

**AYYUBID**  
**1171 AD to 1260 AD**

*The Ayyubid dynasty was founded by An-Nasir Salah ad-Din Yusuf ibn Ayyub (or Saladin in western terms), a Kurd who had risen to become Vizier of the Fatimid Caliphate in Egypt. After the death of the last Fatimid Caliph in 1171, Saladin seized control and aligned Egypt with the Abbasid Caliphate. He was able to take over Yemen, Arabia and then Syria, defeating the existing Zengid (Turks tributary to the Seljuks) rulers. He was then declared Sultan of Egypt and Syria by the Abbasid Caliph. For most of the rest of his life, Saladin concentrated on recovering lands lost to the Crusaders, who he decisively defeated at the Horns of Hattin, seizing Jerusalem as a result.*

*Saladin died in 1193 and his sons almost immediately fell out over the succession. For the rest of its existence, the Ayyubid “empire” was formed of a patchwork coalition of territories, all ruled by a member of the Ayyubid clan but most not in direct line of descent from Saladin. After an initial period of further expansion, largely to the east of Syria, the “empire” began to suffer the inevitable consequences of the weakness caused by its internal divisions, and steadily lost territory, with Egypt and Syria effectively going their separate ways. Egypt was lost to a Mamluk revolt and Syria to the Mongol invasion.*

**ARMY COMPOSITION**

- Commanders:** Up to 6
- Ghulams:** Up to 50%
- Auxiliary Cavalry:** Up to 50%
- Infantry:** Up to 40%.
- Allies:** None

**COMMANDERS**

	A	C	Pts
0-1 Saladin	+3	9	
Or 0-1 Sultan	+2	9	
Amir	+2	+2	20

May ride a horse. Saladin may have Stratagem (+50 points).  
 Saladin may not field Khwaresmian or Cuman troops.

**GHULAMS**

	D	C	Pts
0-1 Royal Ghulams (Toassin) or Al-Halqa	4	8	24
0-3 Provincial Askari or Cuman Ghulams	4	7	20
Qaraghulams	4	7	18

Royal Ghulams/Al-Halqa have light armour, bow and shield. Superior Fighters. Superior Shooters. May have spear (+1), heavy armour (+1) and half-barding or barding (+1). May be *Veteran* (+1).

Provincial Askari/Cuman Ghulams have light armour, bow and shield. Superior Shooters. May have spear (+1), heavy armour (+1) and half-barding or barding (+1).

Qaraghulams have light armour, bow and shield. May have spear (+1).

#### AUXILIARY CAVALRY

	D	C	Pts
Syrian Cavalry	5	6	15
Turcoman or Cuman Cavalry	5	7	21
Bedouin Cavalry	5	6	18
0-1 Bedouin Camelry	6	6	15
0-2 Khwaresmian Cavalry	4	7	20
Khwaresmian Light Cavalry	6	6	18

Syrian Cavalry have bow or javelins and shield. May be fielded as Skirmishers.

Turcoman cavalry have bow and shield. *Nomad Cavalry*. May have spear (+1). May be fielded as Skirmishers, gaining *Parthian Shot*.

Bedouin Cavalry have spear and shield. *Evade*.

Bedouin Camelry have javelins. May have a spear (+1) and shield (+1). May exchange javelins for bow (free).

Khwaresmian cavalry have light armour, bow and shield. Superior Fighters. May have heavy armour (+1), spear (+1) and cloth barding (+1).

Khwaresmian Light Cavalry have a bow. Inferior Fighters. Skirmishers. *Nomad Cavalry*.

#### INFANTRY

	D	C	Pts
Sudanese Infantry	6	7	16
Bedouin Infantry	6	7	14
Militia	6	6	10
Kurds	6	7	11
Skirmishers	6	5	5

Sudanese Infantry have bow and shield. Up to a quarter may exchange bow and shield for spear and large shield, forming the front rank of a *Combined Formation*.

Bedouin Infantry have spear and shield. May have large shield (+2) and be *Riding Camels* (+1). May use a *Combined Formation* where a quarter of the unit exchange spear for bow (free) and form the rear row.

Militia have spear and shield. Inferior Fighters.

Kurds have spear and shield. Open Order. May have javelins (+2). May instead form in Close Order at a cost of 14 points per base.

Skirmishers have a shield and either sling, javelins or bow. Inferior Fighters. Skirmishers.