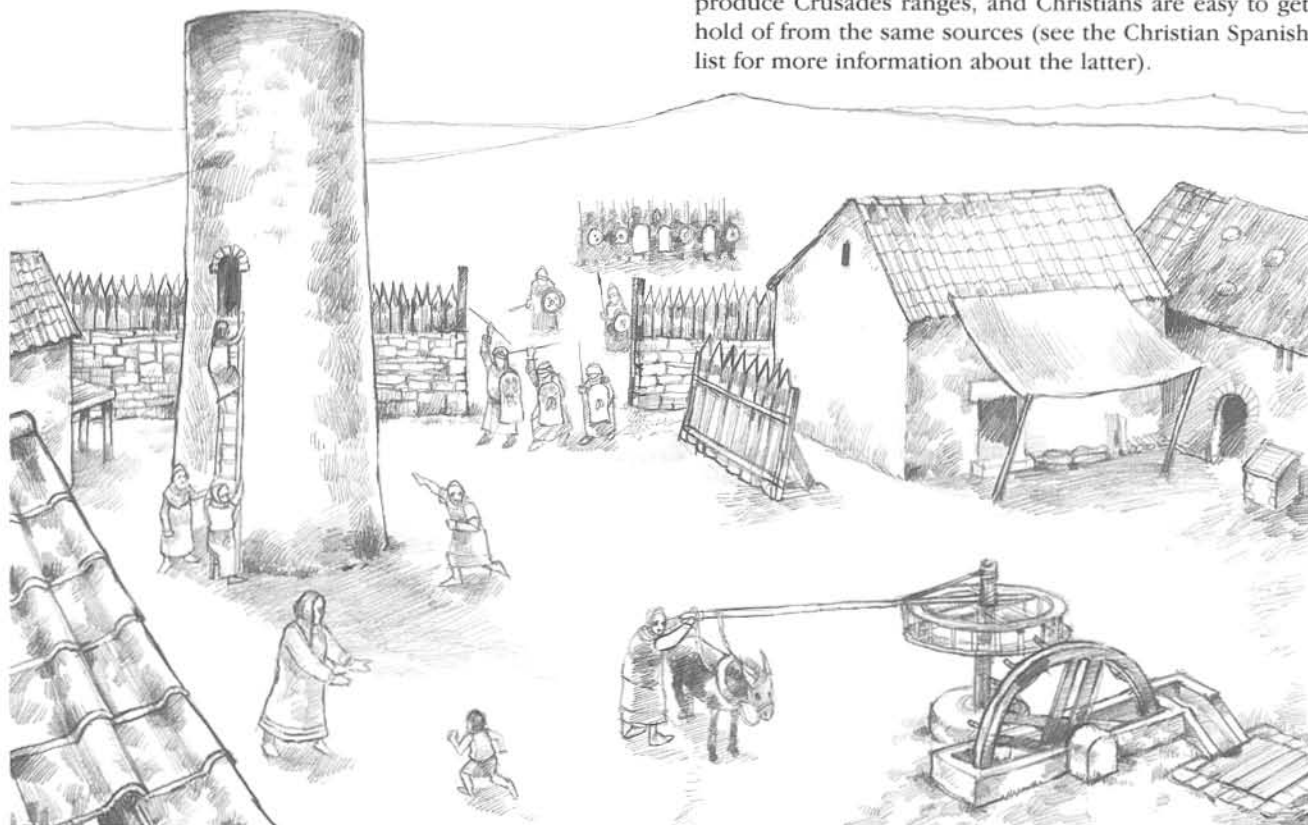
Apart from the few specific ranges of Berbers, you would do well to look in most manufacturers' 'Crusades' ranges; anything listed as 'Bedouins', 'Tuaregs' or sometimes 'Sudanese' is likely to be suitable, although it's probably worth getting samples before you buy a whole army. Another source of Berber models is in some 'Colonial' ranges – the Tuareg Arabs (normally sold alongside French

Foreign Legion ranges) were still using veiled, turbaned and robed spearmen in the 19th Century, although beware of figures with muskets! These ranges are also a good source of camel riders and pack camels.

Berbers normally wore camel-wool robes in their homeland of Morocco, probably in various undyed shades of brown or off-white, although there is some evidence that they also wore black (probably a very dark blue dye, similar to that used by the modern Tuaregs). The closing scenes of the film *El Cid* also feature hordes of black-clad Moors, and have shaped our current perception of the Almoravids. There is really nothing wrong with either interpretation, and both look great on the wargames table; both also lend themselves to quick painting of massed units, which can't be a bad thing!

Almoravid and Almohad shields were made of various types of leather – the tall *lamt* was probably the most common, although large round shields (*turs*) were also used; cavalry probably had smaller versions. Spears were likely to have been made of bamboo, with wide iron heads and, sometimes, tassels and cloths tied at the neck. Swords were usually straight and double-edged, either brought in from Europe, or copied from European styles.

While the Almohads started with a very similar army to that of the Almoravids (except for the wearing of veils, of course), they came to rely on mercenaries, so you might want to depict a fair number of these in your army. Ghuzz Horse Archers are actually made by several manufacturers (sometimes sold as Turkomen), although you could probably substitute any suitable Muslim horse-archer models. Arabs can be bought from manufacturers who produce Crusades ranges, and Christians are easy to get hold of from the same sources (see the Christian Spanish list for more information about the latter).



WARGAMING TACTICS

The Almoravids and Almohads are quite different to the other armies in this book, as both commonly rely on a core of heavy infantry spearmen. This list has access to some of the best spearmen of the period (although their effectiveness is slightly reduced by the time of the Almohads), so make use of them. They have thrusting spears and javelins, shields or large shields, can be upgraded to Stubborn, have the advantages of the 'African Drummers' rule, and can even be led by an Imam to cause Hatred! So they should be able to destroy the opposition without breaking a sweat!

Large units of Berber spearmen can be rightfully intimidating – especially for enemy cavalry and Christian knights. If your Berbers can force the horsemen to charge them frontally, they will probably win: the problem is that your more mobile cavalry-based foes should, in theory, be able to avoid contact until they have lined up flank charges, disrupted your line, or carried out some other devious tactic designed to avoid your wall of spears. Against such an opponent – like many Christian Spanish and Andalusian armies – you may find yourself in trouble. Here's some tactics that I have made use of in the playtesting of this army list.

You would be well-advised to keep units large, ideally 24-36 models, so that you can absorb some missile casualties without losing that all-important rank bonus. Large units are also more likely to be able to make use of the Fall Back In Good Order rule (FBIGO), which may save you when fighting opponents such as Christian Knights. A very tough unit such as the Black Guard may benefit from being smaller than this (say, 15-20 models), especially if you want to make use of the Drilled ability to march around a flank or outmanoeuvre the enemy (as Yusuf Ibn Tashfin may have done at the Battle of Sagrajas).

