

Seljuk Turks

The following army organisation list (AOL) will enable you to build a Seljuk Turks army for War & Conquest. Please refer to the army organisation list introduction document. This is 'work in progress version 1', June 2012. All work in progress AOLs are subject to change, and have been created so players can get gaming. They do not necessarily contain full details or options. Please provide feedback and observations. This list was written by Steve Hall- thanks Steve!

The Seljuk Turks ruled a vast territory stretching from Anatolia as far east as Afghanistan, north to the Caucasus and south to Syria, the Red sea and Persian gulf. When this once great empire began to break up at the end of the 11th century into smaller states, its formidable military might was lessened by rival chiefs vying for power. Its armies comprised of fast moving horse archers backed up by more heavily armed Ghulams, wearing down their enemies with bow fire whilst maneuvering around the flanks for the kill. They could also contain infantry formations, especially when on the defensive.

Some entries can only be taken for specific Crusades, representing access to resources or specific troop types. These are defined as Early Crusades (EC) and Later Crusades (LC). Where no definition is noted, the entry is available in either.

Army Composition

Personalities of War

Up to 25% of the points value of the army. You must take an Army General. Strategy Intervention Points may be pooled if the Sultan is taken.

Cavalry Formations

At least 40% of the points value of the army. You must take at least 1 unit of Turkoman or tribal horse archers for every unit of regular cavalry.

Supporting Formations

Up to 40% of the points value of the army

Skirmish Formations

Up to 15% of the points value of the army

Allied Formations

Up to 25% of the points value of the army

Legends of War

Assuming they are being used, an additional 25% of the point's value of the army may be taken as Legends of War.

Personalities of War

0-1 Sultan

	CA	SA	KA	Mo	L	S	Pts
Sultan	-	-	-	9	2	+2	160

Formation: Personality

Equipment: As unit

Special: Army General. The Sultan has 2 Strategy Intervention Points and a Zone of Command of 10"

He may add up to 1 additional Strategy Intervention Point for 20 points.

The Sultan may move independently and should he do so, we can assume he has a horse at his disposal, and an Armour Value of 4.

Amir

	CA	SA	KA	Mo	L	S	Pts
Amir	-	-	-	8	2	+2	140

Formation: Personality

Equipment: As unit

Special: The Amir has 1 Strategy Intervention Point and a Zone of Command of 10". The Amir may move independently and should he do so, we can assume he has a horse at his disposal, and an Armour Value of 4. If the Sultan is not in the army, or is killed during the battle, then an Amir may assume command as Army General. Should the Amir acting as Army General be killed during the battle, then another Amir may take command. (Note if the Army General is routed, you no longer have a General!)

Qa'id

	CA	SA	KA	Mo	L	S	Pts
Officer	-	-	-	8	1	+1	70

Formation: Personality

Equipment: As unit

Special: The Officer has a Zone of Command of 10" and may use Strategy Intervention Points. He must be placed in a unit at the start of the battle and remain there throughout.

Army Standard

	CA	SA	KA	Mo	L	S	Pts
Standard	-	-	-	8	1	+1	70

Formation: Personality

Equipment: As unit

Special: increases Army Generals Zone of Control by 5". May move independently and should he do so, we can assume he has a horse at his disposal, and has an Armour Value of 4.

0-1 Naker Drummer

	CA	SA	KA	Mo	L	Pts
Drummer	-	-	-	8	1	70

Formation: Personality

Equipment: As unit

Special: May move independently and should he do so, we can assume he has a camel at his disposal, and an Armour Value of 3.

Sound the Drums- The first time the Army Generals Morale bonus is required or a Strategy Intervention Point is used for a Morale or Command test, the Army General may attempt to extend his Zone of Command by encouraging the drummers to beat harder so that his orders can be heard from further away. Roll a D6 and his Zone of Command is extended by that amount in inches for the remainder of the game or until the drummer or General are killed or routed from the field. This may be combined with the bonus from the Army Standard. Should the drummer move more than 4" away from the General, or, in the event the General is killed and another takes his place, then the D6 must be rerolled in the same way as when first being used.

Most Muslim armies were accompanied by a band in this era, believing that the more noise they made the bolder their spirits. The Naker drummers usually rode camels. They accompanied the General and could only be beat on his command to relay orders.

Cavalry Formations

0-1 Hasham (Guard)

	CA	SA	KA	Mo	Pts
Hasham	4	3	3	8	27

Formation: Regular

Equipment: Horse, Heavy armour, shield, thrusting spear, short bow and hand weapon. The unit may have barding at 2 points per model.

Armour Value: 4 (5 with barding)

Special: Feign Flight, Nomad Cavalry

Turkish Ghulam

	CA	SA	KA	Mo	Pts
Ghulam	3	3	3	8	24

Formation: Regular

Equipment: Horse, light armour, thrusting spear, short bow, hand weapon and shield. For LC, Ghulams may have heavy armour at 1 point per model.

