

FRANKOKRATIA



AUTHORISED ARMY LISTS FOR

**MORTEM
ET GLORIAM**



ARMY LISTS

FRANKOKRATIA

Edited by Richard Jeffrey-Cook. Contributions from Simon Hall, Lee Sanders, Nik Gaukroger and Lance Flint. Front image by Simon Clarke.

CONTENTS

The lists are divided into three sections, Maximus, Magna and Pacto. Within each section are the following lists:

- | | | | |
|---------------------------|-----------------|-------------------------------|-----------------|
| • Komnenan Byzantine | 1071 to 1204 CE | • Frankish Greece | 1205 to 1458 CE |
| • Kingdom of Serbia | 1166 to 1300 CE | • Late Imperial Byzantine | 1261 to 1384 CE |
| • Second Bulgarian Empire | 1186 to 1395 CE | • Despotate of the Morea | 1262 to 1460 CE |
| • Lusignan Cypriot | 1192 to 1474 CE | • Early Ottoman Turkish | 1281 to 1362 CE |
| • Latin Empire | 1204 to 1261 CE | • Order of St. John | 1292 to 1522 CE |
| • Nicaean Byzantine | 1204 to 1261 CE | • Catalan Company in Anatolia | 1303 to 1305 CE |
| • Epirot Byzantine | 1204 to 1337 CE | • Catalan Company in Greece | 1306 to 1388 CE |
| • Empire of Trebizond | 1204 to 1461 CE | • Genoese in Cyprus | 1373 to 1464 CE |
| • Venetian in Greece | 1204 to 1470 CE | | |

CREATING AN ARMY WITH THE MORTEM ET GLORIAM ARMY LISTS

Use the army lists to create your own customised armies using the Mortem et Gloriam Army Builder.

There are few **general rules** to follow:

1. An army must have at least 2 generals and can have no more than 4.
2. You must take at least the minimum of any troops noted and may not go beyond the maximum of any.
3. No army may have more than two generals who are Talented or better.
4. Unless specified otherwise, all elements in a UG must be classified identically. Unless specified otherwise, if an optional characteristic is taken, it must be taken by all the elements in the UG for which that optional characteristic is available.
5. Any UGs can be downgraded by one quality grade and/or by one shooting skill (Skilled to Experienced or Experienced to Unskilled) representing less strong, tired, or understrength troops. If any bases are downgraded all in the UG must be downgraded. So Average-Experienced skirmishers can always be downgraded to Poor-Unskilled.
6. Points are shown for troops with all mandatory characteristics applied. Points have been rounded to the nearest whole number. If quality or shooting skill is downgraded, then the points (including the points for any optional characteristics) will need to be adjusted.
7. An army entirely of Cavalry, Chariots, Camelry or Infantry with the Dismountable characteristic may choose the No Camp option.

Where **allies** are allowed, they must conform to the following rules:

1. An ally must be a minimum of 2 and a maximum of 4 UGs.
2. They must take enough UGs to get them to at least 50% of the minimums in the list being used.
3. They can thereafter take any troops up to the maximum to create the rest of the allied contingent.
4. Unless specified in the notes, the general must be the same type as the army commander in the main list but cannot be legendary.

Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

Where an **internal ally** is allowed, and no contingent is specified they must conform to the following rules:

1. Each internal ally must be a minimum of 2 and a maximum of 4 UGs.
2. The total number of troops taken of each type in the entire army must not exceed the maxima for that troop type.
3. They must take enough UGs to get them to at least 50% of the minimums in the list if there is enough allowance for a UG after the core army itself has taken the minimum. For example: An army has 4-12 cavalry (UG size 4,6) and 18-32 spearmen (UG size 6,8,9) as compulsory troops with 2 internal allies. The core army must take 4 cavalry and at least 18 spearmen. The first ally must take 4 cavalry and at least 9 spearmen. The second ally must take 4 cavalry but cannot take the 9 spearmen as this would exceed the 32 spearmen limit for the army.

4. If a list requires a proportion of a troop type to be upgraded or regraded, then the army as a whole must comply with this requirement. Internal allies do not have to comply these requirements. For example: $\frac{1}{4}$ to $\frac{3}{4}$ of Turcomans must be upgraded from Experienced to Skilled shooting. An internal ally might have all Experienced as long as the army as a whole has $\frac{1}{4}$ to $\frac{3}{4}$ Skilled.
5. They can thereafter take any troops up to the maximum to create the rest of the allied contingent.

Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

Poor quality TuGs in Pacto must start with 2 or 3 elements. TuGs downgraded from Average quality must start with 2 elements, except where they are already allowed 3 elements. Poor quality SuGs or Average quality downgraded to Poor may start with 1, 2 or 3 elements.

As a courtesy to your opponent when you deploy your troops, you should describe each UG fully; type, training, quality, protection, melee weaponry, shooting skill and weaponry, characteristics, and which ally if appropriate. You should also explain how any unusual troop types in your army function and any special rules including Stakes, Caltrops, Barricades and Obstacles and troop types such as Battle Wagons.

The easiest way to calculate points is to use the downloadable on-line army builder at www.mortem-et-gloriam.co.uk. Use this and all you do is use drop downs for the troop classifications and it does all the work for you. For those who prefer pen and paper, or who want to doodle some approximate designs before loading an army up, we have provided the points values with the lists. If a discrepancy exists in the points values between these lists and the army builder, then the army builder has the correct value.

FRIENDLY AND SCENARIO GAMES

Feel free to vary the troop classifications for friendly and scenario games. An interesting aspect of scenario games can be to see what the effect is from representing troops in a different manner.

HISTORICAL INTRODUCTION

Frankokratia was the Greek term for “rule of the Franks”.

Following the Battle of Manzikert, the Byzantine Empire lost most of its territory in Asia Minor, and was in immediate danger of complete annihilation. Alexios I Komnenos restored relations with the Papacy and requested aid against the Turks from Pope Urban II at the Council of Piacenza in 1095 CE. Later that same year, the Pope preached the First Crusade at the Council of Clermont.

In the wake of the success of the First Crusade, the three competent Komnenian emperors, Alexios I (1081 to 1118), John II (1118 to 1143) and Manuel I (1143 to 1180) oversaw a resurgence of the Byzantine Empire’s military and economic power and enjoyed a cultural revival. In the Balkans the emperors defeated the Pechenegs, Hungarians and Serbs. They also led numerous campaigns against the Turks in Asia Minor. Manuel I led an unsuccessful invasion of the Norman Kingdom of Sicily. He established common cause with the Kingdom of Jerusalem against the Muslims and participated in a combined invasion of Fatimid Egypt. Towards the end of his reign he suffered a serious defeat at Myriokephalon when attacking a well defended Seljuk Turk army.

During the short reign of Alexios II, the Byzantine Empire suffered defeats at the hands of the Hungarians, Venetians and Seljuk Turks. Alexios II was only 10 when he inherited the Empire. He was killed by Andronikos I, a grandson of Alexios I. His rule descended into a reign of terror as he tried to exterminate the Byzantine aristocracy. He was overthrown by Isaac II Angelos, captured and brutally murdered. The oppressiveness of his taxes resulted in a Vlach-Bulgarian uprising late in 1185. The rebellion led to the establishment of the Second Bulgarian Empire under the Asen dynasty.

The loss of Jerusalem to Saladin led to the Third Crusade. Isaac II made a secret alliance with Saladin to impede the progress of the Holy Roman Emperor Frederick I Barbarossa. In retaliation Barbarossa's army occupied the city of Philippopolis and defeated a Byzantine army of 3,000 men that attempted to recapture the city. The next five years were disturbed by continued warfare with Bulgaria.

Isaac II was overthrown by his older brother Alexios III Angelos. He was captured, blinded and imprisoned. Alexios III mismanaged the defence of Constantinople when it was attacked by the Fourth Crusade. These Crusaders, whose original objective was Egypt, had been invited by the son of Isaac, Alexios IV.

The sack of Constantinople turned it in 1204 into a Crusader state, known as the Latin Empire. Much of the former Byzantine territory remained in the hands of rival successor states led by Byzantine Greek aristocrats. These included the Despotate of Epirus, the Empire of Nicaea, and the Empire of Trebizond, each bent on reconquest from the Latins. The Latin Empire initially achieved success, capturing Bithynia and Mysia by defeating the Nicaean forces.

In Europe however, the Latin Empire forces were defeated by the Bulgarians and their Cuman allies at the Battle of Adrianople in 1205. The Bulgarian threat was defeated in 1208 and peace concluded with the marriage of Henry of Flanders, the Latin Emperor, to Maria of Bulgaria. The Emperor faced rebellion in Thessaly. The rebels were aided by the Despotate of Epirus. The Latin Empire was unable to prevent the final fall of Thessalonica to Epirus in 1224.

The Epirote threat was removed by their disastrous defeat by the Bulgarians at the Battle of Klokotnitsa in 1230. But this threat was replaced by the Nicaeans who started acquiring territories in Greece. By 1247 the Nicaeans had effectively surrounded Constantinople. In 1259 they invaded Epirus and defeated a Frankish Greek force at the Battle of Pelagonia, which had arrived to aid the Epirotes. The Epirote leader went on to capture the Principality of Achaea, leaving the Duchy of Athens as the main Frankish territory in Greece. In July 1261 the Nicaeans took Constantinople. The remaining Latin states continued to rule territory in Greece.

The Despotate of the Morea was created out of territory seized from the Frankish Principality of Achaea. A later Byzantine emperor, John VI Kantakouzenos, reorganized the territory during the mid-14th century to establish it as an appanage for his son, the Despot Manuel Kantakouzenos. The rival Palaiologos dynasty seized Morea after Manuel's death in 1380, with Theodore I Palaiologos becoming despot in 1383. Theodore ruled until 1407, consolidating Byzantine rule and coming to terms with his more powerful neighbours, particularly the expansionist Ottoman Empire, whose suzerainty he recognised. He also sought to reinvigorate the local economy by inviting Albanians to settle in the territory. As Latin power in the Peloponnese waned during the 15th century, the Despotate of the Morea expanded to incorporate the entire peninsula.

When the Ottomans captured the Byzantine capital in 1453 the Moreans had been unable to send aid. After years of incompetent rule by the despots, they were unable to pay their annual tribute to the Sultan and a rebellion led to the destruction of the state by 1460.



MAXIMUS ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAXIMUS

Type of general	Army Commander		Sub-general		Ally general	
	Professional	Instinctive	Professional	Instinctive	Professional	Instinctive
Legendary	1600	1400	n/a	n/a	800	700
Talented	1150	900	850	700	650	600
Competent	700	550	600	450	300	250
Mediocre	400	250	400	250	100	50

CAMPS

Type of camp	Poor	Average	Superior
Unfortified	108	180	252
Fortified	216	360	504
Flexible	180	300	420
Mobile	126	210	294
No camp	378	N/A	N/A

A flexible camp is deployed as a fortified camp when defending and a mobile camp when invading.
No camp deploys a poor mobile camp when defending and no camp at all when invading.

UGs

For each UG multiply the cost shown in the list (adjusting for any optional characteristics) by the number of bases.

NOTES

1. Points values for skirmishers in Magna and Pacto are greater than in Maximus as SuGs shoot at full effect with only two ranks.
2. For further details on how points are calculated visit the Mortem et Gloriam website.

