



RENATIO ET GLORIAM:
**CENTRAL
ASIA**

ARMY LISTS FOR MATCHED PLAY

PDF

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3. Using the lists

This set of lists allows you to easily collect, organise a collection of miniatures that facilitate the playing of *Renatio et Gloriam*.

Army building in *Renatio et Gloriam* can be done in many ways. These lists will allow a player to construct armies in miniature that will allow them to play games against like-minded opponents. One way to play is what we will call **Casual**. These games are fielded at around 100 points and the points are provided in the lists here. It's a case of simply adhering to the minimums and maximums provided multiplying by the points cost.

For those that want more of a challenge we offer a **Matched** play option. Again, the minimums and maximums for each troop type the same however points will provide it by the *Renatio et Gloriam* Army Builder. Matched play games all typically between 9000 and 11000 points in total. Each year the army builder will be refreshed, and any points adjustments will be made at that point. Using matched play you will always have the most up-to-date evolution of balanced points.

3.C. Navigating Army Lists

1	List ID (Identifier for your army list)
2	Dates (the time-frame from which the army operated)
3	Generals (which types and number are allowed)
4	Home Terrain (Which PBS maps can be selected as defender)
5	Army Traits
6	Min (the minimum number of that troop type the army must have)
7	Max (the maximum number of that troop type the army can have)
8	Where there is a split column this indicated that the troop types are the same, but with different options.
9	Pts (the number of points the TUG costs)

Example troop type

The Royalist Army is allowed a combined total of 9 Formations of Ill-furnished Cavaliers and Cavaliers. This is defined by the combined Max.

However, the first 2 Formations (Min) must be Ill-furnished Cavaliers.

The Cavaliers have a Max of 4, so you take the full 9 the remaining 5 must be Ill-furnished Cavaliers

▶ ① **141**

▶ ②

▶ ③

▶ ④

▶ ⑤

Kingdom of England (Royalists at Edgehill)

Early skirmishes until the first pitched battle of the war at Edgehill.

Date: 1642-1642

Generals: Any Instinctive(0-4)

Home Terrain: Cultivated

Army Trait: Chequerboard, Forlorn Hope

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	⑥ Min	⑦ Max	⑧ Pts
Ill-furnished Cavaliers								
Formed	Average	-	Sword & Pistol	Spirited Charge, Impetuous		2	9	4
Loose	Unprotected	-	Pistol					
Cavaliers								
Formed	Average	-	Sword & Pistol	Spirited Charge, Impetuous		0	4	5
Loose	Protected	-	Pistol					

3.D. Troop Sections

Maximum Selection

Troop types can be grouped into a section. The minimums or maximums can be merged into a single group. These provide overarching restrictions on troop selection.

1	In this example the Army Newly Modelled foot has a maximum of 12 Pike & Shot or Foot Regiments .
2	The minimum of 2 must come from any combinations of the top 4 sections . The maximum is split into a different grouping.
3	The last (rightmost) maximum determines the maximum for the whole section

①	Militia Foot Regt <i>Pike & Shot</i>				②	12	③	3
	Formed	Poor	LFP	-				
	Close	Unprotected	Matchlock Musket	-				
	Newly Raised Foot Regt <i>Pike & Shot</i>				2	12	5	5
	Formed	Average	AFP	-				
	Close	Unprotected	Matchlock Musket	-				
	Foot Regt <i>Pike & Shot</i>				2	12	5	5
	Formed	Average	AFP	-				
	Close	Unprotected	Matchlock Musket	-				
	Brigaded muskets <i>Foot Regt</i>				2	2	4	4
	Formed	Average	AFP	-				
	Close	Unprotected	Matchlock Musket	-				
	New Model Army Firelocks <i>Foot Regt</i>				0	1	5	5
	Formed	Average	AFP	-				
	C/L	Unprotected	Flintlock Musket	-				

Selection Example

The upgrade to New Model Army Firelocks applies overall maximum but does not have a minimum. So, if you took Firelocks the maximum of other 'foot' would be 11. If you took 2 Brigaded Muskets & 1 New Model Army Firelocks, would be left with 9 to be taken from the top three sections.

Minimum and Maximum expressed as fractions.

Where expressed as fraction this applies to troop types taken from that section and not the overall minimum or maximum from the list.

Example of fractional upgrades

If a list line had a Min - 6 & Max - 12, of which half can be upgraded in some way. By taking 6 you can upgrade 3 (Not 6).

Point cost in Formations and Characteristics.

Characteristics that are listed (implicitly) in a *Formation*, or in a composite characteristic, are costed in the parent *Formation/* characteristic. Do not add the characteristic in the army builder for Matched Play.

Example Formation

In the Formation definitions Cavalry is described as having evade implicitly. As such, the evade cost is built into the Formation cost. You don't need to add Evade to the Cavalry profile in the army builder, otherwise you'll pay twice!

3.E. Reduced Scale Armies

Some lists are constructed at a reduced scale when compared to other Renatio et Gloriam lists. This is noted in the Army Traits. Armies indicated as such are much smaller in size, and we have flexed the scale to accommodate these smaller conflicts. The rules between armies remain consistent, meaning you can play armies from reduced scale and the regular lists, if you so desire.

4. Generals and Allies

4.A. General Points

Type of General	Army Commander			Sub-general			Ally-general		
	Professional	Instinctive	Tribal	Professional	Instinctive	Tribal	Professional	Instinctive	Tribal
Legendary	14	13	12	N/A	N/A	N/A	N/A	N/A	N/A
Talented	10	9	8	7	6	5	5	4	3
Competent	8	7	6	5	4	3	3	2	0
Mediocre	5	4	3	4	2	1	0	-1	-2

4.B. Army Building

There are a few general rules to follow

1. An army must have at least 2 generals, and can have no more than 4.
2. No army may have more than two Generals who are *Talented* or better.
3. An army must have at least the minimum of any TUGs noted in the Min column.
4. An army must not have more than the maximum any TUGs noted in the Max column.
5. Sum the cost of Generals and TUGs, this must not exceed the agreed army point maximum.
6. Where TUGs are allowed *Hasty Defences* they may always be upgraded to *Barricades (2)*.

