

# Ancient Master- Medieval and Dark Ages Army Lists

**By Luke Nicholas**

## Introduction

Hope you enjoy. If you at all use them, please leave feedback on the Yahoo list or e-mail me: [nichos123\\_99@yahoo.com](mailto:nichos123_99@yahoo.com) Feel free to modify them and give criticism etc.

## Part 1

### Dark Ages

#### Special Rules

**Skirmishers-** Skirmish rules: Unit allowed to shoot prior to moving by initiative or orders, but may not shoot again in shooting phase, or charge, or lend support. May fight back normally if charged, but with -1 attack. Drive backs still resolved at end of shooting phase. If a unit waiting to be driven back is then charged, it becomes confused. Skirmishers also get a 360 degree fire arc.

**Light Cavalry-** Unit may not charge the front of enemy infantry, unless enemy infantry are confused, or are downhill from unit

**Shaman-** Adds +1 attack to each stand of unit joined

**Warband-** If in an all-warband brigade at least 3 units strong, +1 command bonus to the brigade. Rolls 1 less dice than usual for drive backs as long as it doesn't lose a stand. Additional +1 bonus on pursuit attacks, -1 attack when being pursued.

**Shield Wall-** May form a shield wall as an order, may not move in the same turn.

Unit stays in shield wall until moved for any reason, or confused. Units in shield walls count as being in defended terrain for shooting and combat against its front.

**Camels-** Cause fear in combat only to units equipped with horses

**Short Range-** 15cm range

**Long Range-** 40cm range

**Mounted Archery-** 360 degree fire arc

**Skilled Fighters-** 3+ to hit enemy in open, 4+ to hit defended enemy, and 5+ to hit fortified enemy in combat

**Skilled Archers-** 3+ to hit enemy in open, 4+ to hit defended enemy, and 5+ to hit fortified enemy in shooting

**Armour Piercing 1-** Reduce enemy saves by 1

**Armour Piercing 2-** Reduce enemy saves by 2

**Full Armour Piercing-** No enemy armour saves from this unit

**Disciplined-** +1 command bonus

**Drilled-** Immune to confusion

**Fearless-** Not affected by fear

**Fierce-** Must always use initiative, must always pursue

**Fearsome-** Cause fear in combat

**Feared Shooting-** Cause fear when shooting, +1 drive back dice to the enemy.

**Strong Charge-** Additional +1 bonus on the charge, but -1 on successive pursuits/combat

**Cavalry Defence-** Denies +1 cavalry bonus when charged by cavalry (frontal attacks only)

**Counter-Charge-** Unit may counter-charge when charged, and meet charging enemy half its movement rate in front of initial position. Cannot counter-charge to the flanks or rear. Denies +1 charging in open bonus, but cavalry bonus still applies (counter-charging is useless in terrain)

**Undisciplined-** -1 command penalty

**Terrain-** No command penalty when in terrain

**Single Stand Unit-** Attached to listed units as an additional stand

### Army Lists

- \* Note- In the army list, the unit highest on the units table is the general of the army. Other 'Generals' are treated as heroes.

### SAXON BRITAIN

By 800 AD the Saxons, a race originating from Germany and Scandinavia, had conquered Britain, defeating the Celtic Britons after some 400 years of intermittent warfare. The Saxons controlled the main part of Britain, 'Loegy' or 'England' (land of the Angles) as it became known in Europe. The other parts of Britain were still held by the Celts and their descendants, and the Saxons had a hard time subjugating these natives over the next 300 years. In Wales, a weak but determined Welsh faction resisted Saxon assimilation by launching raids into England. The Saxons did have some outposts in Wales, but the north of Wales was ruled by small petty Welsh kingdoms. Ireland and Scotland were even more independent than Wales. The Irish proved to be extremely effective raiders and seamen, and the Picts, a barbaric Scottish tribe, would never be defeated militarily. Their demise came at the hands of breeding with the Saxons, not in battle. Eventually these Celtic factions would be defeated as they mingled more and more with the Saxons, but the effects of the division of Britain would be felt for centuries.

