

Ottoman Turkish Army 1596 to 1698 AD

Unit	Unit Type	Weapon	Hand to Hand	Shooting	Morale	Stamina	Special	# of units	Points
Sipahis of the Porte (only before 1600)	Heavy Horse	Lance, Sword, Bow	8	1	3+	4	Elite 4+, Heavy Cavalry +1	Up to 1 unit	65
Sipahis of the Porte (only before 1620)	Horse	Lance, Sword, Bow	8	1	4+	4	Elite 4+, Heavy Cavalry +1	1 to 6 Units	52
Sipahis of the Porte (only from 1610)	Horse	Lance, Sword, Pistol	8	1	4+	4	Elite 4+, Heavy Cavalry +1	1 to 6 Units	52
Sipahis of the Porte (only from 1610)	Horse	Lance, Sword, Pistol	8	1	5+	4	Elite 4+		48
<i>A maximum of 6 units of Sipahis of the Porte can be used and must be in a single Battalia.</i>									
Anatolian Sipahis (only before 1684)	Horse	Sword, Spear, Bow (Lance)	7	1	4+	3	Elite 6+ (Lance)	1-9	42 (47)
Anatolian Sipahis (Any time)	Horse	Sword, Spear, Bow (Lance)	7	1	5+	3	Elite 6+ (Lance)		38 (43)
Roumeliot Sipahis (only before 1650)	Horse	Sword, Spear, Bow (Lance)	7	1	4+	3	Elite 6+ (Lance)	1-6	42 (47)
Roumeliot Sipahis (only from 1630)	Horse	Sword, Spear, Pistol (Lance)	7	1	4+	3	Elite 6+ (Lance)		41 (46)
<i>A maximum of 9 Units of Feudal Sipahis can be used, Timariot and Roumeliot Sipahis must be fielded in separate battalia. One in 3 units may be armed with Lance, 1 in 3 Roumeliot Sipahis may be armed with carbine. Roumeliot Sipahis units cannot outnumber Timariot Sipahis units.</i>									
Delis	Light Horse Skirmishers	Sword, Bow (Lance)	6	1	5+	3	Fanatic (Lance)	Up to 2 Units	39 (44)
Other Balkan Horse	Light Horse Skirmishers	Sword, Bow	5	1	5+	3			32

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Turkomans & Crimean Tatars	Skirmishing Light Horse	Sword, Bow	4	1	6+	3	Marauder	Up to 2 Units	36
Bedouin	Light Horse	Lance, Sword	6	-	5+	3		Up to 2 Units	32
Kurds	Horse	Lance, Sword, Bow	7	1	4+	3			40
Janissaries	Infantry Battle Line	Musket, Sword	5	2	4+	3	Elite 4+, Swordsmen (Fanatic ⁱ)	Up to 6 units	43 (48)
Janissaries	Infantry Battle Line	Musket, Sword	5	2	4+	3	Elite 6+, Swordsmen (Fanatic)	1 to 12 units	39 (44)
Maximum of 12 Janissary units can be fielded, Elite 4+ Janissaries can only make up half the units fielded, Janissaries must be in their own Battalia									
Azab Musketeers	Infantry Battle Line	Musket, Axes	3	2	5+	3	Militia, Untested	1-2 units ⁱⁱ	24
Tufekcis or similar musketeers	Infantry Battle Line	Sword, Musket	3	2	5+	3	First Fire	2 to 4 units ⁱⁱⁱ	28
Balkan and Anatolian Sharpshooters	Skirmish Skirmishers	Musket, Sword	3	1	5+	3	(Sharpshooters)	Up to 2 unit	28
Poorly Equipped Levies	Infantry Warband	Mixed (thrown weapons)	2	1	6+	2	Militia	Up to 2 units	12
Ordinance									
Heavy Field	Ordinance	Heavy Gun	1	3-2-1	5+	2		2-8 (max 4 of either type)	25
Medium Field	Ordinance	Medium Gun	1	3-2-1	5+	2			21
Field Defences	Field Fortifications	Wagons, ditches, stakes, chained guns and tethered camels							

ⁱ Up to three units can be Guard Janissaries and gain the Fanatic ability

ⁱⁱ Minimum only applies before 1620

ⁱⁱⁱ Minimum only applies from 1620