

Fatimid and Ayyubid Egypt

The following army organisation list (AOL) will enable you to build a Fatimid or Ayyubid Egyptian army for War & Conquest.

Please refer to the army organisation list introduction document. This is Version 2 November 2013. All AOLs are subject to change, and have been created so players can get gaming. They do not necessarily contain full details or options at this stage and players are encouraged to provide commentary.

This list was written by Steve Hall (and then modified by Rob!)- thanks Steve!

The Fatimid armies were dependent for their regular troops on their slave soldiers known as Mamluks These were trained and then freed to serve as soldiers once competent. The elite of Fatimid and then later the Ayyubid armies were the Royal Mamluks .These were supported by numerous foot archers and other tribal contingents. The Egyptians tactics were very different from those of the Seljuk Turks. The Egyptians did not use bow from horse back and were willing to stand toe to toe with the crusaders. They also relied a lot more on their infantry. Saladin was able to use his army well which enabled him to reconquer lost land and make himself a legend of war.

Some entries can only be taken for specific Crusades, representing access to resources or specific troop types. These are defined as Early Crusades (EC) and Later Crusades (LC). Where no definition is noted, the entry is available in either.

Army Composition

Personalities of War

Up to 25% of the points value of the army. You must take an Army General. Strategy Intervention Points may be pooled if the Sultan is taken.

Cavalry Formations

At least 25% of the points value of the army.

Supporting Formations

Up to 75% of the points value of the army

Skirmish Formations

Up to 25% of the points value of the army

Allied Formations

Up to 25% of the points value of the army

Legends of War

Assuming they are being used, an additional 25% of the point's value of the army may be taken as Legends of War.

Personalities of War

0-1 Sultan

Mo	L	S	Pts
9	2	+2	160

Formation: Personality

Equipment: As unit

Special: Army General. The Sultan has 2 Strategy Intervention Points and a Zone of Command of 10"

He may add up to 1 additional Strategy Intervention Point for 20 points.

The Sultan may move independently and should he do so, we can assume he has a horse at his disposal, and an Armour Value of 4.

Amir

Mo	L	S	Pts
8	2	+2	140

Formation: Personality

Equipment: As unit

Special: The Amir has 1 Strategy Intervention Point and a Zone of Command of 10". The Amir may move independently and should he do so, we can assume he has a horse at his disposal, and an Armour Value of 4.

If the Sultan is not in the army, or is killed during the battle, then an Amir may assume command as Army General. Should the Amir acting as Army General be killed during the battle, then another Amir may take command. (Note if the Army General routs, you no longer have a General!)

Qa'id

Mo	L	S	Pts
8	1	+1	70

Formation: Personality

Equipment: As unit

Special: The Officer has a Zone of Command of 10" and may use Strategy Intervention Points. He must be placed in a unit at the start of the battle and remain there throughout.

Tribal Leader

Mo	L	S	Pts
8	1	+1	70

Formation: Personality

Equipment: As unit

Special: The Tribal Leader has 1 Strategy Intervention Point. They must be placed in a unit with the *Independent* Special Rule at the start of the battle and remain there throughout.

Army Standard

Mo	L	S	Pts
8	1	+1	70

Formation: Personality

Equipment: As unit

Special: increases Army Generals Zone of Control by 5". May move independently and should he do so, we can assume he has a horse at his disposal, and has an Armour Value of 4.

0-1 Naker Drummer

Mo	L	S	Pts
8	1	-	70

Formation: Personality

Equipment: As unit

Special: May move independently and should he do so, we can assume he has a camel at his disposal, and an Armour Value of 3.

Sound the Drums- The first time the Army Generals Morale bonus is required or a Strategy Intervention Point is used for a Morale or Command test, the Army General may attempt to extend his Zone of Command by encouraging the drummers to beat harder so that his orders can be heard from further away. Roll a D6 and his Zone of Command is extended by that amount in inches for the remainder of the game or until the drummer or General are killed or routed from the field. This may be combined with the bonus from the Army Standard. Should the drummer move more than 4" away from the General, or, in the event the General is killed and another takes his place, then the D6 must be rerolled in the same way as when first being used.

Most Muslim armies were accompanied by a band in this era, believing that the more noise they made the bolder their spirits. The Naker drummers usually rode camels. They accompanied the General and could only be beat on his command to relay orders.

Cavalry Formations

0-2 Royal Mamluks

CA	SA	KA	Mo	Pts
4	3	3	8	27

Formation: Regular

Equipment: Horse, Heavy armour, shield, lance and hand weapon. The unit may have barding at 2 points per model.

Armour Value: 4 (5 with barding)

Special: Shock charge bonus of 1

Mamluks

CA	SA	KA	Mo	Pts
3	3	3	8	22

Formation: Regular

Equipment: Horse, Heavy armour, shield, thrusting spear and hand weapon.

Armour Value: 4

Special: Shock charge bonus of 1

Turkish Ghulam

CA	SA	KA	Mo	Pts
3	3	3	8	24

Formation: Regular

Equipment: Horse, light armour, thrusting spear, short bow, hand weapon and shield.

Special: Feign Flight, Nomad Cavalry

Tribal Cavalry

CA	SA	KA	Mo	Pts
2	3	3	6	12

Formation: Light

Equipment: Horse, hand weapon, javelins. May have shield at 2 points per figure.

Special: May change into Skirmish formation.