Special: Feign Flight, Nomad Cavalry

Dismounted Turkish Ghulam

	CA	SA	KA	Mo	Pts
Ghulam	3	3	3	8	14

Formation: Regular

Equipment: Light armour, bow, hand weapon and shield. For LC, Ghulams may have heavy armour at 1 point per model.

Turkoman

	CA	SA	KA	Mo	Pts
Light	3	3	3	7	18

Formation: Light

Equipment: Horse, hand weapon, short bow. All models in the unit may have javelins for +1 point per figure.

Special: Feign Flight, Nomad Cavalry, may change into Skirmish formation. Independent.

Tribal Cavalry

	CA	SA	KA	Mo	Pts
Tribal	2	3	3	6	16

Formation: Light

Equipment: Horse, hand weapon, short bow. May have shield at 2 points per figure.

Special: Feign Flight, Nomad Cavalry, may change into Skirmish formation.

Bedouin

	CA	SA	KA	Mo	Pts
Bedouin	3	3	3	6	18

Formation: Light

Equipment: Horse, hand weapon, throwing spear, shield.

Special: Feign Flight, Nomad Cavalry, may change into Skirmish formation. Independent

Supporting Formations

'Ahdath' Volunteer town militia Spearmen

	CA	SA	KA	Mo	Pts
Spearman	2	2	2	6	6

Formation: Regular

Equipment: Thrusting Spear, Shield. May add light armour +2 points per figure in unit.

Special: May combine with archers (below). Up to 50% may be archers. The unit will remain a Regular formation and the bowmen will benefit from the Armour Value of the unit until it drops to half strength

Archers

	CA	SA	KA	Mo	Pts
Archer	2	2	2	6	5

Formation: Light

Equipment: Bow.

Special: May combine with Spearmen above.

Daylamis (EC)

	CA	SA	KA	Mo	Pts
Daylamis	3	3	3	6	8

Formation: Light

Equipment: Throwing spear and shield. May have javelins at 1 point per model.

Tribal Irregulars

	CA	SA	KA	Mo	Pts
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Irregular	2	3	3	5	5
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Formation: Light

Equipment: Hand weapon and shield. May have javelins at 1 point per model.

Special: One unit may become *Fanatical* (p129) for 1 point per figure.

Camelry

	CA	SA	KA	Mo	Pts
Camel	2	3	3	6	12

Armoury

Formation: Light

Equipment: Camel, hand weapon and javelin. All models in the unit may exchange javelin for shortbow at no points cost. Javelin armed units may have shields at 1 point per model. Javelin armed units may have throwing spear at 1 point per model.

Special: Camels (page 129). Independent

Skirmish Formations

Tribal Skirmishers

	CA	SA	KA	Mo	Pts
Tribesmen	2	3	2	5	4

Formation: Skirmish

Equipment: Javelin. All figures in a unit may exchange javelin for sling. The unit may have bucklers at 1 point per model. If the unit has javelins, they may also have throwing spears at 1 point per model. Every other unit may have bows at +2 points per model.

Special: Delete Independent

Crossbowmen (LC)

	CA	SA	KA	Mo	Pts
Crossbow	2	3	3	6	10

Formation: Skirmish

Equipment: Crossbow and hand weapon. All models in a unit may light armour at 2 points per model. The unit may have bucklers at 1 point per model. The unit may have pavise for 3 points per figure and become a light formation.

Special: You may take a unit of crossbowmen for every 2 tribal skirmisher units.

0-1 Naffatah 'fire troops'

	CA	SA	KA	Mo	Pts
Naffatah	2	3	3	6	10

Formation: Skirmish

Equipment: Grenades or siphons.

Special: Siphons and grenades are treated as a thrown missile with a range of 8". Armour Penetration 2 and Killing Ability 3.

If a casualty is caused take a Command test immediately. If failed the formation becomes disordered until its next Round of Play. The naffatah unit will take a casualty on each roll of 1 to hit.

Allied Contingents

The Seljuk Turks employed a number of different nationalities such as the Armenians, Byzantines and Frankish crusaders as either vassals owing service or as mercenaries. In 1148 3000 Crusaders captured at Attaleia during the 2nd Crusade took service with the Sultan Masud I.

Each nationality may take its own Commander.

Please see the Crusader, Cilician Armenian and Byzantine Army Organisation Lists for available units.

Additional allied units cannot be taken from within these lists unless historically justified. (We will start to tighten this up in later versions of the list.)

Legends of War

To follow

Feature Rules**Independent**

This rule represents those more fiercely independent states that served with various armies through the ages. Strategy Intervention Points cannot be used on independent troops unless used by a Personality from the same nation.

Independent warriors do not use the Army Generals leadership or bonus unless he is in the unit.



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