4.C. Allies

Where allies are allowed, they must conform to the following rules:

1. They must be a minimum of 2 and a maximum of 4 TUGs.
2. They must take sufficient TUGs to fulfil at least 50% of the minimums in the allied list.
3. Mandatory *Mounted* are only mandatory if you take **any Mounted** as part of the Allied command.
4. Mandatory *Foot* are only mandatory if you take **any Foot** or *Elephantry* as part of the Allied command.
5. Allied Artillery TUGs are always optional, even if mandatory.
6. After taking compulsories you may take any TUGs, up to the permitted maximum, from the Allied army list to create the remainder of the command.
7. The allied general must have an *organisation structure* specified by the allied army list.
8. The allied general can have any *command capability*, except *Legendary*.
9. Allied commands that share common army traits with the main army benefit in the same way.
10. Allies do not have access to traits from their own list, unless specified in the allies' section of the army list from which they are being chosen.

Central Asia

REG list team of Alasdair Harley, Simon Clarke and Wayne Pocock

List No	Title	Dates
447	Kazakh Khanate	1494 - 1721
448	Mamluk Sultanate	1494 - 1517
449	Circassia (King Inal the Great and later Principalities)	1494 - 1629
450	Anatolian Turkomans	1494 - 1522
451	Ak Koyunlu Turkomans	1494 - 1503
452	Safavid Persia (Ismā'il I)	1501 - 1523
453	Uzbek Khanates	1506 - 1720
454	Safavid Persia (Tahmāsp and sons)	1524 - 1587
455	Safavid Persia (Abbas the Great)	1588 - 1629
456	Safavid Persia (Safi & Abbas II)	1630 - 1666
457	Safavid Persia (Suleiman I & Sultan Husayn)	1667 - 1722

[Historical Introduction notes provided by Wikipedia under CC-BY-SA license](#)

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Kazakh Khanate

Keynote

The Great Migration until the split into three jüz, following major wars with the Dzungar.

Dates

1494-1721

Generals

Any Instinctive or Tribal (0-4)

Home Terrain

Mountains, Plains

Army Traits

Horse Lords, No Camp, Domiciled

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts	
Khan's Guard				<i>Cavalry</i>	Spirited Charge, Fire & Charge, Personal Bodyguard	0	1	9	
Formed	Exceptional	AFP	Light Lance						
L/O	Armoured	Bow	Expert Swordsmen						
Steppe Nobles				<i>Cavalry</i>	Spirited Charge, Fire & Charge	2	6	7	
Formed	Superior	AFP	Light Lance						
L/O	Protected	Bow	Expert Swordsmen						
Steppe Cavalry				<i>Cavalry</i>	Pathfinder	Independent (0)	4	20	4
Formed	Average	AFP	-						
L/O	Unprotected	Bow	Swordsmen						
Steppe Cavalry				<i>Cavalry</i>	Pathfinder	Independent (0)	0	4	4
Formed	Average	AFP	-						
L/O	Unprotected	Mounted Shot	Swordsmen						
<i>Only in 1640 and after, replacing any Steppe Nobles or Steppe Cavalry</i>									
Dismounted Kazakh Noble Musketeers				<i>Foot Regt</i>	Barricades (2), Dismountable (0)	0	3	5	5
Formed	Average	AFP	-						
Loose	Protected	Matchlock Musket	Swordsmen						
Dismounted Kazakh Musketeers				<i>Foot Regt</i>	Barricades (2), Dismountable (0)	0	3	5	5
Formed	Average	AFP	-						
Loose	Unprotected	Matchlock Musket	Swordsmen						
<i>Only at the Battle of Orbulaq (1643), replacing all Dismounted Kazakh (Noble) Musketeers</i>									
Dismounted Kazakh Noble Musketeers				<i>Foot Regt</i>	Vanguard	Barricades (2), Dismountable (0)	0	3	6
Formed	Average	AFP	-						
Loose	Protected	Flintlock Musket	Swordsmen						
Dismounted Kazakh Musketeers				<i>Foot Regt</i>	Vanguard	Barricades (2), Dismountable (0)	0	3	6
Formed	Average	AFP	-						
Loose	Unprotected	Flintlock Musket	Swordsmen						

Notes

Personal Bodyguard must be in the Army Commander's command.
Tribal Generals must be used after 1718 (Death of Tauke Khan)

Domiciled is not mandatory, and can only be taken at the Battle of Orbulaq, or after 1718.
Dismounted Kazakh (Noble) Musketeers can take Barricades or Dismountable, not both.
The classification of Flintlock representing the 'modern' Persian firearms used, and the effect they had on the Dzungars.

Allies

Allied Kazakh Basqaq - Kazakh Khanate
Uzbek Khanates

Historical Introduction (Wikipedia - CC-BY-SA)

The military history of the Kazakh Khanate from 1494 to 1721 is characterized by a dynamic interplay of conflicts, alliances, and territorial expansion. In the late 15th century, the Kazakhs began consolidating under the leadership of various khans, asserting their autonomy from Mongol rule. This period witnessed frequent raids and skirmishes with neighboring powers, including the Uzbek Khanate and the expanding Russian Empire.

During the 16th and 17th centuries, the Kazakh Khanate faced significant challenges from the Dzungar Khanate to the east and the expanding Russian territories to the north. Despite internal divisions among Kazakh tribes, particularly between the Great Horde, Middle Horde, and Little Horde, the khans managed to maintain a degree of cohesion in the face of external threats.

Military campaigns during this era often revolved around control of strategic trade routes, grazing lands, and access to resources such as water and pasture. The Kazakhs employed various tactics, including swift cavalry raids and guerrilla warfare, to resist incursions and protect their territory.

In 1721, the Kazakh Khanate entered a new phase with the Treaty of Kyakhta, which delineated borders between the Kazakhs, Russians, and Qing Dynasty China. This marked the beginning of a more stable period for the Kazakh Khanate, as they adapted to a changing geopolitical landscape while continuing to assert their autonomy in the face of external pressures.