Bedouin

CA	SA	KA	Mo	Pts
3	3	3	6	16

Formation: Light

Equipment: Horse, hand weapon, thrusting spear, shield.

Special: Feign Flight, may change into Skirmish formation. Independent

Supporting Formations

0-2 Guard Spearmen

CA	SA	KA	Mo	Pts
3	3	3	7	9

Formation: Regular

Equipment: Throwing spear, shield and hand weapon. May add light armour for 2 points per figure in unit. May exchange shield to large shield for 1 point per figure in unit. May exchange throwing spear to thrusting spear for 1 point per model in unit.

Special: May combine with archers (below). Up to 50% may be archers. The unit will remain a Regular formation and the bowmen will benefit from the Armour Value of the unit until it drops to half strength

0-2 Guard Archers

CA	SA	KA	Mo	Pts
3	3	3	7	9

Formation: Light

Equipment: Bow. May have light armour +2 points per figure

Special: May combine with Spearmen above.

Tribal Spearmen

CA	SA	KA	Mo	Pts
2	2	3	6	6

Formation: Regular

Equipment: Throwing Spear, shield and hand weapon. May exchange throwing spear to thrusting spear for 1 point per model in unit.

Special: Undisciplined. May combine with archers (below). Up to 50% may be archers. The unit will remain a Regular formation and the bowmen will benefit from the Armour Value of the unit until it drops to half strength

Tribal Archers

CA	SA	KA	Mo	Pts
2	2	2	6	5

Formation: Light

Equipment: Bow.

Special: Undisciplined. May combine with Spearmen above.

Could include Sudanese, Berbers and Bedouin.

Levy Spearmen

CA	SA	KA	Mo	Pts
2	2	2	5	4

Formation: Regular

Equipment: Throwing spear and shield. May exchange throwing spear to thrusting spear for 1 point per model in unit.

Special: May combine with archers (below). Up to 50% may be archers. The unit will remain a Regular formation and the bowmen will benefit from the Armour Value of the unit until it drops to half strength
Unmotivated.

Levy Archers

CA	SA	KA	Mo	Pts
2	2	2	5	4

Formation: Light

Equipment: Bow.

Special: May combine with Spearmen above.
Unmotivated

Tribal Irregulars

CA	SA	KA	Mo	Pts
2	3	3	5	5

Formation: Light

Equipment: Hand weapon and shield. May have javelins at 1 point per model.

Special: One unit may become *Fanatical* (p129) for 1 point per figure.

Camelry

CA	SA	KA	Mo	Pts
2	3	3	6	12

Formation: Light

Equipment: Camel, hand weapon and javelin. All models in the unit may exchange javelin for shortbow at no points cost. Javelin armed units may have shields at 1 point per model. Javelin armed units may have throwing spear at 1 point per model.

Special: Camels (page 129). Independent

Skirmish Formations

Turkoman

CA	SA	KA	Mo	Pts
3	3	3	7	18

Formation: Light

Equipment: Horse, hand weapon, short bow. All models in the unit may have javelins for +1 point per figure.

Special: Feign Flight, Nomad Cavalry, may change into Skirmish formation. Independent.

Tribal Skirmishers

CA	SA	KA	Mo	Pts
2	3	2	5	4

Formation: Skirmish

Equipment: Javelin. All figures in a unit may exchange javelin for sling. The unit may have bucklers at 1 point per model. If the unit has javelins, they may also have throwing spears at 1 point per model. Every other unit may have bows at +2 points per model.

Crossbowmen (LC)

CA	SA	KA	Mo	Pts
2	3	3	6	10

Formation: Skirmish

Equipment: Crossbow and hand weapon. All models in a unit may light armour at 2 points per model. The unit may have bucklers at 1 point per model. The unit may have pavise for 3 points per figure and become a light formation.

Special: You may take a unit of crossbowmen for every 2 tribal skirmisher units.

0-1 Naffatah 'fire troops'

CA	SA	KA	Mo	Pts
2	3	3	6	10

Formation: Skirmish

Equipment: Grenades or siphons.

Special: Siphons and grenades are treated as a thrown missile with a range of 8". Armour Penetration 2 and Killing Ability 3.

If a casualty is caused take a Command test immediately. If failed the formation becomes disordered until its next Round of Play. The naffatah unit will take a casualty on each roll of 1 to hit.

Allied Contingents

The Egyptians employed a number of different nationalities such as the Armenians, Seljuk Turks, Byzantines and Frankish crusaders as either vassals or allies.

Each nationality may take its own Commander.

Please see the Crusader, Cilician Armenia, Seljuk Turk and Byzantine Army Organisation Lists for available units. Additional allied units cannot be taken from within these lists unless historically justified. (We will start to tighten this up in later versions of the list.)

Legends of War

To follow, (proposals welcome) but here we should see the likes of Saladin and his generals

Feature Rules

Independent

This rule represents those more fiercely independent states that served with various armies through the ages.

Strategy Intervention Points cannot be used on independent troops unless used by a Personality from the same nation.

Independent warriors do not use the Army Generals leadership or bonus unless he is in the unit.

Unmotivated

This rule is used to represent some of the more poorly motivated 'levy' formations.

Strategy Intervention Points cannot be used on unmotivated troops unless a Personality who can use them is in the unit.

Please note, Personalities do not have CA, SA or KA as they use the value of the unit they are with, and I deleted the entries to keep the formatting even!



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