

EARLY ARAB C.500 BCE – 630 CE

(version July 2012)

CORE

This army list covers Arab armies from the decline of chariot warfare following the widespread introduction of cavalry until the rise of Islam. Early Arab armies may represent city-states or nomadic tribes. An Early Arab army must include a general and at least one unit of Light Cavalry and one of Archers.

Strategy Rating: 2

Climate: Arid

Advantage of Terrain: If an Early Arab army is fighting a defensive battle (i.e. it loses the initiative), it counts as winning the initiative for the purpose of climate, generating and placing terrain (pages 128-9 CoE rule book), and for hidden ambush forces (page 130 CoE rule book).

ARMY SELECTION

Command:	Must include a general May include up to 2 sub-commanders
Core:	Must include at least 1 unit of light cavalry and 1 of archers May include up to 8 other core troop selections
Support:	May include up to 4 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

An Early Arab army must include a general and may include up to 2 sub-commanders.

General

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
EMIR	9 + 2	9 + 2	+2	ARMY GENERAL, MOUNTED	60
SAYYID	8 + 1	8 + 1	+1		FREE

Upgrades: None

Up to 2 Sub-commanders

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
CHIEFTAIN	8 + 1	8 + 1	+1	NONE	55

Upgrades: May be mounted at a cost of 10 pts per model.

Players may select up to 10 units from the Core section and must select at least one unit of Light Cavalry and one of Archers as compulsory troops.

Light Cavalry

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	2	6	4+	1	7	6	20

Weapons: Hand Weapon, Javelins
 Armour: None
 Special Rules: Feigned Flight
 Upgrades: May exchange javelins for composite bows at a cost of 1 pt per model. Javelin-armed troops may add shields (ARM 5+) at a cost of 2 pts per model. Shieldless troops may skirmish at a cost of 1 pt per model.

Up to 4 units of Archers

Models per unit: 16-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	12	4+	1	2	N/A	4+	1	6	6	9

Weapons: Composite Bow, Improvised Weapon
 Armour: None
 Special Rules: None
 Upgrades: May add javelins at a cost of 1 pt per model.

Infantry

Models per unit: 16-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED OR OPEN	12	4+	1	3	6	4+	1	6	6	9

Weapons: Hand Weapon, Javelins
 Armour: Shield
 Special Rules: None
 Upgrades: May add long spears at a cost of 1 pt per model.

SUPPORT

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

Up to 2 units of Noble Cavalry

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	3	5+	4+	1	7	7	27

Weapons: Hand Weapon, Javelins
 Armour: Shield
 Special Rules: Cantabrian Circle, Feigned Flight
 Upgrades: May exchange javelins for composite bows at a cost of 1 pt per model. May add light armour (ARM 4+) at a cost of 2 pts per model. May add throwing spears at a cost of 2 pts 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.

Camel Riders

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	18	4+	1	2	6	4+	1	6	6	16

Weapons: Hand Weapon, Javelins or Self Bow
 Armour: None
 Special Rules: Terrifying to horses
 Upgrades: May add shields upgrading ARM to 5+ at a cost of 2 pts per model.
 May upgrade HTH to 3 at a cost of 3 pts per model.
 May add heavy hand weapons at a cost of 2 pts per model.

Militia Infantry

Models per unit: 16-32

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

Weapons: Long Spear
 Armour: Shield
 Special Rules: Irregular
 Upgrades: Every second unit may exchange spear and shield for composite bow at a cost of 1 pt per model.

Mountain Tribesmen

Models per unit: 12-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	12	4+	1	4	6	4+	1	5	7	12

Weapons: Hand Weapon, Javelins or Throwing Spears
 Armour: Shield
 Special Rules: Warband (rule 1 only, never count as reckless)
 Upgrades: None

ARAB ALLIES

Allied armies may take the following Arab troops as allies. Allies are subject to the 'Allies' special rule (see page 101).

Up to 1 sub-commander
 Up to 2 units of Archers
 Up to 1 unit of Camel Riders or Scout Camelry

Up to 2 units of Light Cavalry
 Up to 2 units of Infantry
 Up to 1 unit of Skirmishers

*may not be taken without Steppe Cavalry

Up to 1 unit of Scout Cavalry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	20	4+	1	2	6	4+	1	7	6	22

Weapons: Hand Weapon, Composite Bow
 Armour: None
 Special Rules: Feigned Flight, Scouts
 Upgrades: None

Up to 1 unit of Scout Camelry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	18	4+	1	2	6	4+	1	6	6	18

Weapons: Hand Weapon, Javelins or Self Bow
 Armour: None
 Special Rules: Scouts
 Upgrades: None

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	6	6	8

Weapons: Javelins or Self Bow, Improvised Weapons
 Armour: None
 Special Rules: None
 Upgrades: May add a hand weapon and buckler, improving ARM to 6, at a cost of 1pt per model.
 Up to one unit may exchange javelins for slings at a cost of 1 pt per model.