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Mamluk Sultanate

Keystone

State ruling Egypt, the Levant and the Hejaz

Dates

1494-1517

Generals

Any Instinctive (0-4)

Home Terrain

Cultivated, Waterside

Army Traits

Horse Lords

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts	
Sultans Guard Mamluks				<i>Horse</i>	Spirited Charge, Fire & Charge, Personal Bodyguard	0	1	9	
Formed	Exceptional	AFP	Light Lance						
L/O	Heavily Armoured	Bow	Expert Swordsmen						
Karanis Mamluks				<i>Cavalry</i>	Spirited Charge, Fire & Charge	1	4	8	
Formed	Superior	AFP	Light Lance						
L/O	Armoured	Bow	Expert Swordsmen						
Jilban Mamluks				<i>Cavalry</i>	Spirited Charge, Fire & Charge	1	4	5	
Formed	Average	AFP	Light Lance						
L/O	Armoured	Bow	Expert Swordsmen						
Bedouin Cavalry				<i>Cavalry</i>		0	6	3	
Formed	Average	-	Light Lance						
L/O	Unprotected	-	Swordsmen						
Feudal Horse				<i>Cavalry</i>		0	4	3	
Formed	Average	AFP	Light Lance						
L/O	Unprotected	Bow	-						
Turkomans				<i>Cavalry</i>	Pathfinder	Independent (0)	0	6	4
Formed	Average	AFP	-						
L/O	Unprotected	Bow	Swordsmen						
Levy Archers				<i>Missile Irregulars</i>	Combat Shy	0	4	2	
Tribal	Poor	AFP	-						
Loose	Unprotected	Bow	-						
Ashir				<i>Skirmishers</i>	Combat Shy (-1)	0	2	3	
Tribal	Average	AFP	-						
L/O	Unprotected	Bow	-						
Jabaliyya				<i>Skirmishers</i>	Fire & Charge	0	2	3	
Tribal	Average	AFP	-						
L/O	Unprotected	Javelins	Swordsmen						
Levy Arquebusiers				<i>Missile Irregulars</i>	Combat Shy	0	4	2	
Tribal	Poor	AFP	-						
Loose	Unprotected	Arquebus	-						
War Wagons				<i>Battle Wagons</i>		0	2	4	
Formed	Average	AFP	Stave or Spear						
Close	Protected	Arquebus	Swordsmen						
Emergency Levy				<i>Melee Irregulars</i>	Combat Shy	2*	6	1	
Tribal	Poor	-	-						
Loose	Unprotected	-	-						

Camel Guns				<i>Camelry</i>	Combat Shy, Dismountable	0	2	4
Formed	Average	AFP	-					
Loose	Unprotected	Light Gun	-					
Heavy Guns				<i>Battery</i>	Hasty Defences (1)	0	2	5
Formed	Average	AFP	-					
Loose	Unprotected	Heavy Gun	-					
Heavy Guns				<i>Battery</i>	Redoubts (2)	0	2	5
Formed	Average	AFP	-					
Loose	Unprotected	Heavy Gun	-					
Notes								

* Minimum applies if any foot are used.

Personal Bodyguard must be in the Army Commander's command.

Allies

None

Historical Introduction (Wikipedia - CC-BY-SA)

The relationship between the Ottomans and the Mamluks had been adversarial since the Fall of Constantinople to the Ottomans in 1453; both states vied for control of the spice trade, and the Ottomans aspired to eventually take control of the Holy Cities of Islam. An earlier conflict, which lasted from 1485 to 1491, had led to a stalemate. By 1516, the Ottomans were free from other concerns—Sultan Selim I had just vanquished the Safavid Persians at the Battle of Chaldiran in 1514 and turned their full might against the Mamluks, who ruled in Syria and Egypt, to complete the Ottoman conquest of the Middle East.

The Mamluks drafted farmers and peasants from rural areas as soldiers for their upcoming war with the Ottomans. In response, these men fled to avoid being drafted. This led to shortages in rural workers required for food production and a shortage of bread, resulting in a near famine that devastated towns from Cairo to Anatolia.

Both the Ottomans and Mamluks assembled 60,000 soldiers. However only 15,000 Mamluk soldiers were trained warriors, the rest were mere conscripts who did not even know how to fire a musket. As a result, most of the Mamluks fled, avoided the front lines, and even committed suicide. In addition, as had happened in the Battle of Chaldiran, the blasts of the Ottoman cannons and guns scared the Mamluk horses which raced uncontrollably in every direction.

The war consisted of several battles. The Mamluk army was rather traditional, mainly consisting of cavalry using bows and arrows, whereas the Ottoman army, and especially the Janissaries, was quite modern, using arquebus. The Mamluks remained proud in their tradition and tended to disregard the usage of firearms.

The Mamluk Sultanate survived until 1517, when it was conquered by the Ottoman Empire. Ottoman sultan Selim I captured Cairo on January 20, the centre of power transferred then to Constantinople. On January 25, the Mamluk Sultanate collapsed. Although not in the same form as under the Sultanate, the Ottoman Empire retained the Mamluks as an Egyptian ruling class and the Mamluks and the Burji family succeeded in regaining much of their influence, but remained vassals of the Ottomans.

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Circassia (King Inal the Great and later Principalities)

Keynote

Conquest of Kuban, Eastern Circassia and Abkhazia

Dates

1494-1629

Generals

Any Instinctive or Tribal (0-4)

Home Terrain

Mountains, Forest

Army Traits

Great Men, Vital Settlement

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Best Circassian Cavalry			<i>Cavalry</i>					
Formed	Superior	CFP	Light Lance			2	8	6
L/O	Protected	Bow	Swordsmen					
Circassian Cavalry			<i>Cavalry</i>					
Formed	Superior	CFP	Light Lance			2	8	5
L/O	Unprotected	Bow	Swordsmen					
Nogai Tatars			<i>Cavalry</i>					
Formed	Average	AFP	-	Pathfinder		0	12	4
L/O	Unprotected	Bow	-					
Dagestani Archers			<i>Missile Irregulars</i>		Combat Shy (-1)			
Tribal	Average	AFP	-			0	8	3
L/O	Unprotected	Bow	-					
Dagestani Javelinmen			<i>Missile Irregulars</i>		Combat Shy (-1)			
Tribal	Average	AFP	-			0	8	3
L/O	Unprotected	Javelins	-					
Dagestani Warriors			<i>Melee Irregulars</i>		Spirited Charge			
Tribal	Average	-	Impact Weapon			2*	12	5
Loose	Unprotected	-	Swordsmen					
Notes								

Vital Settlement is optional

* Minimums apply if Vital Settlement is taken.

