

# *The Lion and the Prescent*

A Might and Reason Module for the recreation of the  
wars of the Persian and Ottoman Empires for the period  
1683 to 1747

By Greg Savvinos

# *The Lion and the Crescent*

The intention of *The Lion and the Crescent* is to provide gamers with basic Army lists, Officer lists, special rules and a few scenarios to allow players of *Might and Reason* to recreate some of the battles of the Ottoman and Persian Empires during the early to mid eighteenth centuries.

The wars of the Ottoman and Persian Empires in the first half of the 18<sup>th</sup> century were every bit as dramatic and sweeping as those of the better known European states. The battles are just as large, in some cases larger, the scale and complexity of the campaigns immense. Yet they remain obscure to most gamers.

Part of this can be ascribed to the Eurocentric view of history shared by most historical miniature gamers, which is perfectly understandable given that war gaming as such is mainly a western hobby.

This tendency is exacerbated by the limited sources of information available to the non academic community on the military history of non European states. There are many generally available works on the Western European wars of the eighteenth century, with detailed orders of battle, maps and campaign histories, as well as a plethora of uniform guides for the most obscure units imaginable. Yet for the Near East there is little other than the sketchiest information available.

However this situation is slowly improving with an increasing number of new publications on the subject. Most notable amongst these are the works of Rhoads Murphey, Virginia Aksan and Gabor Agoston on the Ottomans, as well as Michael Axworthy's useful book on Nader Shah.

The internet is also proving helpful, with many otherwise unobtainable contemporary works in their entirety becoming available to the general public through such sites as Google books.

## **Module Contents**

### **The Armies**

This section contains information on the major non European powers and/or coalitions that were active during the period covered by the module. For information on the European

powers players should refer to Appendix One of *Might and Reason* and the *Sun King* module.

The standard *Might and Reason* abbreviations for unit types are used throughout the module.

### **Officers**

This is a list of officers who were prominent in the conflicts depicted. The sources currently available generally only mention senior commanders and players are advised to create sub-commanders using the tables with each army list.

Officers whose name is followed by an asterisk (\*) are considered to be exceptional subordinates.

Officers whose name is followed by a **V** are considered to be valorous.

Each officer also has a **Skill** rating, to reflect his ability to command an army, and a personality rating (**Pers**) to indicate his aggressiveness.

In addition to this each officer has an indication of which wars he participated in:

- **Tur** refers to the great Turkenkrieg between 1683 and 1699
- **E** refers to the early wars of the eighteenth century between 1711 and 1718
- **P** refers to the Persian wars between 1719 and 1745
- **B** refers to the war between Russia and Austria against the Ottoman Empire between 1736 and 1739.

### **Acknowledgements**

This module would not have been possible without the help of a dedicated group of Australian gamers who can be loosely described as the Malmsbury Volunteers who donated their time and energy to this module, amongst whom are; John Almond, Greg Blake, Michael Bornstein Greg Hubbard, Anthony Mathers, and David Sinclair.

# THE ARMIES

## Ottoman Empire 1683-1719

Army Base points by Commander's Skill				
	Great	Good	Average	Poor
Base Points	-	170	210	240
Cavalry max	-	90	110	130

Creating Sub-Commanders					
	Personality				
	-2	-1	0	+1	+2
Infantry	1	2	3-4	5	6
Cavalry	-	1	2	3-4	5-6
Exceptional Subordinate Roll					6+

Ottoman Units:	SP	Type	Notes	Min/Max	Points
Serdengecti ( Elite Janissaries)	6	RI		1	9
Janissaries	5	RI		(4)	7
Provincial Infantry	4	RI		(1)	6
Irregular Infantry	4	II	Skirmishing foot	(2)	5
Levy foot	3	II		4	4
Kapikulu Cavalry	6	HC		4	9
Timariot Cavalry	5	IC	Feudal etc	(3)	5
Light Cavalry	3	LC	AT	(3)	3
Heavy Artillery				6	10

### Special Rules:

The Ottoman army of this period was rapidly being outpaced by Western developments in tactics and suffered many defeats against their Imperial enemies. Despite that they remained a dangerous foe and had to be treated with respect, as Peter the Great of Russia learned to his cost. In this period the Janissaries remained the main portion of any infantry in an Ottoman Army, though the number of locally raised forces was increasing. The Ottomans were involved in wars with Austria, Poland, Venice and Russia.