Make use of missile fire to force the enemy facing you into a confrontation – if your opponent uses his turns to try to move his troops to a better position on the flanks, hopefully they will be caught in a field of fire and sustain a number of casualties. You can either use archers combined with spearmen or separate units of archers to achieve this.

Use your spearmen offensively! Deploy them as near to the enemy as you are allowed to in the scenario. Advance to close the gap whenever possible; remember that Saharan drummers allow Berber mixed units to move and use massed archery in the same turn, so you can keep up the pressure with missile fire. Don't be afraid to charge into combat with a Stubborn unit – you may not be able to use your second rank of spearmen in the first round, but your rank bonus (and hopefully a Standard Bearer and a pair of African Drummers) should stand you in good stead to win the combat; and if you lose, you have their Stubborn ability to fall back on.

Try to protect your flanks at all costs – being charged in the flank is often disastrous for big infantry units which rely on their rank bonus to help them win combats. Forming a battleline with units next to each other helps, then you can cover the end of the line with cavalry,

archers or light infantry – whatever you have available. You can also make use of terrain to slow down enemy flank attacks – woods and rough ground on the flanks can really cause enemy troops a problem, especially if you send out a few skirmishers to oppose them. Whether you win or lose on the flanks is not the issue, you merely need to be able to pin them for long enough to assault the core of the enemy with your spearmen.

Don't forget to make use of some other troops in the army as well –the later Almohad army was often a very mixed affair, so feel free to have a real mix of troop types and allies and mercenaries if you're modelling your army on the late 12th – 13th Centuries. Berber Cavalry are handy to counter enemy light cavalry and protect flanks, and you may find that allied Andalusian Jinetes are just as useful (see the Christian Spanish and Al-Andalus lists for more details on light cavalry tactics). If you want some better horsemen in your army, there are always the Hasham Guard Cavalry, allied Andalusian Noble Cavalry, or even Mercenary Christian Knights or Ghuzz Horse Archers. Finally, the African Invaders also have access to a few good quality Camel Riders, which can worry your horse-mounted enemies, and are a colourful unit to boot.



ALIADOS Y MERCENARIOS

Allies and Mercenaries of Medieval Spain

"King Garcia brought a great number of Moors along with his army, whom he had hired for the purposes of war."

Chronica Adefonsi Imperatoris

"Al-Mansur needed to make his army stronger and bigger, so that he might be able to raid the enemy time and time again. Thus he invited to join him the greatest Berber warriors and champions, who were renowned for their skill at arms and mastery of war."

Memoirs of Abd Allah, Amir of Granada

ALIADOS Y MERCENARIOS

The following lists do not contain an army as such, instead they contain the allies and mercenary adventurers who fought for and alongside the kingdoms and states detailed in the main army lists.

SPECIAL RULES

All the factions fighting in Spain made use of Aliados y Mercenarios at various intervals – some more than others. Unfortunately, for a variety of reasons (the arrogance with which they were sometimes treated; the ambition of their own leaders; treachery, or simple lack of pay), these troops could be unreliable on the battlefield. Therefore the following special rules apply:

- Aliados y Mercenarios units may have a Leader, Standard & Musician as normal.
- A single Aliados y Mercenarios unit may be personally led by the Army General. This unit is exempt from all the special rules detailed below, and is just treated like a regular unit from the General's army – this represents the fact that some army commanders raised loyal bands of mercenaries as their personal bodyguards, in which case their increased status and pay would have secured their trust.
- Aliados y Mercenarios units may not benefit from the special abilities of the Army General or Army Battle Standard, although they may be led by any appropriate character and use his Leadership value and any special abilities. The unit is still subject to the Aliados y Mercenarios special rules, however.
- Although in the main loyal and obedient, sometimes Aliados y Mercenarios would believe they knew better than their employer! To reflect this, roll a dice the first time a player wishes to move, charge or shoot with each unit of Aliados y Mercenarios. If a 1 is rolled, the unit remains stationary and may not shoot, but can defend itself if attacked in close combat, including shooting against a charging unit. On a 2-6, the unit can act as the player wishes. Once it has successfully moved or shot, it no longer has to take this test and can be moved normally.

• Aliados y Mercenarios units are treated as part of their employer's army for the purposes of taking and causing Panic tests. Eg, if the Army General is killed, Aliados y Mercenarios units have to take Panic tests along with all other units; and if an Aliados y Mercenarios unit happens to flee, it may *panic* nearby friendly units as usual.

TROOPS

MERCENARY SPEARMEN 11 pts

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

Equipment: Thrusting spear, shield, javelins.

Options: May have light armour (+2 pts) and/or large shields (+1 pt). A single unit of Mercenary Spearmen in an army may be Stubborn for +3 pts per model.

Special Rules: Combined Formation – may have up to 50% Mercenary Archers in the rear ranks of the unit. Mercenary Archers cannot be combined with Stubborn Mercenary Spearmen. Aliados y Mercenarios.

MERCENARY ARCHERS 7 pts

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

Equipment: Composite bow, sword.

Options: May have light armour (+2 pts) and/or shields (+1 pt).

Special Rules: Light Infantry. May form a Combined Unit with Mercenary Spearmen (see Special Rules). Aliados y Mercenarios.

The category of Mercenary Spearmen and Archers covers just about every sell-sword in Spain – these soldiers could be native Spaniards, Moroccan Berbers, mercenary Serjeants from southern France or Italy, Slavs, Arabs or even Africans from Sudan. They all had one thing in common – they lived by the sword. Berbers were favoured mercenary soldiers amongst the Islamic factions in Spain, although they remained a discordant element and were involved in many revolts and power struggles.

BASQUE JAVELINMEN 9 pts

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

Equipment: Javelins, hand weapons.

Options: May have shield (+1 pt) and/or throwing spears for (+2 pts).

Special Rules: Skirmishers. Feigned Flight. Aliados y Mercenarios.

The Basques of northern Spain were well-renowned for their ability to harry the enemy with javelins (dards), and were experienced guerrilla fighters. They also often found employment in mainland Europe.

MERCENARY JINETES 17 pts

	M	WS	BS	S	T	W	I	A	Ld
Light Cavalry	8	3	3	3	3	1	3	1	7

Equipment: Javelins & hand weapon.

Options: May have throwing spears (+2 pts); may have shield (+1 pt). May exchange javelins for bow (+3 pts).

Special Rules: Feigned Flight. Light Cavalry. Aliados y Mercenarios. Bow-armed Mercenary Jinetes are Expert Horsemen. Expert Horsemen do not suffer the -1 to hit modifier to their shooting if they moved in the same turn. However, this does not allow them to shoot if they charge or make a march move.

Light cavalry fought on all sides in every conflict in Hispania, and were often of Berber or African origin, although they could equally be Spanish Christians or even Arabs.

MERCENARY CABALLEROS 23 pts

	M	WS	BS	S	T	W	I	A	Ld
Noble Cavalry	8	4	4	3	3	1	4	1	8

Equipment: Hand weapons, light armour, javelins, shield.