Allies

Circassia (King Inal the Great and later Principalities)

Romanov Russia

Historical Introduction (Wikipedia - CC-BY-SA)

Prince Inal, who during the 15th century owned land in the Taman peninsula, established an army declared that his goal was to unite the Circassians, which were divided into many states at that time, under a single state, and after declaring his own principdom, conquered all of Circassia one by one. Circassian nobles and princes tried to prevent Inal's rise, but 30 Circassian lords were defeated by Inal and his supporters.

Since the Crimeans were also raiding Russia the two peoples were natural allies. There had been an isolated group of Cossacks on the lower Terek from perhaps 1520. In 1552 a Kabardian embassy reached Moscow. In 1556 Kabardians and Cossacks took the Turkish Fort Temryuk on the Taman peninsula. When Astrakhan was captured in 1556 Russia had a base 250 miles northeast of Kabardia. A few Kabardians entered Russian service. Temryuk came to power some time before 1558 and in 1561 his daughter married Ivan the Terrible. In 1567 Russia founded Sunzha Ostrog at the junction of the Terek and Sunzha in Lesser Kabardia. In 1569, after the Turks failed to take Astrakhan, their retreating troops were killed by the Kabardians. In 1570 Temryuk was killed fighting the Crimeans. In 1588 there was another treaty of alliance. With the death of Temryuk and losses in the Livonian War Russia disengaged from the Caucasus for about 200 years. Sunzha Ostrog was abandoned in 1571, rebuilt in 1578 and abandoned a year later.

450

Anatolian Turkomans

Buffer state between the Ottomans and the Mamluk Sultanate

Keynote	1494-1522
Dates	Any Instinctive or Tribal (0-4)
Generals	Mountains, Plains
Home Terrain	Horse Lords, No Camp
Army Traits	

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Turkmen Nobles				Cavalry				
Formed	Superior	AFP	Light Lance	Fire & Charge, Spirited Charge		2	4	7
L/O	Protected	Bow	Expert Swordsmen					
Well provisioned Turkmen Nobles				Cavalry				
Formed	Superior	AFP	Light Lance	Fire & Charge, Spirited Charge		0	2	8
L/O	Armoured	Bow	Expert Swordsmen					
Turkomans				Cavalry				
Formed	Average	AFP	-	Pathfinder	Independent (0)	4	15	4
L/O	Unprotected	Bow	Swordsmen					
Tribal Archers				Missile Irregulars				
Tribal	Average	AFP	-	Combat Shy (-1)		0	3	3
Loose	Unprotected	Bow	-					
Tribal Warriors				Melee Irregulars				
Tribal	Average	-	Impact Weapon			0	3	4
Loose	Unprotected	-	Swordsmen					
Town Militias				Melee Irregulars				
Tribal	Average	-	-	Combat Shy (-1)		0	2	2
Loose	Unprotected	-	-					
Light Guns				Battery				
Formed	Average	AFP	-	Hasty Defences (1)		0	1	3
Loose	Unprotected	Light Gun	-					
Medium Guns				Battery				
Formed	Average	AFP	-	Hasty Defences (1)		0	1	4
Loose	Unprotected	Medium Gun	-					

Notes

No Camp is not mandatory, and cannot be taken if any foot are used.

If Artillery is taken at least 1 TUG of other foot must be used.

Allies

Anatolian Turkomans

Mamluk Sultanate (Dulgadir only)

Historical Introduction (Wikipedia - CC-BY-SA)

For a while, the Beylik of Dulkadiroğulları had an influence extending from Kırşehir to Mosul, but with the rise of the Ottomans, they became a buffer state between the Ottomans and the Mamluk Sultanate (Cairo) of Egypt. They became part of the Ottoman Empire in early 16th century. Until the mid-19th century, the region centred on the town of Elbistan in Kahramanmaraş Province of Turkey was often referred to as Dulkadiroğulları (or Zulkadriyye) State in Ottoman documents.

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Ak Koyunlu Turkomans

Keynote

Aq Qoyunlu "White Sheep" confederation founded in the Diyarbakir region

Dates

1494-1503

Generals

Any Instinctive or Tribal (0-4)

Home Terrain

Mountains, Plains

Army Traits

Horse Lords, No Camp

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Sultan's Bodyguard				<i>Cavalry</i>	Spirited Charge, Personal Bodyguard			
Drilled	Exceptional	CFP	Light Lance			0	1	9
L/O	Armoured	Bow	Expert Swordsmen					
Pushan-push				<i>Cavalry</i>	Fire & Charge, Spirited Charge			
Formed	Superior	AFP	Light Lance			2	4	7
L/O	Protected	Bow	Swordsmen					
Tirkash-ban & Qullughchi				<i>Cavalry</i>	Pathfinder	Independent (0)		
Formed	Average	AFP	-			4	15	4
L/O	Unprotected	Bow	Swordsmen					
Kurdish Lancers				<i>Horse</i>	Spirited Charge			
Formed	Average	-	Charging Lancer			0	3	4
Loose	Protected	-	Swordsmen					
Tribal Archers				<i>Missile Irregulars</i>	Combat Shy (-1)			
Tribal	Average	AFP	-			0	3	3
Loose	Unprotected	Bow	-					
Tribal Warriors				<i>Melee Irregulars</i>				
Tribal	Average	-	Impact Weapon			0	3	4
Loose	Unprotected	-	Swordsmen					
Town Militias				<i>Melee Irregulars</i>	Combat Shy (-1)			
Tribal	Average	-	-			0	2	2
Loose	Unprotected	-	-					

<i>Light Guns</i>				<i>Battery</i>	Hasty Defences (1)	0	1	3
Formed	Average	AFP	-					
Loose	Unprotected	Light Gun	-					
<i>Medium Guns</i>				<i>Battery</i>	Hasty Defences (1)	0	1	4
Formed	Average	AFP	-					
Loose	Unprotected	Medium Gun	-					

Notes

No Camp is not mandatory, and cannot be taken if any foot are used.

If Artillery is taken at least 1 TUG of other foot must be used.