- Ottoman Irregular Infantry units may always move at the MF rate even in FF. This does not apply for Levy foot
- While they prized sharpshooting and skirmishing, the Ottomans did not believe in volley fire. (Their muskets took far too long to reload, and the Turks were notoriously impatient.) Thus: No Ottoman units require an Attack Test in order to close to contact. (Except their light cavalry.) Nor are Ottoman infantry restricted by the Point-blank-Rule; they may move from any distance, directly to contact.
- Ottoman *regular* infantry units may fortify their positions if they meet *all* these criteria: 1) they are in FF; 2) they are within the radius of their sub-commanders; 3) they are not within 16" of the enemy. If they meet these criteria, the units spend their entire movement segment to dig-in, thus providing them with Cover in front of their positions. Treat this as an obstacle, erected directly along the front of the unit, which provides cover against all fire coming across it. If the unit moves, the cover disappears. (It is not a movement obstacle for the Turkish troops, themselves.) Nor does it provide an advantage in combat.

### Allied Contingents:

Crimean Tatars

## Ottoman Empire 1720-1747

Army Base points by Commander's Skill				
	Great	Good	Average	Poor
Base Points	-	170	210	240
Cavalry max	-	90	110	130

Creating Sub-Commanders						
	Personality					
	-2	-1	0	+1	+2	
Infantry	1	2	3-4	5	6	
Cavalry	-	1	2	3-4	5-6	
Exceptional Subordinate Roll						6+

Ottoman Units:	SP	Type	Notes	Min/Max	Points
Serdengecti ( Elite Janissaries)	6	RI		1	9
Janissaries	5	RI		(4)	7
Provincial Infantry	4	RI		(4)	6
Irregular Infantry	4	II	Skirmishing foot	(4)	5
Levy foot	3	II		4	4
Kapikulu Cavalry	6	HC		4	9
Timariot Cavalry	5	IC	Feudal etc	(3)	5
Light Cavalry	3	LC	AT	(3)	3
Heavy Artillery				6	10

### Special Rules:

The Ottoman army of this period retained many of the features of the earlier army of the Sultan, with the main change being the increase in the number of locally raised units such as the Bosnian militia and the various Governors guards. In time these provincial forces would contribute to a greater decentralisation of power that would seriously weaken the Empire. However in the short term the Provincial forces were a useful adjunct to the declining Janissary corps. This army, whilst outmoded by western standards was still capable of inflicting sharp rebuffs to both western and eastern opponents.

- Ottoman Irregular Infantry units may always move at the MF rate even in FF. This does not apply for Levy foot.
- While they prized sharpshooting and skirmishing, the Ottomans did not believe in volley fire. (Their muskets took far too long to reload, and the Turks were notoriously impatient.) Thus: No Ottoman units require an Attack Test in order to close to contact (Except their light cavalry). Nor are Ottoman infantry restricted by the Point-blank-Rule.; they may move from any distance, directly to contact.
- Ottoman *regular* infantry units may fortify their positions if they meet *all* these criteria: 1) they are in FF; 2) they are within the radius of their sub-commanders; 3) they are not within 16" of the enemy. If they meet these criteria, the units spend their entire movement segment to dig-in, thus providing them with Cover in front of their positions. Treat this as an obstacle, erected directly along the front of the unit, which provides cover against all fire coming across it. If the unit moves, the cover disappears. (It is not a movement obstacle for the Turkish troops, themselves.) Nor does it provide an advantage in combat.