KOMNENAN BYZANTINE

1071 TO 1204 CE

HISTORICAL NOTES

This list covers the Byzantine army following the disaster of Manzikert until the sack of Constantinople. After Manzikert, central power was reasserted by Nicephorus III and particularly by Alexius I Komnenos, emperor from 1081 to 1118 CE. Manual 1 1143-80 continued the expansionist strategy of his father and grandfather.

TROOP NOTES

The defeat at Manzikert in 1071 destroyed many of the professional tagmata, the core of the Byzantine army. The subsequent loss of Asia Minor deprived the Empire of its main recruiting ground. Whilst there were many mercenaries, traditional Byzantine regulars were also available and a regular army reformed. The army was successful against a variety of foes, Normans in Sicily, Pechenegs and the Seljuks.

The Varangians were recruited increasingly from Anglo-Saxons after the Norman Conquest and were famous for wielding two-handed axes.

The Athanatoi (Immortals) were revived after the disaster at Manzikert, probably by combining surviving Eastern troops. They may have been cavalry but this is not certain.

The Archontopouloi were a cavalry unit drawn from the orphans of Byzantine officers who had died in battle. They may have been hastily raised, hence the unusual classification.

Vardariototai (Vadariots) seem to have been originally Magyars, resettled in Macedonia, but are also described as Turks. They appear as a palace guard unit in a police role, probably created by Manuel I.

Native tagmata (regiments) no longer served only as local garrisons. Manual I introduced Frankish influenced reform, training the Byzantine cavalry to charge with the couched lance. Military settlers were often derived from defeated foes, including Pechenegs and Serbs.

In addition to guard units and native regiments, foreign soldiers were recruited into a number of tagmata. Latinikon were Western Europeans or families from the west who had been in Byzantine employ for generations. Turkopouloi ("sons of Turks") were recruited from Turks. Skythion were recruited from Pechenegs and Cumans.

The Tagma of the Manichaeans were recruited from Paulicians, a Christian sect based in Thrace, distinct from genuine Manichaeans. Other highland troops were recruited from the Balkans, Thrace and Anatolia.

The semi-feudal forces raised by provincial magnates supplemented the field army.

Cavalry used lances and maces. Lighter cavalry used bows. Horse armour is not shown in pictorial sources but might have had limited use. Shields were mostly kite-shaped although round shields are also shown on pictorial sources.

Infantry were either spear or bow armed. Slings and staff slings are mentioned on occasion.

HISTORICAL ENEMIES

Bedouin Dynasties; Seljuk Turk; Great Seljuk Empire; Early Holy Roman Empire; Pecheneg; Early Hungarian; Cuman or Kipchak; Early Armenian Cilicia; Syrian States; Early Turcoman Beyliks; County of Edessa; Early Outremer States; Sultanate of Rum; Ayyubid Egyptian; Kingdom of Serbia; Second Bulgarian Empire; Norman Sicilian; Hungarian

KOMNENAN BYZANTINE



ARMY COMMANDER		1	Any Professional		DATES		1071 CE to 1204 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Professional		CAMP		Unfortified or Fortified; Poor or Average		
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Kavallarioi	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	8	4,6
	Drilled Loose	Protected	-					18	
Upgrade kavallaroι (from 1144 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	128	Melee Expert (23)	1/2	4,6
	Drilled Loose	Protected	-					All	
Imperial retinue or picked troops	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	180	Melee Expert (40)	0	4
	Drilled Loose	Protected	-					4	
Upgrade Imperial retinue (from 1151 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	224	Melee Expert (40)	0	4
	Drilled Loose	-/Fully Armoured	-					4	
Peltastoi (until 1118 CE)	CAVALRY	Average	Experienced	-	African	145	Dismountable (5)	0	4
	Drilled Flexible	Protected	Bow					4	
Archontopouloi (from 1087 to 1090 CE)	CAVALRY	Superior	-	Charging Lancer	Combat Shy	108	-	0	4,6
	Formed Loose	Protected	-					6	
Replace kavallarioι with tagmata (until 1090 CE)	CAVALRY	Average	Charge Only	Charging Lancer	-	139	-	4	4,6
	Drilled Loose	Protected	Bow					12	
Downgrade tagmata	CAVALRY	Average	-	Charging Lancer	-	105	-	0	4,6
	Formed Loose	Protected	-					Any	
Latinikon (until 1150 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	0	4,6
	Formed Loose	Protected	-					12	
Latinikon (from 1151 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	0	4,6
	Formed Loose	-/Fully Armoured	-					18	
Vardariots (from 1144 CE)	CAVALRY	Superior	Skilled	-	-	196	-	0	4,6
	Formed Flexible	Protected	Bow					6	
Turkopouloi	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	4,6
	Formed Flexible	Unprotected	Bow					12	

KOMNENAN BYZANTINE



Varangian guard	INFANTRY	Superior	-	2-H Cut-Crush	-	143	Dismountable (14)	0	6
	Drilled Close	Protected	-					6	
Upgrade Varangian guard	INFANTRY	Exceptional	-	2-H Cut-Crush	-	235	Dismountable (23)	0	6
	Drilled Close	Fully Armoured	-					6	
Kontaratoi	INFANTRY	Average	-	Short Spear	Shieldwall	82	-	0	6,8
	Drilled Close	Protected	-					12	
Toxotoi	INFANTRY	Average	Experienced	-	-	58	Combat Shy (-14)	8	6,8
	Drilled Loose	Unprotected	Bow					18	
Manichaeans	INFANTRY	Superior	-	-	Devastating Chargers	84	-	0	6,8
	Tribal Loose	Protected	-					8	
Highland javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0	6,8,9
	Tribal Loose	Protected	Javelin					18	
Skythikon	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					12	
Pecheneg mercenaries (from 1091 CE)	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					12	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
Slings	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6
	Skirmisher	Unprotected	Sling					6	
Akontistoi javelinmen	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6
	Skirmisher	Unprotected	Javelin					6	

ALLIES

Seljuk Turk allies - Early Turcoman Beyliks (until 1116 CE)
 Crusader allies - County of Edessa (only in 1138 CE)
 Crusader allies - Outremer States (only in 1159 CE)
 Cilician Armenian allies - Armenian Kingdom of Cilicia (from 1152 to 1159 CE)
 Norman Rebel allies - Later Communal Italian (only in Italy from 1155 to 1156 CE)
 Hungarian allies (from 1167 to 1180 CE)
 Cuman allies - Cuman or Kipchak (only in 1191 CE)

KOMNENAN BYZANTINE



NOTES

Peltastoi dismount as Drilled Loose, Protected, Bow with the same shooting skill and quality.
Only one external ally may be taken.
This army may use Feigned Flight.

CHANGES FROM LAST VERSION

Adjusted cavalry.

KINGDOM OF SERBIA



1166 TO 1300 CE

HISTORICAL NOTES

In 1163 CE Byzantine Emperor appointed Tihomir as the supreme Grand Prince of the Serb lands. This disappointed Nemanja who rebelled against his older brother. He went on to defeat the mercenary army sent by the Byzantine emperor Manuel I at the Battle of Pantino. He assumed the title of Grand Prince and took the first name Stefan meaning crowned. In 1171 he joined an anti-Byzantine coalition with Venice and Hungary but when this coalition collapsed the following year he was forced to submit to the Emperor. With the Emperor's death in 1180 he took advantage of the Empire's weakened state to establish his independence. In 1191 he was forced to retreat before a superior Byzantine army but obtained a treaty recognising him as Grand Prince and in 1193 he defeated a Hungarian invasion. In 1196 he abdicated in favour of his younger son Stefan II. This led to conflict over succession and for a time Stefan II was expelled from Serbia. Stefan sought a royal crown from the papacy. In 1217 it was granted and he was crowned King of Serbia by a papal legate. In the following years Serbia maintained a precarious existence, dependent to some extent on Byzantium, Bulgaria or Hungary.

TROOP NOTES

Vlastela were nobles who fought with lance. Though the cavalry were equipped with bow as well as lance, the lance was regarded as the primary weapon. Voynuks were wealthier peasants serving as infantry. The majority of the infantry were unarmoured archers provided by the vlastela's servants. The zamanitchka voyska "All Together" was the levy of all able-bodied freemen called up only in times of emergency.

HISTORICAL ENEMIES

Golden Horde; Komnenan Byzantine; Second Bulgarian Empire; Epirot Byzantine; Late Imperial Byzantine; Hungarian

KINGDOM OF SERBIA



ARMY COMMANDER	1	Any Instinctive	DATES	1166 CE to 1300 CE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Standard, Mountains
INTERNAL ALLIED GENERALS	0-1	Any Instinctive (Bosnian)	CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Best vlastela	CAVALRY		Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	0	4,6
	Formed Loose		Protected	-					6	
Vlastela	CAVALRY		Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	12	4,6
	Formed Loose		Protected	-					30	
Turcoman, Wallachian or Tatar mercenaries	CAVALRY		Average	Experienced	-	-	94	-	0	4,6
	Formed Flexible		Unprotected	Bow					12	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	12	6,8
	Tribal Loose		Unprotected	Bow					36	
Voynuk spearmen	INFANTRY		Average	-	Short Spear	Shieldwall	67	-	0	6,8
	Tribal Close		Protected	-					16	
Zamanitchka voyska	INFANTRY		Poor	Unskilled	Short Spear	-	25	Combat Shy (-9)	0	8,9,10
	Tribal Loose		Unprotected	Javelin					10	
Hungarian or Cuman mercenaries	CAVALRY		Average	Experienced	-	-	57	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher		Unprotected	Bow					8	
Skirmishing archers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow					24	

NOTES

A Bosnian ally general can only command archers.
Allied contingents from this list do not need to take any foot, but if they do must include Archers.

CHANGES FROM LAST VERSION

None.

SECOND BULGARIAN EMPIRE



1186 TO 1395 CE

HISTORICAL NOTES

The Second Bulgarian Empire existed between 1185 and 1396 CE. The First Bulgarian Empire was conquered in 1018. The Bulgarian aristocracy was transferred to the Asian territories. After discontent from rising taxes and Pecheneg invasions, uprisings began which were quelled with great difficulty. The disastrous rule of the last Komnenian emperor worsened the situation and increased taxes from his successor Isaac II led to another rebellion led by two aristocratic brothers Theodore and Asen. The rebellion was joined by the Cumans. From Moesia, the rebels launched attacks into northern Thrace. Theodore was crowned as Peter IV. Two Byzantine invasions were defeated, and a further Byzantine army turned to Constantinople to overthrow the Emperor.

Having failed to conquer the Bulgarians in 1187 an armistice was agreed which recognised Bulgarian independence. In 1190, 1194 and 1196 further Byzantine invasions were defeated. Asen was recognised as Emperor but murdered in a plot inspired by Constantinople. Peter IV retained his title.

Kaloyan, the youngest brother of Asen and Peter IV inherited the title when Peter died a year after Asen. His kingdom was recognised by Pope Innocent III in 1204. Despite Papal recognition, the newly created Latin Empire claimed Bulgarian lands. Kaloyan was joined by Byzantine aristocrats and defeated the Latins at Adrianople in 1205. The unexpected Bulgarian successes caused the Byzantine nobility to ally themselves with the Latins.

The Bulgarians allied themselves with the Despotate of Epirus. With a secure northern border, the Epirotes were able to conquer much of the Latin Empire. The Latins offered the Bulgarian Emperor a marriage alliance. Alarmed by this turn of events, the Epirotes invaded Bulgaria but were defeated in 1230. Most Epirote territories recognised Bulgarian suzerainty. The Bulgarians then formed an alliance with the Nicaean Empire against the Latin Empire.