Personal Bodyguard must be in the Army Commander's command.

Allies

Ak Koyunlu Turkomans

Early 16th Century Ottoman Provincial Army in the North (from 1496 to 1497)

Historical Introduction (Wikipedia - CC-BY-SA)

Ak Koyunlu Turkomans led by Sufi Khalil Beg Mawsilu attacked Georgia's capital Tbilisi, and took the city after a long-lasting siege in February 1489. Alexander II of Imereti, another pretender to the throne, took advantage of the Aq Qoyunlu Turkoman invasion of Kartli, and seized control of Imereti. Occupation of the capital did not last long and Constantine II of Georgia was able to repel them, but it was still costly to Georgians. Ismail I, founder of the Safavid dynasty, formed an alliance with the Georgians in 1502 and decisively defeated Aq Qoyunlu in the same year, destroying their state and marking the end of their invasions.

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Safavid Persia (Ismā'il I)

Keynote

War against the Ottomans

Dates

1501-1523

Generals

Any Professional (0-4)

Home Terrain

Cultivated, Waterside, Mountains

Army Traits

Horse Lords

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Guard Qizilbash			Horse					
Formed	Exceptional	AFP	Charging Lancer	Spirited Charge, Fire & Charge		0	2	10
Loose	Heavily Armoured	Bow	Expert Swordsmen					
Qizilbash			Cavalry					
Formed	Superior	AFP	Light Lance	Spirited Charge, Fire & Charge		1	8	8
L/O	Armoured	Bow	Expert Swordsmen					
Feudal Horse			Cavalry					
Formed	Average	AFP	Light Lance			2	12	3
L/O	Unprotected	Bow	-					
Turkomans			Cavalry					
Formed	Average	AFP	-	Pathfinder	Independent (0)	0	6	4
L/O	Unprotected	Bow	Swordsmen					
Levy Archers			Missile Irregulars					
Tribal	Poor	AFP	-	Combat Shy	Stakes (0)	0	12	2
Loose	Unprotected	Bow	-					
Notes								

Allies

None

Historical Introduction (Wikipedia - CC-BY-SA)

In the summer of 1500, Ismail I rallied about 7,000 Qizilbash troops at Erzincan, including members of the Ustajlu, Rumlu, Takkalu, Dhu'l-Qadar, Afshar, Qajar, and Varsaq. Qizilbash forces passed over the Kura River in December 1500, and marched towards the Shirvanshah's state. They defeated the forces of the Shirvanshah Farrukh Yassar near Cabanı (present-day Shamakhi Rayon, Azerbaijan Republic) or at Gulistan, and subsequently went on to conquer Baku.

After defeating an Aq Qoyunlu army in 1502, Ismail took the title of "Shah of Iran". In the same year he gained possession of Erzincan and Erzurum, while a year later, in 1503, he conquered Iraq-e Ajam and Fars; one year later he conquered Mazandaran, Gorgan, and Yazd. In 1507, he conquered Diyabakir.

By 1510, Ismail had conquered the whole of Iran (including Shirvan), southern Dagestan (with its important city of Derbent), Mesopotamia, Armenia, Khorasan, and Eastern Anatolia, and had made the Georgian kingdoms of Kartli and Kakheti his vassals

The Ottomans defeated Ismail at the battle of Chaldiran in 1514. Ismail's army was more mobile and his soldiers were better prepared, but the Ottomans prevailed due in large part to their efficient modern army, and possession of artillery, black powder and muskets. Ismail was wounded and almost captured in battle.

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Uzbek Khanates

Keynote

Khanate of Bukhara

Dates

1506-1720

Generals

Any Instinctive (0-4)

Home Terrain

Mountains, Plains

Army Traits

Horse Lords, No Camp

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Khan's Guard			<i>Cavalry</i>	Spirited Charge, Fire & Charge, Personal Bodyguard		0	1	9
Formed	Exceptional	AFP	Light Lance					
L/O	Armoured	Bow	Expert Swordsmen					
Steppe Nobles			<i>Cavalry</i>	Spirited Charge, Fire & Charge		2	6	7
Formed	Superior	AFP	Light Lance					
L/O	Protected	Bow	Expert Swordsmen					
Steppe Cavalry			<i>Cavalry</i>	Pathfinder	Independent (0)	4	20	4
Formed	Average	AFP	-					
L/O	Unprotected	Bow	Swordsmen					
Steppe Cavalry			<i>Cavalry</i>	Pathfinder	Independent (0)	0	4	4
Formed	Average	AFP	-					
L/O	Unprotected	Mounted Shot	Swordsmen					
Only settled Uzbek Khanates								
'City Dwelling' Archers			<i>Missile Irregulars</i>			0	4	3
Formed	Average	AFP	-					
Loose	Unprotected	Bow	-				4	
Well provisioned 'City Dwelling' Archers			<i>Missile Irregulars</i>			0	2	4
Formed	Average	AFP	-					
Loose	Protected	Bow	-					
Replace <u>any</u> 'City Dwelling' Archers after 1550								
'City Dwelling' Musketeers			<i>Missile Irregulars</i>			0	4	4
Formed	Average	AFP	-					
Loose	Unprotected	Arquebus	-				4	
Well provisioned 'City Dwelling' Musketeers			<i>Missile Irregulars</i>			0	2	4
Formed	Average	AFP	-					
Loose	Protected	Arquebus	-					
Replace <u>all</u> 'City Dwelling' TUGs after 1630								
'City Dwelling' Musketeers			<i>Foot Regt</i>			0	4	4
Formed	Average	AFP	-					
Loose	Unprotected	Matchlock Musket	-					
Only settled Uzbek Khanates - After 1550 only								
Light Guns			<i>Battery</i>		Hasty Defences (1)	0	1	3
Formed	Average	AFP	-					
Loose	Unprotected	Light Gun	-					
Medium Guns			<i>Battery</i>		Hasty Defences (1)	0	1	4
Formed	Average	AFP	-					
Loose	Unprotected	Medium Gun	-					

1602-1603 only - Captured Safavid artillery

<i>Light Guns</i>				<i>Battery</i>	Hasty Defences (1)	0	2	3
Formed	Average	AFP	-					
Loose	Unprotected	Light Gun	-					
<i>Medium Guns</i>				<i>Battery</i>	Hasty Defences (1)	0	2	4
Formed	Average	AFP	-					
Loose	Unprotected	Medium Gun	-					
<i>Heavy Guns</i>				<i>Battery</i>	Hasty Defences (1)	0	1	5
Formed	Average	AFP	-					
Loose	Unprotected	Heavy Gun	-					
<i>Notes</i>								

No Camp is not mandatory, and cannot be taken if any 'City Dwelling' TUGs are used.

