



RENATIO ET GLORIAM:  
**THE OTTOMAN  
EMPIRE**

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*

|                         |                                                                         |                            |          |                |                            |        |     |     |     |   |
|-------------------------|-------------------------------------------------------------------------|----------------------------|----------|----------------|----------------------------|--------|-----|-----|-----|---|
| 141                     | <b>Kingdom of England (Royalists at Edgehill)</b>                       |                            |          |                |                            |        |     |     |     |   |
| Keynote                 | Early skirmishes until the first pitched battle of the war at Edgehill. |                            |          |                |                            |        |     |     |     |   |
| 2                       | Date                                                                    | 1642-1642                  |          |                |                            |        |     |     |     |   |
| 3                       | Generals                                                                | Any Instinctive(0-4)       |          |                |                            |        |     |     |     |   |
| 4                       | Home Terrain                                                            | Cultivated                 |          |                |                            |        |     |     |     |   |
| 5                       | Army Trait                                                              | Chequerboard, Forlorn Hope |          |                |                            |        |     |     |     |   |
| Training                |                                                                         | Quality                    | Shooting | Charge         | Characteristics            | Option | 6   | 7   | 8   |   |
| Order                   |                                                                         | Protection                 | Weapon   | Melee          |                            |        | Min | Max | Pts |   |
| Ill-furnished Cavaliers |                                                                         |                            |          | Linear Horse   |                            |        |     |     |     |   |
| Formed                  | Average                                                                 | -                          |          | Sword & Pistol | Spirited Charge, Impetuous |        | 2   | 9   | 4   | 9 |
| Loose                   | Unprotected                                                             | -                          |          | Pistol         |                            |        |     | 9   |     |   |
| Cavaliers               |                                                                         |                            |          | Linear Horse   |                            |        |     |     |     |   |
| 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 | <b>Militia Foot Regt</b>        |             |                  |   | <b>Pike &amp; Shot</b> | 2 | ② | ③ |    |   |   |
|   | Formed                          | Poor        | LFP              | - | Combat Shy             |   |   |   |    |   |   |
|   | Close                           | Unprotected | Matchlock Musket | - |                        |   |   |   |    |   |   |
|   | <b>Newly Raised Foot Regt</b>   |             |                  |   | <b>Pike &amp; Shot</b> |   |   |   | 12 | 5 |   |
|   | Formed                          | Average     | AFP              | - | Combat Shy             |   |   |   |    |   |   |
|   | Close                           | Unprotected | Matchlock Musket | - |                        |   |   |   |    |   |   |
|   | <b>Foot Regt</b>                |             |                  |   | <b>Pike &amp; Shot</b> |   |   |   | 12 | 5 |   |
|   | Formed                          | Average     | AFP              | - | Combat Shy             |   |   |   |    |   |   |
|   | Close                           | Unprotected | Matchlock Musket | - |                        |   |   |   |    |   |   |
|   | <b>Brigaded muskets</b>         |             |                  |   | <b>Foot Regt</b>       |   |   |   | 2  | 4 |   |
|   | Formed                          | Average     | AFP              | - | Combat Shy             |   |   |   |    |   |   |
|   | Close                           | Unprotected | Matchlock Musket | - |                        |   |   |   |    |   |   |
|   | <b>New Model Army Firelocks</b> |             |                  |   | <b>Foot Regt</b>       |   |   |   | 0  | 1 | 5 |
|   | Formed                          | Average     | AFP              | - | Combat Shy             |   |   |   |    |   |   |
|   | 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 list-sets. 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

|                 | Army Commander |             |        | Sub-general  |             |        | Ally-general |             |        |
|-----------------|----------------|-------------|--------|--------------|-------------|--------|--------------|-------------|--------|
| Type of 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.

# The Ottoman Empire

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

| List No | Title                                                                 | Dates       |
|---------|-----------------------------------------------------------------------|-------------|
| 421     | Early 16th Century Ottoman Provincial Army in the West                | 1494 - 1550 |
| 422     | Late 16th Century Ottoman Provincial Army in the West                 | 1551 - 1629 |
| 423     | Early 17th Century Ottoman Provincial Army in the West                | 1630 - 1660 |
| 424     | Early 18th Century Ottoman Provincial Army in the West                | 1700 - 1721 |
| 425     | Early 16th Century Ottoman Provincial Army in the North               | 1494 - 1550 |
| 426     | Late 16th Century Ottoman Provincial Army in the North                | 1551 - 1629 |
| 427     | Early 17th Century Ottoman Provincial Army in the North               | 1630 - 1660 |
| 428     | Early 18th Century Ottoman Provincial Army in the North               | 1700 - 1721 |
| 429     | Early 16th Century Ottoman Provincial Army in the Middle East & Egypt | 1517 - 1550 |
| 430     | Late 16th Century Ottoman Provincial Army in the Middle East & Egypt  | 1551 - 1629 |
| 431     | Early 17th Century Ottoman Provincial Army in the Middle East & Egypt | 1630 - 1660 |
| 432     | Late 17th Century Ottoman Provincial Army in the Middle East & Egypt  | 1661 - 1699 |
| 433     | Early 18th Century Ottoman Provincial Army in the Middle East & Egypt | 1700 - 1721 |
| 434     | Early 16th Century Ottoman Sultans Army                               | 1494 - 1550 |
| 435     | Late 16th Century Ottoman Sultans Army                                | 1551 - 1629 |
| 436     | Early 17th Century Ottoman Sultans Army                               | 1630 - 1660 |
| 437     | Early 18th Century Ottoman Sultans Army                               | 1700 - 1721 |

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# ***The Ottoman Empire***

Under the reign of Suleiman the Magnificent, the Ottoman Empire marked the peak of its power and prosperity, as well as the highest development of its governmental, social, and economic systems. At the beginning of the 17th century, the empire contained 32 provinces and numerous vassal states. Some of these were later absorbed into the Ottoman Empire, while others were granted various types of autonomy over the course of centuries. With Constantinople (modern-day Istanbul) as its capital and control of lands around the Mediterranean Basin, the Ottoman Empire was at the centre of interactions between the Middle East and Europe for six centuries.

In the second half of the sixteenth century, the Ottoman Empire came under increasing strain from inflation and the rapidly rising costs of warfare that were impacting both Europe and the Middle East. These pressures led to a series of crises around the year 1600, placing great strain upon the Ottoman system of government. The empire underwent a series of transformations of its political and military institutions in response to these challenges, enabling it to successfully adapt to the new conditions of the seventeenth century and remain powerful, both militarily and economically. Historians of the mid-twentieth century once characterised this period as one of stagnation and decline, but this view is now rejected by the majority of academics.

The discovery of new maritime trade routes by Western European states allowed them to avoid the Ottoman trade monopoly. The Portuguese discovery of the Cape of Good Hope in 1488 initiated a series of Ottoman-Portuguese naval wars in the Indian Ocean throughout the 16th century. Despite the growing European presence in the Indian Ocean, Ottoman trade with the east continued to flourish. Cairo, in particular, benefitted from the rise of Yemeni coffee as a popular consumer commodity. As coffeehouses appeared in cities and towns across the empire, Cairo developed into a major centre for its trade, contributing to its continued prosperity throughout the seventeenth and much of the eighteenth century.

Under Ivan IV (1533–1584), the Tsardom of Russia expanded into the Volga and Caspian region at the expense of the Tatar khanates. In 1571, the Crimean khan Devlet I Giray, commanded by the Ottomans, burned Moscow. The next year, the invasion was repeated but repelled at the Battle of Molodi. The Ottoman Empire continued to invade Eastern Europe in a series of slave raids, and remained a significant power in Eastern Europe until the end of the 17th century.

The Ottomans decided to conquer Venetian Cyprus and on 22 July 1570, Nicosia was besieged; 50,000 Christians died, and 180,000 were enslaved. On 15 September 1570, the Ottoman cavalry appeared before the last Venetian stronghold in Cyprus, Famagusta. The Venetian defenders would hold out for 11 months against a force that would come to number 200,000 men with 145 cannons; 163,000 cannonballs struck the walls of Famagusta before it fell to the Ottomans in August 1571. The Siege of Famagusta claimed 50,000 Ottoman casualties. Meanwhile, the Holy league consisting of mostly Spanish and Venetian fleets won a victory over the Ottoman fleet at the Battle of Lepanto (1571), off southwestern Greece; Catholic forces killed over 30,000 Turks and destroyed 200 of their ships. It was startling, if mostly symbolic, blow to the image of Ottoman invincibility, an image which the victory of the Knights of Malta against the Ottoman invaders in the 1565 Siege of Malta had recently set about eroding. The battle was far more damaging to the Ottoman navy in sapping experienced manpower than the loss of ships, which were rapidly replaced. The Ottoman navy recovered quickly, persuading Venice to sign a peace treaty in 1573, allowing the Ottomans to expand and consolidate their position in North Africa.

The Long Turkish War against Habsburg Austria (1593–1606) created the need for greater numbers of Ottoman infantry equipped with firearms, resulting in a relaxation of recruitment policy. This contributed to problems of indiscipline and outright rebelliousness within the corps, which were never fully solved. Irregular sharpshooters (Sekban) were also recruited, and on demobilisation turned to brigandage in the Jelali revolts (1590–1610), which engendered widespread anarchy in Anatolia in the late 16th and early 17th centuries. With the Empire's population reaching 30 million people by 1600, the shortage of land placed further pressure on the government. In spite of these problems, the Ottoman state remained strong, and its army did not collapse or suffer crushing defeats. The only exceptions were campaigns against the Safavid dynasty of Persia, where many of the Ottoman eastern provinces were lost, some permanently. This 1603–1618 war eventually resulted in the Treaty of Nasuh Pasha, which ceded the entire Caucasus, except westernmost Georgia, back into Iranian Safavid possession. The treaty ending the Cretan War (1645–1669) cost Venice much of Dalmatia, its Aegean island possessions, and Crete. (Losses from the war totalled 30,985 Venetian soldiers and 118,754 Turkish soldiers.)

During his brief majority reign, Murad IV (1623–1640) reasserted central authority and recaptured Iraq (1639) from the Safavids. The resulting Treaty of Zuhab of that same year decisively divided the Caucasus and adjacent regions between the two neighbouring empires as it had already been defined in the 1555 Peace of Amasya.

The Sultanate of Women (1533–1656) was a period in which the mothers of young sultans exercised power on behalf of their sons. The most prominent women of this period were Kösem Sultan and her daughter-in-law Turhan Hatice, whose political rivalry culminated in Kösem's murder in 1651. During the Köprülü Era (1656–1703), effective control of the Empire was exercised by a sequence of Grand Viziers from the Köprülü family. The Köprülü Vizierate saw renewed military success with authority restored in Transylvania, the conquest of Crete completed in 1669, and expansion into Polish southern Ukraine, with the strongholds of Khotyn, and Kamianets-Podilskyi and the territory of Podolia ceding to Ottoman control in 1676.

This period of renewed assertiveness came to a calamitous end in 1683 when Grand Vizier Kara Mustafa Pasha led a huge army to attempt a second Ottoman siege of Vienna in the Great Turkish War of 1683–1699. The final assault being fatally delayed, the Ottoman forces were swept away by allied Habsburg, German, and Polish forces spearheaded by the Polish king John III Sobieski at the Battle of Vienna. The alliance of the Holy League pressed home the advantage of the defeat at Vienna, culminating in the Treaty of Karlowitz (26 January 1699), which ended the Great Turkish War. The Ottomans surrendered control of significant territories, many permanently.[94] Mustafa II (1695–1703) led the counterattack of 1695–1696 against the Habsburgs in Hungary, but was undone at the disastrous defeat at Zenta (in modern Serbia), 11 September 1697.

Aside from the loss of the Banat and the temporary loss of Belgrade (1717–1739), the Ottoman border on the Danube and Sava remained stable during the eighteenth century. Russian expansion, however, presented a large and growing threat. Accordingly, King Charles XII of Sweden was welcomed as an ally in the Ottoman Empire following his defeat by the Russians at the Battle of Poltava of 1709 in central Ukraine (part of the Great Northern War of 1700–1721). Charles XII persuaded the Ottoman Sultan Ahmed III to declare war on Russia, which resulted in an Ottoman victory in the Pruth River Campaign of 1710–1711, in Moldavia.

Austrian troops led by Prince Eugene of Savoy captured Belgrade in 1717. Austrian control in Serbia lasted until the Turkish victory in the Austro-Russian–Turkish War (1735–1739). With the 1739 Treaty of Belgrade, the Ottoman Empire regained northern Bosnia, Habsburg Serbia (including Belgrade), Oltenia and the southern parts of the Banat of Temeswar. After the Austro-Turkish War of 1716–1718, the Treaty of Passarowitz confirmed the loss of the Banat, Serbia, and "Little Walachia" (Oltenia) to Austria. The Treaty also revealed that the Ottoman Empire was on the defensive and unlikely to present any further aggression in Europe. The Austro-Russian–Turkish War (1735–1739), which was ended by the Treaty of Belgrade in 1739, resulted in the Ottoman recovery of northern Bosnia, Habsburg Serbia (including Belgrade), Oltenia and the southern parts of the Banat of Temeswar; but the Empire lost the port of Azov, north of the Crimean Peninsula, to the Russians. After this treaty the Ottoman Empire was able to enjoy a generation of peace, as Austria and Russia were forced to deal with the rise of Prussia.

[The Ottoman Empire \(Wikipedia\)](#)

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# Early 16th Century Ottoman Provincial Army in the West

Dates 1494-1550

Generals Any Professional or Instinctive (0-4)

Home Terrain Waterside, Cultivated, Mountains, Forest

Army Traits Great Men, Fortified Camp, Forlorn Hope, Inspiring Leader

| Training Order                      | Quality Protection | Shooting Weapon | Charge Melee     | Characteristics          | Option                          | Min                | Max | Pts             |   |   |
|-------------------------------------|--------------------|-----------------|------------------|--------------------------|---------------------------------|--------------------|-----|-----------------|---|---|
| Feudal Sipahi                       |                    |                 |                  | Cavalry                  |                                 |                    |     |                 |   |   |
| Formed                              | Average            | AFP             | Light Lance      | Spirited Charge          |                                 | 2                  | 12  | 5               |   |   |
| L/O                                 | Protected          | Bow             | Swordsmen        |                          |                                 |                    |     |                 |   |   |
| Veteran Sipahi                      |                    |                 |                  | Cavalry                  |                                 |                    |     |                 |   |   |
| Formed                              | Superior           | AFP             | Light Lance      | Spirited Charge          |                                 | 0                  | 4   | 7               |   |   |
| L/O                                 | Armoured           | Bow             | Swordsmen        |                          |                                 |                    |     |                 |   |   |
| Delis                               |                    |                 |                  | Cavalry                  |                                 |                    |     |                 |   |   |
| Formed                              | Superior           | -               | Light Lance      | Shatter                  | Pathfinder (1), Independent (1) | 0                  | 4   | 5               |   |   |
| L/O                                 | Unprotected        | -               | Swordsmen        |                          |                                 |                    |     |                 |   |   |
| Serbian Gusars                      |                    |                 |                  | Horse                    |                                 | Shatter, Impetuous |     | Independent (0) | 3 |   |
| Formed                              | Average            | -               | Charging Lancer  |                          |                                 |                    |     |                 |   |   |
| L/O                                 | Unprotected        | -               | Swordsmen        |                          |                                 |                    |     |                 |   |   |
| Akinjis                             |                    |                 |                  | Cavalry                  |                                 |                    |     |                 |   |   |
| Formed                              | Average            | AFP             | -                | Combat Shy               | Pathfinder (1)                  | 2                  | 12  | 3               |   |   |
| L/O                                 | Unprotected        | Bow             | -                |                          |                                 |                    |     |                 |   |   |
| Carpathian Hussars                  |                    |                 |                  | Cavalry                  |                                 |                    |     |                 |   |   |
| Formed                              | Average            | AFP             | -                | Pathfinder               | Independent (0)                 | 0                  | 6   | 4               |   |   |
| L/O                                 | Unprotected        | Bow             | Swordsmen        |                          |                                 |                    |     |                 |   |   |
| Albanian Auxiliaries                |                    |                 |                  | Cavalry                  |                                 |                    |     |                 |   |   |
| Formed                              | Average            | HFP             | Light Lance      | Pathfinder               |                                 | 0                  | 2   | 4               |   |   |
| L/O                                 | Unprotected        | Javelins        | Swordsmen        |                          |                                 |                    |     |                 |   |   |
| Bosnian, Serbian & Croatian Knights |                    |                 |                  | Gendarmes                |                                 |                    |     |                 |   |   |
| Formed                              | Superior           | -               | Charging Lancer  | Savage Charge, Impetuous |                                 | 0                  | 3   | 8               |   |   |
| Loose                               | Heavily Armoured   | -               | Expert Swordsmen |                          |                                 |                    |     |                 |   |   |
| Carpathian Boyars and retinue       |                    |                 |                  | Horse                    |                                 | Spirited Charge    |     | 0               | 7 |   |
| Formed                              | Superior           | -               | Charging Lancer  |                          |                                 |                    |     |                 |   |   |
| Loose                               | Armoured           | -               | Expert Swordsmen |                          |                                 |                    |     |                 |   |   |
| Carpathian Archers                  |                    |                 |                  | Skirmishers              |                                 |                    |     |                 |   |   |
| Tribal                              | Average            | AFP             | -                |                          |                                 | 2                  | 12  | 3               |   |   |
| L/O                                 | Unprotected        | Bow             | -                |                          |                                 |                    |     |                 |   |   |
| Azab Archers                        |                    |                 |                  | Missile Irregulars       |                                 |                    |     | Combat Shy      |   | 2 |
| Tribal                              | Average            | AFP             | -                |                          |                                 |                    |     |                 |   |   |
| L/O                                 | Unprotected        | Bow             | -                |                          |                                 |                    |     |                 |   |   |
| Levied Azab Archers                 |                    |                 |                  | Missile Irregulars       |                                 |                    |     | Combat Shy (0)  |   | 2 |
| Tribal                              | Poor               | AFP             | -                |                          |                                 |                    |     |                 |   |   |
| L/O                                 | Unprotected        | Bow             | -                |                          |                                 |                    |     |                 |   |   |
| Azab Infantry                       |                    |                 |                  | Melee Irregulars         |                                 |                    |     | Combat Shy      |   | 4 |
| Tribal                              | Average            | AFP             | Impact Weapon    |                          |                                 |                    |     |                 |   |   |
| Loose                               | Unprotected        | Bow             | -                |                          |                                 |                    |     |                 |   |   |
| Levied Azab Infantry                |                    |                 |                  | Melee Irregulars         |                                 |                    |     | Combat Shy (-1) |   | 4 |
| Tribal                              | Poor               | AFP             | Impact Weapon    |                          |                                 |                    |     |                 |   |   |
| Loose                               | Unprotected        | Bow             | -                |                          |                                 |                    |     |                 |   |   |