The following Bulgarian Emperors were weak and the Nicaean Empire turned on them.

An alliance with the Mongols was arranged after a major Byzantine invasion in 1263. Mongol raids however led to an uprising in 1277. A period of instability continued until 1300. Theodore Svetoslav rebuilt the Empire. Between 1303 and 1304 the Bulgarians invaded north-eastern Thrace and defeated the Byzantines at the Battle of Skafida. The growing power of Serbia in 1320s led to a Byzantine-Bulgarian alliance which took five years to arrange. The Bulgarians were defeated by the Serbs at the Battle of Velbazhd. The Byzantines saw an opportunity and invaded Bulgaria but were defeated at the Battle of Rusokastro.

The late 1340s and 1350s saw the arrival of the Ottomans who inflicted two defeats on the Bulgarians. In 1371 the Ottomans defeated the Serbians and immediately turned on the Bulgarians. Major invasions followed in 1388 and 1393. When the Christian army was defeated at the Battle of Nicopolis in 1396, the Ottomans immediately marched on Vidin and seized it, bringing an end to the medieval Bulgarian state.

TROOP NOTES

The Bulgars were primarily horse archers. Nobles fought with lances.

HISTORICAL ENEMIES

Cuman or Kipchak; Golden Horde; Komnenan Byzantine; Kingdom of Serbia; Latin Empire; Nicaean Byzantine; Epirot Byzantine; Late Imperial Byzantine; Early Ottoman Turkish; Serbian Empire; Albanian Principalities; Ottoman Turkish; Hungarian

SECOND BULGARIAN EMPIRE



ARMY COMMANDER	1	Any Instinctive	DATES	1186 CE to 1395 CE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Standard, Mountains
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UQ SIZE
	TRAINING AND								
Boyars and retinues	CAVALRY	Superior	-	Charging Lancer	-	147	-	4	4,6
	Formed Loose	Protected	-					16	
Russian mercenaries	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23)	0	4,6
	Formed Loose	Protected	-					6	
Bulgar and Vlach horse archers	CAVALRY	Average	Experienced	-	-	94	-	12	4,6
	Formed Flexible	Unprotected	Bow					32	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	12	4,6
	Skirmisher	Unprotected	Bow					36	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher	Unprotected	Bow					Up to half	
FOOT CONTINGENT									
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	-	6	6,8,9
	Tribal Close	Protected	-					12	
Archers	INFANTRY	Average	Experienced	-	-	48	-	6	6,8
	Tribal Loose	Unprotected	Bow					24	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	

SECOND BULGARIAN EMPIRE



ALLIES

Cuman allies - Cuman or Kipchak (from 1188 to 1270 CE)
Serbian allies - Kingdom of Serbia (before 1196 CE)
Latin Empire allies (from 1213 to 1240 CE)
Hungarian allies (from 1213 to 1236 CE)
Nicaean Byzantine allies (from 1236 to 1240 CE)
Golden Horde allies (from 1272 to 1331 CE)

NOTES

Minima for foot only apply if any foot are taken.
Only one external ally may be taken.
This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

LUSIGNAN CYPRIOT



1192 TO 1474 CE

HISTORICAL NOTES

This list covers Frankish Cyprus from Guy de Lusignan's purchase of the island from Richard Coeur de Lion until Venice established its protectorate. Genoese armies in Cyprus are covered by the Genoese in Cyprus list.

After the fall of Acre in 1291 Cyprus became the centre of trade with Africa and Asia. A Mamluk invasion in 1426 made Cyprus tributary to Egypt. A Mamluk force assisted the King against rebels from 1460 to 1464. Venice was proclaimed the protector of Cyprus in 1473.

TROOP NOTES

A classic feudal system was set up on the island. At its height over 1,000 knights were supported. Archers were provided by both Armenians and Syrian Maronites. The Knights Hospitaller of St John moved their headquarters to Cyprus after the fall of Acre in 1291. They retained a presence on the island even after moving to Rhodes in 1310.

Catalans mentioned in 1426 and the 1460's were supplied from Athens.

HISTORICAL ENEMIES

Sultanate of Rum; Armenian Kingdom of Cilicia; Mamluk Egyptian; Genoese in Cyprus; Turcoman Beyliks

LUSIGNAN CYPRIOT



ARMY COMMANDER		1	Any Instinctive		DATES		1192 CE to 1474 CE			
SUB-GENERALS		0-3	Any Instinctive or up to 1 (if Military Order) Professional		TERRAIN		Standard, Coastal, Mountains			
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Mobile; Poor or Average			
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS										

Feudal knights		CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	2	4,6
		Formed Loose	-/Fully Armoured	-					8	
Feudal sergeants		CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23)	2	
		Formed Loose	Protected	-					8	

Separate sergeants		CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	0	4,6
		Formed Loose	Protected	-					6	
Spearmen		INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	8	6,8
		Formed Close	Protected	-					32	
Crossbowmen		INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	6	6,8
		Formed Loose	Unprotected	Crossbow					36	
Upgrade crossbowmen with armour		INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
		Formed Loose	Protected	Crossbow					Any	
Archers		INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
		Tribal Loose	Unprotected	Bow					32	
Catalan mercenaries (from 1321 CE)		INFANTRY	Average	-	Impact Weapon	-	87	Melee Expert (16)	0	6,8
		Drilled Flexible	Protected	-					8	
Arriere-ban		INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	8,9,10
		Tribal Loose	Unprotected	Javelin					16	

LUSIGNAN CYPRIOT



Horse archers (from 1373 CE)	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16), Combat Shy (-4)	0 16	4,6
	Skirmisher	Unprotected	Bow						
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0 24	6,9
	Skirmisher	Unprotected	Bow						

MILITARY ORDER CONTINGENT (FROM 1291 CE)

MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS

Military order knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0 4	4,6
	Formed Loose	-/Fully Armoured	-						
Military order sergeants and turcoples	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	0 4	
	Formed Loose	Protected	-						

Turcoples	CAVALRY	Average	Experienced	Short Spear	-	107	-	0 6	4,6
	Drilled Flexible	Unprotected	Bow						

ALLIES

Mamluk allies - Mamluk Egyptian (from 1460 to 1464 CE)

NOTES

A TuG with feudal or military order knights must take half the TuG as sergeants.

A military order contingent may not be taken with Mamluk allies.

CHANGES FROM LAST VERSION

None.

LATIN EMPIRE



1204 TO 1261 CE

HISTORICAL NOTES

This list covers the armies of the Latin Empire from the capture of Constantinople. Thessalonika and Anatolia were lost in 1224 CE, leaving only Constantinople and its surroundings as a rump of the Latin Empire until it fell in 1261.

TROOP NOTES

The Latin army was essentially a crusading army. Archontes were former Byzantine pronoia holders. Melingoi were Slav hillmen.

HISTORICAL ENEMIES

Sultanate of Rum; Second Bulgarian Empire; Nicaean Byzantine; Epirot Byzantine; Frankish Greece; Late Imperial Byzantine

LATIN EMPIRE



ARMY COMMANDER		1	Any Instinctive		DATES		1204 CE to 1261 CE				
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Coastal				
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Mobile; Poor or Average				

TUGS OF 1/2 KNIGHTS AND 1/2 SQUIRES AND SERGEANTS											

NAME		TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Knights		CAVALRY	Formed Loose	Superior -/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	4 12	4,6
Squires and sergeants		CAVALRY	Formed Loose	Average Protected	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	=	

Greek archontes		CAVALRY	Formed Loose	Average Protected	-	Charging Lancer	-	105	Melee Expert (23)	4 8	4,6
Byzantine prisoners (from 1211 to 1214 CE)		CAVALRY	Drilled Loose	Poor Protected	-	Charging Lancer	-	69	Melee Expert (14)	0 6	4,6
Frankish spearmen		INFANTRY	Formed Close	Average Protected	-	Short Spear	Shield Cover	77	Shieldwall (5)	0 8	6,8
Frankish crossbowmen		INFANTRY	Formed Loose	Average Unprotected	Experienced Crossbow	-	-	59	Combat Shy (-14)	0 16	6,8
Upgrade crossbowmen with armour		INFANTRY	Formed Loose	Average Protected	Experienced Crossbow	-	-	80	Combat Shy (-22)	0 Up to half	0
Skirmishing archers		INFANTRY	Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	40	-	0 18	6,9

LATIN EMPIRE



GREEK FOOT									
Melingoi javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	8	6,8,9
	Tribal Loose	Protected	Javelin					12	
Greek archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	12	6,8
	Tribal Loose	Unprotected	Bow					32	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Javelin					18	

ALLIES

Venetian allies - Venetian in Greece
 Seljuk Turk allies - Sultanate of Rum (from 1211 to 1214 CE)
 Empire of Trebizond allies (from 1211 to 1214 CE)
 Cuman allies - Cuman or Kipchak (from 1239 to 1261 CE)

NOTES

Greek foot are only mandatory if any Greek foot are used.
 Minima and maxima apply to knights. An equal number of sergeants must be taken.
 Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

NICAEAN BYZANTINE



1204 TO 1261 CE

HISTORICAL NOTES

This list covers the Nicaean army from the conquest of Constantinople by the Fourth Crusade until its recapture. Originally based only on the Anatolian provinces, it regained Thrace in 1235, Macedonia and Thessaloniki in 1246 CE.

TROOP NOTES

The Nicaean state inherited the bulk of the former Byzantine army. Despite reduced resources, it is an army that retained its effectiveness. Native cavalry were now mostly reservists called stratiotai holding individual pronoiai, grants not of land but of its rents. Infantry were now predominantly archers from the Anatolian themes.

HISTORICAL ENEMIES

Medieval Alan; Early Turcoman Beyliks; Sultanate of Rum; Second Bulgarian Empire; Latin Empire; Venetian in Greece

NICAEAN BYZANTINE



ARMY COMMANDER		1	Any Professional	DATES		1204 CE to 1261 CE			
SUB-GENERALS		0-3	Any Professional	TERRAIN		Coastal, Mountains			
INTERNAL ALLIED GENERALS				CAMP		Unfortified or Mobile; Poor or Average			
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Latinikon	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	6	4,6
	Formed Loose	-/Fully Armoured	-					16	
Stratiotai	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4,6
	Formed Loose	Protected	-					16	
Vardariots	CAVALRY	Superior	Skilled	-	-	210	-	0	4,6
	Drilled Flexible	Protected	Bow					8	
Turkopouloi	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	4,6
	Formed Flexible	Unprotected	Bow					8	
Varangian guard	INFANTRY	Exceptional	-	2-H Cut-Crush	-	235	Dismountable (23)	0	4
	Drilled Close	Fully Armoured	-					4	
Kontaratoi	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	6,8
	Formed Close	Protected	-					8	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	6	6,8
	Formed Loose	Unprotected	Bow					30	
Highland javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0	6,8,9
	Tribal Loose	Protected	Javelin					9	
Skythikon	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16), Combat Shy (-4)	6	4,6
	Skirmisher	Unprotected	Bow					16	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					24	

NICAEAN BYZANTINE



ALLIES

Bulgarian allies - Second Bulgarian Empire (from 1234 to 1236 CE)

Cuman allies - Cuman or Kipchak (only in 1242 CE)

Turkish allies - Sultanate of Rum (from 1258 CE)

Epirot Byzantine allies (only in 1260 CE)

NOTES

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

EPIROT BYZANTINE



1204 TO 1337 CE

HISTORICAL NOTES

This list covers the "Despotate of Epirus", a successor state of the Byzantine Empire. It was established in 1204 CE by a branch of the Angelos dynasty. It was centred on the region of Epirus but it briefly incorporated Macedonia and parts of Thrace until defeated in 1230 by the Bulgarian Empire. It held onto its core territory of Epirus and Thessaly but often as a vassal of other powers. It was conquered by the Palaiologan Byzantine empire in around 1337.

