

# SYRIAN ARAB (890 CE - 1096 CE)

(version August, 2017)

The Syrian Arab list covers the Arabic dynasties of Syria and Iraq, following the collapse of Abbasid power in 946 CE, when the Buwayhids captured Baghdad, until the fall of these dynasties under Seljuk rule, following the rapid expansion of the Seljuk Sultanate in the decades after Manzikert. The list covers the Hamdanids of Syria and Iraq and their followers, the Uqaylids of Mosul and the Mirdassids of Aleppo. Under Sayf al-Dawla, "The Sword of the State", they opposed the Byzantine expansion started by Nikephor Phokas and waged Jihad against Constantinople, but with limited success. Their domination over Mesopotamia and Syria was complete however. Among their enemies are the Byzantines, the Fatimids of Egypt, the Seljuk Turks and of course, themselves.

Strategy Rating: 2

Climate: Fertile

## ARMY SELECTION

Command:	Must include a general May include up to 2 sub-commanders
Core:	Must include at least 2 units of Syrian Heavy Cavalry May include up to 8 other core troop selections
Support:	May include up to 6 support The number of support plus skirmish selections must not exceed the number of core selections
Skirmish:	May include up to 4 skirmish The number of support plus skirmish selections must not exceed the number of core selections
Allies:	None

## COMMAND

The army must include a general and may include up to 2 sub-commanders.

### General

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
AMIR	9 + 2	9 + 2	+2	ARMY GENERAL, MOUNTED, STRATEGIST	60
LESSER AMIR	8 + 1	8 + 1	+1		FREE

Upgrades: None

### Up to 2 Sub-commanders

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
LESSER AMIR	8 + 1	8 + 1	+1	MOUNTED	65



## CORE

Players may select up to 10 units from the Core Troops section. At least two units of Syrian Heavy Cavalry must be taken.

### Syrian Heavy Cavalry

Models per unit: 6-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	4	4+	4+	1	7	8	41

Weapons: Hand Weapon, Long Spear  
 Armour: Light Armour, Shield  
 Special Rules: Feigned Flight, Missile Charge, Shock Cavalry  
 Upgrades: May add heavy armour (ARM 3+), but reducing MR to 18, at a cost of 3 pts per model.  
 May add composite bows at the cost of 2 pts or javelins at the cost of 1 pt per model.

### Halqa Cavalry

Models per unit: 6-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN/ SKIRMISH	20	4+	1	3	4+	4+	1	7	7	32

Weapons: Hand Weapon, Long Spear, Composite Bow  
 Armour: Light Armour, Shield  
 Special Rules: Feigned Flight, Missile Charge  
 Upgrades: Every second unit may exchange bows for javelins at a reduction in cost of 1 pt per model.  
 Any unit of no more than 12 models may operate in skirmish order at no cost.

### Arab Spearmen

Models per unit: 16-48

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	6	4+	1	7	7	12

Weapons: Long or Throwing Spear, Javelins, Hand Weapon  
 Armour: Shield  
 Special Rules: Mixed Formation, Shieldwall  
 Upgrades: May upgrade to large shield upgrading ARM to 5+ at a cost of 2 pts per model.  
 Up to half the models in the unit may exchange their spear, javelins and shield for composite bow at no cost. Bowmen may not upgrade to large shields.

### Arab Archers

Models per unit: 12-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	2	N/A	4+	1	6	7	9

Weapons: Hand Weapon, Composite Bow  
 Armour: None  
 Special Rules: None  
 Upgrades: May add light armour or shield upgrading ARM to 6+, at a cost of 1 pt per model.



# E P I G R U SUPPORT C R O N I U

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 6 Support units may be chosen.

## Ghulams

Models per unit: 6-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	3+	1	3	4+	4+	1	7	7	37

**Weapons:** Hand Weapon, Long Spear, Javelins  
**Armour:** Light Armour, Shield  
**Special Rules:** Drilled, Feigned Flight, Warhorses  
**Upgrades:** May add heavy armour upgrading ARM to 3+, but reducing MR to 18 at a cost of 3 pts per model. Feigned Flight is replaced with the Shock Cavalry rule.  
 May add heavy hand weapons at a cost of 2 pts per model.  
 May replace javelins with composite bows and gain the Missile Charge special rule at a cost of 3 pts per model.

## Up to 1 unit of Royal Senior Ghulams

Models per unit: 6-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	3+	1	4	4+	4+	1	8	8	50

**Weapons:** Hand Weapon, Long Spear, Composite Bow  
**Armour:** Light Armour, Shield  
**Special Rules:** Drilled, Feigned Flight, Missile Charge, Warhorses  
**Upgrades:** May add heavy armour upgrading ARM to 3+, but reducing MR to 18 at a cost of 3 pts per model. Feigned Flight is replaced with the Shock Cavalry rule.  
 May add heavy hand weapons at a cost of 2 pts per model.  
 May be Steady at a cost of 3 pts per model.  
 If the General is an Amir, then this unit may be designated Bodyguard and must accompany him at all times, at a cost of 1 pt per model.