|                                    |             |            |                  |                  |                                                           |   |   |   |
|------------------------------------|-------------|------------|------------------|------------------|-----------------------------------------------------------|---|---|---|
| Iaylars                            |             |            |                  | Melee Irregulars | Spirited Charge,<br>Zealous                               | 0 | 4 | 5 |
| Tribal                             | Average     | -          | Impact Weapon    |                  |                                                           |   |   |   |
| Loose                              | Unprotected | -          | -                |                  |                                                           |   |   |   |
| Voynuks                            |             |            |                  | Melee Foot       | Shock                                                     | 0 | 6 | 5 |
| Formed                             | Average     | -          | Stave or Spear   |                  |                                                           |   |   |   |
| Close                              | Protected   | -          | Stave or Spear   |                  |                                                           |   |   |   |
| Veteran Voynuks                    |             |            |                  | Melee Foot       | Shock                                                     | 0 | 2 | 6 |
| Formed                             | Superior    | -          | Stave or Spear   |                  |                                                           |   |   |   |
| Close                              | Protected   | -          | Stave or Spear   |                  |                                                           |   |   |   |
| Frontier Janissaries with Bow      |             |            |                  | Foot Regt        | Shock                                                     | 0 | 2 | 8 |
| Drilled                            | Superior    | HFP        | -                |                  |                                                           |   |   |   |
| Close                              | Protected   | Bow        | Expert Swordsmen |                  |                                                           |   |   |   |
| Frontier Janissaries with Arquebus |             |            |                  | Foot Regt        | Shock                                                     | 0 | 2 | 8 |
| Drilled                            | Superior    | SFP        | -                |                  |                                                           |   |   |   |
| Close                              | Protected   | Arquebus   | Expert Swordsmen |                  |                                                           |   |   |   |
| War Wagons                         |             |            |                  | Battle Wagons    |                                                           | 0 | 6 | 4 |
| Formed                             | Average     | AFP        | Stave or Spear   |                  |                                                           |   |   |   |
| Close                              | Protected   | Arquebus   | Swordsmen        |                  |                                                           |   |   |   |
| Army Commander's command only      |             |            |                  |                  |                                                           |   |   |   |
| Provincial Bodyguard               |             |            |                  | Horse            | Spirited Charge,<br>Personal Bodyguard,<br>Front Rank ARM | 0 | 1 | 7 |
| Formed                             | Superior    | -          | Charging Lancer  |                  |                                                           |   |   |   |
| Loose                              | Armoured    | -          | Expert Swordsmen |                  |                                                           |   |   |   |
|                                    |             |            |                  |                  |                                                           |   |   |   |
| Light Guns                         |             |            |                  | Battery          | Hasty Defences<br>(1)                                     | 0 | 3 | 3 |
| Formed                             | Average     | AFP        | -                |                  |                                                           |   |   |   |
| Loose                              | Unprotected | Light Gun  | -                |                  |                                                           |   |   |   |
| Medium Guns                        |             |            |                  | Battery          | Hasty Defences<br>(1)                                     | 0 | 3 | 4 |
| Formed                             | Average     | AFP        | -                |                  |                                                           |   |   |   |
| Loose                              | Unprotected | Medium Gun | -                |                  |                                                           |   |   |   |
| Heavy Guns                         |             |            |                  | Battery          | Hasty Defences<br>(1)                                     | 0 | 3 | 5 |
| Formed                             | Average     | AFP        | -                |                  |                                                           |   |   |   |
| Loose                              | Unprotected | Heavy Gun  | -                |                  |                                                           |   |   |   |
| Notes                              |             |            |                  |                  |                                                           |   |   |   |

Inspiring Leader is not mandatory, and can only be taken if an Early 16th Century Ottoman Sultans Army ally is used. When taken, Inspiring Leader only applies to an Early 16th Century Ottoman Sultans Army ally.

Fortified Camp is not mandatory, and can only be taken if no War Wagons are taken.

Any Foot TUG can take Hasty Defences (1).

Forlorn Hope not mandatory. Only a Janissary TUG can be made the Forlorn Hope (Serden-Geckti). The Serden-Geckti also gets the Lead the Assault characteristic.

### Allies

Early 16th Century Ottoman Sultans Army  
Danubian Principalities (Moldavia and Wallachia)

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# Late 16th Century Ottoman Provincial Army in the West

Dates 1551-1629

Generals Any Professional or Instinctive (0-4)

Home Terrain Waterside, Cultivated, Mountains, Forest

Army Traits Great Men, Fortified Camp, Forlorn Hope, Inspiring Leader

| Training Order                | Quality Protection | Shooting Weapon | Charge Melee     | Characteristics    | Option                             | Min | Max | Pts             |                  |
|-------------------------------|--------------------|-----------------|------------------|--------------------|------------------------------------|-----|-----|-----------------|------------------|
| Feudal Sipahi                 |                    |                 |                  | Cavalry            |                                    |     |     |                 |                  |
| Formed                        | Average            | AFP             | Light Lance      | Spirited Charge    |                                    | 2   | 12  | 5               |                  |
| L/O                           | Protected          | Bow             | Swordsmen        |                    |                                    |     |     |                 |                  |
| Veteran Sipahi                |                    |                 |                  | Cavalry            |                                    |     |     |                 |                  |
| Formed                        | Superior           | AFP             | Light Lance      | Spirited Charge    |                                    | 0   | 4   | 7               |                  |
| L/O                           | Armoured           | Bow             | Swordsmen        |                    |                                    |     |     |                 |                  |
| Delis                         |                    |                 |                  | Cavalry            |                                    |     |     |                 |                  |
| Formed                        | Superior           | -               | Light Lance      | Shatter            | Pathfinder (1),<br>Independent (1) | 0   | 6   | 5               |                  |
| L/O                           | Unprotected        | -               | Swordsmen        |                    |                                    |     |     |                 |                  |
| Akinjis                       |                    |                 |                  | Cavalry            |                                    |     |     |                 |                  |
| Formed                        | Average            | AFP             | -                | Combat Shy         | Pathfinder (1)                     | 2   | 8   | 3               |                  |
| L/O                           | Unprotected        | Bow             | -                |                    |                                    |     |     |                 |                  |
| Carpathian Hussars            |                    |                 |                  | Cavalry            |                                    |     |     |                 |                  |
| Formed                        | Average            | AFP             | -                | Pathfinder         | Independent (0)                    | 0   | 6   | 4               |                  |
| L/O                           | Unprotected        | Bow             | Swordsmen        |                    |                                    |     |     |                 |                  |
| Albanian Auxiliaries          |                    |                 |                  | Cavalry            |                                    |     |     |                 |                  |
| Formed                        | Average            | HFP             | Light Lance      | Pathfinder         |                                    | 0   | 2   | 4               |                  |
| L/O                           | Unprotected        | Javelins        | Swordsmen        |                    |                                    |     |     |                 |                  |
| Carpathian Boyars and retinue |                    |                 |                  | Horse              |                                    |     |     |                 |                  |
| Formed                        | Superior           | -               | Charging Lancer  | Spirited Charge    |                                    | 0   | 2   | 7               |                  |
| Loose                         | Armoured           | -               | Expert Swordsmen |                    |                                    |     |     |                 |                  |
| Cebeci                        |                    |                 |                  | Foot Regt          |                                    |     |     |                 |                  |
| Formed                        | Average            | AFP             | -                |                    |                                    | 0   | 1   | 4               |                  |
| Loose                         | Unprotected        | Arquebus        | Swordsmen        |                    |                                    |     |     |                 |                  |
| Arnauts                       |                    |                 |                  | Skirmishers        |                                    |     |     |                 |                  |
| Formed                        | Average            | AFP             | -                | Combat Shy         |                                    | 0   | 6   | 3               |                  |
| L/O                           | Unprotected        | Arquebus        | -                |                    |                                    |     |     |                 |                  |
| Azab Arquebusiers             |                    |                 |                  | Missile Irregulars |                                    |     |     |                 |                  |
| Tribal                        | Average            | AFP             | -                | Combat Shy         |                                    | 2   | 12  | 3               |                  |
| L/O                           | Unprotected        | Arquebus        | -                |                    |                                    |     |     |                 |                  |
| Levied Azab Arquebusiers      |                    |                 |                  | Missile Irregulars |                                    |     |     | Combat Shy (0)  |                  |
| Tribal                        | Poor               | AFP             | -                |                    |                                    |     |     |                 |                  |
| L/O                           | Unprotected        | Arquebus        | -                | Combat Shy         |                                    |     |     | 4               |                  |
| Azab Infantry                 |                    |                 |                  |                    |                                    |     |     |                 | Melee Irregulars |
| Tribal                        | Average            | AFP             | Impact Weapon    | Combat Shy         |                                    |     |     | 4               |                  |
| Loose                         | Unprotected        | Bow             | -                |                    |                                    |     |     |                 |                  |
| Levied Azab Infantry          |                    |                 |                  | Melee Irregulars   |                                    |     |     | Combat Shy (-1) |                  |
| Tribal                        | Poor               | AFP             | Impact Weapon    |                    |                                    |     |     |                 |                  |
| Loose                         | Unprotected        | Bow             | -                |                    |                                    |     |     | 4               |                  |

| Iaylars                            |             |            |                  | Melee Irregulars |  | Spirited Charge,<br>Zealous                               | 0 | 4 | 5 |
|------------------------------------|-------------|------------|------------------|------------------|--|-----------------------------------------------------------|---|---|---|
| Tribal                             | Average     | -          | Impact Weapon    |                  |  |                                                           |   |   |   |
| Loose                              | Unprotected | -          | -                |                  |  |                                                           |   |   |   |
| Frontier Janissaries with Arquebus |             |            |                  | Foot Regt        |  | Shock                                                     | 0 | 3 | 8 |
| Drilled                            | Superior    | SFP        | -                |                  |  |                                                           |   |   |   |
| Close                              | Protected   | Arquebus   | Expert Swordsmen |                  |  |                                                           |   |   |   |
| Martheloses                        |             |            |                  | Skirmishers      |  |                                                           | 0 | 1 | 4 |
| Formed                             | Superior    | AFP        | -                |                  |  |                                                           |   |   |   |
| L/O                                | Unprotected | Arquebus   | -                |                  |  |                                                           |   |   |   |
| Sekban                             |             |            |                  | Foot Regt        |  | Combat Shy                                                | 0 | 4 | 3 |
| Formed                             | Average     | AFP        | -                |                  |  |                                                           |   |   |   |
| Loose                              | Unprotected | Arquebus   | -                |                  |  |                                                           |   |   |   |
| War Wagons                         |             |            |                  | Battle Wagons    |  |                                                           | 0 | 6 | 4 |
| Formed                             | Average     | AFP        | Stave or Spear   |                  |  |                                                           |   |   |   |
| Close                              | Protected   | Arquebus   | Swordsmen        |                  |  |                                                           |   |   |   |
| Army Commander's command only      |             |            |                  |                  |  |                                                           |   |   |   |
| Provincial Bodyguard               |             |            |                  | Horse            |  | Spirited Charge,<br>Personal Bodyguard,<br>Front Rank ARM | 0 | 1 | 7 |
| Formed                             | Superior    | -          | Charging Lancer  |                  |  |                                                           |   |   |   |
| Loose                              | Armoured    | -          | Expert Swordsmen |                  |  |                                                           |   |   |   |
|                                    |             |            |                  |                  |  |                                                           |   |   |   |
| Light Guns                         |             |            |                  | Battery          |  | Hasty Defences<br>(1)                                     | 0 | 3 | 3 |
| Formed                             | Average     | AFP        | -                |                  |  |                                                           |   |   |   |
| Loose                              | Unprotected | Light Gun  | -                |                  |  |                                                           |   |   |   |
| Medium Guns                        |             |            |                  | Battery          |  | Hasty Defences<br>(1)                                     |   |   | 4 |
| Formed                             | Average     | AFP        | -                |                  |  |                                                           |   |   |   |
| Loose                              | Unprotected | Medium Gun | -                |                  |  |                                                           |   |   |   |
| Heavy Guns                         |             |            |                  | Battery          |  | Hasty Defences<br>(1)                                     |   |   | 5 |
| Formed                             | Average     | AFP        | -                |                  |  |                                                           |   |   |   |
| Loose                              | Unprotected | Heavy Gun  | -                |                  |  |                                                           |   |   |   |
| Notes                              |             |            |                  |                  |  |                                                           |   |   |   |

Inspiring Leader is not mandatory, and can only be taken if a Late 16th Century Ottoman Sultans Army ally is used.  
When taken, Inspiring Leader only applies to a Late 16th Century Ottoman Sultans Army ally.  
Fortified Camp is not mandatory, and can only be taken if no War Wagons are taken.  
Any Foot TUG can take Hasty Defences (1).

Forlorn Hope not mandatory. Only a Janissary TUG can be made the Forlorn Hope (Serden-Geckti). The Serden-Geckti also gets the Lead the Assault characteristic.

### Allies

Late 16th Century Ottoman Sultans Army

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# Early 17th Century Ottoman Provincial Army in the West

Dates 1630-1660

Generals Any Professional or Instinctive (0-4)

Home Terrain Waterside, Cultivated, Mountains, Forest

Army Traits Great Men, Fortified Camp, Forlorn Hope, Inspiring Leader

| Training Order                | Quality Protection | Shooting Weapon  | Charge Melee     | Characteristics    | Option                             | Min | Max | Pts            |   |
|-------------------------------|--------------------|------------------|------------------|--------------------|------------------------------------|-----|-----|----------------|---|
| Rumelian Sipahi               |                    |                  |                  | Cavalry            |                                    | 4   | 20  | 4              |   |
| Formed                        | Average            | AFP              | Light Lance      |                    |                                    |     |     |                |   |
| L/O                           | Protected          | Bow              | Swordsmen        |                    |                                    |     |     |                |   |
| Anatolian Sipahi              |                    |                  |                  | Cavalry            | Pathfinder (1),<br>Combat Shy (-1) |     |     | 3              |   |
| Formed                        | Average            | AFP              | -                |                    |                                    |     |     |                |   |
| L/O                           | Unprotected        | Bow              | -                |                    |                                    |     |     |                |   |
| Carpathian Boyars and retinue |                    |                  |                  | Horse              | Spirited Charge                    |     | 2   | 7              |   |
| Formed                        | Superior           | -                | Charging Lancer  |                    |                                    |     |     |                |   |
| Loose                         | Armoured           | -                | Expert Swordsmen |                    |                                    |     |     |                |   |
| Veteran Sipahi                |                    |                  |                  | Cavalry            | Spirited Charge                    |     | 4   | 7              |   |
| Formed                        | Superior           | AFP              | Light Lance      |                    |                                    |     |     |                |   |
| L/O                           | Protected          | Mounted Shot     | Pistol           |                    |                                    |     |     |                |   |
| Delis                         |                    |                  |                  | Cavalry            | Shatter                            |     | 6   | 5              |   |
| Formed                        | Superior           | -                | Light Lance      |                    |                                    |     |     |                |   |
| L/O                           | Unprotected        | -                | Pistol           |                    |                                    |     |     |                |   |
| Delis                         |                    |                  |                  | Horse              | Impetuous,<br>Shatter              |     |     | 5              |   |
| Formed                        | Superior           | -                | Charging Lancer  |                    |                                    |     |     |                |   |
| L/O                           | Unprotected        | -                | Pistol           |                    |                                    |     |     |                |   |
| Carpathian Hussars            |                    |                  |                  | Cavalry            | Pathfinder                         |     | 6   | 4              |   |
| Formed                        | Average            | AFP              | -                |                    |                                    |     |     |                |   |
| L/O                           | Unprotected        | Bow              | Swordsmen        |                    |                                    |     |     |                |   |
| Balkan Light Horse            |                    |                  |                  | Cavalry            | Pathfinder (1)                     |     |     | 3              |   |
| Formed                        | Average            | -                | Light Lance      |                    |                                    |     |     |                |   |
| L/O                           | Unprotected        | -                | Swordsmen        |                    |                                    |     |     |                |   |
| Arnauts                       |                    |                  |                  | Skirmishers        | Combat Shy                         | 0   | 6   | 3              |   |
| Formed                        | Average            | AFP              | -                |                    |                                    |     |     |                |   |
| L/O                           | Unprotected        | Matchlock Musket | -                |                    |                                    |     |     |                |   |
| Mounted Tüfekçi               |                    |                  |                  | Dragoons           | Combat Shy                         |     |     | Pathfinder (1) | 2 |
| Formed                        | Average            | AFP              | -                |                    |                                    |     |     |                |   |
| Loose                         | Unprotected        | Matchlock Musket | -                |                    |                                    |     |     |                |   |
| Azab Matchlockmen             |                    |                  |                  | Missile Irregulars | Combat Shy                         | 2   | 8   | 3              |   |
| Tribal                        | Average            | AFP              | -                |                    |                                    |     |     |                |   |
| L/O                           | Unprotected        | Matchlock Musket | -                |                    |                                    |     |     |                |   |
| Levied Azab Matchlockmen      |                    |                  |                  | Missile Irregulars | Combat Shy (0)                     |     |     | 3              |   |
| Tribal                        | Poor               | AFP              | -                |                    |                                    |     |     |                |   |
| L/O                           | Unprotected        | Matchlock Musket | -                |                    |                                    |     |     |                |   |
| Azab Infantry                 |                    |                  |                  | Melee Irregulars   | Combat Shy                         |     |     | 4              |   |
| Tribal                        | Average            | AFP              | Impact Weapon    |                    |                                    |     |     |                |   |
| Loose                         | Unprotected        | Bow              | -                |                    |                                    |     |     |                |   |
| Levied Azab Infantry          |                    |                  |                  | Melee Irregulars   | Combat Shy (-1)                    |     |     | 4              |   |
| Tribal                        | Poor               | AFP              | Impact Weapon    |                    |                                    |     |     |                |   |
| Loose                         | Unprotected        | Bow              | -                |                    |                                    |     |     |                |   |

