

147. Timurid (13th – 15th Ad)

No.	Base Type	Ord	Exp	Wgt	Str	Weapons	Pts
3-8	Timurid Cavalry	CO	Vet	HC	15	½LA, BO, SH	39
0-3	Persian Cavalry	OO	Av	HC	11	LA, BO, SH	32
0-2	Timurid Archers	CO	Av	H/MI	12	BO, SH	30
0-2	Persian Archers	OO	Lvy	MI	8	BO, SH	20
0-2	Afghan Archers	OO	Av	MI	10	BO, SH	24
0-2	Afghan Spearmen	OO	Av	MI	10	LS, SH	24
0-2	Turkoman Nobles	OO	Vet	HC	13	LA, BO, SH	36
3-6	Turkomans (and similar)	SO	Vet	LC	11	BO, ½LS, ½SH	22
SPECIAL TROOPS							
0-1	Bodyguard	CO	Elt	EHC	17	LA, BO, SH	48
0-2	Muslim Crossbowmen	OO	Av	HI	10	CB, ½SH	27
0-2	Elephants		Vet		13	UD, 2+BO, 2+LD	34
0-2	Artillery		Vet	Mdm	11	Stonethrower	24
0-6	Hostage Screen	OO	Lvy	LI	8	Unarmed	6
0-1	Unmanned Incendiary Camel Cart	Av	LCh	7			14

- Officers as ExtraHeavy Cavalry.
- Timurids may field an Army Standard mounted on the base of the most senior Officer fielded.
- Up to a quarter of Timurid Cavalry bases may be upgraded to Elite and given all LA at a cost of +5 points per base. Elite Timurid Cavalry bases may be upweighted to EHC at a cost of +4 points per base.
- Persian Cavalry bases may be upweighted to all EHC at a cost of +4 points per base.
- Up to half of Turkoman Nobles bases may be upweighted to EHC at a cost of +4 points per base.
- Allies should only be used during the period when the Mongols under Il-Khan Hulagu conquered Persia.
- The LD that the elephant crews are armed with are hand-hurled naptha bombs that count as Incendiary Weapons.
- Medium Artillery bases can be upgraded to firing Incendiary Weapons as stone-throwers equipped with naptha bombs at a cost of +4 points per base.
- Hostage Screens are unarmed captives driven ahead of the army to soak up casualties and to frustrate/unnerv the enemy's forces. They cannot fight or shoot or cause Str damage to any bases in the opponent's army. They count as 'friendly' infantry to all cavalry in the Timurid army for interpenetration(!) and do not count towards Victory Point totals in competition games. These are only available to Tamerlane (1360-1405).
- The Unmanned Incendiary Camel Cart can only be used against enemy armies that have Elephants in their Core or Special Troops list. They count as an unmanned Light Chariot base, but if in melee affect their opponents as incendiary weapons.

Allies

Franks

No.	Base Type	Ord	Exp	Wgt	Str	Weapons	Pts
1-2	Knights	OO	Vet	KN	13	LA, SH	29
0-2	Turcoples	SO	Av	LC	9	LS, BO, SH	15
0-2	Crossbowmen	OO	Av	HI	10	CB	20
0-1	Hospitallers	CO	Elt	KN	17	LA, SH	35

- Officers as Knights.

Georgians

No.	Base Type	Ord	Exp	Wgt	Str	Weapons	Pts
0-1	Cavalry	OO	Vet	HC	13	LA, BO, SH	27

- Officers as Heavy Cavalry.

Armenians

No.	Base Type	Ord	Exp	Wgt	Str	Weapons	Pts
1	Knights	OO	Vet	KN	13	LA, BO, SH	30
1-2	Javelinmen	OO	Av	LI	10	LS, SH	15
0-2	Archers	SO	Av	LI	8	BO	11

- Officers as Knights.
- Minimums only apply if any Armenians are fielded.

Rum Seljuqs

No.	Base Type	Ord	Exp	Wgt	Str	Weapons	Pts
0-1	Askaris	OO	Vet	HC	13	LS, BO, SH	27

- Officers as ExtraHeavy or Heavy Cavalry.
- Askari bases may be upweighted to front rank EHC at a cost of +2 points per base.