

The Armies of the Reconquista (12th - 13th Centuries)

Extension for CRY HAVOC, SIEGE, CROISADES et VIKINGS

A game aid for CROISADES and CRY HAVOC Here are army lists that will allow you to simulate various confrontations that took place during the reconquest of the Iberian peninsula by the Christians.

1 The Christian Armies

In creating these Spanish and Portuguese you will need counters for knights, sergeants, halberdiers, billmen, spearmen, archers, crossbowmen and peasants from “Cry Havoc” and “Siege”. However, you can add to these some specific troop types:

1.1 The religious orders

The Reconquista was a crusade and the religious orders founded houses there inspired by those in the Holy Land. In addition to the Templars and Hospitallers were added the Orders of Calatrava, of Saint James [Santiago], of Alcantara, of Avis, of Our Lady of Montjoie, of St George of Alfama, of Mercedaria, and of Sao Thiago (a Portuguese order). To represent these orders, use the Templar knights and chaplains from “Croisades”.

1.2 Jinetes






In the 12th century the rulers of Aragon included within their armies Berber light cavalry, originally from the Zanata tribe. The Castillians for their part trained Spanish cavalrymen to fight in the Berber manner. The Jinetes were mounted javelinmen (carrying 3 javelins). The rules from Claymore #6 should be used for these troops [see below]. The turcoples from CROISADES can represent jinetes. [Christian Delabos originally proposed to use the bedouins but the turcoples seem to be a better representation of these cavalrymen].

1.3 Bidets

These Aragonese, Navarese and Basque javelinmen formed a very reliable light infantry. Apply all the rules from CROISADES for javelinmen, but limit the number of javelins carried to two. The ceorls from VIKINGS shown carrying spears will represent these Bidets.

1.4 Staff slingers

Militiamen from Spanish towns sometimes carried staff slings, powerful weapons that could throw stones or firepots. For all siege scenarios set in Spain, each side should have at least 1 staff slinger. In fact it was mainly during siege-related situations that this type of soldier was used. The best representations of such militiamen are the quarterstaff-armed peasants from VIKINGS.

Christian Armies							
 <p>32 15 12 Knight from religious orders</p>	<p>Sir Roger Sir Amalric Sir Balian Sir Dreux Sir Raoul Sir Michael Sir Mathew Sir Gerard</p>	 <p>4 3 8 Chaplains from religious orders</p>	<p>Claude Geoffrey Engeram Ernest</p>	 <p>15 8 15 Jinetes</p>	<p>Amulf Kamal Merton Reuben Mosul Tamara</p>	 <p>8 5 8 Bidets</p>	<p>Aelfric Eardwulf Aethelberth Aelmear Weohstan</p>
 <p>5 4 8 Staff slingers</p>	<p>Eadwig Cerdric Ecgulf</p>						

2 The Muslim Armies

The Muslim armies in Spain differed from those in the Middle East by their very important employment of javelinmen and Christian mercenaries.

2.1 Bodyguards

The Andalusian sultans had at their disposal a very loyal personal guard (as long as treason had been registered). To simulate the loyalty of these soldiers, results of "retreat" from the combat results table are ignored. This rule only applies if the sultan is less than 12 hexes distant from the guards involved in the combat. [Note also the rule from CROISADES that all troops within 5 hexes of the commander-in-chief gain a bonus of (+) in attack and defence.] To represent these guardsmen use the Seljuk infantrymen and dismounted light Mamluks from CROISADES.

2.2 Moorish heavy cavalry

For these the Seljuk and Syrian heavy cavalry will serve very well. However, in scenarios taking place in the 13th century, you should use a few knights from CROISADES to represent the many Grenadine cavalymen who had adopted Western equipment.

2.3 Andalusian and Berber light cavalry

These light cavalymen were primarily javelinmen. Their armament consisted of a buckler, a sword, 3 javelins and sometimes a bow. We will consider all of these cavalymen to be javelinmen (using the rules from Claymore #6 [see below]), and use the counters for bedouins and turcopoles from CROISADES to represent them.

2.4 Moorish infantry

Missile-men predominated among the Moorish infantry in Spain.

Javelinmen will be represented by the Sudanese javelinmen, the Fatimid infantrymen and the Syrian infantrymen from CROISADES.









Archers utilise Sudanese bowmen and dismounted horse archers from CROISADES.









Crossbowmen: The crossbow, imported from Christian territories, gradually became a traditional weapon in Moorish armies, and we can use the crossbowmen from CRY HAVOC and the Muslim crossbowmen from CROISADES.

Slingers: The sling was a weapon at least as popular among the Muslims as among the Christians. Use the counters from CROISADES.

2.5 Mozarabs:

Mercenaries or Christian subjects of the Muslim rulers, the Mozarabs made up a very valuable heavy infantry. Equipped with coats of mail, and a mail hood or steel helmet, these soldiers resemble in all ways the billmen from CRY HAVOC and SIEGE.