|                                      |             |                  |                  |                                                      |  |   |   |   |
|--------------------------------------|-------------|------------------|------------------|------------------------------------------------------|--|---|---|---|
| <b>Cebeci</b>                        |             |                  |                  | <b>Foot Regt</b>                                     |  |   |   |   |
| Formed                               | Average     | AFP              | -                |                                                      |  | 0 | 1 | 5 |
| Loose                                | Unprotected | Matchlock Musket | Swordsmen        |                                                      |  |   |   |   |
| <b>Iaylars</b>                       |             |                  |                  | <b>Melee Irregulars</b>                              |  |   |   |   |
| Tribal                               | Average     | -                | Impact Weapon    | Spirited Charge, Zealous                             |  | 0 | 4 | 5 |
| Loose                                | Unprotected | -                | -                |                                                      |  |   |   |   |
| <b>Frontier Janissaries</b>          |             |                  |                  | <b>Foot Regt</b>                                     |  |   |   |   |
| Drilled                              | Average     | SFP              | -                | Shock                                                |  | 0 | 4 | 6 |
| Close                                | Unprotected | Matchlock Musket | Expert Swordsmen |                                                      |  |   |   |   |
| <b>Martheloses</b>                   |             |                  |                  | <b>Skirmishers</b>                                   |  |   |   |   |
| Formed                               | Superior    | AFP              | -                |                                                      |  | 0 | 1 | 4 |
| L/O                                  | Unprotected | Matchlock Musket | -                |                                                      |  |   |   |   |
| <b>Sekban</b>                        |             |                  |                  | <b>Foot Regt</b>                                     |  |   |   |   |
| Tribal                               | Average     | AFP              | -                | Combat Shy                                           |  | 0 | 4 | 3 |
| Loose                                | Unprotected | Matchlock Musket | -                |                                                      |  |   |   |   |
| <b>War Wagons</b>                    |             |                  |                  | <b>Battle Wagons</b>                                 |  |   |   |   |
| Formed                               | Average     | AFP              | Stave or Spear   |                                                      |  | 0 | 6 | 4 |
| Close                                | Protected   | Matchlock Musket | Swordsmen        |                                                      |  |   |   |   |
| <b>Army Commander's command only</b> |             |                  |                  |                                                      |  |   |   |   |
| <b>Provincial Bodyguard</b>          |             |                  |                  | <b>Horse</b>                                         |  |   |   |   |
| Formed                               | Superior    | -                | Charging Lancer  | Spirited Charge, Personal Bodyguard, Disciplined (1) |  | 0 | 1 | 7 |
| Loose                                | Armoured    | -                | Expert Swordsmen | Front Rank ARM                                       |  |   |   |   |
|                                      |             |                  |                  |                                                      |  |   |   |   |
| <b>Light Guns</b>                    |             |                  |                  | <b>Battery</b>                                       |  |   |   |   |
| Formed                               | Average     | AFP              | -                | Hasty Defences (1)                                   |  |   |   | 3 |
| Loose                                | Unprotected | Light Gun        | -                |                                                      |  |   |   |   |
| <b>Medium Guns</b>                   |             |                  |                  | <b>Battery</b>                                       |  |   |   |   |
| Formed                               | Average     | AFP              | -                | Hasty Defences (1)                                   |  | 0 | 3 | 4 |
| Loose                                | Unprotected | Medium Gun       | -                |                                                      |  |   |   |   |
| <b>Heavy Guns</b>                    |             |                  |                  | <b>Battery</b>                                       |  |   |   |   |
| Formed                               | Average     | AFP              | -                | Hasty Defences (1)                                   |  |   |   | 5 |
| Loose                                | Unprotected | Heavy Gun        | -                |                                                      |  |   |   |   |
| <b>Notes</b>                         |             |                  |                  |                                                      |  |   |   |   |

Inspiring Leader is not mandatory, and can only be taken if an Early 17th Century Ottoman Sultans Army ally is used. When taken, Inspiring Leader only applies to an Early 17th Century Ottoman Sultans Army ally.  
Fortified Camp is not mandatory, and can only be taken if no War Wagons are taken.  
Any Foot TUG can take Hasty Defences (1).

Forlorn Hope not mandatory. Only a Janissary TUG can be made the Forlorn Hope (Serden-Geckti). The Serden-Geckti also gets the Lead the Assault characteristic.  
Only one classification of Delis can be used.

#### Allies

Early 17th Century Ottoman Sultans Army  
Carpathian Principalities (Wallachia, Transylvania and Moldavia)

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# Early 18th Century Ottoman Provincial Army in the West

Dates 1700-1721

Generals Any Professional or Instinctive (0-4)

Home Terrain Waterside, Cultivated, Mountains, Forest

Army Traits Great Men, Fortified Camp, Forlorn Hope, Inspiring Leader

| Training Order                       | Quality Protection | Shooting Weapon  | Charge Melee     | Characteristics           | Option                             | Min | Max | Pts |
|--------------------------------------|--------------------|------------------|------------------|---------------------------|------------------------------------|-----|-----|-----|
| <b>Rumelian Sipahi</b>               |                    |                  |                  | <b>Cavalry</b>            |                                    |     |     |     |
| Formed                               | Average            | AFP              | Light Lance      |                           |                                    |     |     | 4   |
| L/O                                  | Protected          | Bow              | Pistol           |                           |                                    |     | 20  |     |
| <b>Anatolian Sipahi</b>              |                    |                  |                  | <b>Cavalry</b>            |                                    |     |     |     |
| Formed                               | Average            | AFP              | -                |                           | Pathfinder (1),<br>Combat Shy (-1) |     |     | 3   |
| L/O                                  | Unprotected        | Bow              | -                |                           |                                    |     |     |     |
| <b>Carpathian Boyars and retinue</b> |                    |                  |                  | <b>Horse</b>              |                                    |     |     |     |
| Formed                               | Superior           | -                | Charging Lancer  | Spirited Charge           |                                    |     | 2   | 7   |
| Loose                                | Protected          | -                | Expert Swordsmen |                           |                                    |     |     |     |
| <b>Veteran Sipahi</b>                |                    |                  |                  | <b>Cavalry</b>            |                                    |     |     |     |
| Formed                               | Superior           | AFP              | Light Lance      | Spirited Charge           |                                    | 4   | 4   | 7   |
| L/O                                  | Protected          | Mounted Shot     | Pistol           |                           |                                    |     |     |     |
| <b>Delis</b>                         |                    |                  |                  | <b>Horse</b>              |                                    |     |     |     |
| Formed                               | Superior           | -                | Charging Lancer  | Impetuous,<br>Shatter     |                                    |     | 6   | 5   |
| L/O                                  | Unprotected        | -                | Pistol           |                           |                                    |     |     |     |
| <b>Carpathian Hussars</b>            |                    |                  |                  | <b>Cavalry</b>            |                                    |     |     |     |
| Formed                               | Average            | AFP              | -                | Pathfinder                | Independent (0)                    |     |     | 4   |
| L/O                                  | Unprotected        | Bow              | Swordsmen        |                           |                                    |     | 6   |     |
| <b>Balkan Light Horse</b>            |                    |                  |                  | <b>Cavalry</b>            |                                    |     |     |     |
| Formed                               | Average            | -                | Light Lance      | Pathfinder (1)            |                                    |     |     | 3   |
| L/O                                  | Unprotected        | -                | Swordsmen        |                           |                                    |     |     |     |
| <b>Arnauts</b>                       |                    |                  |                  | <b>Skirmishers</b>        |                                    |     |     |     |
| Formed                               | Average            | AFP              | -                | Combat Shy                |                                    | 0   |     | 4   |
| L/O                                  | Unprotected        | Flintlock Musket | -                |                           |                                    |     | 6   |     |
| <b>Mounted Tüfekçi</b>               |                    |                  |                  | <b>Dragoons</b>           |                                    |     |     |     |
| Formed                               | Average            | AFP              | -                | Combat Shy                | Pathfinder (1)                     |     |     | 3   |
| Loose                                | Unprotected        | Flintlock Musket | -                |                           |                                    |     |     |     |
| <b>Azab Matchlockmen</b>             |                    |                  |                  | <b>Missile Irregulars</b> |                                    |     |     |     |
| Tribal                               | Average            | AFP              | -                | Combat Shy                |                                    |     |     | 3   |
| L/O                                  | Unprotected        | Matchlock Musket | -                |                           |                                    |     |     |     |
| <b>Levied Azab Matchlockmen</b>      |                    |                  |                  | <b>Missile Irregulars</b> |                                    |     |     |     |
| Tribal                               | Poor               | AFP              | -                | Combat Shy (0)            |                                    | 2   | 6   | 3   |
| L/O                                  | Unprotected        | Matchlock Musket | -                |                           |                                    |     |     |     |
| <b>Azab Infantry</b>                 |                    |                  |                  | <b>Melee Irregulars</b>   |                                    |     |     |     |
| Tribal                               | Average            | AFP              | Impact Weapon    | Combat Shy                |                                    |     |     | 4   |
| Loose                                | Unprotected        | Bow              | -                |                           |                                    |     |     |     |
| <b>Levied Azab Infantry</b>          |                    |                  |                  | <b>Melee Irregulars</b>   |                                    |     |     |     |
| Tribal                               | Poor               | AFP              | Impact Weapon    | Combat Shy (-1)           |                                    |     |     | 4   |
| Loose                                | Unprotected        | Bow              | -                |                           |                                    |     |     |     |

|                                      |             |                  |                  |                                         |                       |   |   |   |
|--------------------------------------|-------------|------------------|------------------|-----------------------------------------|-----------------------|---|---|---|
| <b>Frontier Janissaries</b>          |             |                  |                  | <b>Foot Regt</b>                        |                       |   |   |   |
| Formed                               | Average     | AFP              | -                |                                         |                       | 0 | 6 | 6 |
| Close                                | Unprotected | Flintlock Musket | Expert Swordsmen |                                         |                       |   |   |   |
| <b>Egyptian Janissaries</b>          |             |                  |                  | <b>Foot Regt</b>                        |                       |   |   |   |
| Formed                               | Superior    | SFP              | -                |                                         | Shock                 | 0 | 2 | 8 |
| Close                                | Unprotected | Flintlock Musket | Expert Swordsmen |                                         |                       |   |   |   |
| <b>Sekban</b>                        |             |                  |                  | <b>Foot Regt</b>                        |                       |   |   |   |
| Tribal                               | Average     | AFP              | -                |                                         | Combat Shy            | 0 | 4 | 3 |
| Loose                                | Unprotected | Matchlock Musket | -                |                                         |                       |   |   |   |
| <b>Army Commander's command only</b> |             |                  |                  |                                         |                       |   |   |   |
| <b>Provincial Bodyguard</b>          |             |                  |                  | <b>Horse</b>                            |                       |   |   |   |
| Formed                               | Superior    | -                | Charging Lancer  | Spirited Charge,<br>Personal Bodyguard, | Disciplined (1)       | 0 | 1 | 7 |
| Loose                                | Armoured    | -                | Expert Swordsmen | Front Rank ARM                          |                       |   |   |   |
|                                      |             |                  |                  |                                         |                       |   |   |   |
| <b>Light Guns</b>                    |             |                  |                  | <b>Battery</b>                          |                       |   |   |   |
| Formed                               | Average     | AFP              | -                |                                         | Hasty Defences<br>(1) | 0 | 3 | 3 |
| Loose                                | Unprotected | Light Gun        | -                |                                         |                       |   |   |   |
| <b>Medium Guns</b>                   |             |                  |                  | <b>Battery</b>                          |                       |   |   |   |
| Formed                               | Average     | AFP              | -                |                                         | Hasty Defences<br>(1) |   |   | 4 |
| Loose                                | Unprotected | Medium Gun       | -                |                                         |                       |   |   |   |
| <b>Heavy Guns</b>                    |             |                  |                  | <b>Battery</b>                          |                       |   |   |   |
| Formed                               | Average     | AFP              | -                |                                         | Hasty Defences<br>(1) |   |   | 5 |
| Loose                                | Unprotected | Heavy Gun        | -                |                                         |                       |   |   |   |
| <b>Notes</b>                         |             |                  |                  |                                         |                       |   |   |   |

Inspiring Leader is not mandatory, and can only be taken if an Early 18th Century Ottoman Sultans Army ally is used. When taken, Inspiring Leader only applies to an Early 18th Century Ottoman Sultans Army ally.  
Any Foot TUG can take Hasty Defences (1).

Forlorn Hope not mandatory. Only a Janissary TUG can be made the Forlorn Hope (Serden-Geckti). The Serden-Geckti also gets the Lead the Assault characteristic.

### Allies

Early 18th Century Ottoman Sultans Army

List Version 2026.1 1st Jan 2026 Points Version 2025.1 - 1st Jan 2025 updated 01 December 2025 © Simon Hall

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## Early 16th Century Ottoman Provincial Army in the North

Dates

1494-1550

Generals

Any Professional or Instinctive (0-4)

Home Terrain

Waterside, Plains, Mountains, Forest

Army Traits

Great Men, Fortified Camp, Forlorn Hope, Inspiring Leader

| Training Order                            | Quality Protection | Shooting Weapon | Charge Melee     | Characteristics           | Option          | Min | Max | Pts |
|-------------------------------------------|--------------------|-----------------|------------------|---------------------------|-----------------|-----|-----|-----|
| <b>Feudal Sipahi</b>                      |                    |                 |                  | <b>Cavalry</b>            |                 |     |     |     |
| Formed                                    | Average            | AFP             | Light Lance      | Spirited Charge           |                 | 2   | 12  | 5   |
| L/O                                       | Protected          | Bow             | Swordsmen        |                           |                 |     |     |     |
| <b>Veteran Sipahi</b>                     |                    |                 |                  | <b>Cavalry</b>            |                 |     |     |     |
| Formed                                    | Superior           | AFP             | Light Lance      | Spirited Charge           |                 | 0   | 12  | 7   |
| L/O                                       | Armoured           | Bow             | Swordsmen        |                           |                 |     | 4   |     |
| <b>Tatar Nobles</b>                       |                    |                 |                  | <b>Cavalry</b>            |                 |     |     |     |
| Formed                                    | Superior           | AFP             | Light Lance      | Fire & Charge             |                 | 0   |     | 7   |
| L/O                                       | Protected          | Bow             | Expert Swordsmen |                           |                 |     |     |     |
| <b>Tatars</b>                             |                    |                 |                  | <b>Cavalry</b>            |                 |     |     |     |
| Formed                                    | Average            | AFP             | -                | Pathfinder                | Independent (0) | 2   | 16  | 4   |
| L/O                                       | Unprotected        | Bow             | Swordsmen        |                           |                 |     |     |     |
| <b>Akinjis</b>                            |                    |                 |                  | <b>Cavalry</b>            |                 |     |     |     |
| Formed                                    | Average            | AFP             | -                | Combat Shy                | Pathfinder (1)  |     |     | 3   |
| L/O                                       | Unprotected        | Bow             | -                |                           |                 |     |     |     |
| <b>Azab Archers</b>                       |                    |                 |                  | <b>Missile Irregulars</b> |                 |     |     |     |
| Tribal                                    | Average            | AFP             | -                | Combat Shy                |                 | 0   | 8   | 2   |
| L/O                                       | Unprotected        | Bow             | -                |                           |                 |     |     |     |
| <b>Levied Azab Archers</b>                |                    |                 |                  | <b>Missile Irregulars</b> |                 |     |     |     |
| Tribal                                    | Poor               | AFP             | -                | Combat Shy (0)            |                 | 0   | 8   | 2   |
| L/O                                       | Unprotected        | Bow             | -                |                           |                 |     |     |     |
| <b>Azab Infantry</b>                      |                    |                 |                  | <b>Melee Irregulars</b>   |                 |     |     |     |
| Tribal                                    | Average            | AFP             | Impact Weapon    | Combat Shy                |                 | 0   | 8   | 4   |
| Loose                                     | Unprotected        | Bow             | -                |                           |                 |     |     |     |
| <b>Levied Azab Infantry</b>               |                    |                 |                  | <b>Melee Irregulars</b>   |                 |     |     |     |
| Tribal                                    | Poor               | AFP             | Impact Weapon    | Combat Shy (-1)           |                 | 0   | 8   | 4   |
| Loose                                     | Unprotected        | Bow             | -                |                           |                 |     |     |     |
| <b>Iaylars</b>                            |                    |                 |                  | <b>Melee Irregulars</b>   |                 |     |     |     |
| Tribal                                    | Average            | -               | Impact Weapon    | Spirited Charge, Zealous  |                 | 0   | 4   | 5   |
| Loose                                     | Unprotected        | -               | -                |                           |                 |     |     |     |
| <b>Frontier Janissaries with Bow</b>      |                    |                 |                  | <b>Foot Regt</b>          |                 |     |     |     |
| Drilled                                   | Superior           | HFP             | -                | Shock                     |                 | 0   | 2   | 8   |
| Close                                     | Protected          | Bow             | Expert Swordsmen |                           |                 |     |     |     |
| <b>Frontier Janissaries with Arquebus</b> |                    |                 |                  | <b>Foot Regt</b>          |                 |     |     |     |
| Drilled                                   | Superior           | SFP             | -                | Shock                     |                 | 0   | 2   | 8   |
| Close                                     | Protected          | Arquebus        | Expert Swordsmen |                           |                 |     |     |     |
| <b>War Wagons</b>                         |                    |                 |                  | <b>Battle Wagons</b>      |                 |     |     |     |
| Formed                                    | Average            | AFP             | Stave or Spear   |                           |                 | 0   | 6   | 4   |
| Close                                     | Protected          | Arquebus        | Swordsmen        |                           |                 |     |     |     |
| <b>Sekban</b>                             |                    |                 |                  | <b>Foot Regt</b>          |                 |     |     |     |
| Formed                                    | Average            | AFP             | -                | Combat Shy                |                 | 0   | 2   | 3   |
| Loose                                     | Unprotected        | Arquebus        | -                |                           |                 |     |     |     |

| Army Commander's command only |             |            |                  |         |                                         |                       |   |   |   |  |   |
|-------------------------------|-------------|------------|------------------|---------|-----------------------------------------|-----------------------|---|---|---|--|---|
| Provincial Bodyguard          |             |            |                  | Cavalry | Fire & Charge,<br>Personal<br>Bodyguard | Disciplined (1)       | 0 | 1 | 7 |  |   |
| Formed                        | Superior    | AFP        | Light Lance      |         |                                         |                       |   |   |   |  |   |
| L/O                           | Protected   | Bow        | Expert Swordsmen |         |                                         |                       |   |   |   |  |   |
|                               |             |            |                  |         |                                         |                       |   |   |   |  |   |
| Light Guns                    |             |            |                  | Battery |                                         | Hasty Defences<br>(1) | 0 | 3 | 3 |  |   |
| Formed                        | Average     | AFP        | -                |         |                                         |                       |   |   |   |  |   |
| Loose                         | Unprotected | Light Gun  | -                |         |                                         |                       |   |   |   |  |   |
| Medium Guns                   |             |            |                  | Battery |                                         | Hasty Defences<br>(1) |   |   |   |  | 4 |
| Formed                        | Average     | AFP        | -                |         |                                         |                       |   |   |   |  |   |
| Loose                         | Unprotected | Medium Gun | -                |         |                                         |                       |   |   |   |  |   |
| Heavy Guns                    |             |            |                  | Battery |                                         | Hasty Defences<br>(1) |   |   | 5 |  |   |
| Formed                        | Average     | AFP        | -                |         |                                         |                       |   |   |   |  |   |
| Loose                         | Unprotected | Heavy Gun  | -                |         |                                         |                       |   |   |   |  |   |
| Notes                         |             |            |                  |         |                                         |                       |   |   |   |  |   |

Inspiring Leader is not mandatory, and can only be taken if an Early 16th Century Ottoman Sultans Army ally is used. When taken, Inspiring Leader only applies to an Early 16th Century Ottoman Sultans Army ally.