TROOP NOTES

In the early period, the army relied on Frankish mercenaries recruited from the west. Vlachs and Albanians also formed an important part of the army.

HISTORICAL ENEMIES

Kingdom of Serbia; Second Bulgarian Empire; Latin Empire; Late Imperial Byzantine; Despotate of the Morea; Serbian Empire

EPIROT BYZANTINE



ARMY COMMANDER		1	Any Professional	DATES		1204 CE to 1337 CE			
SUB-GENERALS		0-3	Any Professional	TERRAIN		Coastal, Mountains			
INTERNAL ALLIED GENERALS				CAMP		Unfortified or Flexible; Poor or Average			
NAME	TYPE		SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION							
Byzantine cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	8	4,6
	Formed Loose	Protected	-					16	
Frankish mercenaries	CAVALRY	Average	-	Charging Lancer	Melee Expert	160	-	0	4,6
	Formed Loose	-/Fully Armoured	-					16	
Bulgar and Vlach horse archers	CAVALRY	Average	Experienced	-	-	94	-	0	4,6
	Formed Flexible	Unprotected	Bow					18	
Albanian cavalry	CAVALRY	Average	Skilled	Short Spear	Melee Expert	104	Shoot & Charge (6)	0	4,6
	Formed Flexible	Unprotected	Javelin					12	
Byzantine archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	12	6,8
	Formed Loose	Unprotected	Bow					32	
Kontaratoi	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	6,8
	Formed Close	Protected	-					8	
Mercenary spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	82	Combat Shy (-22)	0	6,8
	Drilled Close	Protected	-					8	
Albanian archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	8	6,8
	Tribal Loose	Unprotected	Bow					24	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0	6,8,9
	Tribal Loose	Protected	Javelin					9	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					24	

EPIROT BYZANTINE



ALLIES

Bulgarian allies - Second Bulgarian Empire (from 1207 to 1215 CE)
Achaean Frank allies - Frankish Greece (only in 1259 and 1292 CE)
Angevin allies - Norman Sicilian (from 1276 to 1291 CE)
Byzantine allies - Late Imperial Byzantine (from 1309 to 1310 CE)

NOTES

Achaean Frank and Angevin allies may be used together.
This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

EMPIRE OF TREBIZOND



1204 TO 1461 CE

HISTORICAL NOTES

The Empire of Trebizond or the Trapezuntine Empire was a monarchy that flourished during the 13th through 15th centuries CE, consisting of the far northeastern corner of Anatolia and the southern Crimea. For most of the 13th century Trebizond was in continual conflict with the Seljuk Sultanate of Rûm. The destruction of Baghdad by Hulagu Khan in 1258 diverted the western terminus of the Silk Road north to the Black Sea, and due to its link with their local capital at Tabriz, Trebizond accumulated tremendous wealth under the suzerainty of the Mongols. It was an empire more in title than in fact, surviving by playing its rivals, the Genoese, other Italian Republics, the Ottoman Turks and the Byzantine Empire against each other. The Empire of Trebizond continued until 1461 when the Ottoman Sultan Mehmed II conquered it. The Crimean Principality of Theodoro, an offshoot of Trebizond, lasted another 14 years, falling to the Ottomans in 1475.

TROOP NOTES

Substantial armies could only be fielded with allies, hence the maxima are quite small. Much of the army consisted of ethnically Georgian native Lazoi and Tzanoi. Although most were unarmoured and equipped only with bow, sabre and sometimes mace, Trapezuntine troops had a fearsome reputation. Lancers had probably disappeared by the end of the 14th century.

HISTORICAL ENEMIES

Medieval Alan; Georgian; Early Turcoman Beyliks; Sultanate of Rum; Early Ottoman Turkish; Turcoman Beyliks; Timurid

EMPIRE OF TREBIZOND



ARMY COMMANDER		1	Any Professional		DATES		1204 CE to 1461 CE		
SUB-GENERALS		0-2	Any Professional		TERRAIN		Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Instinctive (Turcoman)		CAMP		Unfortified or Mobile; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Stratiotai (until 1400 CE)	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	4	4,6
	Formed Loose	Protected	-					8	
Laz or Tzan horse archers	CAVALRY	Superior	Experienced	-	Melee Expert	138	-	8	4,6
	Formed Flexible	Unprotected	Bow					24	
Tribal horse archers	CAVALRY	Average	Experienced	-	-	94	-	0	4,6
	Formed Flexible	Unprotected	Bow					10	
Kontaratoi	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	6,8
	Formed Close	Protected	-					8	
Byzantine archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	8	6,8
	Formed Loose	Unprotected	Bow					16	
Tribal archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					8	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					12	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher	Unprotected	Bow					All or none	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
TURCOMAN ALLIED CONTINGENT									
Turcoman tribesmen	CAVALRY	Average	Experienced	-	-	94	-	6	4,6
	Formed Flexible	Unprotected	Bow					24	
Upgrade Turcoman tribesmen	CAVALRY	Average	Skilled	-	-	129	-		4,6
	Formed Flexible	Unprotected	Bow					Up to 3/4	

EMPIRE OF TREBIZOND



ALLIES

Georgian allies

NOTES

Turcomans are only mandatory if an allied Turcoman contingent is taken. Allied Turcomans generals can command only and all Turcomans. This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

VENETIAN IN GREECE



1204 TO 1470 CE

HISTORICAL NOTES

This list covers the armies of the Venetians protecting their Greek possessions excluding Cyprus.

TROOP NOTES

Venetian armies in Greece generally contained large numbers of crossbowmen recruited to garrison the many fortified towns and castles along the coasts of the lands and islands (mainly islands) they possessed.

HISTORICAL ENEMIES

Nicaean Byzantine

VENETIAN IN GREECE



ARMY COMMANDER		1	Any Instinctive (before) or Professional (from 1321 CE)		DATES		1204 CE to 1470 CE		
SUB-GENERALS		0-3	Any Instinctive (before) or Professional (from 1321 CE)		TERRAIN		Coastal		
INTERNAL ALLIED GENERALS					CAMP		Flexible; Poor or Average		

	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
Feudal knights	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	4,6
	Formed Loose	-/Fully Armoured	-					3	
Feudal sergeants	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	

Turks (from 1421 CE)	CAVALRY	Average	Experienced	-	-	94	-	0	4,6
	Formed Flexible	Unprotected	Bow					6	
Militia crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	16	6,8
	Formed Loose	Protected	Crossbow					64	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow					8	
Upgrade mercenaries with pavises (from 1321 CE)	INFANTRY	Average	Experienced	-	Pavise	97	-		6,8
	Drilled Loose	Protected	Crossbow					All or none	
Galley crews	INFANTRY	Average	-	Short Spear	Melee Expert	88	-	0	4,6,8
	Drilled Loose	Protected	-					8	
Javelinmen (from 1321 CE)	INFANTRY	Average	Experienced	Short Spear	-	83	Combat Shy (-22)	0	6
	Drilled Close	Protected	Javelin					6	
Replace javelinmen with swordsmen	INFANTRY	Average	-	-	Melee Expert	86	-		6
	Drilled Close	Protected	-					All or none	
Armed peasants	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	6
	Tribal Loose	Unprotected	Javelin					6	

VENETIAN IN GREECE



Stradiots (from 1421 CE)	CAVALRY	Average	Experienced	Short Spear	-	52	Cantabrian (16)	6	4,6
	Skirmisher	Unprotected	Javelin					16	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					24	
Handgunners (from 1421 CE)	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					9	
Guns (from 1321 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons (from 1351 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

ALLIES

Catalan Company allies - Catalan Company in Greece (only in 1351 CE)

NOTES

Any four infantry TuGs may choose the Barricades characteristic.

Minima and maxima apply to knights. An equal number of sergeants must be taken.

CHANGES FROM LAST VERSION

None.

FRANKISH GREECE



1205 TO 1458 CE

HISTORICAL NOTES

This list covers the Principality of Achaea from its foundation in 1205 CE. Under Prince William II Villehardouin the Principality reached its zenith. In 1267 it became a dependency of the Kingdom of Sicily (later reduced to the Kingdom of Naples). In 1430 the Despots of the Morea conquered the heartland of the Principality in Achaea. The last castle was seized in 1432.

The list also covers the Duchy of Athens from the capture of Thessalonica in 1224. The Duchy occupied the Attic peninsula as well as Boeotia and extended partially into Thessaly. The Duchy was taken over by the Catalan Company in 1311 (see Catalan Company in Greece list). The Florentine Acciaiolli governed the Duchy from their removal of the Catalan Company, with the assistance of the Navarresse. It was under Venetian control from 1395 to 1402 but returned to the Florentines until the Turkish conquest in 1458.

TROOP NOTES

The Principality of Achaea was originally divided into 12 baronies, mostly centred around a newly constructed castle, in a classic feudal structure. The feudal knighthood of Achaea was considered by early 14th century contemporaries to be the best anywhere.

HISTORICAL ENEMIES

Latin Empire; Despotate of the Morea; Catalan Company in Greece

FRANKISH GREECE



ARMY COMMANDER		1	Any Instinctive		DATES		1205 CE to 1458 CE			
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Coastal, Mountains			
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Flexible; Poor or Average			

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
TUGS OF 1/2 KNIGHTS AND 1/2 SQUIRES AND SERGEANTS										
Knights (until 1311 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	4	4,6	
	Formed Loose	-/Fully Armoured	-					12		
Best Knights (from 1312 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4,6	
	Formed Loose	-/Fully Armoured	-					3		
Knights (from 1312 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	4	4,6	
	Formed Loose	-/Fully Armoured	-					10		
Squires and sergeants	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	=		
	Formed Loose	Protected	-					=		
REPLACE KNIGHTS WITH ITALIAN ELMETI (FROM 1312 CE)										
Italian elmeti	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (29)	0	4,6	
	Drilled Loose	-/Fully Armoured	-					8		
Squires and sergeants	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	128	Melee Expert (23)	=		
	Drilled Loose	Protected	-					=		

Greek archontes	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	4	4,6	
	Formed Loose	Protected	-					8		
Turkish or Bulgar horse archers (from 1264 CE)	CAVALRY	Average	Experienced	-	-	94	-	0	4,6	
	Formed Flexible	Unprotected	Bow					6		
Frankish spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	0	6,8	
	Formed Close	Protected	-					8		

FRANKISH GREECE



Frankish crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	6,8
	Formed Loose	Unprotected	Crossbow					16	
Upgrade crossbowmen with armour	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					Any	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
ONLY DUCHY OF ATHENS FROM 1388 CE									
Catalan mercenaries	INFANTRY	Average	-	Impact Weapon	-	87	Melee Expert (16)	0	6,8
	Drilled Flexible	Protected	-					12	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Pavise (12)	6	6,8
	Drilled Loose	Protected	Crossbow					12	
Albanian cavalry	CAVALRY	Average	Skilled	Short Spear	Melee Expert	104	Shoot & Charge (6)	4	4,6
	Formed Flexible	Unprotected	Javelin					12	
GREEK FOOT									
Melingoi javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	8	6,8,9
	Tribal Loose	Protected	Javelin					12	
Greek archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	12	6,8
	Tribal Loose	Unprotected	Bow					32	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Javelin					18	

ALLIES

Thessalian allies - Epirot Byzantine (only in 1259 CE and 1304 CE)
 Sultanate of Rum allies (only in 1264 CE)
 Catalan Company allies - Catalan Company in Greece (only in 1310 CE)
 Venetian allies -Venetian in Greece (only in 1317 CE)
 Navarrese Company allies - Medieval Navarrese (from 1379 to 1394 CE)

FRANKISH GREECE



NOTES

The army of the Duchy of Athens from 1388 CE may not take more than 6 knights or best knights.
Maxima and minima apply to the knights, an equal number of sergeants must be taken.
Greek foot are only mandatory if any Greek foot are used.