### **Saxons**

Name	Type	Atk	Hits	Save	Size	M/M	Pts	Spec
Saxon Lord	Gen-9	+2	-	-	1	1	125	
Saxon Chieftain	Her-8	+1	-	-	1	-/1	80	
Thegn	Her-7	+1	-	-	1	-/2	45	
Cnithar	Cav	2/1	3	6	3	-/1	65	1.
Huscarls	Inf	3	3	5+	3	2/4	80	2.
Fyrdmen	Inf	3	3	6	3	2/-	45	
Great Fyrd	Inf	3/1	3	0	3	2/-	40	3.
Saxon Levies	Inf	2/1	3	0	3	-/-	35	4.
Saxon Warhounds	Inf	2	3	0	1	-/2	15	5.

#### Special Rules-

1. Cnithar- Mounted Archery, Short Range, Light Cavalry
2. Huscarls- Disciplined, Shield Wall
3. Great Fyrd- Short Range
4. Saxon Levies- Short Range, Undisciplined
5. Saxon Warhounds- Single Stand Unit (may join any Saxon inf), Undisciplined (unit joined assumes -1 command penalty, no cumulative penalties for already

undisciplined units which are joined by Saxon Warhounds), Fearsome (unit joined becomes Fearsome until Warhounds are destroyed)

### Early Welsh

Name	Type	Atk	Hits	Save	Size	M/M	Pts	Spec
Welsh Lord	Gen-8	+2	-	-	1	1	95	
Welsh Chieftain	Her-7	+1	-	-	1	-/2	45	
Light Horsemen	Cav	2/1	3	6	3	-/1	65	1.
Bowmen	Inf	3/1	3	0	3	-/1	50	2.
Celtic Warriors	Inf	3	3	0	3	2/6	60	3.
Welsh Levies	Inf	2/1	3	0	3	4/-	35	4.
Welsh Slingers	Inf	1/1	3	0	1or3	1/4	*	5.

#### Special Rules-

1. Light Horsemen- Mounted Archery, Short Range, Light Cavalry
2. Bowmen- Undisciplined
3. Celtic Warriors- Fierce, Fearless, Undisciplined, Warband
4. Welsh Levies- Short Range, Undisciplined
5. Welsh Slingers- Short Range, Undisciplined, Skirmishers, Terrain, Single Stand Unit (optional- may function as 3 stand unit, or be attached to Welsh Levies. Each choice, whether a full unit or single stand unit, counts as 1 unit for min/max purposes)

\* Points for one stand is 12, for one unit is 35

### Picts

Name	Type	Atk	Hits	Save	Size	M/M	Pts	Spec
Pictish Lord	Gen-8	+2	-	-	1	1	95	
Pictish Chieftain	Her-7	+1	-	-	1	-/2	45	
Pictish Holy Man	Sha-7	+0	-	-	1	-/1	45	1.
Pictish Raiders	Cav	2/1	3	6	3	-/2	65	2.
Pictish Warriors	Inf	3	3	0	3	2/4	55	3.
Pict Hordes	Inf	2	3	0	3	2/-	35	4.
Pictish Skirmishers	Inf	1/1	3	0	3	1/-	40	5.

#### Special Rules-

1. Pictish Holy Man- Shaman
2. Pictish Raiders- Mounted Archery, Short Range, Light Cavalry
3. Pictish Warriors- Fierce, Undisciplined, Warband
4. Pict Hordes- Undisciplined, Fierce
5. Pictish Skirmishers- Short Range, Undisciplined, Skirmishers, Terrain, Armour Piercing 1 (use of Crossbows)

### Early Irish

Name	Type	Atk	Hits	Save	Size	M/M	Pts	Spec
Irish King	Gen-8	+2	-	-	1	1	95	
Irish Chieftain	Her-7	+1	-	-	1	-/2	45	
Monk	Sha-7	-	-	-	1	-/1	45	1.
Irish Riders	Cav	1/1	3	6	3	-/2	50	2.
Fianna	Inf	3	3	6	3	1/4	55	3.
Bonnachts	Inf	3	3	0	3	1/-	40	4.
Kerns	Inf	3/1	3	0	1or3	1/4	*	5.