Fortified Camp is not mandatory, and can only be taken if no War Wagons are taken.

Any Foot TUG can take Hasty Defences (1).

Forlorn Hope not mandatory. Only a Janissary TUG can be made the Forlorn Hope (Serden-Geckti). The Serden-Geckti also gets the Lead the Assault characteristic.

#### Allies

Early 16th Century Ottoman Sultans Army

426

# Late 16th Century Ottoman Provincial Army in the North

Dates 1551-1629

Generals Any Professional or Instinctive (0-4)

Home Terrain Waterside, Plains, Mountains, Forest

Army Traits Great Men, Fortified Camp, Forlorn Hope, Inspiring Leader

| Training Order                  | Quality Protection | Shooting Weapon | Charge Melee     | Characteristics           | Option          | Min | Max | Pts |
|---------------------------------|--------------------|-----------------|------------------|---------------------------|-----------------|-----|-----|-----|
| <b>Feudal Sipahi</b>            |                    |                 |                  | <i>Cavalry</i>            |                 |     |     |     |
| Formed                          | Average            | AFP             | Light Lance      | Spirited Charge           |                 | 2   | 12  | 5   |
| L/O                             | Protected          | Bow             | Swordsmen        |                           |                 |     |     |     |
| <b>Veteran Sipahi</b>           |                    |                 |                  | <i>Cavalry</i>            |                 |     |     |     |
| Formed                          | Superior           | AFP             | Light Lance      | Spirited Charge           |                 | 0   | 12  | 7   |
| L/O                             | Armoured           | Bow             | Swordsmen        |                           |                 |     | 4   |     |
| <b>Tatar Nobles</b>             |                    |                 |                  | <i>Cavalry</i>            |                 |     |     |     |
| Formed                          | Superior           | AFP             | Light Lance      | Fire & Charge             |                 | 0   |     | 7   |
| L/O                             | Protected          | Bow             | Expert Swordsmen |                           |                 |     |     |     |
| <b>Tatars</b>                   |                    |                 |                  | <i>Cavalry</i>            |                 |     |     |     |
| Formed                          | Average            | AFP             | -                | Pathfinder                | Independent (0) | 2   | 16  | 4   |
| L/O                             | Unprotected        | Bow             | Swordsmen        |                           |                 |     |     |     |
| <b>Akinjis</b>                  |                    |                 |                  | <i>Cavalry</i>            |                 |     |     |     |
| Formed                          | Average            | AFP             | -                | Combat Shy                | Pathfinder (1)  |     |     | 3   |
| L/O                             | Unprotected        | Bow             | -                |                           |                 |     |     |     |
| <b>Cossacks</b>                 |                    |                 |                  | <i>Cavalry</i>            |                 |     |     |     |
| Formed                          | Average            | AFP             | Light Lance      | Pathfinder                | Independent (0) | 0   | 4   | 4   |
| L/O                             | Unprotected        | Bow             | -                |                           |                 |     |     |     |
| <b>Mounted Tüfekçi</b>          |                    |                 |                  | <i>Dragoons</i>           |                 |     |     |     |
| Formed                          | Average            | AFP             | -                | Combat Shy                | Pathfinder (1)  | 0   | 4   | 2   |
| Loose                           | Unprotected        | Arquebus        | -                |                           |                 |     |     |     |
| <b>Azab Arquebusiers</b>        |                    |                 |                  | <i>Missile Irregulars</i> |                 |     |     |     |
| Tribal                          | Average            | AFP             | -                | Combat Shy                |                 |     |     | 3   |
| L/O                             | Unprotected        | Arquebus        | -                |                           |                 |     |     |     |
| <b>Levied Azab Arquebusiers</b> |                    |                 |                  | <i>Missile Irregulars</i> |                 |     |     |     |
| Tribal                          | Poor               | AFP             | -                | Combat Shy (0)            |                 | 0   | 8   | 3   |
| L/O                             | Unprotected        | Arquebus        | -                |                           |                 |     |     |     |
| <b>Azab Infantry</b>            |                    |                 |                  | <i>Melee Irregulars</i>   |                 |     |     |     |
| Tribal                          | Average            | AFP             | Impact Weapon    | Combat Shy                |                 |     |     | 4   |
| Loose                           | Unprotected        | Bow             | -                |                           |                 |     |     |     |
| <b>Levied Azab Infantry</b>     |                    |                 |                  | <i>Melee Irregulars</i>   |                 |     |     |     |
| Tribal                          | Poor               | AFP             | Impact Weapon    | Combat Shy (-1)           |                 |     |     | 4   |
| Loose                           | Unprotected        | Bow             | -                |                           |                 |     |     |     |

|                                    |             |            |                  |                  |                                      |                 |   |   |   |
|------------------------------------|-------------|------------|------------------|------------------|--------------------------------------|-----------------|---|---|---|
| Iaylars                            |             |            |                  | Melee Irregulars | Spirited Charge,<br>Zealous          | 0               | 4 | 5 |   |
| Tribal                             | Average     | -          | Impact Weapon    |                  |                                      |                 |   |   |   |
| Loose                              | Unprotected | -          | -                |                  |                                      |                 |   |   |   |
| Cossack Foot                       |             |            |                  | Bande            |                                      | 0               | 2 | 5 |   |
| Formed                             | Average     | AFP        | Stave or Spear   |                  |                                      |                 |   |   |   |
| C/L/O                              | Unprotected | Arquebus   | Swordsmen        |                  |                                      |                 |   |   |   |
| Frontier Janissaries with Arquebus |             |            |                  | Foot Regt        | Shock                                | 0               | 2 | 8 |   |
| Drilled                            | Superior    | SFP        | -                |                  |                                      |                 |   |   |   |
| Close                              | Protected   | Arquebus   | Expert Swordsmen |                  |                                      |                 |   |   |   |
| Sekban                             |             |            |                  | Foot Regt        | Combat Shy                           | 0               | 2 | 3 |   |
| Formed                             | Average     | AFP        | -                |                  |                                      |                 |   |   |   |
| Loose                              | Unprotected | Arquebus   | -                |                  |                                      |                 |   |   |   |
| War Wagons                         |             |            |                  | Battle Wagons    |                                      | 0               | 6 | 4 |   |
| Formed                             | Average     | AFP        | Stave or Spear   |                  |                                      |                 |   |   |   |
| Close                              | Protected   | Arquebus   | Swordsmen        |                  |                                      |                 |   |   |   |
| Army Commander's command only      |             |            |                  |                  |                                      |                 |   |   |   |
| Provincial Bodyguard               |             |            |                  | Cavalry          | Fire & Charge,<br>Personal Bodyguard | Disciplined (1) | 0 | 1 | 7 |
| Formed                             | Superior    | AFP        | Light Lance      |                  |                                      |                 |   |   |   |
| L/O                                | Protected   | Bow        | Expert Swordsmen |                  |                                      |                 |   |   |   |
|                                    |             |            |                  |                  |                                      |                 |   |   |   |
| Light Guns                         |             |            |                  | Battery          | Hasty Defences<br>(1)                | 0               | 3 | 3 |   |
| Formed                             | Average     | AFP        | -                |                  |                                      |                 |   |   |   |
| Loose                              | Unprotected | Light Gun  | -                |                  |                                      |                 |   |   |   |
| Medium Guns                        |             |            |                  | Battery          | Hasty Defences<br>(1)                | 0               | 3 | 4 |   |
| Formed                             | Average     | AFP        | -                |                  |                                      |                 |   |   |   |
| Loose                              | Unprotected | Medium Gun | -                |                  |                                      |                 |   |   |   |
| Heavy Guns                         |             |            |                  | Battery          | Hasty Defences<br>(1)                | 0               | 3 | 5 |   |
| Formed                             | Average     | AFP        | -                |                  |                                      |                 |   |   |   |
| Loose                              | Unprotected | Heavy Gun  | -                |                  |                                      |                 |   |   |   |
| Notes                              |             |            |                  |                  |                                      |                 |   |   |   |

Inspiring Leader is not mandatory, and can only be taken if a Late 16th Century Ottoman Sultans Army ally is used. When taken, Inspiring Leader only applies to a Late 16th Century Ottoman Sultans Army ally.  
Fortified Camp is not mandatory, and can only be taken if no War Wagons are taken.  
Any Foot TUG can take Hasty Defences (1).

Forlorn Hope not mandatory. Only a Janissary TUG can be made the Forlorn Hope (Serden-Geckti). The Serden-Geckti also gets the Lead the Assault characteristic.

### Allies

Late 16th Century Ottoman Sultans Army

427

# Early 17th Century Ottoman Provincial Army in the North

Dates

1630-1660

Generals

Any Professional or Instinctive (0-4)

Home Terrain

Waterside, Plains, Mountains, Forest

Army Traits

Great Men, Fortified Camp, Forlorn Hope, Inspiring Leader

| Training Order           | Quality Protection | Shooting Weapon  | Charge Melee     | Characteristics    | Option                             | Min | Max             | Pts |   |   |
|--------------------------|--------------------|------------------|------------------|--------------------|------------------------------------|-----|-----------------|-----|---|---|
| Rumelian Sipahi          |                    |                  |                  | Cavalry            |                                    | 6   | 20              | 4   |   |   |
| Formed                   | Average            | AFP              | Light Lance      |                    |                                    |     |                 |     |   |   |
| L/O                      | Protected          | Bow              | Swordsmen        |                    |                                    |     |                 |     |   |   |
| Anatolian Sipahi         |                    |                  |                  | Cavalry            | Pathfinder (1),<br>Combat Shy (-1) |     |                 | 3   |   |   |
| Formed                   | Average            | AFP              | -                |                    |                                    |     |                 |     |   |   |
| L/O                      | Unprotected        | Bow              | -                |                    |                                    |     |                 |     |   |   |
| Tatars                   |                    |                  |                  | Cavalry            | Pathfinder                         |     | Independent (0) | 4   |   |   |
| Formed                   | Average            | AFP              | -                |                    |                                    |     |                 |     |   |   |
| L/O                      | Unprotected        | Bow              | Swordsmen        |                    |                                    |     |                 |     |   |   |
| Cossacks                 |                    |                  |                  | Cavalry            | Pathfinder                         |     | Independent (0) | 4   |   |   |
| Formed                   | Average            | AFP              | Light Lance      |                    |                                    |     |                 |     |   |   |
| L/O                      | Unprotected        | Bow              | -                |                    |                                    |     |                 |     |   |   |
| Veteran Sipahi           |                    |                  |                  | Cavalry            | Spirited Charge                    |     | 4               | 7   |   |   |
| Formed                   | Superior           | AFP              | Light Lance      |                    |                                    |     |                 |     |   |   |
| L/O                      | Protected          | Mounted Shot     | Pistol           |                    |                                    |     |                 |     |   |   |
| Tatar Nobles             |                    |                  |                  | Cavalry            | Fire & Charge                      |     |                 | 7   |   |   |
| Formed                   | Superior           | AFP              | Light Lance      |                    |                                    |     |                 |     |   |   |
| L/O                      | Protected          | Bow              | Expert Swordsmen |                    |                                    |     |                 |     |   |   |
| Veteran Cossacks         |                    |                  |                  | Cavalry            | Independent (1),<br>Pathfinder (1) |     | 5               |     |   |   |
| Formed                   | Superior           | AFP              | Light Lance      |                    |                                    |     |                 |     |   |   |
| L/O                      | Unprotected        | Mounted Shot     | Pistol           |                    |                                    |     |                 |     |   |   |
| Cossack Foot             |                    |                  |                  | Bande              |                                    |     | 0               | 2   | 5 |   |
| Formed                   | Average            | AFP              | Stave or Spear   |                    |                                    |     |                 |     |   |   |
| C/L/O                    | Unprotected        | Matchlock Musket | Swordsmen        |                    |                                    |     |                 |     |   |   |
| Mounted Tüfekçi          |                    |                  |                  | Dragoons           | Combat Shy                         |     | Pathfinder (1)  | 0   | 4 | 2 |
| Formed                   | Average            | AFP              | -                |                    |                                    |     |                 |     |   |   |
| Loose                    | Unprotected        | Matchlock Musket | -                |                    |                                    |     |                 |     |   |   |
| Azab Matchlockmen        |                    |                  |                  | Missile Irregulars | Combat Shy                         | 0   | 6               | 3   |   |   |
| Tribal                   | Average            | AFP              | -                |                    |                                    |     |                 |     |   |   |
| L/O                      | Unprotected        | Matchlock Musket | -                |                    |                                    |     |                 |     |   |   |
| Levied Azab Matchlockmen |                    |                  |                  | Missile Irregulars | Combat Shy (0)                     |     |                 | 3   |   |   |
| Tribal                   | Poor               | AFP              | -                |                    |                                    |     |                 |     |   |   |
| L/O                      | Unprotected        | Matchlock Musket | -                |                    |                                    |     |                 |     |   |   |
| Azab Infantry            |                    |                  |                  | Melee Irregulars   | Combat Shy                         |     | 4               |     |   |   |
| Tribal                   | Average            | AFP              | Impact Weapon    |                    |                                    |     |                 |     |   |   |
| Loose                    | Unprotected        | Bow              | -                |                    |                                    |     |                 |     |   |   |
| Levied Azab Infantry     |                    |                  |                  | Melee Irregulars   | Combat Shy (-1)                    |     | 4               |     |   |   |
| Tribal                   | Poor               | AFP              | Impact Weapon    |                    |                                    |     |                 |     |   |   |
| Loose                    | Unprotected        | Bow              | -                |                    |                                    |     |                 |     |   |   |

| Iaylars                       |             |                  |                  | Melee Irregulars |  | Spirited Charge, Zealous          | 0 | 4 | 5 |
|-------------------------------|-------------|------------------|------------------|------------------|--|-----------------------------------|---|---|---|
| Tribal                        | Average     | -                | Impact Weapon    |                  |  |                                   |   |   |   |
| Loose                         | Unprotected | -                | -                |                  |  |                                   |   |   |   |
| Frontier Janissaries          |             |                  |                  | Foot Regt        |  | Shock                             | 0 | 4 | 6 |
| Drilled                       | Average     | SFP              | -                |                  |  |                                   |   |   |   |
| Close                         | Unprotected | Matchlock Musket | Expert Swordsmen |                  |  |                                   |   |   |   |
| Sekban                        |             |                  |                  | Foot Regt        |  | Combat Shy                        | 0 | 2 | 3 |
| Tribal                        | Average     | AFP              | -                |                  |  |                                   |   |   |   |
| Loose                         | Unprotected | Matchlock Musket | -                |                  |  |                                   |   |   |   |
| Army Commander's command only |             |                  |                  |                  |  |                                   |   |   |   |
| Provincial Bodyguard          |             |                  |                  | Cavalry          |  | Fire & Charge, Personal Bodyguard | 0 | 1 | 7 |
| Formed                        | Superior    | AFP              | Light Lance      |                  |  |                                   |   |   |   |
| L/O                           | Protected   | Bow              | Expert Swordsmen |                  |  |                                   |   |   |   |
| Light Guns                    |             |                  |                  | Battery          |  | Hasty Defences (1)                | 0 | 3 | 3 |
| Formed                        | Average     | AFP              | -                |                  |  |                                   |   |   |   |
| Loose                         | Unprotected | Light Gun        | -                |                  |  |                                   |   |   |   |
| Medium Guns                   |             |                  |                  | Battery          |  | Hasty Defences (1)                |   |   |   |
| Formed                        | Average     | AFP              | -                |                  |  |                                   |   |   |   |
| Loose                         | Unprotected | Medium Gun       | -                |                  |  |                                   |   |   |   |
| Heavy Guns                    |             |                  |                  | Battery          |  | Hasty Defences (1)                |   |   |   |
| Formed                        | Average     | AFP              | -                |                  |  |                                   |   |   |   |
| Loose                         | Unprotected | Heavy Gun        | -                |                  |  |                                   |   |   |   |
| Notes                         |             |                  |                  |                  |  |                                   |   |   |   |

Inspiring Leader is not mandatory, and can only be taken if an Early 17th Century Ottoman Sultans Army ally is used. When taken, Inspiring Leader only applies to an Early 17th Century Ottoman Sultans Army ally.  
Any Foot TUG can take Hasty Defences (1).

Forlorn Hope not mandatory. Only a Janissary TUG can be made the Forlorn Hope (Serden-Geckti). The Serden-Geckti also gets the Lead the Assault characteristic.