CHANGES FROM LAST VERSION

None.

LATE IMPERIAL BYZANTINE



1261 TO 1384 CE

HISTORICAL NOTES

This list covers the Byzantine army of the Palaiologoi dynasty from the recapture of Constantinople in 1261 CE. The loss of land in the east to the Turks and in the west to the Bulgarians was complemented by two disastrous civil wars. By 1380, the Byzantine Empire consisted of the capital Constantinople and a few other isolated exclaves. From this point until the fall of the city in 1453 it survived by diplomacy and was unable to raise a field army.

TROOP NOTES

The Byzantine army continued to use the same military terms with regards to numbers of troops and officers. There were fewer territories to raise troops from. Byzantine troops continued to consist of cavalry, infantry and archers. Cumans and Turks were used for cavalry and missile units. Varangians may have last taken the field at Makriplagi in 1264 CE. The Vardariotai still fought at least as late as 1272. Tzakones were from the Morea.

In 1302 the centre of military expenditure shifted back again towards mercenaries, notably the Catalan Company. This proved disastrous for the Empire. Mercenaries continued to be used but by 1350 the state was effectively bankrupt. The Byzantines then came to rely on foreign troops supplied by their allies.

HISTORICAL ENEMIES

Medieval Alan; Cuman or Kipchak; Golden Horde; Early Turcoman Beyliks; Kingdom of Serbia; Second Bulgarian Empire; Latin Empire; Epirot Byzantine; Early Ottoman Turkish; Catalan Company in Anatolia; Catalan Company in Greece; Turcoman Beyliks; Serbian Empire; Ottoman Turkish

LATE IMPERIAL BYZANTINE



Army Commander		1	Any Professional		Dates		1261 CE to 1384 CE		
Sub-Generals		0-2	Any Professional		Terrain		Coastal		
Internal Allied Generals		0-1	Any Professional		Camp		Unfortified or Flexible; Poor or Average		
Type									
Name	Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base Pts	Optional Characteristics	Min Max	Ug Size
Kavalloroi	CAVALRY	Superior	-	Charging Lancer	Melee Expert	242	-	0	4,6
	Drilled Loose	-/Fully Armoured	-					6	
Vardariotai (until 1272 CE)	CAVALRY	Superior	Skilled	-	-	210	-	0	4,6
	Drilled Flexible	Protected	Bow					6	
Stratiotai	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	8	4,6
	Formed Loose	Protected	-					18	
Tourkopouloi (until 1305 CE)	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	4,6
	Formed Flexible	Unprotected	Bow					8	
Varangian guard (until 1264 CE)	INFANTRY	Exceptional	-	2-H Cut-Crush	-	235	Dismountable (23)	0	4
	Drilled Close	Fully Armoured	-					4	
Tzakones or similar guard troops	INFANTRY	Superior	-	Short Spear	Melee Expert	138	-	0	4,6
	Drilled Flexible	Protected	-					6	
Kontaratoi	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	6,8
	Formed Close	Protected	-					12	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	8	6,8
	Formed Loose	Unprotected	Bow					16	
Mourtatoi or Gianitzaroi archers	INFANTRY	Average	Skilled	-	-	95	-	0	6,8
	Drilled Loose	Protected	Bow					8	
Militia	INFANTRY	Poor	-	Short Spear	-	35	Combat Shy (-13)	0	6,8,9
	Tribal Loose	Protected	-					36	

LATE IMPERIAL BYZANTINE



Horse archers	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					6	
Horse archers (until 1291 CE)	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	6	4,6
	Skirmisher	Unprotected	Bow					18	
Upgrade horse archers	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher	Unprotected	Bow					Up to half	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					24	

ALLIES

Turcoman Beylik allies (before 1348 CE)

Mongol allies - Golden Horde (from 1282 to 1283 CE)

Alan allies - Medieval Alan (from 1301 to 1305 CE)

Bulgarian allies - Second Bulgarian Empire (from 1327 to 1352 CE)

Serbian allies - Serbian Empire (from 1327 to 1352 CE)

Ottoman Turkish allies - Early Ottoman Turkish (from 1348 to 1361 CE)

Ottoman Turkish allies - Ottoman Turkish (from 1362 CE)

NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

DESPOSTATE OF THE MOREA



1262 TO 1460 CE

HISTORICAL NOTES

This list covers Byzantine armies in southern Greece from regaining a foothold in the Morea (Peloponnese) in 1262 CE. After 1349 it represents the semi-independent Despotate of the Morea. This reached its greatest extent in 1432.

TROOP NOTES

The army had only a few full-time troops, mostly garrisoning fortresses; the bulk of the army being provided by pronioia cavalry and peasant infantry. A few minor Frankish nobles served in the army. Melingoi and Tzakones were hill dwellers given to banditry.

Albanian allies represent Albanian immigrants who arrived in 1347 CE.

HISTORICAL ENEMIES

Early Turcoman Beyliks; Epirot Byzantine; Frankish Greece; Albanian Principalities; Ottoman Turkish; Medieval Navarrese

DESPOTATE OF THE MOREA



ARMY COMMANDER		1	Any Professional		DATES		1262 CE to 1460 CE				
SUB-GENERALS		0-3	Any Professional		TERRAIN		Coastal, Mountains				
INTERNAL ALLIED GENERALS		0-1	Any Professional (Athenian ally)		CAMP		Unfortified or Flexible; Poor or Average				
ATHENIAN ALLIED CONTINGENT (FROM 1370 TO 1456 CE)											
NAME		TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Stratiotai		CAVALRY		Average	-	Charging Lancer	-	105	Melee Expert (23)	8	4,6
		Formed Loose		Protected	-					18	
Feudal knights (from 1316 CE)		CAVALRY		Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	0	4
		Formed Loose		-/Fully Armoured	-					4	
Garrison spearmen		INFANTRY		Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
		Formed Close		Protected	-					16	
Garrison archers		INFANTRY		Average	Experienced	-	-	75	Combat Shy (-22)	8	6,8
		Formed Loose		Protected	Bow					16	
Peasant archers		INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	16	6,8
		Tribal Loose		Unprotected	Bow					48	
Melingoi and Tzakones		INFANTRY		Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0	6,8,9
		Tribal Loose		Protected	Javelin					18	
Skirmishing archers		INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
		Skirmisher		Unprotected	Bow					18	
ATHENIAN ALLIED CONTINGENT (FROM 1370 TO 1456 CE)											
Elmeti		CAVALRY		Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (29)	4	4
		Drilled Loose		-/Fully Armoured	-					4	
Albanian cavalry		CAVALRY		Average	Skilled	Short Spear	Melee Expert	104	Shoot & Charge (6)	4	4,6
		Formed Flexible		Unprotected	Javelin					8	
Mercenary crossbowmen		INFANTRY		Average	Experienced	-	-	85	Pavise (12)	4	4,6,8
		Drilled Loose		Protected	Crossbow					8	

DESPOTATE OF THE MOREA



ALLIES

Late Imperial Byzantine allies (before 1347 CE)

Albanian allies - Albanian Principalities (from 1347 to 1458 CE)

Ottoman Turkish allies (from 1382 to 1454 CE)

NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

EARLY OTTOMAN TURKISH



1281 TO 1362 CE

HISTORICAL NOTES

This list covers Ottoman Turkish armies from the accession of Osman I (Othman - hence Ottoman) until the foundation of the Janissary corps. With the decline of the Seljuk Sultanate of Rum and the Byzantine empire in the later 13th century CE, Anatolia came to be divided into a number of Beyliks, kingdoms governed by Beys. From small beginnings, the Ottomans expanded rapidly.

TROOP NOTES

Early Ottoman armies depended mainly on ghazis, fanatics serving for religion and loot. Many may have arrived in Anatolia after fleeing the Mongols. Orhan, the second Sultan, described himself in 1337 as "Sultan, son of the Sultan of the Gazis, Gazi son of Gazi...".

Timarli sipahi (timariots) were holders of a fief of land, entitled to all the income from that land in return for military service. The main weapon was the bow, backed up with spear and sidearm.

HISTORICAL ENEMIES

Medieval Alan; Armenian Kingdom of Cilicia; Second Bulgarian Empire; Empire of Trebizond; Late Imperial Byzantine; Catalan Company in Anatolia; Islamic Persian; Turcoman Beyliks

EARLY OTTOMAN TURKISH



ARMY COMMANDER	1	Any Instinctive	DATES	1281 CE to 1362 CE
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Coastal, Mountains, Plains
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Timarli sipahi	CAVALRY		Average	Experienced	Short Spear	-	125	-	0	4,6
	Formed Loose		Protected	Bow					12	
Best sipahi	CAVALRY		Superior	Experienced	Short Spear	-	161	-	0	4,6
	Formed Loose		Protected	Bow					6	
Ghazis	CAVALRY		Average	Experienced	-	-	94	-	24	4,6
	Formed Flexible		Unprotected	Bow					64	
Upgrade ghazis	CAVALRY		Average	Skilled	-	-	129	-	1/4	4,6
	Formed Flexible		Unprotected	Bow					3/4	
Spearmen	INFANTRY		Average	-	Short Spear	Shieldwall	67	-	0	6,8
	Tribal Close		Protected	-					8	
Azabs	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose		Unprotected	Bow					12	
Levendat	INFANTRY		Poor	-	-	-	20	Combat Shy (-9)	0	8,9,10
	Tribal Loose		Unprotected	-					10	
Skirmishing horse archers	CAVALRY		Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher		Unprotected	Bow					12	
Upgrade skirmishing horse archers	CAVALRY		Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher		Unprotected	Bow					All or none	
Skirmishing javelinmen	INFANTRY		Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher		Unprotected	Javelin					9	
Slingers	INFANTRY		Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher		Unprotected	Sling					9	
Skirmishing archers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow					18	

EARLY OTTOMAN TURKISH



NOTES

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

ORDER OF ST JOHN



1292 TO 1522 CE

HISTORICAL NOTES

This list covers the land forces of the Knights of St John, also known as the Knights Hospitaller or the Knights of Rhodes from the fall of Acre, through Cyprus, their move to Rhodes in 1310 CE until the fall of Rhodes in 1522 CE, after which they moved to Malta. Until 1381 they also had possessions in Greece. The order maintained a powerful fleet which kept up a campaign of piracy against their Turkish opponents.

