

115. Seljuq Turk (11th – 14th Ad)

No.	Base Type	Ord	Exp	Wgt	Str	Weapons	Pts
2-4	Askaris	OO	Vet	HC	13	LA, BO, SH	36
0-1	Foot	OO	Av	MI	10	LS, SH	24
0-1	Skirmishers	SO	Av	LI	8	BO or CB	14
SPECIAL TROOPS – GREAT SELJUQS							
0-1	Agulani	OO	Vet	EHC	13	SH	36
0-3	Syrian or Kurdish Cavalry	OO	Av	HC	11	LA, SH	30
0-2	Arab Cavalry	OO	Av	LC	11	LA, SH	22
0-2	Arab Light Cavalry	SO	Av	LC	9	LS, SH	18
0-2	Arab Militia	OO	Lvy	MI	8	LS, SH	20
0-3	Dailami	OO	Av	MI	10	LS, ½BO, SH	25
SPECIAL TROOPS – SULTANATE OF RUM							
0-3	Kurdish Cavalry	OO	Av	HC	11	LA, SH	30
0-2	Arab Cavalry	OO	Av	LC	11	LA, SH	22
0-2	Arab Light Cavalry	SO	Av	LC	9	LS, SH	18
0-2	Arab Militia	OO	Lvy	MI	8	LS, SH	20
0-3	Spearmen	OO	Av	HI	10	HS, SH	28
0-2	Foot Archers	OO	Av	MI	10	BO or CB, SH	24
0-1	Naffatun	SO	Av	LI	8	LD	14

- Officers as ExtraHeavy or Heavy Cavalry.
- Seljuq Turks may field an Army Standard mounted on the base of the most senior Officer fielded.
- This army is unusual in that much of its fighting strength comes from its Allies. See lists below for compulsory Allies.
- Three periods are covered here. Seljuqs, covering the period of the overthrow of the Ghaznavids; Great Seljuqs, covering their main period of influence; and their decline and brief revival during the Sultanate of Rum.
- Askaris may be upweighted to front rank of EHC at a cost of +2 points per base. Askaris may also be upgraded to CO as professional Ghulams.
- Skirmishers may be upweighted to OO MI at a cost of +8 points per base (+2 to STR).
- Dailami can be Mounted Infantry, on camels, at a cost of +4 points per base.

Allies

Turkomans

No.	Base Type	Ord	Exp	Wgt	Str	Weapons	Pts
0-1	Bodyguard	OO	Elt	LC	15	LS, BO, SH	24
4-8	Horse Archers	SO	Vet	LC	11	LS, BO, SH	18

- Officers as Light Cavalry.

- Note compulsory minimums.

Qarakhanids

No.	Base Type	Ord	Exp	Wgt	Str	Weapons	Pts
0-1	Nobles & Ghulams	CO	Av	HC	13	LA, BO, SH	27
3-6	Horse Archers	SO	Av	LC	9	LS, BO, SH	15
0-2	Foot Archers	SO	Lvy	LI	8	BO	8
0-2	Kumaji	OO	Av	MI	10	LS, SH	18

- Officers as ExtraHeavy Cavalry.
- Nobles & Ghulams may be upweighted to front rank EHC at a cost of +2 points per base.
- Minimums only apply if any Qarakhanids are fielded, and they may not be fielded by the Sultanate of Rum.

Ghaznavid Subjects

No.	Base Type	Ord	Exp	Wgt	Str	Weapons	Pts
3-4	Ghulams	CO	Lvy	HC	11	LA, BO, SH	24
1-3	Horse Archers	SO	Lvy	LC	7	LS, BO, SH	12
0-1	Arab or Kurdish Cavalry	OO	Av	HC	11	LA, SH	23
0-2	Arab/Kurdish Light Horse	SO	Av	LC	9	LA, SH	14
0-3	Armoured Infantry	OO	Lvy	HI	8	(BO or HS), SH	18
0-2	Dailami	OO	Av	MI	10	LS, ½BO, SH	18
0-2	Afghans	OO	Av	MI	10	(LS or BO), ½SH	17
0-2	Hindu Indian Archers	OO	Av	MI	10	½LS, BO, SH	18
SPECIAL TROOPS							
0-1	Elephants		Av		10	D+LS, 1+PI, 1+BO	20

- Officers as Heavy Cavalry.
- Minimums only apply if any Ghaznavids are fielded, and they may only be fielded by Great Seljuqs (Sultanate of Merv).

Ghurids

No.	Base Type	Ord	Exp	Wgt	Str	Weapons	Pts
*1	Turkish Ghulams	CO	Vet	HC	15	LA, BO, SH	30
0-1	Ghurid Nobles	OO	Vet	HC	13	LA, SH	26
1-2	Khalaj or Turkish Horse Archers	SO	Av	LC	9	LS, BO, SH	15
2-3	Ghurid Spearmen	OO	Av	MI	10	PI, (SH)	18
1-2	Ghurid Archers	OO	Av	MI	10	BO, SH	18
0-3	Skirmishers	SO	Av	LI	8	BO	11

- Officers as Heavy Cavalry or ExtraHeavy Cavalry.
- Minimums only apply if any Ghurids are fielded, and they may only be fielded by Great Seljuqs (Sultanate of Merv).
- The SH used by Ghurid spearmen is the karwah, a pavise-like framework of hide stuffed with cotton or straw rolled in front of the troops.
- The *minimum for Turkish Ghulams only applies if Ghulams are fielded. They may be upweighted to front rank EHC at a cost of +2 points per base.

Allies – Sultanate of Rum

Christians

No.	Base Type	Ord	Exp	Wgt	Str	Weapons	Pts
0-1	Byzantines	CO	Av	HC	13	LA, SH	26
0-1	Assorted Western Knights	OO	Av	KN	11	LA, SH	26
0-2	Assorted Other Christians	OO	Av	HC	11	LA, SH	23
0-1	Georgians	OO	Vet	HC	13	LA, BO, SH	27
0-1	Crossbowmen	OO	Av	HI	10	CB	20

- Officers as Knights or Heavy Cavalry.
- Minimums only apply if any Christians are fielded.

Khwarizmians

No.	Base Type	Ord	Exp	Wgt	Str	Weapons	Pts
1	Heavy Cavalry	CO	Lvy	HC	11	LA, BO, SH	24
3	Light Cavalry	SO	Lvy	LC	7	BO	9

- Officers as Heavy Cavalry or ExtraHeavy Cavalry.
- Minimums only apply if any Khwarizmians are fielded.

Mongols

No.	Base Type	Ord	Exp	Wgt	Str	Weapons	Pts
0-1	Bodyguard	CO	Elt	EHC	17	LA, BO, SH	36
0-1	Cataphracts	CO	Vet	EHC	15	LA, BO, SH	33
1	Heavy Cavalry	CO	Vet	HC	15	LA, BO, SH	30
4	Light Cavalry	SO	Vet	LC	11	BO, ½SH	16

- Officers as ExtraHeavy Cavalry.
- Minimums only apply if any Mongols are fielded.