### Allied Contingents:

Crimean Tatars

## Late Safavid Persia 1700 -1728

Army Base points by Commander's Skill				
	Great	Good	Average	Poor
Base Points	-	-	210	240
Cavalry max	-	-	140	160

Creating Sub-Commanders					
	Personality				
	-2	-1	0	+1	+2
Infantry	1	2-4	5	6	
Cavalry	-	1	2	3-4	5-6
Exceptional Subordinate Roll					6+

Persian Units:	SP	Type	Notes	Min/Max	Points
Tufenghis	4	RI		4	6
Levies	3	II		8	4
Irregular foot	4	II		4	5
Royal Guards	6	HC		4	9
Feudal Cavalry	5	IC		(3)	5
Light Cavalry	3	IC	AT	(3)	3
Artillery				4	10

### Special Rules:

The late Safavid army was a conglomerate of regularly paid troops and feudal contingents. The most reliable arm was the cavalry, with the infantry being largely hastily raised levies. According to some sources the late Safavid army had fallen in to decay with troops being infrequently paid or trained. However in the end it was a failure of leadership that led to the destruction of the Safavid state at the hands of the Afghans.

## Persia of Nader Shah 1729-1747

Army Base points by Commander's Skill				
	Great	Good	Average	Poor
Base Points	150	170	210	240
Cavalry max	100	110	120	140

Creating Sub-Commanders					
	Personality				
	-2	-1	0	+1	+2
Infantry	-	1	2-3	4-5	6
Cavalry	-	1	2	3-4	5-6
Exceptional Subordinate Roll					6+

Persian Units:	SP	Type	Notes	Min/Max	Points
Veteran Jazayerchis	6	RI	no AT	5	9
Jazayerchis	5	RI	no AT	6	7
Karakashun	4	RI	no AT	6	6
Tribal foot	5	II	Afghans etc	4	6
Guard Horse	7	HC		2	10
Ghulams	6	HC		4	9
Afshar horse	6	IC		(3)	6
Afghan horse	5	IC		(3)	5
Tribal cavalry	4	IC		(3)	4
Zamburak ( camel guns)				6	8
Heavy Artillery				2	12

### Special Rules:

Nader Shah's army was a formidable force that was more often than not victorious against its many foes. The army was paid and in the case of the Jayerchis uniformed. More importantly the army was regularly trained, and in the case of the infantry practiced volley fire as well as individual marksmanship with their highly effective jazayers ( heavy muskets, mostly flintlocks). The main weakness of this army was the lack of artillery, which the widespread deployment of zamburak camel artillery was intended to remedy in the field. This army fought extensive campaigns against the Ottomans, the Afghans, Khiva, Dagestan and the Mogul Empire as well as many internal revolts.

1. The Persian infantry under Nader Shah was trained to employ massed firepower and then charge with the sword when the opponent had been suitably softened up. As such they are treated as being equivalent to European line infantry for all purposes, with the exception that they do not need to pass an attack test in order to close with the enemy. They are still subject to the Point-blank-Rule.
2. Zamburaks were camel mounted swivel guns that fired a projectile of ½ to 2 pounds weight. Each unit represents approximately 100 camel guns. Zamburaks have a range of 4 BW and may only fire round shot but are otherwise treated as horse artillery.

## The Afghans 1719-1770

Army Base points by Commander's Skill				
		Good	Average	Poor
Base Points		170	210	240
Cavalry max		170	210	240

Creating Sub-Commanders					
	Personality				
	-2	-1	0	+1	+2
Infantry	-	1	2-3	4-5	6
Cavalry	-	1	2	3-4	5-6
Exceptional Subordinate Roll					6+

Afghan Units:	SP	Type	Notes	Min/Max	Points
Afghan foot	6	II		8	6
Town militia	4	II		4	5
Afghan horse	6	IC		(4)	6
Zamburak ( camel guns)				6	8
Artillery				1	12

### Special Rules:

The Afghans early in this period threw off Persian domination and then conquered Persia itself, capturing the capital Isfahan after a prolonged siege. Then they repelled a serious Ottoman invasion, only to be completely defeated in both Persia and Afghanistan by Nader Shah who incorporated many Afghans in his armies. However after the assassination of Nader in 1747 the Afghans regained their independence and in 1761 dealt a devastating blow to the Mahratta Confederacy at Panipat. For a poor country with few resources they definitely punched above their weight.