If Settled Uzbek Khanates artillery is taken, at least one 'City Dwelling' TUG must also be taken.

Personal Bodyguard must be in the Army Commander's command.

Allies

Uzbek Khanates

Historical Introduction (Wikipedia - CC-BY-SA)

The Khanate of Bukhara was an Uzbek state from the second quarter of the 16th century to the late 18th century in Central Asia or Turkestan, founded by the Shaybanid dynasty. From 1533 to 1540, Bukhara briefly became its capital during the reign of Ubaydallah Khan. The khanate reached its greatest extent and influence under its penultimate Shaybanid ruler, the scholarly Abdullah Khan II (r. 1557–1598). In the 17th and 18th centuries, the Khanate was ruled by the Janid Dynasty (Astrakhanids or Toqay Timurids). They were the last Genghisid descendants to rule Bukhara. In 1740, it was conquered by Nader Shah, the Shah of Iran. After his death in 1747, the khanate was controlled by the non-Genghisid descendants of the Uzbek emir Khudayar Bi, through the prime ministerial position of ataliq. In 1785, his descendant, Shahmurad, formalized the family's dynastic rule (Manghit dynasty), and the khanate became the Emirate of Bukhara. The Manghits were non-Genghisid and took the Islamic title of Emir instead of Khan since their legitimacy was not based on descent from Genghis Khan.

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Points Version 2025.1 - 1st Jan 2025 updated

01 December 2025

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Safavid Persia (Tahmāsp and sons)

Keynote

Ottoman–Safavid War

Dates

1524-1587

Generals

Any Professional (0-4)

Home Terrain

Cultivated, Waterside, Mountains

Army Traits

Great Men

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Guard Qizilbash				Horse				
Formed	Exceptional	AFP	Charging Lancer	Spirited Charge, Fire & Charge		0	1	10
Loose	Heavily Armoured	Bow	Expert Swordsmen					
Qizilbash				Cavalry				
Formed	Superior	AFP	Light Lance	Spirited Charge, Fire & Charge		1	5	8
L/O	Armoured	Bow	Expert Swordsmen					
Feudal Horse				Cavalry				
Formed	Average	AFP	Light Lance			2	12	3
L/O	Unprotected	Bow	-					
Turkomans				Cavalry				
Formed	Average	AFP	-	Pathfinder	Independent (0)	0	6	4
L/O	Unprotected	Bow	Swordsmen					
Georgian Mercenaries				Cavalry				
Formed	Superior	CFP	Light Lance			0	4	5
L/O	Unprotected	Bow	Swordsmen					
Mercenary Arquebusiers				Missile Irregulars				
Tribal	Average	AFP	-			0	4	3
L/O	Unprotected	Arquebus	-					
Mercenary Swordsmen				Melee Irregulars				
Tribal	Average	-	-	Shock		0	4	4
Loose	Unprotected	-	Swordsmen					
Levy Archers				Missile Irregulars				
Tribal	Poor	AFP	-	Combat Shy	Stakes (0)	0	8	2
Loose	Unprotected	Bow	-					
<i>After 1528 only</i>								
War Wagons				Battle Wagons				
Formed	Average	AFP	Stave or Spear			0	6	4
Close	Protected	Arquebus	Swordsmen					

<i>Light Guns</i>				<i>Battery</i>				
Formed	Average	AFP	-	Hasty Defences (1)		0	2	3
Loose	Unprotected	Light Gun	-					
<i>Medium Guns</i>				<i>Battery</i>				
Formed	Average	AFP	-	Hasty Defences (1)		0	2	4
Loose	Unprotected	Medium Gun	-					
<i>Notes</i>								

Allies

None

Historical Introduction (Wikipedia - CC-BY-SA)

Tahmasp I was the second Shah of Safavid Iran. Ascending the throne after the death of his father on 23 May 1524, the first years of Tahmasp's reign included civil wars between the Qizilbash leaders until 1532, when he asserted his authority and began an absolute monarchy. He soon faced a longstanding war with the Ottoman Empire, which had three phases. The Ottomans, under Suleiman the Magnificent, tried to put their favoured candidates on the Safavid throne. The war ended with the Peace of Amasya, with the Ottomans gaining sovereignty of Baghdad, much of Kurdistan and western Georgia. Tahmasp also had conflicts with the Uzbeks over Khorasan, with them repeatedly raiding Herat. He led an army in 1528 (when he was fourteen), and defeated the Uzbeks in the Battle of Jam; he used artillery, unknown to the other side.

The Safavid military evolved during Tahmasp's reign, particularly gunners (tupchiyan) and musketeers (tufangchiyan). Gollar-aghasis, military slaves developed by Tahmasp from Caucasus prisoners, commanded the tupchiyan and tufangchiyan.

To lessen Qizilbash power, he discontinued the titles of amir al-umara and wakil. The qurchi-bashi, formerly subordinate to the amir al-umara, became the chief Safavid military officer.