### Allies

Early 17th Century Ottoman Sultans Army

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# Early 18th Century Ottoman Provincial Army in the North

Dates 1700-1721

Generals Any Professional or Instinctive (0-4)

Home Terrain Waterside, Plains, Mountains, Forest

Army Traits Great Men, Fortified Camp, Forlorn Hope, Inspiring Leader

| Training Order                 | Quality Protection | Shooting Weapon  | Charge Melee     | Characteristics    | Option                             | Min            | Max | Pts             |   |
|--------------------------------|--------------------|------------------|------------------|--------------------|------------------------------------|----------------|-----|-----------------|---|
| Rumelian Sipahi                |                    |                  |                  | Cavalry            |                                    | 6              | 20  | 4               |   |
| Formed                         | Average            | AFP              | Light Lance      |                    |                                    |                |     |                 |   |
| L/O                            | Protected          | Bow              | Swordsmen        |                    |                                    |                |     |                 |   |
| Anatolian Sipahi               |                    |                  |                  | Cavalry            | Pathfinder (1),<br>Combat Shy (-1) |                |     | 3               |   |
| Formed                         | Average            | AFP              | -                |                    |                                    |                |     |                 |   |
| L/O                            | Unprotected        | Bow              | -                |                    |                                    |                |     |                 |   |
| Tatars                         |                    |                  |                  | Cavalry            | Pathfinder                         |                |     | Independent (0) | 4 |
| Formed                         | Average            | AFP              | -                |                    |                                    |                |     |                 |   |
| L/O                            | Unprotected        | Bow              | Swordsmen        |                    |                                    |                |     |                 |   |
| Cossacks                       |                    |                  |                  | Cavalry            | Pathfinder                         |                |     | Independent (0) | 4 |
| Formed                         | Average            | AFP              | Light Lance      |                    |                                    |                |     |                 |   |
| L/O                            | Unprotected        | Bow              | -                |                    |                                    |                |     |                 |   |
| Veteran Sipahi and Mercenaries |                    |                  |                  | Horse              |                                    |                | 4   | 5               |   |
| Formed                         | Superior           | -                | Sword & Pistol   |                    |                                    |                |     |                 |   |
| Loose                          | Unprotected        | -                | Pistol           |                    |                                    |                |     |                 |   |
| Tatar Nobles                   |                    |                  |                  | Cavalry            | Fire & Charge                      |                |     | 7               |   |
| Formed                         | Superior           | AFP              | Light Lance      |                    |                                    |                |     |                 |   |
| L/O                            | Protected          | Bow              | Expert Swordsmen |                    |                                    |                |     |                 |   |
| Cossack Foot                   |                    |                  |                  | Bande              |                                    | 0              | 2   | 5               |   |
| Formed                         | Average            | AFP              | Stave or Spear   |                    |                                    |                |     |                 |   |
| C/L/O                          | Unprotected        | Matchlock Musket | Swordsmen        |                    |                                    |                |     |                 |   |
| Arnauts                        |                    |                  |                  | Skirmishers        | Combat Shy                         | 0              | 6   | 4               |   |
| Formed                         | Average            | AFP              | -                |                    |                                    |                |     |                 |   |
| L/O                            | Unprotected        | Flintlock Musket | -                |                    |                                    |                |     |                 |   |
| Mounted Tüfekçi                |                    |                  |                  | Dragoons           | Combat Shy                         | Pathfinder (1) |     | 0               | 3 |
| Formed                         | Average            | AFP              | -                |                    |                                    |                |     |                 |   |
| Loose                          | Unprotected        | Flintlock Musket | -                |                    |                                    |                |     |                 |   |
| Azab Matchlockmen              |                    |                  |                  | Missile Irregulars | Combat Shy                         | 0              | 6   | 3               |   |
| Tribal                         | Average            | AFP              | -                |                    |                                    |                |     |                 |   |
| L/O                            | Unprotected        | Matchlock Musket | -                |                    |                                    |                |     |                 |   |
| Levied Azab Matchlockmen       |                    |                  |                  | Missile Irregulars | Combat Shy (0)                     |                |     | 3               |   |
| Tribal                         | Poor               | AFP              | -                |                    |                                    |                |     |                 |   |
| L/O                            | Unprotected        | Matchlock Musket | -                |                    |                                    |                |     |                 |   |
| Azab Infantry                  |                    |                  |                  | Melee Irregulars   | Combat Shy                         |                |     | 4               |   |
| Tribal                         | Average            | AFP              | Impact Weapon    |                    |                                    |                |     |                 |   |
| Loose                          | Unprotected        | Bow              | -                |                    |                                    |                |     |                 |   |
| Levied Azab Infantry           |                    |                  |                  | Melee Irregulars   | Combat Shy (-1)                    |                |     | 4               |   |
| Tribal                         | Poor               | AFP              | Impact Weapon    |                    |                                    |                |     |                 |   |
| Loose                          | Unprotected        | Bow              | -                |                    |                                    |                |     |                 |   |

|                                      |             |                  |                  |                  |                                      |   |   |   |
|--------------------------------------|-------------|------------------|------------------|------------------|--------------------------------------|---|---|---|
| <b>Frontier Janissaries</b>          |             |                  |                  | <i>Foot Regt</i> |                                      |   |   |   |
| Formed                               | Average     | AFP              | -                |                  |                                      | 0 | 6 | 6 |
| Close                                | Unprotected | Flintlock Musket | Expert Swordsmen |                  |                                      |   |   |   |
| <b>Egyptian Janissaries</b>          |             |                  |                  | <i>Foot Regt</i> |                                      |   |   |   |
| Formed                               | Superior    | SFP              | -                |                  | Shock                                | 0 | 2 | 8 |
| Close                                | Unprotected | Flintlock Musket | Expert Swordsmen |                  |                                      |   |   |   |
| <b>Sekban</b>                        |             |                  |                  | <i>Foot Regt</i> |                                      |   |   |   |
| Tribal                               | Average     | AFP              | -                |                  | Combat Shy                           | 0 | 2 | 4 |
| Loose                                | Unprotected | Flintlock Musket | -                |                  |                                      |   |   |   |
| <b>Army Commander's command only</b> |             |                  |                  |                  |                                      |   |   |   |
| <b>Provincial Bodyguard</b>          |             |                  |                  | <i>Cavalry</i>   | Fire & Charge,<br>Personal Bodyguard |   |   |   |
| Formed                               | Superior    | AFP              | Light Lance      |                  | Disciplined (1)                      | 0 | 1 | 7 |
| L/O                                  | Protected   | Bow              | Expert Swordsmen |                  |                                      |   |   |   |
| <b>Light Guns</b>                    |             |                  |                  | <i>Battery</i>   |                                      |   |   |   |
| Formed                               | Average     | AFP              | -                |                  | Hasty Defences (1)                   | 0 | 3 | 3 |
| Loose                                | Unprotected | Light Gun        | -                |                  |                                      |   |   |   |
| <b>Medium Guns</b>                   |             |                  |                  | <i>Battery</i>   |                                      |   |   |   |
| Formed                               | Average     | AFP              | -                |                  | Hasty Defences (1)                   |   |   | 4 |
| Loose                                | Unprotected | Medium Gun       | -                |                  |                                      |   |   |   |
| <b>Heavy Guns</b>                    |             |                  |                  | <i>Battery</i>   |                                      |   |   |   |
| Formed                               | Average     | AFP              | -                |                  | Hasty Defences (1)                   |   |   | 5 |
| Loose                                | Unprotected | Heavy Gun        | -                |                  |                                      |   |   |   |
| <b>Notes</b>                         |             |                  |                  |                  |                                      |   |   |   |

Inspiring Leader is not mandatory, and can only be taken if an Early 18th Century Ottoman Sultans Army ally is used. When taken, Inspiring Leader only applies to an Early 18th Century Ottoman Sultans Army ally. Any Foot TUG can take Hasty Defences (1).

Forlorn Hope not mandatory. Only a Janissary TUG can be made the Forlorn Hope (Serden-Geckti). The Serden-Geckti also gets the Lead the Assault characteristic.

### Allies

Early 18th Century Ottoman Sultans Army

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**Early 16th Century Ottoman Provincial Army in the Middle East & Egypt**

Dates

1517-1550

Generals

Any Professional or Instinctive (0-4)

Home Terrain

Waterside, Cultivated, Mountains, Desert

Army Traits

Great Men, Forlorn Hope, Fort, Inspiring Leader

| Training Order       | Quality Protection | Shooting Weapon | Charge Melee     | Characteristics                | Option          | Min | Max | Pts |
|----------------------|--------------------|-----------------|------------------|--------------------------------|-----------------|-----|-----|-----|
| Feudal Sipahi        |                    |                 |                  | Cavalry                        |                 |     |     |     |
| Formed               | Average            | AFP             | Light Lance      | Spirited Charge                |                 | 2   | 12  | 5   |
| L/O                  | Protected          | Bow             | Swordsmen        |                                |                 |     |     |     |
| Veteran Sipahi       |                    |                 |                  | Cavalry                        |                 |     |     |     |
| Formed               | Superior           | AFP             | Light Lance      | Spirited Charge                |                 | 0   | 12  | 7   |
| L/O                  | Armoured           | Bow             | Swordsmen        |                                |                 |     |     |     |
| Ex Mamluks           |                    |                 |                  | Cavalry                        |                 |     |     |     |
| Drilled              | Superior           | AFP             | Light Lance      | Spirited Charge, Fire & Charge |                 | 0   | 4   | 9   |
| L/O                  | Armoured           | Bow             | Expert Swordsmen |                                |                 |     |     |     |
| Akinjis              |                    |                 |                  | Cavalry                        |                 |     |     |     |
| Formed               | Average            | AFP             | -                | Combat Shy                     | Pathfinder (1)  | 2   | 16  | 3   |
| L/O                  | Unprotected        | Bow             | -                |                                |                 |     |     |     |
| Bedouin Cavalry      |                    |                 |                  | Cavalry                        |                 |     |     |     |
| Formed               | Average            | -               | Light Lance      | Pathfinder                     | Independent (0) |     | 16  | 3   |
| L/O                  | Unprotected        | -               | Swordsmen        |                                |                 |     |     |     |
| Bedouin Camelry      |                    |                 |                  | Camelry                        |                 |     |     |     |
| Formed               | Average            | -               | Light Lance      | Pathfinder                     | Independent (0) | 0   | 4   | 3   |
| L/O                  | Unprotected        | -               | Swordsmen        |                                |                 |     |     |     |
| Azab Archers         |                    |                 |                  | Missile Irregulars             |                 |     |     |     |
| Tribal               | Average            | AFP             | -                | Combat Shy                     |                 |     |     | 2   |
| L/O                  | Unprotected        | Bow             | -                |                                |                 |     |     |     |
| Levied Azab Archers  |                    |                 |                  | Missile Irregulars             |                 |     |     |     |
| Tribal               | Poor               | AFP             | -                | Combat Shy (0)                 |                 |     | 8   | 2   |
| L/O                  | Unprotected        | Bow             | -                |                                |                 |     |     |     |
| Azab Infantry        |                    |                 |                  | Melee Irregulars               |                 |     |     |     |
| Tribal               | Average            | AFP             | Impact Weapon    | Combat Shy                     |                 | 2   |     | 4   |
| Loose                | Unprotected        | Bow             | -                |                                |                 |     |     |     |
| Levied Azab Infantry |                    |                 |                  | Melee Irregulars               |                 |     |     |     |
| Tribal               | Poor               | AFP             | Impact Weapon    | Combat Shy (-1)                |                 |     |     | 4   |
| Loose                | Unprotected        | Bow             | -                |                                |                 |     |     |     |
| Arab Spearmen        |                    |                 |                  | Solid Irregulars               |                 |     |     |     |
| Tribal               | Average            | -               | Stave or Spear   |                                |                 |     | 8   | 5   |
| Close                | Protected          | -               | Stave or Spear   |                                |                 |     |     |     |
| Arab Swordsmen       |                    |                 |                  | Melee Irregulars               |                 |     |     |     |
| Tribal               | Average            | -               | -                | Spirited Charge                |                 |     |     | 4   |
| Loose                | Unprotected        | -               | Swordsmen        |                                |                 |     |     |     |
| Arab Arquebusiers    |                    |                 |                  | Skirmishers                    |                 |     |     |     |
| Formed               | Average            | AFP             | -                |                                |                 | 0   | 4   | 4   |
| L/O                  | Unprotected        | Arquebus        | -                |                                |                 |     |     |     |
| Iaylars              |                    |                 |                  | Melee Irregulars               |                 |     |     |     |
| Tribal               | Average            | -               | Impact Weapon    | Spirited Charge, Zealous       |                 | 0   | 4   | 5   |
| Loose                | Unprotected        | -               | -                |                                |                 |     |     |     |

| <i>Frontier Janissaries with Bow</i>      |             |            |                  | <i>Foot Regt</i>            |   |   |   |
|-------------------------------------------|-------------|------------|------------------|-----------------------------|---|---|---|
| Drilled                                   | Superior    | HFP        | -                | Shock                       | 0 | 2 | 8 |
| Close                                     | Protected   | Bow        | Expert Swordsmen |                             |   |   |   |
| <i>Frontier Janissaries with Arquebus</i> |             |            |                  | <i>Foot Regt</i>            |   |   |   |
| Drilled                                   | Superior    | SFP        | -                | Shock                       | 0 | 2 | 8 |
| Close                                     | Protected   | Arquebus   | Expert Swordsmen |                             |   |   |   |
| <i>Camel Guns</i>                         |             |            |                  | <i>Camelry</i>              |   |   |   |
| Formed                                    | Average     | AFP        | -                | Combat Shy,<br>Dismountable | 0 | 2 | 4 |
| Loose                                     | Unprotected | Light Gun  | -                |                             |   |   |   |
| <i>Light Guns</i>                         |             |            |                  | <i>Battery</i>              |   |   |   |
| Formed                                    | Average     | AFP        | -                | Hasty Defences<br>(1)       | 0 | 3 | 3 |
| Loose                                     | Unprotected | Light Gun  | -                |                             |   |   |   |
| <i>Medium Guns</i>                        |             |            |                  | <i>Battery</i>              |   |   |   |
| Formed                                    | Average     | AFP        | -                | Hasty Defences<br>(1)       |   |   | 4 |
| Loose                                     | Unprotected | Medium Gun | -                |                             |   |   |   |
| <i>Heavy Guns</i>                         |             |            |                  | <i>Battery</i>              |   |   |   |
| Formed                                    | Average     | AFP        | -                | Hasty Defences<br>(1)       |   |   | 5 |
| Loose                                     | Unprotected | Heavy Gun  | -                |                             |   |   |   |
| <i>Notes</i>                              |             |            |                  |                             |   |   |   |

Inspiring Leader is not mandatory, and can only be taken if an Early 16th Century Ottoman Sultans Army ally is used. When taken, Inspiring Leader only applies to an Early 16th Century Ottoman Sultans Army ally.

A Fort is not mandatory. If taken, the territory types available when defending are Desert or Waterside. In addition the army gains the Domiciled trait.

The following can garrison a Fort -

- Frontier Janissaries
- (Levied) Azab Archers
- (Levied) Azab Infantry

When garrisoning a fort, a TUG may take the Regimental Gun characteristic. This characteristic is lost if the TUG leaves the Fort.

Forlorn Hope is not mandatory. Only a Janissary TUG can be made the Forlorn Hope (Serden-Geckti). The Serden-Geckti also gets the Lead the Assault characteristic.

Fort and Forlorn Hope cannot be taken together.

## *Allies*

Early 16th Century Ottoman Sultans Army

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**Late 16th Century Ottoman Provincial Army in the Middle East & Egypt**

Dates 1551-1629

Generals Any Professional or Instinctive (0-4)

Home Terrain Waterside, Cultivated, Mountains, Desert

Army Traits Great Men, Forlorn Hope, Fort, Inspiring Leader

| Training Order           | Quality Protection | Shooting Weapon | Charge Melee     | Characteristics    | Option | Min             | Max             | Pts |    |   |
|--------------------------|--------------------|-----------------|------------------|--------------------|--------|-----------------|-----------------|-----|----|---|
| Feudal Sipahi            |                    |                 |                  | Cavalry            |        | Spirited Charge | 2               | 12  | 5  |   |
| Formed                   | Average            | AFP             | Light Lance      |                    |        |                 |                 |     |    |   |
| L/O                      | Protected          | Bow             | Swordsmen        |                    |        |                 |                 |     |    |   |
| Veteran Sipahi           |                    |                 |                  | Cavalry            |        | Spirited Charge | 0               | 12  | 7  |   |
| Formed                   | Superior           | AFP             | Light Lance      |                    |        |                 |                 |     |    |   |
| L/O                      | Armoured           | Bow             | Swordsmen        |                    |        |                 |                 |     |    |   |
| Arab Noble Cavalry       |                    |                 |                  | Horse              |        | Spirited Charge | 0               | 4   | 6  |   |
| Formed                   | Superior           | -               | Light Lance      |                    |        |                 |                 |     |    |   |
| Loose                    | Armoured           | -               | Expert Swordsmen |                    |        |                 |                 |     |    |   |
| Akinjis                  |                    |                 |                  | Cavalry            |        | Combat Shy      | Pathfinder (1)  | 2   | 16 | 3 |
| Formed                   | Average            | AFP             | -                |                    |        |                 |                 |     |    |   |
| L/O                      | Unprotected        | Bow             | -                |                    |        |                 |                 |     |    |   |
| Bedouin Cavalry          |                    |                 |                  | Cavalry            |        | Pathfinder      | Independent (0) | 2   | 16 | 3 |
| Formed                   | Average            | -               | Light Lance      |                    |        |                 |                 |     |    |   |
| L/O                      | Unprotected        | -               | Swordsmen        |                    |        |                 |                 |     |    |   |
| Bedouin Camelry          |                    |                 |                  | Camelry            |        | Pathfinder      | Independent (0) | 0   | 4  | 3 |
| Formed                   | Average            | -               | Light Lance      |                    |        |                 |                 |     |    |   |
| L/O                      | Unprotected        | -               | Swordsmen        |                    |        |                 |                 |     |    |   |
| Azab Arquebusiers        |                    |                 |                  | Missile Irregulars |        | Combat Shy      |                 | 2   | 8  | 3 |
| Tribal                   | Average            | AFP             | -                |                    |        |                 |                 |     |    |   |
| L/O                      | Unprotected        | Arquebus        | -                |                    |        |                 |                 |     |    |   |
| Levied Azab Arquebusiers |                    |                 |                  | Missile Irregulars |        | Combat Shy (0)  |                 | 2   | 8  | 3 |
| Tribal                   | Poor               | AFP             | -                |                    |        |                 |                 |     |    |   |
| L/O                      | Unprotected        | Arquebus        | -                |                    |        |                 |                 |     |    |   |
| Azab Infantry            |                    |                 |                  | Melee Irregulars   |        | Combat Shy      |                 | 2   | 8  | 4 |
| Tribal                   | Average            | AFP             | Impact Weapon    |                    |        |                 |                 |     |    |   |
| Loose                    | Unprotected        | Bow             | -                |                    |        |                 |                 |     |    |   |
| Levied Azab Infantry     |                    |                 |                  | Melee Irregulars   |        | Combat Shy (-1) |                 | 2   | 8  | 4 |
| Tribal                   | Poor               | AFP             | Impact Weapon    |                    |        |                 |                 |     |    |   |
| Loose                    | Unprotected        | Bow             | -                |                    |        |                 |                 |     |    |   |
| Arab Spearmen            |                    |                 |                  | Solid Irregulars   |        |                 |                 | 2   | 8  | 5 |
| Tribal                   | Average            | -               | Stave or Spear   |                    |        |                 |                 |     |    |   |
| Close                    | Protected          | -               | Stave or Spear   |                    |        |                 |                 |     |    |   |
| Arab Swordsmen           |                    |                 |                  | Melee Irregulars   |        | Spirited Charge |                 | 2   | 8  | 4 |
| Tribal                   | Average            | -               | -                |                    |        |                 |                 |     |    |   |
| Loose                    | Unprotected        | -               | Swordsmen        |                    |        |                 |                 |     |    |   |
| Arab Arquebusiers        |                    |                 |                  | Skirmishers        |        |                 |                 | 2   | 8  | 4 |
| Formed                   | Average            | AFP             | -                |                    |        |                 |                 |     |    |   |
| L/O                      | Unprotected        | Arquebus        | -                |                    |        |                 |                 |     |    |   |

| Iaylars                            |             |            |                  | Melee Irregulars | Spirited Charge,<br>Zealous | 0 | 4 | 5 |
|------------------------------------|-------------|------------|------------------|------------------|-----------------------------|---|---|---|
| Tribal                             | Average     | -          | Impact Weapon    |                  |                             |   |   |   |
| Loose                              | Unprotected | -          | -                |                  |                             |   |   |   |
| Frontier Janissaries with Arquebus |             |            |                  | Foot Regt        | Shock                       | 0 | 3 | 8 |
| Drilled                            | Superior    | SFP        | -                |                  |                             |   |   |   |
| Close                              | Protected   | Arquebus   | Expert Swordsmen |                  |                             |   |   |   |
| Sekban                             |             |            |                  | Foot Regt        | Combat Shy                  | 0 | 2 | 3 |
| Formed                             | Average     | AFP        | -                |                  |                             |   |   |   |
| Loose                              | Unprotected | Arquebus   | -                |                  |                             |   |   |   |
|                                    |             |            |                  |                  | Combat Shy,<br>Dismountable | 0 | 2 | 4 |
| Formed                             | Average     | AFP        | -                |                  |                             |   |   |   |
| Loose                              | Unprotected | Light Gun  | -                |                  |                             |   |   |   |
| Light Guns                         |             |            |                  | Battery          | Hasty<br>Defences (1)       | 0 | 3 | 3 |
| Formed                             | Average     | AFP        | -                |                  |                             |   |   |   |
| Loose                              | Unprotected | Light Gun  | -                |                  |                             |   |   |   |
| Medium Guns                        |             |            |                  | Battery          | Hasty<br>Defences (1)       |   |   | 4 |
| Formed                             | Average     | AFP        | -                |                  |                             |   |   |   |
| Loose                              | Unprotected | Medium Gun | -                |                  |                             |   |   |   |
| Heavy Guns                         |             |            |                  | Battery          | Hasty<br>Defences (1)       |   |   | 5 |
| Formed                             | Average     | AFP        | -                |                  |                             |   |   |   |
| Loose                              | Unprotected | Heavy Gun  | -                |                  |                             |   |   |   |
| Notes                              |             |            |                  |                  |                             |   |   |   |