- Zamburaks were camel mounted swivel guns that fired a projectile of ½ to 2 pounds weight. Each unit represents approximately 100 camel guns. Zamburaks have a range of 4 BW and may only fire round shot but are otherwise treated as horse artillery.

**Note:** Afghan armies rarely exceeded 30,000 men, so the standard M&R point structures are not entirely appropriate.

## Crimean Tatars

Army Base points by Commander's Skill				
		Good	Average	Poor
Base Points		170	210	240
Cavalry max		170	210	240

Creating Sub-Commanders					
	Personality				
	-2	-1	0	+1	+2
Infantry	1	2	3-4	5	6
Cavalry	-	1	2	3-4	5-6
Exceptional Subordinate Roll	6+				

Tatar Units:	SP	Type	Notes	Min/Max	Points
Ottoman Garrison foot	4	RI		3	6
Tatar foot	4	II		6	5
Tatar Nobles	5	IC		4	5
Tatar Horse	3	IC	AT	(6)	3
Artillery				2	12

### Special Rules:

The Crimean Tatars were an integral part of the Ottoman defence of the Black Sea and for many years kept the nascent Russian empire at bay through a combination of rapidly moving light cavalry and an effective use of a scorched earth strategy. They took part in most Ottoman campaigns and between 1736 and 1739 were able to frustrate several seemingly overwhelming Russian invasions of the Crimean peninsula itself.

### Allied contingents:

Ottomans

**Note:** Tatar armies rarely exceeded 30,000 men, so the standard M&R point structures are not entirely appropriate.

## Moghul Indian 1710 -1740

Army Base points by Commander's Skill				
	Great	Good	Average	Poor
Base Points	-	-	-	240
Cavalry max	-	-	-	160

Creating Sub-Commanders						
	Personality					
	-2	-1	0	+1	+2	
Infantry	1	2-4	5	6		
Cavalry	1	2-3	4	5	6	
Exceptional Subordinate Roll						6+

Moghul Units:	SP	Type	Notes	Min/Max	Points
Matchlockmen	3	II		(4)	4
Elephants	4	EL	AT	(1)	6
Armoured Cavalry	4	IC		(4)	4
Light Cavalry	3	IC	AT	(4)	3
Zamburaks				4	8
Indian Artillery				10	6

### Special Rules:

The Moghul army at Karnal lacked decisive command, disciplined troops and a plan of action. It was riven with dissention and downright treason. Not surprisingly the army fell apart when faced by the disciplined forces of Nadir's Persia. Following the battle of Karnal and the subsequent sack of Delhi the Moghul Empire practically ceased to exist as a significant political force.

- Zamburaks were camel mounted swivel guns that fired a projectile of ½ to 2 pounds weight. Each unit represents approximately 100 camel guns. Zamburaks have a range of 4 BW and may only fire round shot but are otherwise treated as horse artillery.
- Indian artillery whilst numerous were notoriously inefficient compared to Western and Near Eastern artillery To reflect this treat Indian Artillery as heavy artillery with the following modifications:
  - Indian artillery may only fire in a pulse during which the owning player has the initiative
  - Indian artillery may not fire canister
  - Indian artillery that are contacted by the enemy are automatically destroyed and do not get a Final Fire (H3.52) unless they are behind an obstacle.
  - Indian Artillery in MF have a movement allowance of 2 BW
- Elephants were still used in India as a battlefield weapon, there were 500 war elephants at Karnal in 1739, but suffered from some serious difficulties when facing gunpowder weapons. The following special rules apply to elephants:
  - Elephants fight in close combat as HC but must pass an attack test to charge and may not evade.
  - Elephants have a movement allowance of 2BW. They suffer the same terrain penalties and movement restrictions (including interpenetration) as regular infantry.
  - Elephants always count as a vulnerable unit when fired at.
  - Elephants that are forced to fall back do so for 3BW and inflict 1 Hit on each friendly unit they have passed through.