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Safavid Persia (Abbas the Great)

Keynote

Military reform and war against the Uzbeks, Ottomans, Georgia, Mughals and Portuguese

Dates

1588-1629

Generals

Any Professional (0-4)

Home Terrain

Cultivated, Waterside, Mountains

Army Traits

Great Men

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Qullar Ghilmen Bodyguard			<i>Horse</i>	Spirited Charge, Personal Bodyguard		0	1	9
Drilled	Exceptional	-	Sword & Pistol					
Loose	Armoured	-	Pistol					
Guard Qizilbash			<i>Horse</i>	Spirited Charge, Fire & Charge		0		10
Formed	Exceptional	AFP	Charging Lancer					
Loose	Heavily Armoured	Bow	Expert Swordsmen					
Qizilbash			<i>Cavalry</i>	Spirited Charge, Fire & Charge		1	5	8
Formed	Superior	AFP	Light Lance					
L/O	Armoured	Bow	Expert Swordsmen					
Qullar Ghilmen			<i>Horse</i>			1	6	6
Formed	Superior	-	Sword & Pistol					
Loose	Protected	-	Pistol					
Feudal Horse			<i>Cavalry</i>			0	6	3
Formed	Average	AFP	Light Lance					
L/O	Unprotected	Bow	-					
Turkomans			<i>Cavalry</i>	Pathfinder	Independent (0)	0	6	4
Formed	Average	AFP	-					
L/O	Unprotected	Bow	Swordsmen					
Mercenary Arquebusiers			<i>Missile Irregulars</i>			0	4	3
Tribal	Average	AFP	-					
L/O	Unprotected	Arquebus	-					
Mercenary Swordsmen			<i>Melee Irregulars</i>	Shock		0	4	4
Tribal	Average	-	-					
Loose	Unprotected	-	Swordsmen					
Levy Horse Archers			<i>Cavalry</i>	Combat Shy		0	3	2
Tribal	Average	AFP	-					
L/O	Unprotected	Bow	-					
Levy Archers			<i>Missile Irregulars</i>	Combat Shy	Stakes (0)	0	8	2
Tribal	Poor	AFP	-					
Loose	Unprotected	Bow	-					
Tüfekçi			<i>Foot Regt</i>			2	6	4
Formed	Average	AFP	-					
Loose	Unprotected	Arquebus	-					

<i>Camel Guns</i>				<i>Camelry</i>	Combat Shy, Dismountable	0	3	4
Formed	Average	AFP	-					
Loose	Unprotected	Light Gun	-					
<i>Medium Guns</i>				<i>Battery</i>	Hasty Defences (1)	0	3	4
Formed	Average	AFP	-					
Loose	Unprotected	Medium Gun	-					
<i>Heavy Guns</i>				<i>Battery</i>	Hasty Defences (1)	0	3	5
Formed	Average	AFP	-					
Loose	Unprotected	Heavy Gun	-					

Notes

Personal Bodyguard must be in the Army Commander's command.

Allies

Kingdom of England (East India Company) in 1622 only.

Historical Introduction (Wikipedia - CC-BY-SA)

Abbas the Great or Abbas I of Persia was the 5th Safavid Shah of Iran, and is generally considered one of the greatest rulers of Iranian history and the Safavid dynasty. Abbas needed ten years to get his army into shape so that he could effectively confront his Ottoman and Uzbek enemies. During this period, the Uzbeks and the Ottomans took swaths of territory from Iran. He also used military reorganisation as another way of side-lining the Qizilbash. He created a standing army of many thousands of ghulams (always conscripted from ethnic Georgians and Circassians), and to a much lesser extent Iranians, to fight alongside the traditional, feudal force provided by the Qizilbash. The new army regiments' loyalty was to the Shah. The new army consisted of 10,000 to 15,000 cavalry or squires (conscripted Caucasian ghulams) armed with muskets and other weapons (then the largest cavalry in the world), a corps of musketeers, or tufangchiyan, (12,000 strong) and a corp of artillery, called tupchiyan (also 12,000 strong). In addition Abbas had a personal bodyguard, composed of Caucasian ghulams, that was increased to 3,000. This force amounted to about 40,000 soldiers paid for and beholden to the Shah.

Abbas greatly increased the number of cannon at his disposal so that he could field 500 cannon in a single battle. Ruthless discipline was enforced and looting was severely punished. Abbas was also able to draw on military advice from a number of European envoys, particularly the English adventurers Sir Anthony Shirley and his brother Robert Shirley, who arrived in 1598 as envoys from the Earl of Essex on an unofficial mission to persuade Persia to enter into an anti-Ottoman alliance.

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Safavid Persia (Safi & Abbas II)

Keynote

Mughal–Safavid War

Dates

1630-1666

Generals

Any Professional or Instinctive (0-4)

Home Terrain

Cultivated, Waterside, Mountains

Army Traits

Great Men

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
<i>Caucasian Ghilmen Bodyguard</i>			<i>Horse</i>	Spirited Charge, Personal Bodyguard		0	1	8
Drilled	Exceptional	-	Sword & Pistol					
Loose	Protected	-	Pistol					
<i>Qizilbash</i>			<i>Cavalry</i>	Spirited Charge, Fire & Charge		1	5	8
Formed	Superior	AFP	Light Lance					
L/O	Armoured	Bow	Expert Swordsmen					
<i>Qullar Ghilmen</i>			<i>Horse</i>			1	6	6
Formed	Superior	-	Sword & Pistol					
Loose	Protected	-	Pistol					
<i>Feudal Horse</i>			<i>Cavalry</i>			0	6	3
Formed	Average	AFP	Light Lance					
L/O	Unprotected	Bow	-					
<i>Turkomans</i>			<i>Cavalry</i>	Pathfinder	Independent (0)	0	6	4
Formed	Average	AFP	-					
L/O	Unprotected	Bow	Swordsmen					
<i>Mercenary Musketmen</i>			<i>Skirmishers</i>			0	6	3
Tribal	Average	AFP	-					
L/O	Unprotected	Matchlock Musket	-					
<i>Mercenary Swordsmen</i>			<i>Melee Irregulars</i>	Shock		0	3	4
Tribal	Average	-	-					
Loose	Unprotected	-	Swordsmen					
<i>Levy Horse Archers</i>			<i>Cavalry</i>	Combat Shy		0	3	2
Tribal	Average	AFP	-					
L/O	Unprotected	Bow	-					
<i>Levy Archers</i>			<i>Missile Irregulars</i>	Combat Shy	Stakes (0)	0	8	2
Tribal	Poor	AFP	-					
Loose	Unprotected	Bow	-					
<i>Tüfekçi</i>			<i>Foot Regt</i>		Shock (1)	2	6	4
Formed	Average	AFP	-					
Loose	Unprotected	Matchlock Musket	-					
<i>Replace <u>all</u> Mercenary Musketmen and Mercenary Swordsmen</i>								
<i>Mercenary Swordsmen</i>			<i>Melee Irregulars</i>	Shock		0	6	5
Tribal	Average	CFP	-					
Loose	Unprotected	Arquebus	Swordsmen					

<i>Camel Guns</i>				<i>Camelry</i>	Combat Shy, Dismountable	0	3	4
Formed	Average	AFP	-					
Loose	Unprotected	Light Gun	-					
<i>Medium Guns</i>				<i>Battery</i>	Hasty Defences (1)	0	3	4
Formed	Average	AFP	-					
Loose	Unprotected	Medium Gun	-					
<i>Heavy Guns</i>				<i>Battery</i>	Hasty Defences (1)	0	3	5
Formed	Average	AFP	-					
Loose	Unprotected	Heavy Gun	-					

Notes

Personal Bodyguard must be in the Army Commander's command.