Options: May have throwing spears (+2 pts).

Special Rules: Light Cavalry. Feigned Flight. Aliados y Mercenarios.

These troops were noble cavalry fighting in the traditional Spanish style with javelins and spears from horseback.

MERCENARY CROSSBOWMEN 12 pts

	M	WS	BS	S	T	W	I	A	Ld
Merc. Crossbowmen	4	3	3	3	3	1	4	1	7

Equipment: Crossbow, sword, light armour.

Options: May have shield (+1 pt).

Special Rules: Light Infantry. Aliados y Mercenarios. You may not have more units of Mercenary Crossbowmen than units of Mercenary Knights in an army: eg, if you have two units of Mercenary Knights, you may select up to two units of Mercenary Crossbowmen.

MERCENARY KNIGHTS 27 pts

	M	WS	BS	S	T	W	I	A	Ld
Merc. Knights	8	4	3	3	3	1	4	1	8
Warhorse	-	3	-	3	-	-	3	1	-

Equipment: Horse, thrusting or throwing spear, light armour, sword, shield.

Options: May ride a warhorse (+4 pts). May exchange light armour for heavy armour (+1 pt).

Special Rules: Ferocious Charge. May count Rank Bonus of up to +1 in combat. Aliados y Mercenarios.

Christian mercenaries were a common sight in Andalusian armies; Almanzor the Great used Christians in his armies which (ironically) terrorised the Christian

north, and later Andalusian rulers followed suit. They were expensive to maintain, but valued as battle-winners. Contradictory as it may seem, Christian Knights were also employed by both the Almoravid and Almohad dynasties, compensating for a critical shortage of heavy cavalry. The Christians, known as 'Rum' or 'Nasara' were even allocated their own quarter of Marrakesh, where they were allowed to practice Christian worship.

0-1 GHUZZ HORSE ARCHERS 24 pts

	M	WS	BS	S	T	W	I	A	Ld
Ghuzz	8	3	4	3	3	1	3	1	7

Equipment: Hand weapon, horse and composite bow.

Options: May have shields (+1 pt) or light armour (+2 pts). May have throwing spears (+2 pts).

Special Rules: Light Cavalry, Feigned Flight. Parthian Shot. Cavalry may make a normal move immediately after shooting. This is only allowed in the Shooting phase, is not a charge reaction, and the unit may not march. Aliados y Mercenarios. Expert Horsemen. Expert Horsemen do not suffer the -1 to hit modifier to their shooting if they moved in the same turn. However, this does not allow them to shoot if they charge or make a march move.

This unit represents the small number of Ghuzz or 'Turkomen' in Almoravid or (more likely) Almohad service, such as those who fought in the Almohad vanguard at Alarcos in 1195. They are recorded as having a higher pay and status than the regular soldiers, undoubtedly because of their skill as horse archers.

Some Ghuzz had a quiver of javelins behind the saddle, presumably to use in close combat, hence the option to take throwing spears.



"And then I hit him like this!"

CAMPAIGNS

Whilst you can play as many one-off games as you like, it can be a lot more satisfying to link your battles together and have continuation of grudges and characters from game to game. The campaign system included here is a development of that featured in the Warhammer Ancient Battles rulebook, in that it requires only the minimum of book-keeping and players can play as little or as often as they like. There is also no map movement required, although you will probably want to consult the map on the inside cover for inspiration on kingdoms and their rulers. The map shows the situation in 1086, at the time of the Almoravid invasion – the years 1086-1099 are an excellent basis for a campaign, as there were four or five main factions in power in Spain, representing a great variety of armies and troops. The system will work equally well for any campaign set between 900 and 1250, although you will probably want to do some extra reading to research the kingdoms of the time.

ARMIES

The campaign is intended for armies starting around 1,500-2,000 points in value, although you could play with larger or smaller if you like. Bear in mind that you will probably need to add some extra units during the campaign, but you could always collect and paint these as they arise. If you have the time and extra figures to play with much larger armies, you might want to increase the value of some of the units and bonuses that you can acquire during the campaign.



Unlike the campaign system in the Warhammer Ancient Battles rulebook, there are no restrictions on armies chosen, except those in the individual army lists. You can choose as many characters, leaders, standards, etc., as allowed by your army list and agreed points value. However, the armies chosen should be from the same time period – so a campaign set around 1086-1099 would feature armies from 'The Age of El Cid' variant of the Christian Spanish army list, 'The Taifa Kings' variant of the Al-Andalus army list, and 'The Almoravids' variant of the African Invaders army list.

If you have a reasonable number of players and armies available, you may want to group players into factions. This is especially useful if you know that certain members may not be able to attend regular gaming sessions. Alternatively, each player can just represent one faction by themselves – in this way you could play the campaign with as little as two players.

For a campaign set around 1086-1099, you will probably want to use some or all of the following factions:

Leon-Castile

The Christian kingdom of Alfonso VI, including Portugal, Galicia and Asturias, as well as Leon and Castile. Armies should be chosen from 'The Age of El Cid' variant of the Christian Spanish army list.

Aragon and Catalonia

The Christian kingdom of Sancho Ramirez I of Aragon and Navarre, as well as its frequent ally, the County of Barcelona under Ramon Berenguer II. Armies should be chosen from 'The Age of El Cid' variant of the Christian Spanish army list.

The Taifa Kingdoms

The Andalusian Muslim city states. The main four in 1086 are Badajoz, Seville, Zaragoza and Granada. If you have several Andalusian players, you might want to create an extra Taifa faction (eg, Seville and Badajoz by themselves). Armies should be chosen from 'The Taifa Kings' variant of the Al-Andalus army list.

The Almoravids

The Moroccan invaders under Yusuf Ibn Tashfin. Armies should be chosen from 'The Almoravids' variant of the African Invaders army list.

El Cid

The army of the Castilian adventurer. Armies should be chosen from 'The Age of El Cid' variant of the Christian Spanish army list. However, as El Cid served or allied himself with nearly all the other factions at one time or another, it can be interesting to have him as a freelance mercenary rather than a faction – this has been allowed for in the Mercenaries table that follows. The choice is yours! (NB: If you select El Cid as a faction, there are some optional special rules at the end of this section).

FIGHTING CAMPAIGN BATTLES

Players are free to fight each other as often as they like, representing raids and border incursions, pre-arranged challenges or full-scale battles. Play a scenario of your choice using armies of the agreed points value. You could use the Apellido or Ransom scenarios in this section, or any of the scenarios featured in *Shieldwall* or the *Warhammer Ancient Battles* rulebook (although the Breakthrough scenario in the *Warhammer Ancient Battles* rulebook might not be suitable due to the manoeuvrability of some of the armies in this book).

After the scenario, add up Victory points scored and work out the campaign result:

A Bloody Stand-Off: If won or lost by up to 100 VPs, both sides make one roll on the Campaign Table.