TROOP NOTES

The land forces of the Order were always relatively small. At the Siege of Rhodes they raised approximately 500 Brethren, 1000 men-at-arms, 800 crossbowmen and several thousand militia.

HISTORICAL ENEMIES

Mamluk Egyptian; Turcoman Beyliks; Ottoman Turkish

ORDER OF ST JOHN



ARMY COMMANDER		1	Any Professional		DATES		1292 CE to 1522 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Coastal		
INTERNAL ALLIED GENERALS		0-1	Any Professional (Genoese)		CAMP		Flexible; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Brother Knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Melee Expert	265	Fanatic (105)	0	4
	Drilled Loose	-/Fully Armoured	-					4	
Men-at-arms led by brethren	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	4	4,6
	Formed Loose	-/Fully Armoured	-					6	
Military order sergeants	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	0	4,6
	Formed Loose	Protected	-					6	
Regrade sergeants in rear rank	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)		
	Formed Loose	Protected	-					Any	
Separately deployed turcopoles	CAVALRY	Average	Experienced	Short Spear	-	107	-	0	4,6
	Drilled Flexible	Unprotected	Bow					6	
Regrade knights or men at arms as dismounted	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22)		4,6
	Drilled Close	Fully Armoured	-					Any	
Mercenary spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	0	6,8
	Formed Close	Protected	-					8	
Sergeants and colonist spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	0	6,8
	Formed Close	Protected	-					8	
Regrade sergeants as dismounted	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)		4,6
	Formed Close	Protected	-					Any	
Replace sergeants with halberdiers (from 1450 CE)	INFANTRY	Average	-	Polearm	-	87	-	0	6,8
	Formed Close	Protected	-					8	
Cretan and colonist crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	6	6,8
	Formed Loose	Unprotected	Crossbow					24	
Upgrade crossbowmen with armour	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)		6,8
	Formed Loose	Protected	Crossbow					Up to 3/4	

ORDER OF ST JOHN



Genoese or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22), Shield Cover & Shoot (15)	0	6,8
	Drilled Loose	Protected	Crossbow					8	
Replace crossbowmen with handgunners (from 1480 CE)	INFANTRY	Average	Experienced	-	-	75	-	0	6,8
	Drilled Loose	Protected	Firearm					8	
Greek archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					16	
Militia defenders stiffened by brethren	INFANTRY	Average	Unskilled	-	Barricades	61	-	36*	8,9,10
	Tribal Loose	Unprotected	Javelin					48	
Genoese galley crews	INFANTRY	Average	-	Short Spear	Melee Expert	88	-	0	6
	Drilled Loose	Protected	-					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					9	
Skirmishing handgunners (from 1400 CE)	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					9	
Guns (from 1340 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons (from 1380 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

ALLIES

Cilician Armenian allies - Armenian Kingdom of Cilicia (from 1300 to 1350 CE)

Navarrese Company allies - Medieval Navarrese (from 1377 to 1381 CE)

ORDER OF ST JOHN



NOTES

* Militia defenders are optional, but if any are taken then at least 36 must be taken and no more than 4 mounted bases may be taken. Militia defenders cannot be taken if a Genoese ally is taken.

A TuG with knights may have half the TuG as sergeants. A TuG can consist entirely of sergeants.

A Genoese ally may only command Genoese marines and one UG of crossbowmen or handgunners. The ally must be taken if the Genoese are used.

SPECIAL RULE: If any militia defenders are taken then the army always defends (representing a siege). Roll the initial PBS dice as normal (for a strategic intercept will still be possible).

SPECIAL CHARACTERISTIC: Genoese crossbowmen may shoot whilst claiming shield cover.

CHANGES FROM LAST VERSION

Shield cover & shoot characteristic.

CATALAN COMPANY IN ANATOLIA



1303 TO 1305 CE

HISTORICAL NOTES

This list covers the Catalan Company led by Roger de Flor during its campaigns in Anatolia. It was formed by veterans of the War of Sicily. In September 1303 they killed up to 3,000 Genoese who had seen their arrival as an intrusion of the House of Aragon into the Genoese sphere of influence. They were then ordered to the front against the Turks who they defeated at the battle of the River Cizico. In 1304, continuous disputes between almughavars and Alans assigned to support them by the Byzantine Emperor caused over 300 deaths. The Catalans went on the offensive and caught a Turkish rear-guard and massacred them at the battle of Germe. A further victory over the Turks in the battle of Aulax led to the capture of Philadelphia. The Catalans then occupied Magnesia ad Sipylum. The remnants of the defeated Turkish armies united and were again defeated at Tira and once more at Ania. In July 1304 the Company had begun to march through the regions of Caria and Lycaonia. Once again the Turks reformed and offered battle at Kibistra. This was a hard-fought contest but once again the Turks were beaten.

Roger de Flor during this time had started acting as governor of Anatolia. After two years of victorious campaigns against the Turks, the indiscipline and the character of foreign army in the heart of the Empire were seen as a growing danger, and on April 30, 1305 the emperor's son (Michael IX Palaiologos) ordered the murder of Roger de Flor and the extermination of the Company at a banquet. After these events only 206 horsemen and 1256 infantry survived, but although leaderless they were able to defeat the Emperor's forces at the Apros. In spite of the death of its leader and of a large part of its troops, the Company managed to survive and became strong in Thrace and Macedonia, devastating for two years the Byzantine territory in what was called the Almughavar Revenge.

TROOP NOTES

Cavall armat were equipped as other knights. Cavall alforrat were either lightly armoured lancers or skirmishers with spear and javelins similar to jinetes. Almughavars are described as lightly armoured and equipped with a couple of iron darts, similar to a Roman pilum, short sword or dagger and a spear.

HISTORICAL ENEMIES

Medieval Alan; Late Imperial Byzantine; Early Ottoman Turkish; Turcoman Beyliks

CATALAN COMPANY IN ANATOLIA



ARMY COMMANDER		1	Any Professional		DATES		1303 CE to 1305 CE		
SUB-GENERALS		1-2	Any Professional		TERRAIN		Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Instinctive Mediocre (Alan commander)		CAMP		Unfortified or Flexible; Poor or Average		
Type									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Cavalls armat	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Melee Expert	189	-	2	4,6
	Drilled Loose	-/Fully Armoured	-					4	
Cavalls alforrats	CAVALRY	Average	-	-	Devastating Chargers	103	Melee Expert (23)	4	4,6
	Drilled Loose	Protected	-					12	
Lighter equipped cavalls alforrats	CAVALRY	Average	Experienced	Short Spear	-	122	-	0	4,6
	Drilled Flexible	Protected	Javelin					6	
Byzantine cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4,6
	Formed Loose	Protected	-					8	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Crossbow					6	
Almughavars	INFANTRY	Superior	-	Impact Weapon	Fleet of Foot	89	Melee Expert (15)	24	6,8,9
	Drilled Flexible	Unprotected	-					72	
Crossbowmen	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	6
	Tribal Loose	Protected	Crossbow					6	
Catalan crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	6,8
	Formed Loose	Unprotected	Crossbow					12	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	6,8
	Formed Loose	Unprotected	Bow					16	
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					9	

CATALAN COMPANY IN ANATOLIA



ALAN CONTINGENT

Alan horse archers	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	8	4,6
	Skirmisher	Unprotected	Bow					12	
Upgrade Alan horse archers	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)		4,6
	Skirmisher	Unprotected	Bow					All or none	

NOTES

Cavalls armat and cavalls alforrat may be combined in a TuG consisting of equal numbers of each. They may also be deployed in separate TuGs.
 An Alan contingent must be commanded by an Alan allied general. Alans are only compulsory if the contingent is taken.

CHANGES FROM LAST VERSION

None.

CATALAN COMPANY IN GREECE



1306 TO 1388 CE

HISTORICAL NOTES

This list covers the Catalan Company from the Almughavar Revenge until the defeat by the Navarrese Company in 1388 CE. In 1310, the new leader of the Company Roger Deslaur offered his services to Walter V of Brienne, Duke of Athens, cleaning up in less than a year the duchy of all his enemies. The Duke, however, did not agree to pay the amount agreed upon by his services. The Company decided to declare war on the Duke and killed him at the Battle of Halmyros on March 15, 1311. In a short space of time, the Company assumed not only the control of the Duchy of Athens but extended its dominions to the city of Thebes and Thessaly in the name of the Crown of Aragon. They were excommunicated by the Pope in 1318 for refusing to return the territory to their legitimate heir.

TROOP NOTES

Cavall armat were equipped as other knights. Cavall alforrat were either lightly armoured lancers or skirmishers with spear and javelins similar to jinetes. Almughavars are described as lightly armoured and equipped with a couple of iron darts, similar to a Roman pilum, short sword or dagger and a spear. They appear to have become somewhat less aggressive after leaving Anatolia. It is assumed they may have acquired more protection but this is a bit speculative.

HISTORICAL ENEMIES

Frankish Greece; Late Imperial Byzantine

CATALAN COMPANY IN GREECE



ARMY COMMANDER		1	Any Professional except Legendary		DATES		1306 CE to 1388 CE			
SUB-GENERALS		1-3	Any Professional		TERRAIN		Coastal, Mountains			
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Mobile; Poor or Average			
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Cavalls armat	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Melee Expert	189	-	2	4,6	
	Drilled Loose	-/Fully Armoured	-					4		
Cavalls alforrats	CAVALRY	Average	-	-	Devastating Chargers	103	Melee Expert (23)	4	4,6	
	Drilled Loose	Protected	-					8		
Lighter equipped cavalls alforrats	CAVALRY	Average	Experienced	Short Spear	-	122	-	0	4,6	
	Drilled Flexible	Protected	Javelin					6		
Albanian cavalry (from 1381 CE)	CAVALRY	Average	Skilled	Short Spear	Melee Expert	104	Shoot & Charge (6)	0	4,6	
	Formed Flexible	Unprotected	Javelin					12		
Turkish horse archers (from 1305 to 1380 CE)	CAVALRY	Average	Experienced	-	-	94	-	0	4,6	
	Formed Flexible	Unprotected	Bow					12		
Turkish horse archers (from 1381 CE)	CAVALRY	Average	Experienced	-	-	94	-	0	4,6	
	Formed Flexible	Unprotected	Bow					6		
Best almughavars	INFANTRY	Superior	-	Impact Weapon	-	122	Melee Expert (22)	0	6,8,9	
	Drilled Flexible	Protected	-					24		
Almughavars	INFANTRY	Average	-	Impact Weapon	-	87	Melee Expert (16)	24	6,8,9	
	Drilled Flexible	Protected	-					48		
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0	6	
	Tribal Loose	Protected	Javelin					6		
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8	
	Tribal Loose	Unprotected	Bow					8		
Crossbowmen	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	6	
	Tribal Loose	Protected	Crossbow					6		
Catalan crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	6,8	
	Formed Loose	Unprotected	Crossbow					12		

CATALAN COMPANY IN GREECE



Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Crossbow					6	
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					9	

NOTES

Cavalls armat and cavalls alforrat may be combined in a TuG consisting of equal numbers of each. They may also be deployed in separate TuGs.

CHANGES FROM LAST VERSION

None.

GENOESE IN CYPRUS



1373 TO 1464 CE

HISTORICAL NOTES

This list covers the Genoese in Cyprus until their expulsion by the Venetians. When Peter I was murdered, his wife Eleanor of Aragon invited the Genoese to invade Cyprus. Since the Genoese had commercial and financial interests in Cyprus, they invaded and took the city of Famagusta. The wealth of Cyprus enabled the Genoese to hold off the Cypriots and their Venetian allies.