Allies

None

Historical Introduction (Wikipedia - CC-BY-SA)

Abbas II took an active interest in government and military matters once he began to rule for himself (probably around age 15). In the summer of 1648, Abbas II sought to recapture Kandahar from the Mughal Empire. He marched from Isfahan with an army of 40,000 men and, after capturing Bost, he moved to Kandahar and captured it after a brief siege on 22 February 1649. Abbas II then appointed the Georgian ghulam ("military slave") Mihrab Khan as the governor of the city. The Mughals attempted to retake the city in 1651 but the arrival of winter forced them to suspend their siege.

The Mughal ruler Shah Jahan then sent his son Aurangzeb with an army of 50,000 soldiers to recapture Kandahar. Although Aurangzeb defeated Abbas II outside the city, he was unable to take it. His artillery proved not up to the task. Aurangzeb attempted to take the fortress city again in 1652. In the meantime, Abdul Aziz, the Uzbek ruler of Bukhara, had entered into an alliance with Abbas II, and in May 1652, he dispatched 10,000 troops to Kabul to harass the Mughal supply lines. Though not strong enough to lift the siege, the Uzbeks threatened a Mughal convoy of 2,000 troops who were escorting one and a half million silver coins to the besieger's army at Kandahar. After two months of fighting Safavid resistance, along with the growing activities of the Uzbeks, Aurangzeb was forced to abandon the campaign. In 1653, the Mughals tried to take Kandahar once again, but failed doing so. The city would subsequently remain in Safavid hands until its fall in 1736.

In 1651, Safavid troops clashed with those of the Tsardom of Russia in the North Caucasus, known as the Russo-Persian War of 1651-1653. The main issue involved the expansion of a Russian garrison on the Koy Su River, as well as the construction of several new fortresses, in particular the one built on the Iranian side of the Terek River. The Safavid government then sent troops and destroyed the fortress while expelling its Russian garrison

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Safavid Persia (Suleiman I & Sultan Husayn)

Keynote

Raids by Stenka Razin's Cossacks until the Russo-Persian War

Dates

1667-1722

Generals

Any Instinctive (0-4)

Home Terrain

Cultivated, Waterside, Mountains

Army Traits

Great Men

Training Order	Quality Protection	Shooting Weapon	Charge Melee	Characteristics	Option	Min	Max	Pts
Qizilbash Cavalry				Spirited Charge, Fire & Charge		1	5	5
Formed	Average	AFP	Light Lance					
L/O	Armoured	Bow	Expert Swordsmen					
Qullar Ghilmen Horse						1	6	5
Drilled	Average	-	Sword & Pistol					
Loose	Protected	-	Pistol					
Feudal Horse Cavalry						0	6	3
Formed	Average	AFP	Light Lance					
L/O	Unprotected	Bow	-					
Turkomans Cavalry				Pathfinder	Independent (0)	0	6	4
Formed	Average	AFP	-					
L/O	Unprotected	Bow	Swordsmen					
Mercenary Musketmen Skirmishers						0	6	3
Tribal	Average	AFP	-					
L/O	Unprotected	Matchlock Musket	-					
Mercenary Swordsmen Melee Irregulars				Shock		0	3	4
Tribal	Average	-	-					
Loose	Unprotected	-	Swordsmen					
Levy Horse Archers Cavalry				Combat Shy		0	3	2
Tribal	Average	AFP	-					
L/O	Unprotected	Bow	-					
Levy Archers Missile Irregulars				Combat Shy	Stakes (0)	0	8	2
Tribal	Poor	AFP	-					
Loose	Unprotected	Bow	-					
Tüfekçi Foot Regt					Shock (1)	2	6	4
Formed	Average	AFP	-					
Loose	Unprotected	Matchlock Musket	-					
Replace <u>all</u> Mercenary Musketmen and Mercenary Swordsmen								
Mercenary Swordsmen Melee Irregulars				Shock		2	6	5
Tribal	Average	CFP	-					
Loose	Unprotected	Arquebus	Swordsmen					

<i>Camel Guns</i>			<i>Camelry</i>	Combat Shy, Dismountable	0	3	4
Formed	Average	AFP	-				
Loose	Unprotected	Light Gun	-				
<i>Medium Guns</i>			<i>Battery</i>	Hasty Defences (1)	0	3	4
Formed	Average	AFP	-				
Loose	Unprotected	Medium Gun	-				
<i>Heavy Guns</i>			<i>Battery</i>	Hasty Defences (1)	0	3	5
Formed	Average	AFP	-				
Loose	Unprotected	Heavy Gun	-				
<i>Notes</i>							

Allies

None

Historical Introduction (Wikipedia - CC-BY-SA)

Sultan Husayn's rule was relatively tranquil until he faced a major revolt in Afghanistan, in the easternmost part of his realm. The Afghans were divided into two main tribes: the Ghilzais and the Abdalis. In 1709, the Ghilzai Afghans of Kandahar, under their leader Mirwais, rebelled and successfully broke away from Safavid rule. In 1716, the Abdalis of Herat followed their example and Safavid expeditions to bring them back under control ended in failure. The Abdalis then turned on the Ghilzais but were defeated by Mahmud Hotaki, one of Mirwais' sons.

June 1722, Peter the Great, the then tsar of the neighbouring Russian Empire, declared war on Safavid Iran in an attempt to expand Russian influence in the Caspian and Caucasus regions and to prevent its rival, Ottoman Empire, from territorial gains in the region at the expense of declining Safavid Iran.