### Special Rules-

1. Monk- Shaman
2. Irish Riders- Mounted Archery, Short Range, Light Cavalry, N.B Mounted on ponies, not horses, hence the '1' attack value
3. Fianna- Disciplined, Warband
4. Bonnachts- Warband
5. Kerns- Short Range, Skirmishers, Terrain, Single Stand Unit (Optional-See Welsh Slings for info)

\* Points for one stand is 15, for one unit is 50

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### **VIKING RAIDS**

From 800 AD the Vikings of Norway were increasingly looking to expand and raid. They had been mounting naval raids upon neighbouring territories for years, but by 800 the increasingly confident Vikings began launching land attacks and, for the first time, sending armies outwards to take land from their enemies. Warriors began landing ashore in England in their droves, and the Anglo-Saxon rulers of England often had to mobilise armies to defeat them. The effects of Viking expansion were felt the most in Germany, where the semi-barbaric German states had to fight for their lives until the tidal wave of Viking raids finally receded in 1000 AD. Even after this, the Vikings still plagued Europe with their feared pillaging and plundering.

### **Early Vikings**

Name	Type	Atk	Hits	Save	Size	M/M	Pts	Spec
Viking Jarl	Gen-9	+2	-	-	1	1	125	
Viking Hersir	Her-7	+2	-	-	1	-/2	55	
Godir	Sha-7	+0	-	-	1	-/1	45	1.
Hird Riders	Cav	2/1	3	6	3	-/1	70	2.
Hirdmen	Inf	3	3	5+	3	1/2	75	3.
Jomsvikings	Inf	3	3	6	3	-/1	65	4.
Berserkers	Inf	4	3	0	3	-/1	70	5.
Ulfhednar	Inf	3	3	0	3	-/1	45	6.
Bondir	Inf	3/1	3	0	3	1/4	60	7.
Thralls	Inf	3	3	6	3	4/-	45	
Bowmen	Inf	2/1	3	0	3	1/-	50	8.
Wend Mercenaries	Inf	3	3	0	3	-/2	35	9.

### Special Rules-

1. Godir- Shaman
2. Hird Riders- Mounted Archery, Short Range
3. Hirdmen- Skilled Fighters, Shield Wall
4. Jomsvikings- Disciplined, Drilled, Warband
5. Berserkers- Fearsome, Fierce, Fearless, Warband
6. Ulfhednar- Fierce, Fearless, Undisciplined, Warband
7. Bondir- Short Range, Skirmishers, Terrain
8. Bowmen- Skirmishers, Undisciplined
9. Wend Mercenaries- Undisciplined, Warband

### **Early Anglo-Saxons**

Use Saxon list from 'Saxon Britain'

**Early Germans-** Franks, Frisians, Alamanians, Lotharingians, Germano-Saxons etc

Name	Type	Atk	Hits	Save	Size	M/M	Pts	Spec
Germanic Warlord	Gen-9	+2	-	-	1	1	125	
Germanic Chieftain	Her-8	+1	-	-	1	-/2	80	
Germanic Holy Man	Sha-7	+0	-	-	1	-/1	45	1.
Horsemen	Cav	3/1	3	6	3	-/2	95	2.
Household Warriors	Inf	3	3	5+	3	1/4	80	3.
Germanic Warriors	Inf	3	3	0	3	2/-	45	4.
Skirmishers	Inf	2/1	3	0	3	1/-	40	5.
Bowmen	Inf	2/1	3	0	3	1/4	45	

#### Special Rules-

1. Holy Man- Shaman
2. Horsemen- Mounted Archery, Short Range
3. Household Warriors- Disciplined, Shield Wall, Warband
4. Germanic Warriors- Warband
5. Skirmishers- Short Range, Skirmishers, Terrain

- N.B- The 'Saxon Britain' lists are also compatible with these lists. Any of the armies in these two lists may fight each other.