## Turcoman Light Horse

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN/ SKIRMISH	20	4+	1	3	6	4+	1	7	7	24

**Weapons:** Hand Weapon  
**Armour:** None  
**Special Rules:** Cantabrian Circle, Feigned Flight  
**Upgrades:** May add light armour or shield, upgrading ARM to 5+, at a cost of 2 pts per model.  
 May add light armour and shield, upgrading ARM to 4+, at a cost of 4 pts per model.  
 May add long spears at a cost of 2 pts per model.  
 May add composite bows at a cost of 2 pts or javelins at a cost of 1 pt per model.  
 Units of no more than 12 models, with no better than 5+ ARM and with no spears, may skirmish.



### Kurdish Cavalry

Models per unit: 6-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN/ SKIRMISH	20	4+	1	3	5+	4+	1	7	7	26

Weapons: Hand Weapon, Composite Bow  
 Armour: Shield  
 Special Rules: Feigned Flight, Mercenaries  
 Upgrades: May add light armour upgrading ARM to 4+ and long or throwing spear at a cost of 4 pts per model.  
 Units of no more than 12 models, with no better than 5+ ARM and with no spears, may skirmish.

### City Militia Cavalry

Models per unit: 6-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN/ SKIRMISH	20	4+	1	2	5+	4+	1	6	6	21

Weapons: Hand Weapon, Javelins  
 Armour: Shield  
 Special Rules: Feigned Flight  
 Upgrades: May add light armour upgrading ARM to 4+ and long or throwing spear at a cost of 4 pts per model.  
 or  
 May add composite bow or throwing spear at a cost of 2 pts per model.  
 Units of no more than 12 models, with no better than 5+ ARM and with no spears, may skirmish.

### City Militia Infantry

Models per unit: 16-48

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	2	6	4+	1	6	6	7

Weapons: Long or Throwing Spear, Javelins, Hand Weapon  
 Armour: Shield  
 Special Rules: Mixed Formation  
 Upgrades: Up to half may exchange spear and javelin for composite bow at a cost of 1 pt per model.

### Up to 1 unit of Daylami Light Infantry

Models per unit: 12-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	10	4+	1	3	5+	4+	1	7	7	13

Weapons: Hand Weapon  
 Armour: Large Shield  
 Special Rules: Fearsome, Mixed Formation  
 Upgrades: May add light armour upgrading ARM to 4+, at a cost of 2 pts per model.  
 May add long spear at a cost of 1 pt per model.  
 May add javelins at a cost of 1 pt per model.  
 May add two-handed axes at a cost of 2 pts or heavy hand weapons at a cost of 1 pt per model in the unit. This entitles half of the front rank to attack with the weapon upgrade.



## Ghazi Infantry

Models per unit: 12-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	6	4+	1	7	7	11

Weapons: Hand Weapon

Armour: Shield

Special Rules: Bloodthirsty

Upgrades: May add javelins at a cost of 1 pt per model.

May add light armour upgrading ARM to 5+, at a cost of 2 pts per model.

## Kurdish Light Infantry

Models per unit: 15-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	12	4+	1	3	6	4+	1	6	6	7

Weapons: Javelins, Hand Weapon

Armour: Shield

Special Rules: Levies

Upgrades: May add composite bow at a cost of 2 pts or long spear at a cost of 1 pt per model.



## SKIRMISH

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 4 Skirmish units may be chosen.

### Arab Skirmishers

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	2	N/A	4+	1	5	5	7

Weapons: Improvised Weapon, Javelins, Sling or Self Bow  
 Armour: None  
 Special Rules: None  
 Upgrades: May add buckler and hand weapon upgrading ARM to 6+, at a cost of 1 pt per model.

### Up to 1 unit of Kurdish Skirmishers

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	2	6	4+	1	6	6	9

Weapons: Javelins or Sling, Hand Weapon  
 Armour: Buckler  
 Special Rules: Scouts  
 Upgrades: May exchange javelin/sling for composite bow at a cost of 1 pt per model.

### Up to 2 units of Bedouin Cavalry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	20	4+	1	3	5+	4+	1	7	7	28

Weapons: Hand Weapon, Composite Bow  
 Armour: Shield  
 Special Rules: Cantabrian Circle, Feigned Flight  
 Upgrades: None

## SYRIAN ALLIES

Allied armies may take the following Syrian troops as allies. They do not have to take compulsory troops and they do not have to select core troops in order to gain access to support troops. They are otherwise bound by any restrictions in the parent list. Syrian allies are subject to the 'Allies' special rule (see page 101).

Up to 1 Sub-commander

Up to 2 units of Arab Spearmen

Up to 2 units of Syrian Cavalry

Up to 2 units of Halqa Cavalry

Up to 2 units of Arab Archers

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