The Muslim Armies					
 <p>5 5 8</p> <p>Moorish javelinmen</p>	<p>Husseyin Baysan Mesut Abdul Ali Tossaun</p>	 <p>7 6 8</p> <p>Moorish javelinmen</p>	<p>Gashan Mehmet Anwar Magid Moshen Yasaffa Ahmed Hashmi Ibrahim Jamil</p>	 <p>7 4 8</p> <p>Moorish archers</p>	<p>Jellal Mustafa Sadik Osewl</p>
 <p>5 4 8</p> <p>Moorish Crossbows</p>	<p>Abdur Fahrat Junaid Nayeen Jehangir Khaleed</p>	 <p>7 6 6</p> <p>Moorish armored crossbows</p>	<p>Jacopa Codemar Arbalester Francisco Nicholas Giles Denys</p>	 <p>4 4 8</p> <p>Moorish slingers</p>	<p>Omar Jalil Mustaq</p>
 <p>10 6 8</p> <p>Mozarabs</p>	<p>Tybalt Robin Rees Guy Jean</p>	 <p>9 6 6</p> <p>Mozarabs</p>	<p>Godric Cliff Shawn</p>		

 7 4 8 Farhad Bodyguards	Shammin Farhad Mohammad Ageel	 8 6 8 Fa'iz Bodyguards	Baha Taki Yaghi Fa'iz Vezelay Rashid	 30 18 12 Murda Moorish heavy cavalry	Murda As-Salih Kilij	 15 8 12 Suejac Moorish heavy cavalry	Ashok Mohammad Moonga Suejac Nassin Kukburi
 26 12 12 Sir Conrad 13th Century Grenadines	Sir Richard Sir Roland Sir Clugney	 24 11 12 Sir Peter 13th Century Grenadines	Sir Thomas Sir James Sir Gunter	 14 9 15 Al-Ashraf Berber light cavalry	Al-Ashraf Kitbuga Rukn Ismail Thatoul Mehmet	 15 8 15 Reuben Andalusian light cavalry	Arnulf Kamal Merton Reuben Mosul Tamara

3 Special Rules

3.1 Mounted javelinmen (Rules by Buxeria published in Claymore #6)

This type of battlefield specialist is discovered as much among the Bretons from Nominoë (in the 9th century) as among the Turcomans of the Middle East. You can also find these men among the steppe nomads (Cumans, Petchenegs, etc...), among the Moslems of Spain, among the Aragonese (in the 13th and 14th centuries) and among the Irish.



The mounted javelinmen are necessarily light cavalry and they cannot carry more than 3 javelins.

To be able to throw a javelin, the thrower must always have the target in his frontal arc.

Example 1: The Turcouple can throw at both Syrian infantrymen, but not at both Fatimid pikemen.

A javelinman can throw over a friendly foot character, if he is adjacent to him. This is not possible if the target is less than 3 hexes away from the thrower.

Example 2: The Turcouple can fire at both Syrian infantrymen, but not at the Fatimid pikeman.



3.1.1 Modifications due to fire range

Type of weapon	Short range	Medium range	Long range
Modification to die roll	No modification	+1	+2
Mounted Javelin	1 - 4 hexes	5 - 10 hexes	11 - 15 hexes

Frequency of fire and movement: Offensive fire only, no limitation on movement.

Purchase Cost / Points value: 2x Attack Strength + 1x Defence Strength.

3.2 Staff slings

The frequency of fire for staff slings is limited to offensive fire. Staff slingers who shoot cannot move in the following movement phase. To determine the effect of shots from staff slings, consult the “longbow and sling” results table.

3.2.1 Modifications due to fire range

Type of weapon	Short range	Medium range	Long range
Modification to die roll	No modification	+1	+2
Staff sling	1 - 15 hexes	16 - 30 hexes	31 - 50 hexes

3.3 Firepots thrown by staff slings

[This rule is provided as an option since firepots are mentioned as being thrown by staff slings. The rule adapts and combines the rules for explosive arrows by Fabrice Renier in *Claymore #10* and the rules for firepots by Hervé Delattre published in *Claymore #3*.]

The rule concerns earthenware pots, which were the ancestors of hand grenades. Firepots appeared in antiquity and disappeared with the arrival of gunpowder in the West. A writer of this era has provided this description: “These are pots where fire sleeps, that suddenly explode in a flash, burning up the objects struck”.

The method of manufacture of this type of weapon was kept secret, and to this day we still do not know the exact formula for the combustible materials which burned even in contact with water. Possibly to oil were added quicklime, sulphur, pitch and saltpetre. The weapons were thrown by hand, by means of a staff sling, or by torsion-powered artillery (mangonels and trebuchets). The pots were used to set on fire anything wooden – gates, barricades, walkways, ships, siege engines...

The original firepot rules applied only to throwing firepots by hand, and included a high risk of the firepot falling short. Throwing a firepot with a staff-sling is more accurate, but should still have a significant risk of failure (a 30% risk of explosion in the firer’s hex applies to both firepots and explosive arrows). It is quite like shooting an explosive arrow from a bow, and is only possible during offensive fire. [It is optionally suggested that it should only be possible to throw it at short range, like the flaming arrows in the rules for SIEGE.] The fuse must first be lit, one of the most dangerous moments for the slinger. The player rolls 1D10, and on 1-3 it explodes and a fire starts in the thrower’s hex.

If the firepot has not exploded, the player designates a target hex and rolls 1D6 to see if the fire has any effect on adjacent hexes around the target. 1 means that only the target hex is affected, 2-6 means that one adjacent hex, counting clockwise from lower left, is also affected (the hex immediately in front of the target is never affected – 6 is the hex on lower right). [This rule on a wide impact zone is based on that for explosive arrows, and is justified by the fact that a firepot thrown by a staff-sling will be thrown harder and fall from a greater height, which will spread its effect over a larger area than would be the case with a pot thrown by hand.]

After the pot has been thrown, it cannot be recovered. Each thrower can only carry one pot, but it is always possible to pick up an unused one from dead or stunned characters.

Fire will always appear on the hex hit if it contains cloth [e.g. tents, people] or wood. Use the rules from “Siege” for the progress of the fire.

Sources :

Ian Heath: *Armies of Feudal Europe 1066-1300*, W.R.G. 1989

Jean-Pierre Molenat: “Les Mozarabes – un exemple d’intégration” [The Mozarabs – an example of integration] in *Tolède XIIème-XIIIème* [Toledo in the 12th and 13th centuries], Editions Autrement, February 1991.