### **NORMAN INVASION AND CONQUEST**

One of the most famous battles in history occurred in 1066, when an army commanded by Duke William of Normandy landed ashore in England. Weeks before the invasion, a large Viking war host (the last Viking army to reach Britain) had invaded northern England. King Harold of England had defeated the Vikings, and had to march swiftly southward to face William, who was making a claim for the throne of England. The two sides, Anglo-Saxons and Normans, met at the Battle of Hastings. The tired Anglo-Saxons were defeated, Harold was killed. Within weeks the Normans conquered the rest of England and William became King of England. Hastings was the only significant battle of the campaign, although the Normans had to fight several skirmishes in the north. The conquest changed the face of Britain forever.

#### **Anglo-Saxons**

Name	Type	Atk	Hits	Save	Size	M/M	Pts	Spec
King/Nobleman	Gen-9	+2	-	-	1	1	125	
Anglo-Saxon Lord	Her-8	+1	-	-	1	-/3	80	
Light Horsemen	Cav	2/1	3	6	3	-/1	65	1.
Huscarls	Inf	3	3	5+	3	2/6	80	2.
Men-at-Arms	Inf	3	3	6	3	2/-	45	
Archers	Inf	3/1	3	0	3	1/-	55	
Slingers	Inf	2/1	3	0	3	-/2	40	3.
English Levies	Inf	2/1	3	0	3	1/-	35	4.

#### Special Rules-

1. Light Horsemen- Mounted Archery, Light Cavalry, Short Range
2. Huscarls- Disciplined, Shield Wall
3. Slingers- Short Range, Skirmishers, Terrain
4. English Levies- Short Range, Undisciplined

#### **Normans**

Name	Type	Atk	Hits	Save	Size	M/M	Pts	Spec
Norman General	Gen10	+2	-	-	1	1	170	
Nobleman	Her-8	+1	-	-	1	-/2	80	
Bishop	Sha-8	+0	-	-	1	-/1	80	1.
Norman Knights	Cav	3	3	4+	3	3/-	110	
Light Cavalry	Cav	3/1	3	6	3	-/2	80	2.
Breton Cavalry	Cav	3	3	5+	3	-/2	90	
Milites	Cav	3	3	5+	3	1/-	90	
Swabian Infantry	Inf	3	3	6	3	-/2	60	3.
Spearmen	Inf	3	3	6	3	2/-	55	4.
Archers	Inf	3/1	3	6	3	2/-	70	
Crossbowmen	Inf	2/1	3	0	3	-/4	40	5.

#### Special Rules-

1. Bishop- Shaman
2. Light Cavalry- Mounted Archery, Light Cavalry, Short Range
3. Swabian Infantry- Skilled Fighters, Shield Wall
4. Spearmen- Shield Wall, Cavalry Defence
5. Crossbowmen- Short Range, Skirmishers, Armour Piercing 1

#### Late Vikings

Name	Type	Atk	Hits	Save	Size	M/M	Pts	Spec
Viking King/Lord	Gen-9	+2	-	-	1	1	125	
Viking Jarl	Her-8	+2	-	-	1	-/2	90	
Viking Hersir	Her-7	+1	-	-	1	-/1	45	
Horsemen	Cav	2/1	3	6	3	-/1	70	1.
Huscarls	Inf	3	3	5+	3	1/2	75	2.
Berserkers	Inf	4	3	0	3	-/1	70	3.
Bondir	Inf	3/1	3	0	3	1/4	60	4.
Thralls	Inf	3	3	6	3	4/-	55	5.
Carls	Inf	3	3	0	3	2/-	35	
Skirmishers	Inf	2/1	3	0	3	-/2	40	6.

#### Special Rules-

1. Horsemen- Mounted Archery, Short Range
2. Huscarls- Disciplined, Shield Wall
3. Berserkers- Fearsome, Fierce, Fearless, Warband
4. Bondir- Short Range, Skirmishers, Terrain
5. Thralls- Shield Wall
6. Skirmishers- Short Range, Skirmishers, Terrain

### **MANZIKERT AND ASIA MINOR WARS**

During the 1070s and 80s the seemingly invincible Byzantine Empire was dealt a blow by the Seljuk Turks who waged frequent wars against the Byzantines. The biggest military success for the Seljuks during this period was the sacking of Manzikert in 1071. The Turks also pushed deep into Anatolia in Turkey, destroying many Byzantine armies. These defeats were the main causes of the first crusade. These lists also cover the other battles in Turkey during these decades. The list also includes other armies who were enemies of Byzantium during this period.