A Close-Run Battle: If won by 101-700 VPs, the winner rolls twice on the Campaign table, and chooses the result of his choice. The loser gets the winner's rejected option.

A Mighty Victory: If won by 701+ VPs. The winner rolls once on the Campaign table and once on the Territories table. The loser rolls once on the Campaign table.

CAMPAIGN TABLE (roll 2D6)

2D6 Results

2-3 EVENTS – Note that you have an 'Event' to follow on your Army Roster. The Event is not diced for until directly before your next battle (after you have selected the scenario, but before set-up). When you are ready to do this, roll a D6 and check the result against the Events table that follows.

4-5 RELIGIOUS FAVOUR – You have carried out an act of piety: if a Muslim general, you have probably stolen the bells from a Christian church, or built a new mosque or ribat (an Islamic fortress-monastery); if a Christian, you may have endowed a new church or monastery, or even converted a mosque into a church (this happened more than once during the Reconquista). Roll a D6 immediately and check the result against the Religious Favour table that follows.

6-8 SPOILS OF BATTLE – Your men have either looted something of use from the enemy, or have trained to improve their martial skills. Roll a D6 immediately and check the result against the Spoils of Battle table that follows.



9-10 MERCENARIES – A renowned mercenary band joins your army, bought with the loot from the last campaign, or your personal fortune. These mercenaries join your army for one battle only. Units may be chosen from any eligible Aliados y Mercenarios troops that your army list allows, and must be a single unit (they do not count as part of your army's points total, and therefore you could exceed the usual limits in this way). In addition to the usual Aliados y Mercenarios special rules, all mercenary units earned in this way are Veterans – they may re-roll their To hit dice once per battle, as detailed on page 94 of the *Warhammer Ancient Battles* rulebook. Roll a D6 immediately and check the result against the Mercenaries table that follows.

11-12 INTRIGUE – Your spies have been busy and you have been dabbling in conspiracy to obstruct your enemies's fortunes – note that you have 'Intrigue' to follow on your Army Roster. Intrigue is not diced for until directly before your next battle (after you have selected the scenario, but before set-up). When you are ready to do this, roll a D6 and check the result against the Intrigue table that follows.

“When they saw how small my force was, the people of Malaga came out of their city gates and attacked us; soon our troops were upon each other in a fierce mêlée. But when it became clear that my soldiers were beginning to flee from the Malagans, I grabbed the banners and ordered the drummer (who was trying to leave the field himself) to beat his drum and rally the men. Seeing that we held the banners and were standing firm, some of my men rallied around us. Thus we were able to mount a successful charge upon the enemy, and the men of Malaga fled from the field.”

Memoirs of Abd Allah, Amir of Granada

EVENTS (Roll D6 directly before next battle)

D6 Results

- 1-2 INTERNAL DISPUTES** – There is dissent amongst the allies and mercenaries of your foe. If your opponent's army features any units subject to the Aliados y Mercenarios special rules, they will fail their tests on a roll of 1-2 (instead of the usual 1 on a D6) in this battle only.
- 3-4 FEVER** – A single unit from your opponent's army is suffering from fever. Roll a D6 – if the score is 1-2, you can choose which unit is affected, otherwise your opponent chooses. The unit affected counts as having its Strength and Toughness reduced by 1 point for the duration of this battle only. Fever does not affect characters, only troops.
- 5 OLD WOUND** – A single character from your opponent's army is suffering from the effects of an old wound. Roll a D6 – if the score is 1-2, you can choose which character is affected, otherwise your opponent chooses. The character affected counts as having his Strength and Toughness reduced by -1 pt for the duration of this battle only.
- 6 BRUSH WITH DEATH** – One of your opponent's characters has a brush with death (fall from horse, old age, disease, chance shooting, etc). Roll a D6 – if the score is 1-2, you can choose which character is affected, otherwise your opponent chooses. The affected character takes D6 automatic hits at Strength 3, with no saving throw. If the result means that the character has lost all their wounds, then the unfortunate person has died just before the coming battle and cannot be replaced. If the character has sustained some wounds but not enough to kill them, then they have escaped their brush with death, but must start the forthcoming battle with their wounds reduced by the appropriate amount.

RELIGIOUS FAVOUR (Roll D6 immediately)

D6 Results

- 1-2 FAVOUR OF THE CHURCH/MOSQUE** – The religious establishment is happy with your piety and sends you a Bishop/Crusading Bishop/Qadi/Imam to assist you in your next battle. You may field one of these characters (as appropriate to your army list) at no additional points cost in your next game only (this includes any horses or equipment that the character may require).
- 3 HOLY BANNER** – You are gifted with a Holy Banner by the religious establishment. Your Battle Standard Bearer's area of effect is increased by +d6 inches (to a maximum of 18"). This banner lasts until captured in combat.
- 4 HOLY RELIC** – Your Army General is favoured by the religious establishment, and is sent a gift of sacred value (eg, the finger bones of St James, the Koran of the Caliph, etc). This increases his reputation and area of effect by +D6" (to a maximum of 18"). This lasts until the Army General loses a battle, or is killed.
- 5 FAITH** – Your priests deliver a rousing sermon before your next battle, which spurs your men into action, confident that God is on their side. Once during the battle, you may add +1 to any combat result. You must commit your bonus before fighting the combat – not afterwards. You cannot use the bonus to boost a combat result once you've fought.
- 6 FAVOUR OF MOHAMMAD/VISION OF ST JAMES** – Your General clearly has divine favour and can inspire his troops to feats of great courage. Once during the battle, one unit within 12" of the General may automatically pass any Leadership-based test. The player must use this ability before rolling for the test; no dice are rolled and the player is not allowed to use the ability retrospectively once he has failed a test.



MERCENARIES (Roll D6 immediately)**D6 Results**

- 1 You may take an Aliados y Mercenarios unit of up to 100 points in value for no points cost. This unit will fight for your army in the next battle only.
- 2 You may take an Aliados y Mercenarios unit of up to 150 points in value for no points cost. This unit will fight for your army in the next battle only.
- 3 You may take an Aliados y Mercenarios unit of up to 200 points in value for no points cost. This unit will fight for your army in the next battle only.
- 4 You may take an Aliados y Mercenarios unit of up to 250 points in value for no points cost. This unit will fight for your army in the next battle only.
- 5 You may take an Aliados y Mercenarios unit of up to 300 points in value for no points cost. This unit will fight for your army in the next battle only.
- 6 **El Cid!** You have secured the services of the renowned Rodrigo Diaz, El Cid. He and his standard bearer, Pedro Bermudez, will command your army for the next battle only. As El Cid is an Army General, and Pedro is an Army Standard Bearer, you may not field your own Army General and Army Standard Bearer in the next game (you may, however, spend the points on other troops or characters instead). El Cid and Pedro are NOT subject to the Aliados y Mercenarios special rules; they are, however, Veterans.

(NB: If El Cid is already commanding a faction in your campaign, or your game is set in a different time period, feel free to substitute a notorious mercenary character of your own choosing, or just treat a roll of 6 on this table as a roll of 5 instead).