Inspiring Leader is not mandatory, and can only be taken if a Late 16th Century Ottoman Sultans Army ally is used. When taken, Inspiring Leader only applies to a Late 16th Century Ottoman Sultans Army ally.

A Fort is not mandatory. If taken, the territory types available when defending are Desert or Waterside. In addition the army gains the Domiciled trait.

The following can garrison a Fort -

- Frontier Janissaries
- (Levied) Azab Arquebusiers
- (Levied) Azab Infantry
- Arab Arquebusiers

When garrisoning a fort, a TUG may take the Regimental Gun characteristic. This characteristic is lost if the TUG leaves the Fort.

Forlorn Hope is not mandatory. Only a Janissary TUG can be made the Forlorn Hope (Serden-Geckti). The Serden-Geckti also gets the Lead the Assault characteristic.

Fort and Forlorn Hope cannot be taken together.

## Allies

Late 16th Century Ottoman Sultans Army

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**Early 17th Century Ottoman Provincial Army in the Middle East & Egypt**

Dates 1630-1660

Generals Any Professional or Instinctive (0-4)

Home Terrain Waterside, Cultivated, Mountains, Desert

Army Traits Great Men, Forlorn Hope, Fort, Inspiring Leader

| Training Order                 | Quality Protection | Shooting Weapon  | Charge Melee     | Characteristics    | Option                             | Min             | Max | Pts             |   |
|--------------------------------|--------------------|------------------|------------------|--------------------|------------------------------------|-----------------|-----|-----------------|---|
| Rumelian Sipahi                |                    |                  |                  | Cavalry            |                                    |                 | 20  | 4               |   |
| Formed                         | Average            | AFP              | Light Lance      |                    |                                    |                 |     |                 |   |
| L/O                            | Protected          | Bow              | Swordsmen        |                    |                                    |                 |     |                 |   |
| Anatolian Sipahi               |                    |                  |                  | Cavalry            | Pathfinder (1),<br>Combat Shy (-1) |                 |     | 3               |   |
| Formed                         | Average            | AFP              | -                |                    |                                    | 4               | 4   | 3               |   |
| L/O                            | Unprotected        | Bow              | -                |                    |                                    |                 |     |                 |   |
| Bedouin Cavalry                |                    |                  |                  | Cavalry            | Pathfinder                         |                 |     | Independent (0) | 3 |
| Formed                         | Average            | -                | Light Lance      |                    |                                    |                 |     |                 |   |
| L/O                            | Unprotected        | -                | Swordsmen        |                    |                                    |                 |     |                 |   |
| Bedouin Camelry                |                    |                  |                  | Camelry            | Pathfinder                         | Independent (0) |     | 3               |   |
| Formed                         | Average            | -                | Light Lance      |                    |                                    |                 | 4   | 3               |   |
| L/O                            | Unprotected        | -                | Swordsmen        |                    |                                    |                 |     |                 |   |
| Veteran Sipahi                 |                    |                  |                  | Cavalry            | Spirited Charge                    |                 |     |                 |   |
| Formed                         | Superior           | AFP              | Light Lance      |                    |                                    |                 |     |                 |   |
| L/O                            | Armoured           | Bow              | Swordsmen        |                    |                                    |                 |     |                 |   |
| Arab Noble Cavalry             |                    |                  |                  | Horse              | Spirited Charge                    |                 | 4   | 6               |   |
| Formed                         | Superior           | -                | Light Lance      |                    |                                    |                 | 4   | 5               |   |
| Loose                          | Armoured           | -                | Expert Swordsmen |                    |                                    |                 |     |                 |   |
| Veteran Sipahi and Mercenaries |                    |                  |                  | Horse              |                                    |                 |     |                 |   |
| Formed                         | Superior           | -                | Sword & Pistol   |                    |                                    |                 |     |                 |   |
| Loose                          | Unprotected        | -                | Pistol           |                    |                                    |                 |     |                 |   |
| Azab Matchlockmen              |                    |                  |                  | Missile Irregulars | Combat Shy                         |                 | 8   | 3               |   |
| Tribal                         | Average            | AFP              | -                |                    |                                    |                 |     |                 |   |
| L/O                            | Unprotected        | Matchlock Musket | -                |                    |                                    |                 |     |                 |   |
| Levied Azab Matchlockmen       |                    |                  |                  | Missile Irregulars | Combat Shy (0)                     |                 |     |                 | 3 |
| Tribal                         | Poor               | AFP              | -                |                    |                                    |                 | 8   | 4               |   |
| L/O                            | Unprotected        | Matchlock Musket | -                |                    |                                    |                 |     |                 |   |
| Azab Infantry                  |                    |                  |                  | Melee Irregulars   | Combat Shy                         |                 |     |                 |   |
| Tribal                         | Average            | AFP              | Impact Weapon    |                    |                                    |                 |     |                 |   |
| Loose                          | Unprotected        | Bow              | -                |                    |                                    |                 |     |                 |   |
| Levied Azab Infantry           |                    |                  |                  | Melee Irregulars   | Combat Shy (-1)                    | 2               |     | 4               |   |
| Tribal                         | Poor               | AFP              | Impact Weapon    |                    |                                    |                 | 8   | 5               |   |
| Loose                          | Unprotected        | Bow              | -                |                    |                                    |                 |     |                 |   |
| Arab Spearmen                  |                    |                  |                  | Solid Irregulars   |                                    |                 |     |                 |   |
| Tribal                         | Average            | -                | Stave or Spear   |                    |                                    |                 |     |                 |   |
| Close                          | Protected          | -                | Stave or Spear   |                    |                                    |                 |     |                 |   |
| Arab Swordsmen                 |                    |                  |                  | Melee Irregulars   | Spirited Charge                    |                 |     | 4               |   |
| Tribal                         | Average            | -                | -                |                    |                                    |                 | 8   | 4               |   |
| Loose                          | Unprotected        | -                | Swordsmen        |                    |                                    |                 |     |                 |   |
| Arab Matchlockmen              |                    |                  |                  | Skirmishers        |                                    |                 |     |                 |   |
| Formed                         | Average            | AFP              | -                |                    |                                    |                 |     |                 |   |
| L/O                            | Unprotected        | Matchlock Musket | -                |                    |                                    |                 |     |                 |   |

| Iaylars              |             |                  |                  | Melee Irregulars | Spirited Charge,<br>Zealous | 0 | 4 | 5 |
|----------------------|-------------|------------------|------------------|------------------|-----------------------------|---|---|---|
| Tribal               | Average     | -                | Impact Weapon    |                  |                             |   |   |   |
| Loose                | Unprotected | -                | -                |                  |                             |   |   |   |
| Frontier Janissaries |             |                  |                  | Foot Regt        | Shock                       | 0 | 4 | 6 |
| Drilled              | Average     | SFP              | -                |                  |                             |   |   |   |
| Close                | Unprotected | Matchlock Musket | Expert Swordsmen |                  |                             |   |   |   |
| Sekban               |             |                  |                  | Foot Regt        | Combat Shy                  | 0 | 2 | 3 |
| Tribal               | Average     | AFP              | -                |                  |                             |   |   |   |
| Loose                | Unprotected | Matchlock Musket | -                |                  |                             |   |   |   |
|                      |             |                  |                  |                  |                             |   |   |   |
| Camel Guns           |             |                  |                  | Camelry          | Combat Shy,<br>Dismountable | 0 | 2 | 4 |
| Formed               | Average     | AFP              | -                |                  |                             |   |   |   |
| Loose                | Unprotected | Light Gun        | -                |                  |                             |   |   |   |
| Light Guns           |             |                  |                  | Battery          | Hasty Defences<br>(1)       | 0 | 3 | 3 |
| Formed               | Average     | AFP              | -                |                  |                             |   |   |   |
| Loose                | Unprotected | Light Gun        | -                |                  |                             |   |   |   |
| Medium Guns          |             |                  |                  | Battery          | Hasty Defences<br>(1)       | 0 | 3 | 4 |
| Formed               | Average     | AFP              | -                |                  |                             |   |   |   |
| Loose                | Unprotected | Medium Gun       | -                |                  |                             |   |   |   |
| Heavy Guns           |             |                  |                  | Battery          | Hasty Defences<br>(1)       | 0 | 3 | 5 |
| Formed               | Average     | AFP              | -                |                  |                             |   |   |   |
| Loose                | Unprotected | Heavy Gun        | -                |                  |                             |   |   |   |
| Notes                |             |                  |                  |                  |                             |   |   |   |

Inspiring Leader is not mandatory, and can only be taken if an Early 17th Century Ottoman Sultans Army ally is used. When taken, Inspiring Leader only applies to an Early 17th Century Ottoman Sultans Army ally.

A Fort is not mandatory. If taken, the territory types available when defending are Desert or Waterside. In addition the army gains the Domiciled trait.

The following can garrison a Fort -

- Frontier Janissaries
- (Levied) Azab Matchlockmen
- (Levied) Azab Infantry
- Arab Matchlockmen

When garrisoning a fort, a TUG may take the Regimental Gun characteristic. This characteristic is lost if the TUG leaves the Fort.

Forlorn Hope is not mandatory. Only a Janissary TUG can be made the Forlorn Hope (Serden-Geckti). The Serden-Geckti also gets the Lead the Assault characteristic.

Fort and Forlorn Hope cannot be taken together.

## Allies

Early 17th Century Ottoman Sultans Army

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**Late 17th Century Ottoman Provincial Army in the Middle East & Egypt**

Dates 1661-1699

Generals Any Professional or Instinctive (0-4)

Home Terrain Waterside, Cultivated, Mountains, Desert

Army Traits Great Men, Forlorn Hope, Fort, Inspiring Leader

| Training Order                 | Quality Protection | Shooting Weapon  | Charge Melee     | Characteristics                    | Option          | Min | Max | Pts |   |
|--------------------------------|--------------------|------------------|------------------|------------------------------------|-----------------|-----|-----|-----|---|
| Rumelian Sipahi                |                    |                  |                  | Cavalry                            |                 | 4   | 20  | 4   |   |
| Formed                         | Average            | AFP              | Light Lance      |                                    |                 |     |     |     |   |
| L/O                            | Protected          | Bow              | Swordsmen        |                                    |                 |     |     |     |   |
| Anatolian Sipahi               |                    |                  |                  | Cavalry                            |                 |     |     | 3   |   |
| Formed                         | Average            | AFP              | -                | Pathfinder (1),<br>Combat Shy (-1) |                 |     |     |     |   |
| L/O                            | Unprotected        | Bow              | -                |                                    |                 |     |     |     |   |
| Bedouin Cavalry                |                    |                  |                  | Cavalry                            |                 |     | 4   | 3   |   |
| Formed                         | Average            | -                | Light Lance      | Pathfinder                         | Independent (0) |     |     |     |   |
| L/O                            | Unprotected        | -                | Swordsmen        |                                    |                 |     |     |     |   |
| Bedouin Camelry                |                    |                  |                  | Camelry                            |                 |     |     | 4   | 3 |
| Formed                         | Average            | -                | Light Lance      | Pathfinder                         | Independent (0) |     |     |     |   |
| L/O                            | Unprotected        | -                | Swordsmen        |                                    |                 |     |     |     |   |
| Veteran Sipahi                 |                    |                  |                  | Cavalry                            |                 | 0   | 4   | 7   |   |
| Formed                         | Superior           | AFP              | Light Lance      | Spirited Charge                    |                 |     |     |     |   |
| L/O                            | Protected          | Mounted Shot     | Pistol           |                                    |                 |     |     |     |   |
| Veteran Sipahi and Mercenaries |                    |                  |                  | Horse                              |                 |     |     | 5   |   |
| Formed                         | Superior           | -                | Sword & Pistol   |                                    |                 |     |     |     |   |
| Loose                          | Unprotected        | -                | Pistol           |                                    |                 |     |     |     |   |
| Arab Noble Cavalry             |                    |                  |                  | Horse                              |                 |     | 6   |     |   |
| Formed                         | Superior           | -                | Light Lance      | Spirited Charge                    |                 |     |     |     |   |
| Loose                          | Armoured           | -                | Expert Swordsmen |                                    |                 |     |     |     |   |
| Azab Matchlockmen              |                    |                  |                  | Missile Irregulars                 |                 | 2   | 8   | 3   |   |
| Tribal                         | Average            | AFP              | -                | Combat Shy                         |                 |     |     |     |   |
| L/O                            | Unprotected        | Matchlock Musket | -                |                                    |                 |     |     |     |   |
| Levied Azab Matchlockmen       |                    |                  |                  | Missile Irregulars                 |                 |     |     | 3   |   |
| Tribal                         | Poor               | AFP              | -                | Combat Shy (0)                     |                 |     |     |     |   |
| L/O                            | Unprotected        | Matchlock Musket | -                |                                    |                 |     |     |     |   |
| Azab Infantry                  |                    |                  |                  | Melee Irregulars                   |                 |     |     | 4   |   |
| Tribal                         | Average            | AFP              | Impact Weapon    | Combat Shy                         |                 |     |     |     |   |
| Loose                          | Unprotected        | Bow              | -                |                                    |                 |     |     |     |   |
| Levied Azab Infantry           |                    |                  |                  | Melee Irregulars                   |                 |     | 4   |     |   |
| Tribal                         | Poor               | AFP              | Impact Weapon    | Combat Shy (-1)                    |                 |     |     |     |   |
| Loose                          | Unprotected        | Bow              | -                |                                    |                 |     |     |     |   |
| Arab Spearmen                  |                    |                  |                  | Solid Irregulars                   |                 | 8   | 5   |     |   |
| Tribal                         | Average            | -                | Stave or Spear   |                                    |                 |     |     |     |   |
| Close                          | Protected          | -                | Stave or Spear   |                                    |                 |     |     |     |   |
| Arab Swordsmen                 |                    |                  |                  | Melee Irregulars                   |                 |     | 4   |     |   |
| Tribal                         | Average            | -                | -                | Spirited Charge                    |                 |     |     |     |   |
| Loose                          | Unprotected        | -                | Swordsmen        |                                    |                 |     |     |     |   |
| Arab Matchlockmen              |                    |                  |                  | Skirmishers                        |                 |     | 4   |     |   |
| Formed                         | Average            | AFP              | -                |                                    |                 |     |     |     |   |
| L/O                            | Unprotected        | Matchlock Musket | -                |                                    |                 |     |     |     |   |

| Iaylars              |             |                  |                  | Melee Irregulars | Spirited Charge,<br>Zealous | 0 | 4 | 5 |   |
|----------------------|-------------|------------------|------------------|------------------|-----------------------------|---|---|---|---|
| Tribal               | Average     | -                | Impact Weapon    |                  |                             |   |   |   |   |
| Loose                | Unprotected | -                | -                |                  |                             |   |   |   |   |
| Frontier Janissaries |             |                  |                  | Foot Regt        |                             | 0 | 5 | 5 |   |
| Formed               | Average     | AFP              | -                |                  |                             |   |   |   |   |
| Close                | Unprotected | Matchlock Musket | Expert Swordsmen |                  |                             |   |   |   |   |
| Egyptian Janissaries |             |                  |                  | Foot Regt        | Shock                       | 0 | 2 | 7 |   |
| Formed               | Superior    | SFP              | -                |                  |                             |   |   |   |   |
| Close                | Unprotected | Matchlock Musket | Expert Swordsmen |                  |                             |   |   |   |   |
| Sekban               |             |                  |                  | Foot Regt        | Combat Shy                  | 0 | 2 | 3 |   |
| Tribal               | Average     | AFP              | -                |                  |                             |   |   |   |   |
| Loose                | Unprotected | Matchlock Musket | -                |                  |                             |   |   |   |   |
|                      |             |                  |                  |                  |                             |   |   |   |   |
| Camel Guns           |             |                  |                  | Camelry          | Combat Shy,<br>Dismountable | 0 | 2 | 4 |   |
| Formed               | Average     | AFP              | -                |                  |                             |   |   |   |   |
| Loose                | Unprotected | Light Gun        | -                |                  |                             |   |   |   |   |
| Light Guns           |             |                  |                  | Battery          | Hasty Defences<br>(1)       | 0 | 4 | 3 |   |
| Formed               | Average     | AFP              | -                |                  |                             |   |   |   |   |
| Loose                | Unprotected | Light Gun        | -                |                  |                             |   |   |   |   |
| Medium Guns          |             |                  |                  | Battery          | Hasty Defences<br>(1)       |   |   | 4 | 4 |
| Formed               | Average     | AFP              | -                |                  |                             |   |   |   |   |
| Loose                | Unprotected | Medium Gun       | -                |                  |                             |   |   |   |   |
| Heavy Guns           |             |                  |                  | Battery          | Hasty Defences<br>(1)       |   |   | 5 |   |
| Formed               | Average     | AFP              | -                |                  |                             |   |   |   |   |
| Loose                | Unprotected | Heavy Gun        | -                |                  |                             |   |   |   |   |
| Notes                |             |                  |                  |                  |                             |   |   |   |   |

Inspiring Leader is not mandatory, and can only be taken if an Ottoman Empire (Mehmed IV & Suleiman II) ally is used. When taken, Inspiring Leader only applies to an Ottoman Empire (Mehmed IV & Suleiman II) ally.