## Byzantines

Name	Type	Atk	Hits	Save	Size	M/M	Pts	Spec
Byzantine General	Gen10	+2	-	-	1	1	170	
Byzantine Officer	Her-8	+1	-	-	1	-/3	80	
Kataphraktoi/Heavy Cav	Cav	3	3	4+	3	1/4	125	1.
Regular Cavalry	Cav	3	3	5+	3	1/4	90	
Pecheneg Mercenaries	Cav	2/1	3	6	3	-/2	60	2.
Trapetzi/Horse-Archers	Cav	3/1	3	6	3	-/1	85	3.
Armenian Mercenaries	Cav	3	3	6	3	-/1	75	
Cuman Mtd Archers	Cav	2/1	3	6	3	-/1	85	4.
Norman Mercenaries Kn	Cav	3	3	5+	3	1/3	90	
Varangian Guard	Inf	3	3	5+	3	-/1	95	5.
Byzantine Infantry	Inf	3	3	6	3	1/-	60	6.
Peltastoi/ Archers	Inf	3/1	3	0	3	1/-	55	
Psiloi/ Skirmishers	Inf	2/1	3	0	3	-/-	40	7.
Skutatoi/Mixed Infantry	Inf	3/1	3	6	3	1/4	70	8.
Turkish Levies	Inf	2/1	3	0	3	1/-	35	9.
Bolt-Thrower	Art	1/1	3	0	2	-/1	65	10.

### Special Rules-

1. Kataphraktoi- Disciplined
2. Pecheneg Mercenaries- Mounted Archery, Light Cavalry, Skirmishers, Short Range
3. Trapetzi/Horse-Archers- Mounted Archery
4. Cuman Mounted Archers- Mounted Archery, Skilled Archers
5. Varangian Guard- Drilled, Disciplined, Fearless, Skilled Fighters, Shield Wall
6. Byzantine Infantry- Drilled, Shield Wall
7. Psiloi/Skirmishers- Skirmishers, Short Range
8. Skutatoi/Mixed Infantry- Drilled, Shield Wall, Short Range
9. Turkish Levies- Short Range, Undisciplined
10. Bolt-Thrower- Range 50cm, armour piercing 2

## Seljuk Turks

Name	Type	Atk	Hits	Save	Size	M/M	Pts	Spec
Seljuk Emir	Gen-9	+2	-	-	1	1	125	
Seljuk Chieftain	Her-8	+1	-	-	1	-/2	80	
Imam	Sha-7	+0	-	-	1	-/1	45	1.
Askari Cavalry	Cav	3	3	5+	3	2/4	95	2.
Turkish Light Horse	Cav	3/1	3	6	3	6/-	80	3.
Seljuk Horse-Archers	Cav	3/1	3	6	3	1/-	85	4.
Turkish Levies	Inf	2/1	3	0	3	-/4	35	5.
Skirmishers	Inf	2/1	3	0	3	-/2	40	6.

### Special Rules-

1. Imam- Shaman
2. Askari Cavalry- Drilled, Disciplined
3. Turkish Light Horse- Mounted Archery, Short Range
4. Seljuk Horse-Archers- Mounted Archery
5. Turkish Levies- Undisciplined, Short Range
6. Skirmishers- Short Range, Skirmishers

## **Pechenegs**

Name	Type	Atk	Hits	Save	Size	M/M	Pts	Spec
Pecheneg Warlord	Gen-8	+2	-	-	1	1	95	
Lesser Chieftain	Her-7	+1	-	-	1	-/3	45	
Pecheneg Cavalry	Cav	3	3	6	3	-/1	80	1.
Light Horse	Cav	2/1	3	6	3	4/-	60	2.
Horse-Archers	Cav	3/1	3	6	3	4/-	85	3.
Skirmishers	Inf	2/1	3	0	3	-/2	40	4.