RODRIGO DIAZ DE VIVAR, 'EL CID'

	M	WS	BS	S	T	W	I	A	Ld
El Cid	7	7	5	4	4	3	7	4	9

Equipment: Sword, heavy armour, thrusting spear, warhorse, shield.

Special Rules: Army General – El Cid's reputation is such that friendly units may use his Leadership within 15" (instead of the usual 12"). Veteran – once per battle, El Cid may re-roll all his To Hit dice as described in the Warhammer Ancient Battles rulebook on page 94.

"You have until the feast day of Saint John; before that time you are free to leave in peace. You may go wherever you like, and take your wives and sons and daughters and servants and possessions with you. Leave the fortress to me without treachery, and I will receive it on the day of Saint John the Baptist."

El Cid's terms for the surrender of Murviedro

"Rodrigo set the ransom for Count Berenguer and Giraldo Alman at 80,000 Valencian marks of gold, and all his other prisoners arranged to pay the agreed sums for their release. Thus they were allowed to return to their homes, and soon after, Rodrigo received a countless flood of gold and silver and hostages..."

Historia Roderici

PEDRO BERMUDEZ, STANDARD BEARER TO EL CID

	M	WS	BS	S	T	W	I	A	Ld
Pedro Bermudez	7	5	4	4	4	2	5	2	8

Equipment: Sword, heavy armour, warhorse, shield.

Special Rules: Army Standard Bearer – El Cid's reputation is such that his Army Standard has a range of 15" (instead of the usual 12"). Veteran – once per battle, Pedro may re-roll all his To Hit dice as described in the Warhammer Ancient Battles rulebook on page 94.

SPOILS OF BATTLE (Roll D6 immediately)**D6 Results**

- 1 **LOOTED ARMOUR** – One unit within your army may have all of its additional armour and shields supplied for no points cost; eg, a unit that may buy light armour and shields for +3 pts per model may have both of these for no extra cost. Units may only take the additional armour and/or shield options allowed in their profile in their army list. The looted armour lasts until the unit is destroyed in combat, after which it is lost.
- 2 **WARHORSES** – Your contacts in northern Europe have been able to supply you with a small shipment of fierce stallions – you may upgrade any mounted unit's horses to warhorses for no points cost. All the mounted characters in your army may also have a warhorse for no points cost. The warhorses last until the unit is destroyed in combat, after which they are lost. Characters lose their warhorses if they are killed or captured in combat.
- 3 **SEASONED WARRIORS** – You may add +1 to the Leadership and Initiative scores of a single unit in your army (to a maximum of Ld9 and I4). This lasts until the unit is destroyed in combat.
- 4 **BATTLE SCARS** – You may make a single unit in your army Stubborn – this cannot be applied to any mounted or skirmisher units. This lasts until the unit is destroyed in combat.
- 5 **WEAPONS TRAINING** – You may add +1 to the Weapon Skill and Initiative of a single unit in your army (to a maximum of WS4 and I4). This lasts until the unit is destroyed in combat.
- 6 **VETERAN WARRIORS** – You may make a single unit in your army into Veterans – once per battle, this unit may re-roll all its shooting or mêlée To Hit dice as described in the Warhammer Ancient Battles rulebook on page 94. All the dice must be re-rolled, and you must abide by the new dice rolls. This lasts until the unit is destroyed in combat.

INTRIGUE (Roll D6 directly before next battle)

D6 Results

- 1 **INSIDE INFORMATION** – You have a contact in the enemy's camp who could help you by betraying the enemy's territory to you. If you win the forthcoming battle as a Mighty Victory and roll for a Territory, you may add +2 to the roll (counting anything greater than 6 as a 6). If you do not obtain a Mighty Victory, your contact melts away and the opportunity is lost.
- 2 **BRIBERY** – A single unit of Aliados y Mercenarios in your opponent's army has opened secret negotiations with your agents, and may not be as reliable in the forthcoming battle as your opponent would wish! The single unit (chosen by yourself) must be subject to the Aliados y Mercenarios special rule – they will fail their tests on a roll of 1-3 (instead of the usual 1 on a D6).
- 3 **SCANDAL** – Your ruler or general has got involved in some moral scandal, eg, it's rumoured that he had his brother murdered (as happened to Alfonso VI and Ramon Berenguer II) or has muddied his reputation in a similar fashion. Your General has his Leadership temporarily reduced by 1 point for the forthcoming battle only – after which he has either cleared his name, or people have forgotten about it.
- 4 **ASSASSINATION** – A conspirator in the enemy's ranks tries to slay an enemy character on the eve of battle. Pick any enemy character as the target. Roll a D6 to see whether your assassin gets past his bodyguard: 1-2 the assassin is discovered and killed – no effect; 3-6 you reach the target. If the target is the General deduct -1 from your dice roll because he is better protected.

The assassin strikes d3 automatic hits against the victim at Strength D6 (with no armour saving throw). If slain, the character is removed from the enemy's army; if wounded he starts the game with the number of wounds inflicted by the assassin.
- 5-6 **AMBUSH!** A small group of your troops has outscouted the enemy and laid themselves in ambush under cover of darkness. At the beginning of the battle, before units are placed, you may keep one unit off the battlefield. You must write down where the unit is hidden: either a wood, village, etc, or an area of ground hidden by a hill or similar. Once all units have been deployed you may either place the unit in your own deployment area or keep it in ambush. As soon as an enemy unit is within 8" you must deploy the unit, although you may deploy it earlier if you wish. If the unit is employed at the start of your turn it may charge, move, shoot and attack normally in that turn. Whilst hidden, a unit is immune to all psychology tests.

TERRITORIES (Roll D6 immediately)

Territories are permanent gains, territory or castles obtained at the end of a successful campaign. Unlike most of the other rewards, Territories are permanently added to the strength of your army.

D6 Results

- 1 **CAMINO** – You have taken possession of a good road, which allows you to move troops more rapidly to meet the enemy. To represent this, add D6x10 points to the permitted points value of your army for each road you have under your control. Roll when the road is generated to fix its value.
- 2 **PUENTE** – You have captured a bridge serving a major river, which allows you to move troops more rapidly to meet the enemy. To represent this, add 2D6x10 points to the permitted points value of your army for each bridge you have under your control. Roll when the bridge is generated to fix its value.
- 3 **PASO** – You have captured a mountain pass, which is of vital importance in moving your army through the mountain ranges that break up the Iberian Peninsula. To represent this, add 3D6x10 points to the permitted points value of your army for each pass you have under your control. Roll when the pass is generated to fix its value.
- 4 **CASTILLO** – You have conquered a castillo, a border castle which will be of vital importance in mounting raids on the enemy and sheltering your troops. To represent this add 4D6x10 points to the permitted points value of your army for each castillo you have under your control. Roll when the castillo is generated to fix its value.
- 5 **CIUDAD** – You have conquered a whole town or city, which will be a major source of wealth for your warchest, as well as a good recruiting ground. To represent this, add 3D6x10 points to the permitted points value of your army for each City you have under your control. Roll when the City is generated to fix its value. In addition, you may also field an extra character of up to 100 points in value in your army, free of charge.
- 6 **CONQUISTA** – Your opponent's defeat in battle has left one of his territorial possessions open for conquest. You may either take one of your defeated opponent's Territories away from him (if he has any), or roll again on this chart for a new Territory (ignoring rolls of 6). If your opponent loses a Territory, he must down-size his army accordingly for his next battle.