# Officers

## Ottomans

Leader	Skill	Pers	Wars
Abdallah Aga V	-	+1	P
Aptullah Koprulu	Poor	0	P,B
Baltaci Mehmet	Poor	-1	Tur
Bosnia Pasha V	Good	0	Tur
Boulad Achmed V	Average	+1	P
Cerkes Mehmet	Average	+1	E
Chalil Pasha V	Poor	0	Tur
Damad Ali V	Average	0	E
Damad Ibrahim	Poor	-2	P
Damask Pasha	Average	+1	P
Diyarbakir Pasha	Average	+1	E
Durmus Pasha	Average	+1	E
Elmas Mohammed	Poor	-1	Tur
Hajji Muhammad	Average	+1	B
Halil Pasha	Poor	0	E
Hekimoglu Ali V	Good	+1	P,B
Hussein Pasha V	Average	0	Tur
Ibrahim Pasha	Poor	0	P,B
Ivaz Mehmet	Average	-1	P,B
Kara Mustafa	Average	0	E
Koja Giaffar Pasha V	Average	0	Tur
Kurd Pasha	Good	+1	Tur
Mostafa Pasha	Average	0	P
Muhsinzade Abdullah	Average	0	B
Mustafa II V	Good	0	Tur
Mustafa Koprulu * V	Good	+1	Tur
Mustafa Pasha V	Poor	0	Tur
Nevsehirlir Ibrahim *	Average	+1	P
Poulak Pasha	Poor	-1	P
Ragip Efendi	Average	-1	P
Redschid Pasha	Poor	-1	Tur
Sari Achmed Pasha	Average	+1	Tur
Seyyid Mehmet	Poor	-1	B
Sorkhai Khan	Average	0	P
Topal Osman* V	Good	+1	P
Vely Pasha	-	+1	B
Yahya Pasha	Average	+1	B
Yeghen Pasha	Average	+1	P,B
Yusuf Pasha V	Average	0	E

## Afghans

Leader	Skill	Pers	Wars
Amanullah Khan V	Average	+1	P
Ashraf V	Good	+1	P
Hossein	Average	0	P
Mahmud V	Good	+1	P
Mohammad Seidal	Average	0	P
Nasrollah V	Average	+1	P
Zolfequar	-	-1	P
Mir Veis V	Good	+1	P
Zeberdest Khan	-	0	P

## Safavid Persians

Leader	Skill	Pers	Wars
Ahmad Khan	-	-2	P
Ali Mardan Khan	-	+2	P
Ali Riza	-	-1	P
Cheik Ali Khan	-	-1	P
Fath Ali Khan	Poor	+1	P
Ferez Oullah	-	-1	P
Lori Khan	-	+1	P
Mohammad Khan	-	-2	P
Mohammad Qoli Khan	Poor	-2	P
Rostam Khan	-	+2	P
Seyyed Abdallah	-	+2	P
Tahmasp Shah	Poor	-1	P

## Nadir Shah's Persians

Leader	Skill	Pers	Wars
Ebrahim	Poor	+2	P
Fath Ali Kayani V	-	+1	P
Khodayar Khan	Poor	-1	P
Latif Khan	Good	+1	P
Letf Ali Khan	-	+1	P
Mohammad Khan	Poor	0	P
Mortaza Qoli Mirza V	-	+1	P
Myrza Khan	Average	+1	P
Nadir Shah * V	Great	+1	P
Nasrollah Mirza * V	Good	+1	P
Reza Qoli Mirza V	Good	+2	P
Tahmasp Jalayer * V	Good	+1	P
Taqi Khan Shirazi	Average	-1	P

## Moghul Indian

Leader	Skill	Pers	Wars
Khan Dowran	Poor	+2	P
Mohammad Shah	Poor	-2	P
Nezam Ol Molk	Poor	-2	P
Sa'adat Khan	Poor	+2	P

## Tatars

Leader	Skill	Pers	Wars
Ghirai Khan	Good	+1	B
Kulga Khan	Good	+1	B