### Special Rules-

1. Pecheneg Cavalry- Drilled, Fierce
2. Light Horse- Mounted Archery, Light Cavalry, Skirmishers, Short Range
3. Horse-Archers- Mounted Archery
4. Skirmishers- Short Range, Skirmishers

## **Early Hungarians**

Name	Type	Atk	Hits	Save	Size	M/M	Pts	Spec
Hungarian General	Gen-9	+2	-	-	1	1	125	
Hungarian Nobleman	Her-8	+1	-	-	1	-/3	80	
Hungarian Knights	Cav	3	3	5+	3	-/1	90	
Hungarian Cavalry	Cav	3	3	6	3	1/4	75	
Light Horse	Cav	3/1	3	6	3	-/4	80	1.
Spearmen	Inf	3	3	6	3	4/-	60	2.
Archers	Inf	3/1	3	0	3	1/4	55	
Skirmishers	Inf	2/1	3	0	3	-/2	40	3.
Hungarian Levies	Inf	2/1	3	0	3	1/-	35	4.
Slavic Mercenaries	Inf	3	3	6	3	-/1	50	5.

### Special Rules-

1. Light Horse- Mounted Archery, Short Range
2. Spearmen- Shield Wall, Cavalry Defence
3. Skirmishers- Short Range, Skirmishers
4. Hungarian Levies- Short Range, Undisciplined
5. Slavic Mercenaries- Drilled

## **Dark Ages Eastern Europe**

### **Magyars**

Name	Type	Atk	Hits	Save	Size	M/M	Pts	Spec
Magyar Lord	Gen-8	+2	-	-	1	1	95	
Magyar Chieftain	Her-7	+1	-	-	1	-/3	45	
Magyar Nobles	Cav	3	3	5+	3	1/4	90	
Light Horsemen	Cav	2/1	3	6	3	-/4	60	1.
Horse-Archers	Cav	3/1	3	6	3	-/1	85	2.
Magyar Cavalry	Cav	3	3	6	3	2/-	75	
Slav Bowmen	Inf	3/1	3	0	3	-/1	55	
Slav Javelinmen	Inf	2/1	3	0	3	-/1	40	3.
Slav Mercenaries	Inf	3	3	6	3	-/1	50	4.

### Special Rules-

1. Light Horsemen- Mounted Archery, Short Range, Light Cavalry



2. Horse-Archers- Mounted Archery
3. Slav Javelinmen- Short Range, Skirmishers
4. Slav Mercenaries- Drilled

### **Cumans**

Name	Type	Atk	Hits	Save	Size	M/M	Pts	Spec
Cuman Lord	Gen-8	+2	-	-	1	1	95	
Cuman Chieftain	Her-7	+1	-	-	1	-/3	45	
Cuman Cavalry	Cav	3	3	6	3	4/-	75	
Cuman Mtd Archers	Cav	2/1	3	6	3	2/4	85	1.
Pecheneg Light Horsemen	Cav	2/1	3	6	3	-/2	60	2.
Cuman Foot	Inf	2	3	0	3	-/3	35	3.
Alan Mercenaries	Inf	3	3	0	3	-/2	40	

#### Special Rules-

1. Cuman Mounted Archers- Mounted Archery, Skilled Archers
2. Pecheneg Light Horsemen- Mounted Archery, Light Cavalry, Skirmishers, Short Range
3. Cuman Foot- Undisciplined, Fierce

### **Armenians**

Name	Type	Atk	Hits	Save	Size	M/M	Pts	Spec
Armenian Lord	Gen-8	+2	-	-	1	1	95	
Armenian Chieftain	Her-7	+1	-	-	1	-/3	45	
Armenian Hvy Horse	Cav	3	3	5+	3	1/4	90	
Light Horsemen	Cav	2/1	3	6	3	-/2	65	1.
Men-at-Arms	Inf	3	3	6	3	2/-	45	
Skirmishers	Inf	2/1	3	0	3	-/2	40	2.
Armenian Levies	Inf	2/1	3	0	3	-/-	35	3.