A Fort is not mandatory. If taken, the territory types available when defending are Desert or Waterside. In addition the army gains the Domiciled trait.

The following can garrison a Fort -

- Frontier Janissaries
- (Levied) Azab Matchlockmen
- (Levied) Azab Infantry
- Arab Matchlockmen

When garrisoning a fort, a TUG may take the Regimental Gun characteristic. This characteristic is lost if the TUG leaves the Fort.

Forlorn Hope is not mandatory. Only a Janissary TUG can be made the Forlorn Hope (Serden-Geckti). The Serden-Geckti also gets the Lead the Assault characteristic.

Fort and Forlorn Hope cannot be taken together.

## Allies

Ottoman Empire (Mehmed IV & Suleiman II)

List Version 2026.1 1st Jan 2026

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updated

01 December 2025

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**Early 18th Century Ottoman Provincial Army in the Middle East & Egypt**

Dates 1700-1721

Generals Any Professional or Instinctive (0-4)

Home Terrain Waterside, Cultivated, Mountains, Desert

Army Traits Great Men, Forlorn Hope, Fort, Inspiring Leader

| Training Order                 | Quality Protection | Shooting Weapon  | Charge Melee     | Characteristics    | Option                             | Min | Max             | Pts |   |
|--------------------------------|--------------------|------------------|------------------|--------------------|------------------------------------|-----|-----------------|-----|---|
| Rumelian Sipahi                |                    |                  |                  | Cavalry            |                                    | 4   | 20              | 4   |   |
| Formed                         | Average            | AFP              | Light Lance      |                    |                                    |     |                 |     |   |
| L/O                            | Protected          | Bow              | Swordsmen        |                    |                                    |     |                 |     |   |
| Anatolian Sipahi               |                    |                  |                  | Cavalry            | Pathfinder (1),<br>Combat Shy (-1) |     |                 | 3   |   |
| Formed                         | Average            | AFP              | -                |                    |                                    |     |                 |     |   |
| L/O                            | Unprotected        | Bow              | -                |                    |                                    |     |                 |     |   |
| Bedouin Cavalry                |                    |                  |                  | Cavalry            | Pathfinder                         |     | Independent (0) | 3   |   |
| Formed                         | Average            | -                | Light Lance      |                    |                                    |     |                 |     |   |
| L/O                            | Unprotected        | -                | Swordsmen        |                    |                                    |     |                 |     |   |
| Bedouin Camelry                |                    |                  |                  | Camelry            | Pathfinder                         |     | Independent (0) | 4   | 3 |
| Formed                         | Average            | -                | Light Lance      |                    |                                    |     |                 |     |   |
| L/O                            | Unprotected        | -                | Swordsmen        |                    |                                    |     |                 |     |   |
| Veteran Sipahi                 |                    |                  |                  | Cavalry            | Spirited Charge                    | 4   | 4               | 7   |   |
| Formed                         | Superior           | AFP              | Light Lance      |                    |                                    |     |                 |     |   |
| L/O                            | Protected          | Mounted Shot     | Pistol           |                    |                                    |     |                 |     |   |
| Veteran Sipahi and Mercenaries |                    |                  |                  | Horse              |                                    |     |                 |     | 5 |
| Formed                         | Superior           | -                | Sword & Pistol   |                    |                                    |     |                 |     |   |
| Loose                          | Unprotected        | -                | Pistol           |                    |                                    |     |                 |     |   |
| Arab Noble Cavalry             |                    |                  |                  | Horse              | Spirited Charge                    | 0   | 6               |     |   |
| Formed                         | Superior           | -                | Light Lance      |                    |                                    |     |                 |     |   |
| Loose                          | Armoured           | -                | Expert Swordsmen |                    |                                    |     |                 |     |   |
| Azab Matchlockmen              |                    |                  |                  | Missile Irregulars | Combat Shy                         | 2   | 8               | 3   |   |
| Tribal                         | Average            | AFP              | -                |                    |                                    |     |                 |     |   |
| L/O                            | Unprotected        | Matchlock Musket | -                |                    |                                    |     |                 |     |   |
| Levied Azab Matchlockmen       |                    |                  |                  | Missile Irregulars | Combat Shy (0)                     |     |                 | 3   |   |
| Tribal                         | Poor               | AFP              | -                |                    |                                    |     |                 |     |   |
| L/O                            | Unprotected        | Matchlock Musket | -                |                    |                                    |     |                 |     |   |
| Azab Infantry                  |                    |                  |                  | Melee Irregulars   | Combat Shy                         |     |                 | 4   |   |
| Tribal                         | Average            | AFP              | Impact Weapon    |                    |                                    |     |                 |     |   |
| Loose                          | Unprotected        | Bow              | -                |                    |                                    |     |                 |     |   |
| Levied Azab Infantry           |                    |                  |                  | Melee Irregulars   | Combat Shy (-1)                    |     |                 | 4   |   |
| Tribal                         | Poor               | AFP              | Impact Weapon    |                    |                                    |     |                 |     |   |
| Loose                          | Unprotected        | Bow              | -                |                    |                                    |     |                 |     |   |
| Arab Spearmen                  |                    |                  |                  | Solid Irregulars   |                                    |     |                 | 5   |   |
| Tribal                         | Average            | -                | Stave or Spear   |                    |                                    |     |                 |     |   |
| Close                          | Protected          | -                | Stave or Spear   |                    |                                    |     |                 |     |   |
| Arab Swordsmen                 |                    |                  |                  | Melee Irregulars   | Spirited Charge                    |     |                 | 4   |   |
| Tribal                         | Average            | -                | -                |                    |                                    |     |                 |     |   |
| Loose                          | Unprotected        | -                | Swordsmen        |                    |                                    |     |                 |     |   |

|                             |             |                  |                  |                          |  |   |   |   |
|-----------------------------|-------------|------------------|------------------|--------------------------|--|---|---|---|
| <b>Arab Matchlockmen</b>    |             |                  |                  | <b>Skirmishers</b>       |  |   |   |   |
| Formed                      | Average     | AFP              | -                |                          |  | 2 | 8 | 4 |
| L/O                         | Unprotected | Matchlock Musket | -                |                          |  |   |   |   |
| <b>Iaylars</b>              |             |                  |                  | <b>Melee Irregulars</b>  |  |   |   |   |
| Tribal                      | Average     | -                | Impact Weapon    | Spirited Charge, Zealous |  | 0 | 4 | 5 |
| Loose                       | Unprotected | -                | -                |                          |  |   |   |   |
| <b>Frontier Janissaries</b> |             |                  |                  | <b>Foot Regt</b>         |  |   |   |   |
| Formed                      | Average     | AFP              | -                |                          |  | 0 | 5 | 6 |
| Close                       | Unprotected | Flintlock Musket | Expert Swordsmen |                          |  |   |   |   |
| <b>Egyptian Janissaries</b> |             |                  |                  | <b>Foot Regt</b>         |  |   |   |   |
| Formed                      | Superior    | SFP              | -                | Shock                    |  | 0 | 2 | 8 |
| Close                       | Unprotected | Flintlock Musket | Expert Swordsmen |                          |  |   |   |   |
|                             |             |                  |                  |                          |  |   |   |   |
| <b>Sekban</b>               |             |                  |                  | <b>Foot Regt</b>         |  |   |   |   |
| Tribal                      | Average     | AFP              | -                | Combat Shy               |  | 0 | 2 | 4 |
| Loose                       | Unprotected | Flintlock Musket | -                |                          |  |   |   |   |
| <b>Light Guns</b>           |             |                  |                  | <b>Battery</b>           |  |   |   |   |
| Formed                      | Average     | AFP              | -                | Hasty Defences (1)       |  |   |   | 3 |
| Loose                       | Unprotected | Light Gun        | -                |                          |  |   |   |   |
| <b>Medium Guns</b>          |             |                  |                  | <b>Battery</b>           |  |   |   |   |
| Formed                      | Average     | AFP              | -                | Hasty Defences (1)       |  | 0 | 3 | 4 |
| Loose                       | Unprotected | Medium Gun       | -                |                          |  |   |   |   |
| <b>Heavy Guns</b>           |             |                  |                  | <b>Battery</b>           |  |   |   |   |
| Formed                      | Average     | AFP              | -                | Hasty Defences (1)       |  |   |   | 5 |
| Loose                       | Unprotected | Heavy Gun        | -                |                          |  |   |   |   |
| <b>Notes</b>                |             |                  |                  |                          |  |   |   |   |

Inspiring Leader is not mandatory, and can only be taken if an Early 18th Century Ottoman Sultans Army ally is used. When taken, Inspiring Leader only applies to an Early 18th Century Ottoman Sultans Army ally.

A Fort is not mandatory. If taken, the territory types available when defending are Desert or Waterside. In addition the army gains the Domiciled trait.

The following can garrison a Fort -

- Frontier Janissaries
- (Levied) Azab Matchlockmen
- (Levied) Azab Infantry
- Arab Matchlockmen

When garrisoning a fort, a TUG may take the Regimental Gun characteristic. This characteristic is lost if the TUG leaves the Fort.

Forlorn Hope is not mandatory. Only a Janissary TUG can be made the Forlorn Hope (Serden-Geckti). The Serden-Geckti also gets the Lead the Assault characteristic.

Fort and Forlorn Hope cannot be taken together.

## Allies

Early 18th Century Ottoman Sultans Army

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# Early 16th Century Ottoman Sultans Army

Dates 1494-1550

Generals Any Professional (0-4)

Home Terrain Waterside, Cultivated, Mountains, Forest

Army Traits Great Men, Inspirational Icon, Fortified Camp, Forlorn Hope, Inspiring Leader

| Training Order                     | Quality Protection | Shooting Weapon | Charge Melee     | Characteristics          | Option             | Min | Max | Pts |  |  |
|------------------------------------|--------------------|-----------------|------------------|--------------------------|--------------------|-----|-----|-----|--|--|
| Household Cavalry                  |                    |                 |                  | Cavalry                  |                    |     |     |     |  |  |
| Drilled                            | Superior           | AFP             | Light Lance      | Spirited Charge          |                    | 1   | 2   | 8   |  |  |
| L/O                                | Armoured           | Bow             | Expert Swordsmen |                          |                    |     |     |     |  |  |
| Solaks & Peyks                     |                    |                 |                  | Foot Regt                |                    |     |     |     |  |  |
| Drilled                            | Exceptional        | SFP             | -                | Shock                    |                    | 0   | 2   | 9   |  |  |
| Close                              | Protected          | Arquebus        | Expert Swordsmen |                          |                    |     |     |     |  |  |
| Zirhli Nefer                       |                    |                 |                  | Melee Foot               |                    |     |     |     |  |  |
| Drilled                            | Exceptional        | -               | Stave or Spear   | Shock                    |                    | 0   | 6   | 9   |  |  |
| Close                              | Armoured           | -               | Expert Swordsmen |                          |                    |     |     |     |  |  |
| Sultan's Janissaries with Bow      |                    |                 |                  | Foot Regt                |                    |     |     |     |  |  |
| Drilled                            | Superior           | HFP             | -                | Shock                    | Hasty Defences (1) | 2   | 6   | 8   |  |  |
| Close                              | Protected          | Bow             | Expert Swordsmen |                          |                    |     |     |     |  |  |
| Sultan's Janissaries with Arquebus |                    |                 |                  | Foot Regt                |                    |     |     |     |  |  |
| Drilled                            | Superior           | SFP             | -                | Shock                    | Hasty Defences (1) | 2   | 6   | 8   |  |  |
| Close                              | Protected          | Arquebus        | Expert Swordsmen |                          |                    |     |     |     |  |  |
| Feudal Sipahi                      |                    |                 |                  | Cavalry                  |                    |     |     |     |  |  |
| Formed                             | Average            | AFP             | Light Lance      | Spirited Charge          |                    | 0   | 12  | 5   |  |  |
| L/O                                | Protected          | Bow             | Swordsmen        |                          |                    |     |     |     |  |  |
| Akinjis                            |                    |                 |                  | Cavalry                  |                    |     |     |     |  |  |
| Formed                             | Average            | AFP             | -                | Combat Shy               | Pathfinder (1)     | 0   | 16  | 3   |  |  |
| L/O                                | Unprotected        | Bow             | -                |                          |                    |     |     |     |  |  |
| Azab Archers                       |                    |                 |                  | Missile Irregulars       |                    |     |     |     |  |  |
| Tribal                             | Average            | AFP             | -                | Combat Shy               |                    | 0   | 12  | 2   |  |  |
| L/O                                | Unprotected        | Bow             | -                |                          |                    |     |     |     |  |  |
| Levied Azab Archers                |                    |                 |                  | Missile Irregulars       |                    |     |     |     |  |  |
| Tribal                             | Poor               | AFP             | -                | Combat Shy (0)           |                    |     |     | 2   |  |  |
| L/O                                | Unprotected        | Bow             | -                |                          |                    |     |     |     |  |  |
| Azab Infantry                      |                    |                 |                  | Melee Irregulars         |                    |     |     |     |  |  |
| Tribal                             | Average            | AFP             | Impact Weapon    | Combat Shy               |                    |     |     | 4   |  |  |
| Loose                              | Unprotected        | Bow             | -                |                          |                    |     |     |     |  |  |
| Levied Azab Infantry               |                    |                 |                  | Melee Irregulars         |                    |     |     |     |  |  |
| Tribal                             | Poor               | AFP             | Impact Weapon    | Combat Shy (-1)          |                    |     |     | 4   |  |  |
| Loose                              | Unprotected        | Bow             | -                |                          |                    |     |     |     |  |  |
| Iaylars                            |                    |                 |                  | Melee Irregulars         |                    |     |     |     |  |  |
| Tribal                             | Average            | -               | Impact Weapon    | Spirited Charge, Zealous |                    | 0   | 4   | 5   |  |  |
| Loose                              | Unprotected        | -               | -                |                          |                    |     |     |     |  |  |
| War Wagons                         |                    |                 |                  | Battle Wagons            |                    |     |     |     |  |  |
| Formed                             | Average            | AFP             | Stave or Spear   |                          |                    | 0   | 6   | 4   |  |  |
| Close                              | Protected          | Arquebus        | Swordsmen        |                          |                    |     |     |     |  |  |

| Only the Army of the Sultan |             |            |                  |         |                 |                    |   |   |   |   |
|-----------------------------|-------------|------------|------------------|---------|-----------------|--------------------|---|---|---|---|
| Sipahi of the Porte         |             |            |                  | Cavalry | Spirited Charge | Disciplined (1)    | 0 | 1 | 9 |   |
| Drilled                     | Exceptional | AFP        | Light Lance      |         |                 |                    |   |   |   |   |
| L/O                         | Armoured    | Bow        | Expert Swordsmen |         |                 |                    |   |   |   |   |
| Silahdar of the Porte       |             |            |                  | Horse   | Savage Charge   | Disciplined (1)    | 0 | 1 | 9 |   |
| Drilled                     | Exceptional | -          | Charging Lancer  |         |                 |                    |   |   |   |   |
| Loose                       | Armoured    | -          | Expert Swordsmen |         |                 |                    |   |   |   |   |
|                             |             |            |                  |         |                 |                    |   |   |   |   |
| Light Guns                  |             |            |                  | Battery |                 | Hasty Defences (1) | 0 | 4 | 4 |   |
| Drilled                     | Average     | AFP        | -                |         |                 |                    |   |   |   |   |
| Loose                       | Unprotected | Light Gun  | -                |         |                 |                    |   |   |   |   |
| Medium Guns                 |             |            |                  | Battery |                 | Hasty Defences (1) | 2 |   | 4 | 4 |
| Drilled                     | Average     | AFP        | -                |         |                 |                    |   |   |   |   |
| Loose                       | Unprotected | Medium Gun | -                |         |                 |                    |   |   |   |   |
| Heavy Guns                  |             |            |                  | Battery |                 | Hasty Defences (1) |   |   | 5 |   |
| Drilled                     | Average     | AFP        | -                |         |                 |                    |   |   |   |   |
| Loose                       | Unprotected | Heavy Gun  | -                |         |                 |                    |   |   |   |   |
| Notes                       |             |            |                  |         |                 |                    |   |   |   |   |

Fortified Camp is not mandatory, and can only be taken if no War Wagons are taken.

The Inspirational Icon is with the camp.

Forlorn Hope not mandatory. Only a Janissary TUG can be made the Forlorn Hope (Serden-Geckti). The Serden-Geckti also gets the Lead the Assault characteristic.

Any Foot TUG can take Hasty Defences (1).

Up to 1 non-mandatory Heavy or Medium Artillery can be upgraded to HFP.

Options for the Army of the Sultan cannot be taken as part of an ally.

Only 1 ally can be used.