“With a mighty force, they raided the land and took great quantities of booty and many prisoners besides. The citizens sent a messenger to King Sayf al-Dawla saying: “Come at once and aid us against the Christians.” He came at once with a great number of soldiers, and left his army facing the enemy whilst he went to parley with their leaders...” If you will not surrender to me all the loot you have stolen, and the captives you have taken, my army will raise its spears and fight against you.” “So be it,” replied the Christians, and the battle was joined.”

Battle of Albacete

ENDING THE CAMPAIGN

It's really up to you how you finish your campaign, although I have always enjoyed organising a big battle with all the players to finish things off! Playing a limited number of battles – say 5 to 8 – before ending up with a grand finale is a good way to maintain interest – if you start with too many grand ambitions, you may lose players and the campaign will tail off. Far better to finish with a bang – you can always start another round of the campaign if enthusiasm is still high. Another advantage of this system is that it can allow you to play through a mini-campaign in a weekend, or, if you're feeling organised and keep your armies to around 1,500 points, a single day! Themed mini-campaigns like this are great fun and especially suitable for clubs and irregular gaming groups, and a nice alternative to 'club tournaments' between out-of-period armies.

By the way – if you want to have a 'winner' at the end of the campaign, I would suggest playing a number of initial battles, then fighting the 'season finale' between the two factions that have the most Territories apiece, supported by the armies of the other factions as 'Allies'. The victor of this battle should be declared 'Imperator Totius Hispaniae', or something similarly grand, and reminded that defeating 200 toy soldiers is not the equivalent of personally winning the World Cup!

OPTIONAL 'MOVIE' SPECIAL RULES FOR EL CID

If all the players agree, the 'El Cid' faction in the campaign may use the following special rules:

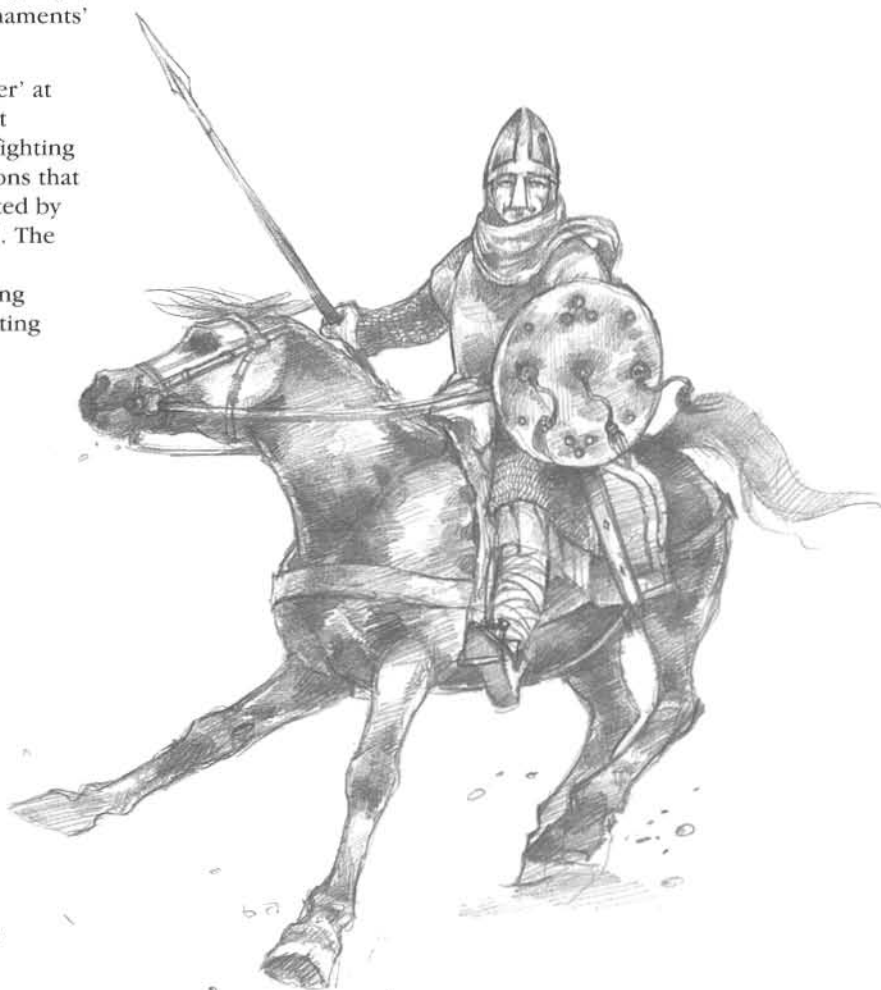
They may use the El Cid and Pedro Bermudez characters featured in the Mercenaries table as their Army General and Army Standard Bearer in the army. These characters cost 250 and 130 points respectively and must be bought out of the 'Characters' allowance of points in the army lists.

If Pedro Bermudez is killed, he can only be replaced by an Armiger from the army list, with no extra special abilities.

If El Cid is killed, he can only be replaced by an Infante from the army list, with no extra special abilities. The army cannot take a Rey, having no other warriors of such greatness!

If El Cid is killed (or dies just prior to a battle due to a campaign happening), the great hero may be strapped onto his horse to ride out and do battle one last time! In this case, El Cid is still treated as the Army General for the purposes of Leadership tests. The Cid causes *terror* in the enemy, as described on page 52 of the Warhammer Ancient Battles rulebook. He may move and charge as usual but cannot fight personally, although his faithful warhorse, Babieca, may attack as normal. El Cid may be attacked (he retains his usual profile, including wounds and saving throw); if 'killed', his body is struck from his horse and the *terror* effect no longer applies – and the units in the Cid's army must also take their resulting Panic tests for the loss of the General on the sum of 3D6 (rather than the usual 2D6). At the end of the battle, the Cid is removed for burial and may not be used again – a lesser hero must take over the realm of Valencia!

NB: These special rules are wholly influenced by the Charlton Heston movie, El Cid. They are not particularly serious, so feel free to use them or leave them out of your games as you see fit!



SCENARIOS FOR EL CID

SCENARIO 1: APELLIDO

Cross-border raiding was the most common form of warfare in early medieval Spain; the targets were generally cattle, sheep, prisoners, and any form of portable wealth. The Muslims also developed a penchant for stealing church bells from the Christians! Counter-raiders (Apellidos) were often sent in retaliation, so this scenario re-creates a loaded raiding party being brought to battle by the Apellido.

