

800 Pts - Ayyubid Egyptian - Arabi Crociate

Name	#	Group	Size	Ldr	Move	Clash	Sustain	Short	Long	Morale	Stam	Option Summary	Cost
Squad (8⁺, 104 pts)													
Ayyubid Egyptian Infantry Division	1	Division											104
Commander	1	HQ		8	12"	+1	+1						[0]
Medium Infantry City Militia	1	Medium Infantry	Standard		6"	6	6	3	-	5+	6	Levy Spear	[20]
		Levy; Spear											
Medium Infantry City Militia	1	Medium Infantry	Standard		6"	6	6	3	-	5+	6	Levy Spear	[20]
		Levy; Spear											
Light Infantry Archers	1	Light Infantry	Standard		6"	4	4	3	3	6+	6		[21]
Light Infantry Archers	1	Light Infantry	Standard		6"	4	4	3	3	6+	6		[21]
Skirmishers	1	Infantry, Skirmisher	Small		6"	3	2	2	-	-	4	Jav	[11]
		Javelin											
Skirmishers	1	Infantry, Skirmisher	Small		6"	3	2	2	-	-	4	Jav	[11]
		Javelin											
Squad (9⁺, 190 pts)													
Ayyubid Egyptian Cavalry Division	1	Division											190
General	1	HQ		8	12"	+3	+3						[0]
		Re-roll											
Bedouin Light Cavalry	1	Light Cavalry	Small		9/12"	5	3	2	-	6+	4	Spear	[17]
		Spear											
Berber Heavy Cavalry	1	Heavy Cavalry	Standard		9"	9	6	3	-	4+	6	Spear	[30]
		Spear											
Kurdish Heavy Cavalry	1	Heavy Cavalry	Standard		9"	9	6	3	-	4+	6	Spear	[30]
		Spear											
Mamluk Heavy Cavalry	1	Heavy Cavalry	Standard		9"	9	6	3	2	4+	6	Bow Spear	[32]
		Bow; Spear											
Turcoman Light Cavalry	1	Light Cavalry	Small		9/12"	5	3	2	2	6+	4	Bow Feigned Jav	[21]
		Bow; Feigned Flight; Javelin											
Turkish Heavy Cavalry	1	Heavy Cavalry	Standard		9"	9	6	3	-	4+	6	Spear	[30]
		Spear											
Turkish Heavy Cavalry	1	Heavy Cavalry	Standard		9"	9	6	3	-	4+	6	Spear	[30]
		Spear											

Name	#	Group	Size	Ldr	Move	Clash	Sustain	Short	Long	Morale	Stam	Option	Summary	Cost
Squad (9$\frac{1}{2}$, 160 pts)														
Ayyubid Egyptian Cavalry Division	1	Division												160
Commander	1	HQ		8	12"	+1	+1							[0]
Bedouin Light Cavalry	1	Light Cavalry	Small		9/12"	5	3	2	-	6+	4	Spear		[17]
		Spear												
Berber Heavy Cavalry	1	Heavy Cavalry	Standard		9"	9	6	3	-	4+	6	Spear		[30]
		Spear												
Light Cavalry Camel Riders	1	Light Cavalry	Small		9/12"	4	3	2	2	6+	4	Bow		[18]
		Bow												
Mamluk Heavy Cavalry	1	Heavy Cavalry	Standard		9"	9	6	3	2	4+	6	Bow Spear		[32]
		Bow; Spear												
Turcoman Light Cavalry	1	Light Cavalry	Small		9/12"	5	3	2	2	6+	4	Bow Feigned Jav		[21]
		Bow; Feigned Flight; Javelin												
Turcoman Light Cavalry	1	Light Cavalry	Small		9/12"	5	3	2	2	6+	4	Bow Feigned Jav		[21]
		Bow; Feigned Flight; Javelin												
Turcoman Light Cavalry	1	Light Cavalry	Small		9/12"	5	3	2	2	6+	4	Bow Feigned Jav		[21]
		Bow; Feigned Flight; Javelin												

Squad (8$\frac{1}{2}$, 116 pts)														
Ayyubid Egyptian Infantry Division	1	Division												116
Commander	1	HQ		8	12"	+1	+1							[0]
Light Infantry Archers	1	Light Infantry	Standard		6"	4	4	3	3	6+	6			[21]
Egyptian Mob Light Infantry Warband	1	Infantry, Light Warband	Standard		6"	6	5	2	-	6+	6	Levy WildF3		[20]
		Levy; Wild Fighters												
Medium Infantry Warband Ghazi Fanatics	1	Medium Infantry, Medium Warband	Standard		6"	9	6	2	-	5+	6	Fanatic WildF3		[29]
		Fanatic; Wild Fighters												
Medium Infantry Archers	1	Medium Infantry	Standard		6"	5	5	3	3	5+	6	Bow		[24]
		Bow												
Skirmishers	1	Infantry, Skirmisher	Small		6"	3	2	2	-	-	4	Jav		[11]
		Javelin												
Skirmishers	1	Infantry, Skirmisher	Small		6"	3	2	2	-	-	4	Jav		[11]
		Javelin												
Total Cost:														570

Option Footnotes

Special Rules	
Fanatic	• Morale save +1 until Shaken (p100 rulebook)
Feigned Flight	• Can be ordered to move or use Initiative if in hand-to-hand (p100 rulebook)
Levy	• At end of turn must roll 4+ to recover Disorder (p101 rulebook)
Re-roll	• Once per game may reroll one Order test even if blundered (p80 rulebook)
Wild Fighters	• Re-roll three missed combat attacks in the first round of the game (p107 rulebook)

Upgrade

Make General

Weapons

Bow	R: 18"
Javelin	R: 6"
Spear	R: 6"

Group	Min	Max	Used
Infantry	0	13	8 (Max: 13)
Skirmisher	0	0	4
Cavalry	13	0	14 (Min: 1)