## *Allies*

Early 16th Century Ottoman Provincial Army in the West

Early 16th Century Ottoman Provincial Army in the North

Early 16th Century Ottoman Provincial Army in the Middle East & Egypt

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# Late 16th Century Ottoman Sultans Army

Dates 1551-1629

Generals Any Professional (0-4)

Home Terrain Waterside, Cultivated, Mountains, Forest

Army Traits Great Men, Inspirational Icon, Fortified Camp, Forlorn Hope, Inspiring Leader

| Training Order                     | Quality Protection | Shooting Weapon | Charge Melee     | Characteristics          | Option             | Min | Max | Pts |  |
|------------------------------------|--------------------|-----------------|------------------|--------------------------|--------------------|-----|-----|-----|--|
| Household Cavalry                  |                    |                 |                  | Cavalry                  |                    |     |     |     |  |
| Drilled                            | Superior           | AFP             | Light Lance      | Spirited Charge          |                    | 1   | 2   | 8   |  |
| L/O                                | Armoured           | Bow             | Expert Swordsmen |                          |                    |     |     |     |  |
| Solaks & Peyks                     |                    |                 |                  | Foot Regt                |                    |     |     |     |  |
| Drilled                            | Exceptional        | SFP             | -                | Shock                    |                    | 0   | 2   | 9   |  |
| Close                              | Protected          | Arquebus        | Expert Swordsmen |                          |                    |     |     |     |  |
| Zirhli Nefer                       |                    |                 |                  | Melee Foot               |                    |     |     |     |  |
| Drilled                            | Exceptional        | -               | Stave or Spear   | Shock                    |                    | 0   | 6   | 9   |  |
| Close                              | Armoured           | -               | Expert Swordsmen |                          |                    |     |     |     |  |
| Sultan's Janissaries with Arquebus |                    |                 |                  | Foot Regt                |                    |     |     |     |  |
| Drilled                            | Superior           | SFP             | -                | Shock                    | Hasty Defences (1) | 2   | 6   | 8   |  |
| Close                              | Protected          | Arquebus        | Expert Swordsmen |                          |                    |     |     |     |  |
| Feudal Sipahi                      |                    |                 |                  | Cavalry                  |                    |     |     |     |  |
| Formed                             | Average            | AFP             | Light Lance      | Spirited Charge          |                    | 0   | 12  | 5   |  |
| L/O                                | Protected          | Bow             | Swordsmen        |                          |                    |     |     |     |  |
| Akinjis                            |                    |                 |                  | Cavalry                  |                    |     |     |     |  |
| Formed                             | Average            | AFP             | -                | Combat Shy               | Pathfinder (1)     | 0   | 16  | 3   |  |
| L/O                                | Unprotected        | Bow             | -                |                          |                    |     |     |     |  |
| Azab Arquebusiers                  |                    |                 |                  | Missile Irregulars       |                    |     |     |     |  |
| Tribal                             | Average            | AFP             | -                | Combat Shy               |                    | 0   | 12  | 3   |  |
| L/O                                | Unprotected        | Arquebus        | -                |                          |                    |     |     |     |  |
| Levied Azab Arquebusiers           |                    |                 |                  | Missile Irregulars       |                    |     |     |     |  |
| Tribal                             | Poor               | AFP             | -                | Combat Shy (0)           |                    |     |     | 3   |  |
| L/O                                | Unprotected        | Arquebus        | -                |                          |                    |     |     |     |  |
| Azab Infantry                      |                    |                 |                  | Melee Irregulars         |                    |     |     |     |  |
| Tribal                             | Average            | AFP             | Impact Weapon    | Combat Shy               |                    |     |     | 4   |  |
| Loose                              | Unprotected        | Bow             | -                |                          |                    |     |     |     |  |
| Levied Azab Infantry               |                    |                 |                  | Melee Irregulars         |                    |     |     |     |  |
| Tribal                             | Poor               | AFP             | Impact Weapon    | Combat Shy (-1)          |                    |     |     | 4   |  |
| Loose                              | Unprotected        | Bow             | -                |                          |                    |     |     |     |  |
| Iaylars                            |                    |                 |                  | Melee Irregulars         |                    |     |     |     |  |
| Tribal                             | Average            | -               | Impact Weapon    | Spirited Charge, Zealous |                    | 0   | 4   | 5   |  |
| Loose                              | Unprotected        | -               | -                |                          |                    |     |     |     |  |
| Sekban                             |                    |                 |                  | Foot Regt                |                    |     |     |     |  |
| Formed                             | Average            | AFP             | -                | Combat Shy               |                    | 0   | 2   | 3   |  |
| Loose                              | Unprotected        | Arquebus        | -                |                          |                    |     |     |     |  |
| Only the Army of the Sultan        |                    |                 |                  |                          |                    |     |     |     |  |
| Sipahi of the Porte                |                    |                 |                  | Cavalry                  |                    |     |     |     |  |
| Drilled                            | Exceptional        | AFP             | Light Lance      | Spirited Charge          | Disciplined (1)    | 0   | 1   | 9   |  |
| L/O                                | Armoured           | Bow             | Expert Swordsmen |                          |                    |     |     |     |  |
| Silahdar of the Porte              |                    |                 |                  | Horse                    |                    |     |     |     |  |
| Drilled                            | Exceptional        | -               | Charging Lancer  | Savage Charge            | Disciplined (1)    | 0   | 1   | 9   |  |
| Loose                              | Armoured           | -               | Expert Swordsmen |                          |                    |     |     |     |  |

| Light Guns  |             |            |   | Battery | Hasty Defences<br>(1) | 0 | 4 |
|-------------|-------------|------------|---|---------|-----------------------|---|---|
| Drilled     | Average     | AFP        | - |         |                       |   |   |
| Loose       | Unprotected | Light Gun  | - |         |                       |   |   |
| Medium Guns |             |            |   | Battery | Hasty Defences<br>(1) | 2 |   |
| Drilled     | Average     | AFP        | - |         |                       |   |   |
| Loose       | Unprotected | Medium Gun | - |         |                       |   |   |
| Heavy Guns  |             |            |   | Battery | Hasty Defences<br>(1) | 2 | 5 |
| Drilled     | Average     | AFP        | - |         |                       |   |   |
| Loose       | Unprotected | Heavy Gun  | - |         |                       |   |   |
| Notes       |             |            |   |         |                       |   |   |

Up to 1 non-mandatory Heavy or Medium Artillery can be upgraded to HFP.  
Any Foot TUG can take Hasty Defences (1).  
The Inspirational Icon is with the camp.  
Options for the Army of the Sultan cannot be taken as part of an ally.  
Only 1 ally can be used.  
Forlorn Hope not mandatory. Only a Janissary TUG can be made the Forlorn Hope (Serden-Geckti). The Serden-Geckti also gets the Lead the Assault characteristic.

### *Allies*

Late 16th Century Ottoman Provincial Army in the West  
Late 16th Century Ottoman Provincial Army in the North  
Late 16th Century Ottoman Provincial Army in the Middle East & Egypt

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# Early 17th Century Ottoman Sultans Army

Dates 1630-1660

Generals Any Professional (0-4)

Home Terrain Waterside, Cultivated, Mountains, Forest

Army Traits Great Men, Inspirational Icon, Fortified Camp, Forlorn Hope, Inspiring Leader

| Training Order              | Quality Protection | Shooting Weapon  | Charge Melee     | Characteristics             | Option                             | Min | Max | Pts |
|-----------------------------|--------------------|------------------|------------------|-----------------------------|------------------------------------|-----|-----|-----|
| Household Cavalry           |                    |                  |                  | Cavalry                     |                                    |     |     |     |
| Drilled                     | Superior           | AFP              | Light Lance      | Spirited Charge             |                                    | 1   | 2   | 8   |
| L/O                         | Armoured           | Bow              | Expert Swordsmen |                             |                                    |     |     |     |
| Solaks & Peyks              |                    |                  |                  | Foot Regt                   |                                    |     |     |     |
| Drilled                     | Exceptional        | SFP              | -                | Shock                       |                                    | 0   | 2   | 10  |
| Close                       | Protected          | Matchlock Musket | Expert Swordsmen |                             |                                    |     |     |     |
| Veteran Janissaries         |                    |                  |                  | Foot Regt                   |                                    |     |     |     |
| Drilled                     | Superior           | SFP              | -                | Shock                       |                                    | 0   | 4   | 8   |
| Close                       | Unprotected        | Matchlock Musket | Expert Swordsmen |                             |                                    |     |     |     |
| Sultan's Janissaries        |                    |                  |                  | Foot Regt                   |                                    |     |     |     |
| Drilled                     | Average            | SFP              | -                | Shock                       | Hasty Defences (1)                 | 2   | 8   | 6   |
| Close                       | Unprotected        | Matchlock Musket | Expert Swordsmen |                             |                                    |     |     |     |
| Rumelian Sipahi             |                    |                  |                  | Cavalry                     |                                    |     |     |     |
| Formed                      | Average            | AFP              | Light Lance      |                             |                                    | 0   | 12  | 4   |
| L/O                         | Protected          | Bow              | Swordsmen        |                             |                                    |     |     |     |
| Anatolian Sipahi            |                    |                  |                  | Cavalry                     |                                    |     |     |     |
| Formed                      | Average            | AFP              | -                |                             | Pathfinder (1),<br>Combat Shy (-1) |     |     | 3   |
| L/O                         | Unprotected        | Bow              | -                |                             |                                    |     |     |     |
| Azab Matchlockmen           |                    |                  |                  | Missile Irregulars          |                                    |     |     |     |
| Tribal                      | Average            | AFP              | -                | Combat Shy                  |                                    |     |     | 3   |
| L/O                         | Unprotected        | Matchlock Musket | -                |                             |                                    |     |     |     |
| Levied Azab Matchlockmen    |                    |                  |                  | Missile Irregulars          |                                    |     |     |     |
| Tribal                      | Poor               | AFP              | -                |                             | Combat Shy (0)                     |     |     | 3   |
| L/O                         | Unprotected        | Matchlock Musket | -                |                             |                                    |     |     |     |
| Azab Infantry               |                    |                  |                  | Melee Irregulars            |                                    |     |     |     |
| Tribal                      | Average            | AFP              | Impact Weapon    | Combat Shy                  |                                    |     |     | 4   |
| Loose                       | Unprotected        | Bow              | -                |                             |                                    |     |     |     |
| Levied Azab Infantry        |                    |                  |                  | Melee Irregulars            |                                    |     |     |     |
| Tribal                      | Poor               | AFP              | Impact Weapon    |                             | Combat Shy (-1)                    |     |     | 4   |
| Loose                       | Unprotected        | Bow              | -                |                             |                                    |     |     |     |
| Iaylars                     |                    |                  |                  | Melee Irregulars            |                                    |     |     |     |
| Tribal                      | Average            | -                | Impact Weapon    | Spirited Charge,<br>Zealous |                                    | 0   | 4   | 5   |
| Loose                       | Unprotected        | -                | -                |                             |                                    |     |     |     |
| Sekban                      |                    |                  |                  | Foot Regt                   |                                    |     |     |     |
| Tribal                      | Average            | AFP              | -                | Combat Shy                  |                                    | 0   | 2   | 3   |
| Loose                       | Unprotected        | Matchlock Musket | -                |                             |                                    |     |     |     |
| Only the Army of the Sultan |                    |                  |                  |                             |                                    |     |     |     |
| Sipahi of the Porte         |                    |                  |                  | Cavalry                     |                                    |     |     |     |
| Drilled                     | Exceptional        | AFP              | Light Lance      | Spirited Charge             | Disciplined (1)                    | 0   | 1   | 9   |
| L/O                         | Armoured           | Bow              | Expert Swordsmen |                             |                                    |     |     |     |
| Silahdar of the Porte       |                    |                  |                  | Horse                       |                                    |     |     |     |
| Drilled                     | Exceptional        | -                | Charging Lancer  | Savage Charge               | Disciplined (1)                    | 0   | 1   | 9   |
| Loose                       | Armoured           | -                | Expert Swordsmen |                             |                                    |     |     |     |

| Light Guns  |             |            |   | Battery | Hasty Defences<br>(1) | 0 | 4 | 4 |   |   |
|-------------|-------------|------------|---|---------|-----------------------|---|---|---|---|---|
| Drilled     | Average     | AFP        | - |         |                       |   |   |   |   |   |
| Loose       | Unprotected | Light Gun  | - |         |                       |   |   |   |   |   |
| Medium Guns |             |            |   | Battery | Hasty Defences<br>(1) | 2 |   | 4 | 4 |   |
| Drilled     | Average     | AFP        | - |         |                       |   |   |   |   |   |
| Loose       | Unprotected | Medium Gun | - |         |                       |   |   |   |   |   |
| Heavy Guns  |             |            |   | Battery | Hasty Defences<br>(1) |   | 2 |   | 4 | 5 |
| Drilled     | Average     | AFP        | - |         |                       |   |   |   |   |   |
| Loose       | Unprotected | Heavy Gun  | - |         |                       |   |   |   |   |   |
| Notes       |             |            |   |         |                       |   |   |   |   |   |

Up to 1 non-mandatory Heavy or Medium Artillery can be upgraded to HFP.

Any Foot TUG can take Hasty Defences (1).

The Inspirational Icon is with the camp.

Options for the Army of the Sultan cannot be taken as part of an ally.

Only 1 ally can be used.

Forlorn Hope not mandatory. Only a Janissary TUG can be made the Forlorn Hope (Serden-Geckti). The Serden-Geckti also gets the Lead the Assault characteristic.

### *Allies*

Early 17th Century Ottoman Provincial Army in the West

Early 17th Century Ottoman Provincial Army in the North

Early 17th Century Ottoman Provincial Army in the Middle East & Egypt

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# Early 18th Century Ottoman Sultans Army

Dates 1700-1721

Generals Any Professional (0-4)

Home Terrain Waterside, Cultivated, Mountains, Forest

Army Traits Great Men, Inspirational Icon, Fortified Camp, Forlorn Hope, Inspiring Leader

| Training Order              | Quality Protection | Shooting Weapon  | Charge Melee     | Characteristics    | Option                             | Min             | Max | Pts |   |
|-----------------------------|--------------------|------------------|------------------|--------------------|------------------------------------|-----------------|-----|-----|---|
| Household Cavalry           |                    |                  |                  | Cavalry            | Spirited Charge                    | 1               | 2   | 8   |   |
| Drilled                     | Superior           | AFP              | Pistol           |                    |                                    |                 |     |     |   |
| L/O                         | Protected          | Bow              | Pistol           |                    |                                    |                 |     |     |   |
| Solaks & Peyks              |                    |                  |                  | Foot Regt          | Shock                              | 0               | 2   | 10  |   |
| Drilled                     | Exceptional        | SFP              | -                |                    |                                    |                 |     |     |   |
| Close                       | Protected          | Flintlock Musket | Expert Swordsmen |                    |                                    |                 |     |     |   |
| Veteran Janissaries         |                    |                  |                  | Foot Regt          | Shock                              | 0               | 4   | 8   |   |
| Drilled                     | Superior           | SFP              | -                |                    |                                    |                 |     |     |   |
| Close                       | Unprotected        | Flintlock Musket | Expert Swordsmen |                    |                                    |                 |     |     |   |
| Sultan's Janissaries        |                    |                  |                  | Foot Regt          | Hasty Defences (1)                 | 2               | 8   | 6   |   |
| Formed                      | Average            | AFP              | -                |                    |                                    |                 |     |     |   |
| Close                       | Unprotected        | Flintlock Musket | Expert Swordsmen |                    |                                    |                 |     |     |   |
| Rumelian Sipahi             |                    |                  |                  | Cavalry            |                                    | 0               | 12  | 4   |   |
| Formed                      | Average            | AFP              | Light Lance      |                    |                                    |                 |     |     |   |
| L/O                         | Protected          | Bow              | Swordsmen        |                    |                                    |                 |     |     |   |
| Anatolian Sipahi            |                    |                  |                  | Cavalry            | Pathfinder (1),<br>Combat Shy (-1) |                 |     | 3   |   |
| Formed                      | Average            | AFP              | -                |                    |                                    |                 |     |     |   |
| L/O                         | Unprotected        | Bow              | -                |                    |                                    |                 |     |     |   |
| Azab Matchlockmen           |                    |                  |                  | Missile Irregulars | Combat Shy                         |                 |     | 3   |   |
| Tribal                      | Average            | AFP              | -                |                    |                                    |                 |     |     |   |
| L/O                         | Unprotected        | Matchlock Musket | -                |                    |                                    |                 |     |     |   |
| Levied Azab Matchlockmen    |                    |                  |                  | Missile Irregulars | Combat Shy (0)                     |                 |     | 3   |   |
| Tribal                      | Poor               | AFP              | -                |                    |                                    |                 |     |     |   |
| L/O                         | Unprotected        | Matchlock Musket | -                |                    |                                    |                 |     |     |   |
| Azab Infantry               |                    |                  |                  | Melee Irregulars   | Combat Shy                         |                 |     | 4   |   |
| Tribal                      | Average            | AFP              | Impact Weapon    |                    |                                    |                 |     |     |   |
| Loose                       | Unprotected        | Bow              | -                |                    |                                    |                 |     |     |   |
| Levied Azab Infantry        |                    |                  |                  | Melee Irregulars   | Combat Shy (-1)                    |                 |     | 4   |   |
| Tribal                      | Poor               | AFP              | Impact Weapon    |                    |                                    |                 |     |     |   |
| Loose                       | Unprotected        | Bow              | -                |                    |                                    |                 |     |     |   |
| Sekban                      |                    |                  |                  | Foot Regt          | Combat Shy                         | 0               | 2   | 4   |   |
| Tribal                      | Average            | AFP              | -                |                    |                                    |                 |     |     |   |
| Loose                       | Unprotected        | Flintlock Musket | -                |                    |                                    |                 |     |     |   |
| Only the Army of the Sultan |                    |                  |                  |                    |                                    |                 |     |     |   |
| Sipahi of the Porte         |                    |                  |                  | Cavalry            | Spirited Charge                    | Disciplined (1) | 0   | 1   | 9 |
| Drilled                     | Exceptional        | AFP              | Pistol           |                    |                                    |                 |     |     |   |
| L/O                         | Armoured           | Mounted Shot     | Pistol           |                    |                                    |                 |     |     |   |
| Silahdar of the Porte       |                    |                  |                  | Horse              | Savage Charge                      | Disciplined (1) | 0   | 1   | 9 |
| Drilled                     | Exceptional        | -                | Charging Lancer  |                    |                                    |                 |     |     |   |
| Loose                       | Armoured           | -                | Expert Swordsmen |                    |                                    |                 |     |     |   |

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

Up to 1 non-mandatory Heavy or Medium Artillery can be upgraded to HFP.

Any Foot TUG can take Hasty Defences (1).

The Inspirational Icon is with the camp.

Options for the Army of the Sultan cannot be taken as part of an ally.

Only 1 ally can be used.

Forlorn Hope not mandatory. Only a Janissary TUG can be made the Forlorn Hope (Serden-Geckti). The Serden-Geckti also gets the Lead the Assault characteristic.

### *Allies*

Early 18th Century Ottoman Provincial Army in the West

Early 18th Century Ottoman Provincial Army in the North

Early 18th Century Ottoman Provincial Army in the Middle East & Egypt

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