SCENERY: The players set up the scenery in any mutually agreeable manner. The deployment areas should not be over-cluttered with terrain as you will need to place booty markers in clear ground (see Special Rules opposite).

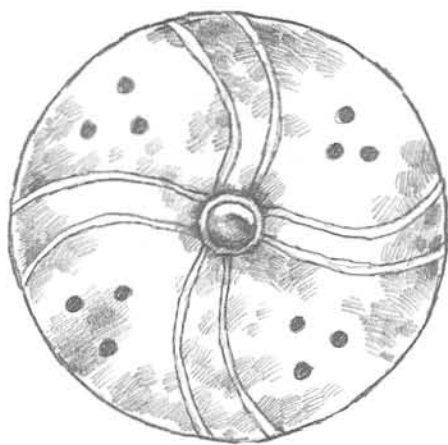
ARMIES: Armies are chosen from the army lists to an equal points value agreed before the game.

DEPLOYMENT: Dice to decide which side will be the 'Raiders' and which side will be the 'Apellido' (the highest scorer chooses). The Apellido player then picks their home table edge.

The Raiders must then set up their whole army first on the other table edge, no further forwards than 12" from their home table edge, and no closer than 12" to the side edges of the table. The Raiders also have to deploy a number of bases of Booty (see Special Rules below) – these must be deployed within the Raiders' deployment area, and in clear terrain (ie, not in woods or rough ground).

The Apellido player then sets up his whole army on his home table edge, no further forwards than 12" from his home table edge, and no closer than 12" to the side edges of the table.

The Raider player may now exchange the positions of two of his units, if he likes (ie, two units and attached characters can simply swap positions – Booty cannot be moved).



After this deployment has been completed, all skirmishers and light troops in skirmish order may be moved 4" further onto the table.

TURNS: The game should last for six turns, or until one player concedes.

WHO GOES FIRST: The Apellido player takes the first turn.

SPECIAL RULES: The Raiders are deemed to have possession of stolen animals, prisoners and goods, which they have to defend from the Apellido. These are represented by bases of Booty. You should use one base of Booty for every full 500 points in the Raider player's army (eg, a 2,000 points army would have to defend four bases of Booty). Booty is best represented by a mini-diorama of a cart, stolen sheep or looted treasure on a large base (around 50-100 mm across is ideal), although you could just use spare figures or markers if necessary. The Booty is subject to the following special rules:

- Booty cannot be moved during the battle (it is assumed to be too bulky, awkward and panicky to transport safely when there's a battle going on!).
- Friendly troops must move round Booty bases; enemy troops can either move round it or capture it (if numbers allow – see below).
- Booty cannot be marched into, shot at, and does not take Panic tests. It can be contacted by a normal move, charge move or pursuit move after combat.
- Booty can be captured by the Apellido, simply by moving any unit of at least five models into contact with a Booty base (obviously, a fleeing unit cannot capture Booty). When this has been done, remove one model from the Apellido unit for the rest of the game (he is assumed to be guarding it or leading it to safety). You need to expend one model per Booty base. Captured Booty bases are simply removed from the table.
- For simplicity, Booty bases cannot be recaptured during the game.

VICTORY: Unless one player concedes beforehand, the winner is the player who has accumulated the most Victory points at the end of the game. Please note that table quarters are not scored in this scenario.

- Each Booty base retained by the Raiders at the end of the game (ie, not captured by the Apellido) – 150 Victory points per base (Raider player only).
- Each Booty base captured by the Apellido at the end of the game – 300 Victory points per base (Apellido player only).
- Each enemy unit or character either destroyed, fleeing or having fled the table – Victory points equal to the points value of the unit or character.
- Enemy General slain, fleeing or having fled the table – 100 Victory points.
- Each unit Standard captured – 50 Victory points.
- Battle Standard captured – 100 Victory Points.

SCENARIO 2: RANSOM

Capturing and ransoming rich nobles was an important part of warfare during the age of El Cid, and became so common that religious organisations were founded to ransom and exchange prisoners. This scenario features an encounter where the leaders are eager to capture their opponents alive so they can ransom them for a tidy sum!

SCENERY: The players set up the scenery in any mutually agreeable manner.

ARMIES: Armies are chosen from the army lists to an equal points value agreed before the game. It is recommended that you have at least three characters per side, and that both armies spend roughly the same amount of points on characters.

DEPLOYMENT: Both players dice and the highest scorer picks their home table edge. Both players then deploy their armies, no further forwards than 12" from their home table edge. Players take it in turns to deploy one unit at a time; all characters are deployed last as a single choice.

After this deployment has been completed, all skirmishers and light troops in skirmish order may be moved 4" further onto the table.

URNS: The game should last for six turns, or until one player concedes.

WHO GOES FIRST: The player who lost the deployment roll may choose whether to go first or second.

SPECIAL RULES: In this scenario, capturing an important character alive is more important than killing him – so use the following special rules:

A noble is pulled off his horse for ransom by Berber warriors.



- When a character is 'killed' in mêlée combat or pursuit, roll a D6 – on a 3-6, he has been captured, and may be kept by the enemy for a Victory points bonus (see below). If the roll is a 1-2, sadly the character is beyond help, and cannot be taken alive (he still counts for standard VP calculations, however).

- If the character is killed by missile fire, he is dead and cannot be captured for ransom (strangely enough!).

- For simplicity, once a character has been captured, he cannot be recaptured during the game (he is assumed to have been swiftly escorted off of the battlefield).

- Characters that are captured during a game are assumed to be ransomed by their comrades and family after the battle. The captured character counts as double his normal points value for purposes of Victory points scored in this game only (so a character normally worth 80 pts would be worth 160 points if taken alive in this manner). Note that the bonus for killing the Army General (100 pts) is still scored if he is captured, but only the base points value of the character is doubled. Therefore, an Army General worth 160 points would be worth 420 pts (160 x 2 + 100 point General bonus) if taken alive.

- Captured characters are automatically ransomed, and may be fielded by their own side in the next battle of a campaign.

VICTORY: Unless one player concedes beforehand, the winner is the player who has accumulated the most Victory points at the end of the game. Please note that table quarters are not scored in this scenario.

- Any characters captured – Double normal points value (see above).

- Each enemy unit or character destroyed, fleeing or having fled the table – Victory points equal to the points value of the unit or character.

- Enemy General slain, captured, fleeing or having fled the table – 100 Victory points.

- Each unit Standard captured – 50 Victory points.

- Battle Standard captured – 100 Victory points.

FURTHER INFORMATION

While I have tried to cram in as much information as possible into each army list, I hope you will be inspired to go out and discover more about the age of El Cid from books and websites. A lot of studies of this period have been made in Spanish and French, although fortunately a number of excellent English language works have been published in recent years.