TROOP NOTES

The Genoese army was largely mercenary. Bulgars were recruited by the Genoese but then were used against them.

HISTORICAL ENEMIES

Mamluk Egyptian; Lusignan Cypriot

GENOESE IN CYPRUS



ARMY COMMANDER		1	Any Professional		DATES		1373 CE to 1464 CE			
SUB-GENERALS		1-3	Any Professional		TERRAIN		Coastal			
INTERNAL ALLIED GENERALS					CAMP		Flexible; Poor or Average			

	TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN		
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
MIXED TUG COMPRISING 1/2 CONDOTTIERI AND 1/2 COUSTILLIERS										
Condottieri	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (29), Dismountable (6)	4	4,6	
	Drilled Loose	-/Fully Armoured	-					8		
Coustilliers	CAVALRY	Average	-	-	Devastating Chargers	103	Melee Expert (23), Dismountable (5)	=		
	Drilled Loose	Protected	-					=		

Spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	0	6,8	
	Formed Close	Protected	-					8		
Crossbowmen	INFANTRY	Average	Experienced	-	-	85	Shield Cover (5), Combat Shy (-22)	0	6,8	
	Drilled Loose	Protected	Crossbow					16		
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8	
	Drilled Loose	Protected	Crossbow					8		
Upgrade mercenaries with pavises	INFANTRY	Average	Experienced	-	Pavise	97	-			
	Drilled Loose	Protected	Crossbow					All or none		
Galley crews	INFANTRY	Average	-	Short Spear	Melee Expert	88	-	0	4,6	
	Drilled Loose	Protected	-					6		
Javelinmen	INFANTRY	Average	Experienced	Short Spear	-	83	Combat Shy (-22)	0	6	
	Drilled Close	Protected	Javelin					6		
Replace javelinmen with swordsmen	INFANTRY	Average	-	-	Melee Expert	86	-	0	6	
	Drilled Close	Protected	-					All		
Armed peasants	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	8,9,10	
	Tribal Loose	Unprotected	Javelin					10		

GENOESE IN CYPRUS



Bulgar slaves (only in 1373 CE)	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					16	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					9	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

NOTES

Minima and maxima are for condottieri. An equal number of coustilliers must be taken.

Condottieri and coustilliers dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of equivalent quality.

CHANGES FROM LAST VERSION

None.



MAGNA ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAGNA

Type of general	Army Commander		Sub-general		Ally general	
	Professional	Instinctive	Professional	Instinctive	Professional	Instinctive
Legendary	1280	1120	n/a	n/a	640	560
Talented	920	720	680	560	520	480
Competent	560	440	480	360	240	200
Mediocre	320	200	320	200	80	40

CAMPS

Type of camp	Poor	Average	Superior
Unfortified	108	180	252
Fortified	216	360	504
Flexible	180	300	420
Mobile	126	210	294
No camp	378	N/A	N/A

A flexible camp is deployed as a fortified camp when defending and a mobile camp when invading.
No camp deploys a poor mobile camp when defending and no camp at all when invading.

UGs

For each UG multiply the cost shown in the list (adjusting for any optional characteristics) by the number of bases.

NOTES

1. Points values for skirmishers in Magna are greater than in Maximus as SuGs shoot at full effect with only two ranks.
2. For further details on how points are calculated visit the Mortem et Gloriam website.

KOMNENAN BYZANTINE



ARMY COMMANDER	1	Any Professional	DATES	1071 CE to 1204 CE
SUB-GENERALS	0-3	Any Professional	TERRAIN	Standard, Coastal, Mountains
INTERNAL ALLIED GENERALS	0-1	Any Professional	CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG Siz
	TRAINING AND								
Kavallarioi	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	4	4
	Drilled Loose	Protected	-					12	
Upgrade kavallarioi (from 1144 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	128	Melee Expert (23)	1/2	4
	Drilled Loose	Protected	-					All	
Imperial retinue or picked troops	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	180	Melee Expert (40)	0	4
	Drilled Loose	Protected	-					4	
Upgrade Imperial retinue (from 1151 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	224	Melee Expert (40)	0	4
	Drilled Loose	-/Fully Armoured	-					4	
Peltastoi (until 1118 CE)	CAVALRY	Average	Experienced	-	African	145	Dismountable (5)	0	4
	Drilled Flexible	Protected	Bow					4	
Archontopouloi (from 1087 to 1090 CE)	CAVALRY	Superior	-	Charging Lancer	Combat Shy	108	-	0	4
	Formed Loose	Protected	-					4	
Replace kavallarioi with tagmata (until 1090 CE)	CAVALRY	Average	Charge Only	Charging Lancer	-	139	-	4	4
	Drilled Loose	Protected	Bow					8	
Downgrade tagmata	CAVALRY	Average	-	Charging Lancer	-	105	-	0	4
	Formed Loose	Protected	-					Any	
Latinikon (until 1150 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	0	4
	Formed Loose	Protected	-					8	
Latinikon (from 1151 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	0	4
	Formed Loose	-/Fully Armoured	-					12	
Vardariots (from 1144 CE)	CAVALRY	Superior	Skilled	-	-	196	-	0	4
	Formed Flexible	Protected	Bow					4	
Turkopouloi	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	4
	Formed Flexible	Unprotected	Bow					8	

KOMNENAN BYZANTINE



Varangian guard	INFANTRY	Superior	-	2-H Cut-Crush	-	143	Dismountable (14)	0	4
	Drilled Close	Protected	-					4	
Upgrade Varangian guard	INFANTRY	Exceptional	-	2-H Cut-Crush	-	235	Dismountable (23)	0	4
	Drilled Close	Fully Armoured	-					4	
Kontaratoi	INFANTRY	Average	-	Short Spear	Shieldwall	82	-	0	4
	Drilled Close	Protected	-					8	
Toxotoi	INFANTRY	Average	Experienced	-	-	58	Combat Shy (-14)	4	4
	Drilled Loose	Unprotected	Bow					12	
Manichaeans	INFANTRY	Superior	-	-	Devastating Chargers	84	-	0	4
	Tribal Loose	Protected	-					4	
Highland javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0	4,6
	Tribal Loose	Protected	Javelin					12	
Skythikon	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	
Pecheneg mercenaries (from 1091 CE)	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
Slings	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4
	Skirmisher	Unprotected	Sling					4	
Akontistoi javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Javelin					4	

ALLIES

Seljuk Turk allies - Early Turcoman Beyliks (until 1116 CE)
 Crusader allies - County of Edessa (only in 1138 CE)
 Crusader allies - Outremer States (only in 1159 CE)
 Cilician Armenian allies - Armenian Kingdom of Cilicia (from 1152 to 1159 CE)
 Norman Rebel allies - Later Communal Italian (only in Italy from 1155 to 1156 CE)
 Hungarian allies (from 1167 to 1180 CE)
 Cuman allies - Cuman or Kipchak (only in 1191 CE)

KOMNENAN BYZANTINE



NOTES

Peltastoi dismount as Drilled Loose, Protected, Bow with the same shooting skill and quality.
Only one external ally may be taken.
This army may use Feigned Flight.

CHANGES FROM LAST VERSION

Adjusted cavalry.

KINGDOM OF SERBIA



ARMY COMMANDER	1	Any Instinctive	DATES	1166 CE to 1300 CE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Standard, Mountains
INTERNAL ALLIED GENERALS	0-1	Any Instinctive (Bosnian)	CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Best vlastela	CAVALRY		Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	0	4
	Formed Loose		Protected	-					4	
Vlastela	CAVALRY		Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	8	4
	Formed Loose		Protected	-					20	
Turcoman, Wallachian or Tatar mercenaries	CAVALRY		Average	Experienced	-	-	94	-	0	4
	Formed Flexible		Unprotected	Bow					8	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	8	4
	Tribal Loose		Unprotected	Bow					24	
Voynuk spearmen	INFANTRY		Average	-	Short Spear	Shieldwall	67	-	0	4
	Tribal Close		Protected	-					12	
Zamanitchka voyska	INFANTRY		Poor	Unskilled	Short Spear	-	25	Combat Shy (-9)	0	4,6
	Tribal Loose		Unprotected	Javelin					6	
Hungarian or Cuman mercenaries	CAVALRY		Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher		Unprotected	Bow					4	
Skirmishing archers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher		Unprotected	Bow					16	

NOTES

A Bosnian ally general can only command archers.

Allied contingents from this list do not need to take any foot, but if they do must include Archers.

CHANGES FROM LAST VERSION

None.

SECOND BULGARIAN EMPIRE



ARMY COMMANDER		1	Any Instinctive		DATES		1186 CE to 1395 CE			
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Standard, Mountains			
INTERNAL ALLIED GENERALS		0-2	Any Instinctive		CAMP		Unfortified; Poor or Average			
TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL		MELEE		MANDATORY		
FORMATION		PROTECTION		WEAPONRY		WEAPONRY		CHARACTERISTICS		
NAME		PTS		BASE		OPTIONAL		MIN		
		MAX		UG SIZE						
Boyars and retinues		CAVALRY	Superior	-	Charging Lancer	-	147	-	4	4
		Formed Loose	Protected	-		12				
Russian mercenaries		CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23)	0	4
		Formed Loose	Protected	-		4				
Bulgar and Vlach horse archers		CAVALRY	Average	Experienced	-	-	94	-	8	4
		Formed Flexible	Unprotected	Bow			20			
Skirmishing horse archers		CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	8	4
		Skirmisher	Unprotected	Bow			24			
Upgrade skirmishing horse archers		CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
		Skirmisher	Unprotected	Bow					Up to half	
FOOT CONTINGENT										
Spearmen		INFANTRY	Average	-	Short Spear	Shieldwall	67	-	4	4,6
		Tribal Close	Protected	-					8	
Archers		INFANTRY	Average	Experienced	-	-	48	-	4	4
		Tribal Loose	Unprotected	Bow			16			
Skirmishing archers		INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
		Skirmisher	Unprotected	Bow				12		

SECOND BULGARIAN EMPIRE



ALLIES

Cuman allies - Cuman or Kipchak (from 1188 to 1270 CE)
Serbian allies - Kingdom of Serbia (before 1196 CE)
Latin Empire allies (from 1213 to 1240 CE)
Hungarian allies (from 1213 to 1236 CE)
Nicaean Byzantine allies (from 1236 to 1240 CE)
Golden Horde allies (from 1272 to 1331 CE)

NOTES

Minima for foot only apply if any foot are taken.
Only one external ally may be taken.
This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

LUSIGNAN CYPRIOT



ARMY COMMANDER		1	Any Instinctive		DATES		1192 CE to 1474 CE		
SUB-GENERALS		0-3	Any Instinctive or up to 1 (if Military Order) Professional		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Mobile; Poor or Average		
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									

LUSIGNAN CYPRIOT



Horse archers (from 1373 CE)	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0 12	4
	Skirmisher	Unprotected	Bow						
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0 16	4,6
	Skirmisher	Unprotected	Bow						

MILITARY ORDER CONTINGENT (FROM 1291 CE)

MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS

Military order knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0 4	4
	Formed Loose	-/Fully Armoured	-						
Military order sergeants and turcoples	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	0 4	
	Formed Loose	Protected	-						

Turcoples	CAVALRY	Average	Experienced	Short Spear	-	107	-	0 4	4
	Drilled Flexible	Unprotected	Bow						

ALLIES

Mamluk allies - Mamluk Egyptian (from 1460 to 1464 CE)

NOTES

A TuG with feudal or military order knights must take half the TuG as sergeants.