#### Special Rules-

1. Light Horsemen- Mounted Archery, Short Range, Light Cavalry
2. Skirmishers- Short Range, Skirmishers
3. Armenian Levies- Undisciplined, Short Range

### **Early Medieval Armies: The First Crusade**

#### **THE FIRST CRUSADE**

Following their defeats at the hands of the Seljuk Turks, the Byzantine Empire called for aid from Europe's Christian powers. The Pope then declared the first Crusade, and Christians were urged to stop fighting each other and go east to wage war against the Muslims and to reclaim the Holy Land. The Crusaders of the First Crusade were predominantly French and Italian. These Crusaders went east where, following some disputes with the Byzantines, they waged war against the Seljuk Turks, and then struck southward into Arab lands and conquered the Holy Land of Jerusalem, establishing a Christian state after massacring hundreds of civilians.

#### **Early Crusaders**

Name	Type	Atk	Hits	Save	Size	M/M	Pts	Spec
Crusading Nobleman	Gen10	+2	-	-	1	1	170	

European Nobleman	Her-8	+1	-	-	1	-/2	80	
Bishop	Sha-8	+0	-	-	1	-/1	80	1.
Crusading Knights	Cav	4	3	4+	3	-/1	145	2.
Mounted Sergeants	Cav	3	3	5+	3	-/2	90	
Crusader Spearmen	Inf	3	3	6	3	2/-	55	3.
Crusading Foot Knights	Inf	4	3	4+	3	-/1	140	4.
Crusader Men-at-Arms	Inf	3	3	5+	3	1/4	60	
Crusader Crossbowmen	Inf	3/1	3	6	3	-/1	75	5.
Venetian Archers	Inf	3/1	3	6	3	-/2	70	
Peasants	Inf	2/1	3	0	3	2/-	35	6.
Pilgrims	Inf	4	3	0	1	-/4	20	7.

#### Special Rules-

1. Bishop- Shaman
2. Crusading Knights- Disciplined, Fearsome
3. Crusader Spearmen- Shield Wall, Cavalry Defence
4. Crusader Foot Knights- Disciplined, Fearsome, Shield Wall
5. Crusader Crossbowmen- Armour Piercing 1, Short Range
6. Peasants- Undisciplined, Short Range
7. Pilgrims- Single Stand Unit (attach to any infantry), Undisciplined, Fearless, Fearsome, Fierce

#### Byzantines

Use 'Byzantines' list from 'Manzikert and Asia Minor Wars, and 1070-1100 Eastern Europe' lists.

#### Seljuk Turks

Use 'Seljuk Turks' list from 'Manzikert and Asia Minor Wars, and 1070-1100 Eastern Europe' lists.

#### Early Arabs

Name	Type	Atk	Hits	Save	Size	M/M	Pts	Spec
Caliph or Amir	Gen-9	+2	-	-	1	1	125	
Qa'id	Her-8	+1	-	-	1	-/2	80	
Imam	Sha-7	+0	-	-	1	-/1	45	1.
Ghulam Cavalry	Cav	3	3	5+	3	1/4	90	
Camel Riders	Cav	3	3	6	3	-/5	85	2.
Horse-Archers	Cav	3/1	3	6	3	1/-	85	3.
Turcoman Horsemen	Cav	2/1	3	6	3	-/3	65	4.
Arab Spearmen	Inf	3	3	6	3	4/-	55	5.
Archers	Inf	3/1	3	0	3	1/-	55	
Desert Archers	Inf	2/1	3	0	3	-/2	55	6.
Naffatun	Inf	3/1	3	0	1	-/1	25	7.
Skirmishers	Inf	2/1	3	0	3	-/2	40	8.
Arab Levies	Inf	2/1	3	0	3	1/-	35	9.
Daylami	Inf	3	3	6	3	-/1	50	10.

#### Special Rules-

1. Imam- Shaman
2. Camel Riders- Camelry
3. Horse-Archers- Mounted Archery

4. Turcoman Horsemen- Mounted Archery, Short Range, Light Cavalry
5. Arab Spearmen- Cavalry Defence, Shield Wall
6. Desert Archers- Skirmishers
7. Naffatun- Single Stand Unit, Feared Shooting
8. Skirmishers- Skirmishers, Short Range
9. Arab Levies- Undisciplined, Short Range
10. Daylami- Warband