PICTORIAL SOURCES

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Nicolle, D. *The Moors: The Islamic West*, Osprey Men-At-Arms 348.
Wise, T. *The Knights of Christ*, Osprey Men-At-Arms 155.
Nicolle, D. *Armies of Islam*, Osprey Men-At-Arms 125.
Heath, Ian. *Armies of the Dark Ages 600-1066*, Wargames Research Group 1980.
Heath, Ian. *Armies of Feudal Europe 1066-1300*, Wargames Research Group 1989.
Heath, Ian. *Armies of the Middle Ages 1300-1487 vol.1*, Wargames Research Group 1982 – *Armies of Feudal Europe* is the most relevant volume of Ian Heath's work, although it is sadly out of print at the time of writing. However, the other two contain some useful information about Spanish warfare as well.
Gonzalez, L.G. and Lahoz, A.M. *Guerreros de La Reconquista, Quiron Ediciones 1987* – this book is in Spanish but is worth buying for the 100 colour plates, even if you can't read the words!

REFERENCE WORKS AND HISTORIES

- Fletcher, R. *The Quest for El Cid*, Hutchinson 1988 – Richard Fletcher's superb biography of El Cid, and a great introduction to 11th Century Spain as well. Highly recommended – if you only read one book off this list, make it this one. It's currently out of print, but fairly easy to find secondhand.
Barton, S. & Fletcher, R. *The World of El Cid*, Manchester University Press 2000 – Four Spanish medieval chronicles (including the *Historia Roderici*, the history of El Cid himself) translated into English – an excellent read.
Reilly, B. *The Medieval Spains*, Cambridge University Press 1993.
Kennedy, H. *Muslim Spain and Portugal*, Addison Wesley Longman Ltd 1996 – Excellent resource for information on Al-Andalus, the Almoravids and Almohads.
Clissold, S. *In Search of the Cid*, Barnes & Noble 1994 – Mixes history with the myth, but a good read nonetheless.
Fletcher, Richard. *Moorish Spain*, Weidenfeld & Nicolson 1992.
Lomax, D.W. *The Reconquest of Spain*, Longman 1978.
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MacKay, A. *Spain in the Middle Ages* (From Frontier to Empire 1000-1500), Macmillan 1977.

FILM

El Cid, starring Charlton Heston and Sophia Loren, 1961 – Lavish Hollywood epic of The Cid; it's about as historical as Mel Gibson's *Braveheart*, but has some great locations and fight scenes – the Battle for Valencia at the end of the film is awesome. If you haven't seen it, do so! As I write, there are also rumours of a Hollywood remake being made in 2004 and an animated full length feature in Spanish is currently in production.

MINIATURES MANUFACTURERS

- Gripping Beast, 32 Union Court, Richmond, Surrey TW9 1AW, UK
Old Glory, Box 20, Calumet, PA 15621, USA (available in UK from Institute House, New Kyo, Stanley, Co. Durham, DH9 7TJ, UK)
Qualitacast, 29 The Quantocks, Flitwick, Beds MK45 1TG, UK
Foundry, 24-34 St Marks Street, Nottingham NG3 1DE, UK
Perry Miniatures, PO Box 6512, Nottingham NG7 1UJ, UK

BUILDING & CASTLE MANUFACTURERS

- Ian Weekley Models, Trevor Holland, 6 Lumley Crescent, Skegness, Lincs PE25 2TL, UK
Monolith Designs, The Bunker Shaun McLaughlin 78 Harcourt St Newark NG24 1RF, UK
Grand Manner, No. 3 Shor Street, Evesham, Worcs, WR11 3AT, UK

PUBLISHERS

- Warhammer Historical, PO Box 5226, Nottingham NG7 2WT
<http://www.games-workshop.com/historical/> Get all the latest news and rules from Warhammer Historical Wargames.
Osprey Publishing Ltd, Elms Court, Chapel Way Botley, Oxford OX2 9LP, UK
Wargames Research Group (WRG), The Keep, Le Marchant Barracks, London Rd, Devizes, Wilts SN10 2ER, UK

SOCIETIES

- Warhammer Players Society, The Membership Secretary, PO Box 6420, Littleover, Derby DE1 9HA, UK <http://www.players-society.com/> The Warhammer Players Society website, including an online Warhammer Historical Forum.
Society of Ancients, The Membership Secretary, Mabar, Blackheath Lane, Womersley, Guildford, GU5 0PN. <http://www.soa.org.uk/> Loads of useful resources as well as a directory of figure manufacturers. The SoA also publish a bi-monthly magazine, *Slingshot*.
Lance and Longbow Society, The Secretary, 11 Westmeade Close Rosedale, Cheshunt Herts EN7 6JP www.lanceandlongbow.com
The Society produces a useful magazine *The Hobilar* and a range of booklets.

INTERNET SITES

- <http://www.theminaturespage.com/> – The Miniatures Page – alphabetical listings of all miniature manufacturers, as well as a search engine and other features.
<http://www.londongamers.co.uk/> – The London Gamers website, featuring a gallery of Gripping Beast models amongst others.
<http://www.newarkirregulars.org/> – Newark Irregulars' club site, featuring one of the most extensive lists of historical and wargaming links on the web.
<http://libro.uca.edu/> – LIBRO – the Library of Iberian Sources online. Very useful source, including a number of books on the Medieval period in Spain.
<http://www.chivalricorders.org/orders/> – Great European Orders of Chivalry website – information on all the Military Orders, including the Spanish ones.
<http://www.deremilitari.org/spainwarfare.htm> – De Re Militari website's subsection on Warfare in Medieval Spain, including useful articles and chronicles in English, Spanish and Portuguese.
http://www.terraviva.pt/ancora/1627/pag_1_e.htm – Battles of Portugal website – brief descriptions of major campaigns.
<http://www.geocities.com/Athens/Academy/3908/militaryorders/index.html> – A site dedicated to the Portuguese Military Orders.
<http://www.wargamesjournal.com> – an online magazine & resource.

MAGAZINES

- These cover wargaming in general, rather than being specifically about the Reconquista.
Wargames Illustrated, PO Box 6712, Newark, Notts NG24 1GY, UK
Miniature Wargames, Pireme Publishing Ltd, Suite 10, Wessex House, St Leonard's Road, Bournemouth BH8 8QS, UK
Saga, 890 Janes Road, Rochester, New York 14612, USA

BATTLE OF CUARTE, VALENCIA 1094



Main picture: As the first of the Almoravids reach the walls, the peones and citizens of the city busy themselves preparing for the forthcoming siege.

Top: El Cid and his Caballeros charge into the flank of the Almoravid army.



El Cid

By James Morris

EL CID - WARFARE IN THE SPANISH RECONQUISTA: 900-1250 AD is a source book for Warhammer Ancient Battles.

Rodrigo Diaz, better known as 'El Cid', is one of the most famous warriors of the Middle Ages. His deeds are legendary and his adventures in a world of Moors and Christians, castillos and caballeros, provide ideal territory for games of Warhammer Ancient Battles.

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