A military order contingent may not be taken with Mamluk allies.

CHANGES FROM LAST VERSION

None.

LATIN EMPIRE



ARMY COMMANDER		1	Any Instinctive		DATES		1204 CE to 1261 CE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Coastal		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Mobile; Poor or Average		

	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
TUGS OF 1/2 KNIGHTS AND 1/2 SQUIRES AND SERGEANTS									
Knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	2	4
	Formed Loose	-/Fully Armoured	-					8	
Squires and sergeants	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

Greek archontes	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	4	4
	Formed Loose	Protected	-					4	
Byzantine prisoners (from 1211 to 1214 CE)	CAVALRY	Poor	-	Charging Lancer	-	69	Melee Expert (14)	0	4
	Drilled Loose	Protected	-					4	
Frankish spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	0	4
	Formed Close	Protected	-					4	
Frankish crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Crossbow					12	
Upgrade crossbowmen with armour	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	
	Formed Loose	Protected	Crossbow					Up to half	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

LATIN EMPIRE



GREEK FOOT									
Melingoi javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	4	4,6
	Tribal Loose	Protected	Javelin					8	
Greek archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	8	4
	Tribal Loose	Unprotected	Bow					20	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					12	

ALLIES

Venetian allies - Venetian in Greece
 Seljuk Turk allies - Sultanate of Rum (from 1211 to 1214 CE)
 Empire of Trebizond allies (from 1211 to 1214 CE)
 Cuman allies - Cuman or Kipchak (from 1239 to 1261 CE)

NOTES

Greek foot are only mandatory if any Greek foot are used.
 Minima and maxima apply to knights. An equal number of sergeants must be taken.
 Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

NICAEAN BYZANTINE



ARMY COMMANDER		1	Any Professional	DATES		1204 CE to 1261 CE			
SUB-GENERALS		0-3	Any Professional	TERRAIN		Coastal, Mountains			
INTERNAL ALLIED GENERALS				CAMP		Unfortified or Mobile; Poor or Average			
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Latinikon	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	4	4
	Formed Loose	-/Fully Armoured	-					12	
Stratiotai	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4
	Formed Loose	Protected	-					12	
Vardariots	CAVALRY	Superior	Skilled	-	-	210	-	0	4
	Drilled Flexible	Protected	Bow					4	
Turkopouloi	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	4
	Formed Flexible	Unprotected	Bow					4	
Varangian guard	INFANTRY	Exceptional	-	2-H Cut-Crush	-	235	Dismountable (23)	0	4
	Drilled Close	Fully Armoured	-					4	
Kontaratoi	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	4
	Formed Close	Protected	-					4	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	4	4
	Formed Loose	Unprotected	Bow					20	
Highland javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0	4,6
	Tribal Loose	Protected	Javelin					6	
Skythikon	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	4	4
	Skirmisher	Unprotected	Bow					12	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					16	

NICAEAN BYZANTINE



ALLIES

Bulgarian allies - Second Bulgarian Empire (from 1234 to 1236 CE)

Cuman allies - Cuman or Kipchak (only in 1242 CE)

Turkish allies - Sultanate of Rum (from 1258 CE)

Epirot Byzantine allies (only in 1260 CE)

NOTES

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

EPIROT BYZANTINE



ARMY COMMANDER		1	Any Professional	DATES		1204 CE to 1337 CE			
SUB-GENERALS		0-3	Any Professional	TERRAIN		Coastal, Mountains			
INTERNAL ALLIED GENERALS				CAMP		Unfortified or Flexible; Poor or Average			
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Byzantine cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	4	4
	Formed Loose	Protected	-					12	
Frankish mercenaries	CAVALRY	Average	-	Charging Lancer	Melee Expert	160	-	0	4
	Formed Loose	-/Fully Armoured	-					12	
Bulgar and Vlach horse archers	CAVALRY	Average	Experienced	-	-	94	-	0	4
	Formed Flexible	Unprotected	Bow					12	
Albanian cavalry	CAVALRY	Average	Skilled	Short Spear	Melee Expert	104	Shoot & Charge (6)	0	4
	Formed Flexible	Unprotected	Javelin					8	
Byzantine archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	8	4
	Formed Loose	Unprotected	Bow					20	
Kontaratoi	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	4
	Formed Close	Protected	-					4	
Mercenary spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	82	Combat Shy (-22)	0	4
	Drilled Close	Protected	-					4	
Albanian archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	4	4
	Tribal Loose	Unprotected	Bow					16	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0	4,6
	Tribal Loose	Protected	Javelin					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					16	

EPIROT BYZANTINE



ALLIES

Bulgarian allies - Second Bulgarian Empire (from 1207 to 1215 CE)
Achaean Frank allies - Frankish Greece (only in 1259 and 1292 CE)
Angevin allies - Norman Sicilian (from 1276 to 1291 CE)
Byzantine allies - Late Imperial Byzantine (from 1309 to 1310 CE)

NOTES

Achaean Frank and Angevin allies may be used together.
This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

EMPIRE OF TREBIZOND



ARMY COMMANDER		1	Any Professional		DATES		1204 CE to 1461 CE		
SUB-GENERALS		0-2	Any Professional		TERRAIN		Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Instinctive (Turcoman)		CAMP		Unfortified or Mobile; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Stratiotai (until 1400 CE)	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	4	4
	Formed Loose	Protected	-					4	
Laz or Tzan horse archers	CAVALRY	Superior	Experienced	-	Melee Expert	138	-	4	4
	Formed Flexible	Unprotected	Bow					16	
Tribal horse archers	CAVALRY	Average	Experienced	-	-	94	-	0	4
	Formed Flexible	Unprotected	Bow					8	
Kontaratoi	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	4
	Formed Close	Protected	-					4	
Byzantine archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	4	4
	Formed Loose	Unprotected	Bow					12	
Tribal archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					4	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
	Skirmisher	Unprotected	Bow					All or none	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
TURCOMAN ALLIED CONTINGENT									
Turcoman tribesmen	CAVALRY	Average	Experienced	-	-	94	-	4	4
	Formed Flexible	Unprotected	Bow					16	
Upgrade Turcoman tribesmen	CAVALRY	Average	Skilled	-	-	129	-		4
	Formed Flexible	Unprotected	Bow					Up to 3/4	

EMPIRE OF TREBIZOND



ALLIES

Georgian allies

NOTES

Turcomans are only mandatory if an allied Turcoman contingent is taken. Allied Turcomans generals can command only and all Turcomans.
This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

VENETIAN IN GREECE



ARMY COMMANDER		1	Any Instinctive (before) or Professional (from 1321 CE)		DATES		1204 CE to 1470 CE				
SUB-GENERALS		0-3	Any Instinctive (before) or Professional (from 1321 CE)		TERRAIN		Coastal				
INTERNAL ALLIED GENERALS					CAMP		Flexible; Poor or Average				

MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS											
NAME		TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Feudal knights											
		CAVALRY		Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	4
		Formed Loose		-/Fully Armoured	-					2	
Feudal sergeants											
		CAVALRY		Superior	-	Charging Lancer	-	147	Melee Expert (32)	=	
		Formed Loose		Protected	-					=	

Turks (from 1421 CE)											
		CAVALRY		Average	Experienced	-	-	94	-	0	4
		Formed Flexible		Unprotected	Bow					4	
Militia crossbowmen											
		INFANTRY		Average	Experienced	-	Combat Shy	58	-	8	4
		Formed Loose		Protected	Crossbow					40	
Mercenary crossbowmen											
		INFANTRY		Average	Experienced	-	-	85	Combat Shy (-22)	0	4
		Drilled Loose		Protected	Crossbow					4	
Upgrade mercenaries with pavises (from 1321 CE)											
		INFANTRY		Average	Experienced	-	Pavise	97	-		4
		Drilled Loose		Protected	Crossbow					All or none	
Galley crews											
		INFANTRY		Average	-	Short Spear	Melee Expert	88	-	0	4
		Drilled Loose		Protected	-					4	
Javelinmen (from 1321 CE)											
		INFANTRY		Average	Experienced	Short Spear	-	83	Combat Shy (-22)	0	4
		Drilled Close		Protected	Javelin					4	
Replace javelinmen with swordsmen											
		INFANTRY		Average	-	-	Melee Expert	86	-		4
		Drilled Close		Protected	-					All or none	
Armed peasants											
		INFANTRY		Poor	Unskilled	Short Spear	-	25	-	0	4
		Tribal Loose		Unprotected	Javelin					4	

VENETIAN IN GREECE



Stradiots (from 1421 CE)	CAVALRY	Average	Experienced	Short Spear	-	60	Cantabrian (16)	4	4
	Skirmisher	Unprotected	Javelin					12	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					16	
Handgunners (from 1421 CE)	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					6	
Guns (from 1321 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons (from 1351 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

ALLIES

Catalan Company allies - Catalan Company in Greece (only in 1351 CE)

NOTES

Any four infantry TuGs may choose the Barricades characteristic.

Minima and maxima apply to knights. An equal number of sergeants must be taken.

CHANGES FROM LAST VERSION

None.

FRANKISH GREECE



ARMY COMMANDER		1	Any Instinctive		DATES		1205 CE to 1458 CE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Coastal, Mountains		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Flexible; Poor or Average		
TYPE									
TRAINING AND		QUALITY		SHOOTING SKILL		MELEE		MANDATORY	
FORMATION		PROTECTION		WEAPONRY		WEAPONRY		CHARACTERISTICS	
NAME						BASE		OPTIONAL	
						PTS		CHARACTERISTICS	
TUGS OF 1/2 KNIGHTS AND 1/2 SQUIRES		AND SERGEANTS						MIN	
								MAX	
								UG SIZE	
TUGS OF 1/2 KNIGHTS AND 1/2 SQUIRES AND SERGEANTS									
Knights (until 1311 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	4	4
	Formed Loose	-/Fully Armoured	-					8	
Best Knights (from 1312 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					2	
Knights (from 1312 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	4	4
	Formed Loose	-/Fully Armoured	-					8	
Squires and sergeants	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	
REPLACE KNIGHTS WITH ITALIAN ELMETI (FROM 1312 CE)									
Italian elmeti	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (29)	0	4
	Drilled Loose	-/Fully Armoured	-					4	
Squires and sergeants	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	128	Melee Expert (23)	=	
	Drilled Loose	Protected	-					=	

Greek archontes	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	4	4
	Formed Loose	Protected	-					4	
Turkish or Bulgar horse archers (from 1264 CE)	CAVALRY	Average	Experienced	-	-	94	-	0	4
	Formed Flexible	Unprotected	Bow					4	
Frankish spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	0	4
	Formed Close	Protected	-					4	

FRANKISH GREECE



Frankish crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Crossbow					12	
Upgrade crossbowmen with armour	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					Any	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

ONLY DUCHY OF ATHENS FROM 1388 CE

Catalan mercenaries	INFANTRY	Average	-	Impact Weapon	-	87	Melee Expert (16)	0	4
	Drilled Flexible	Protected	-					8	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Pavise (12)	4	4
	Drilled Loose	Protected	Crossbow					8	
Albanian cavalry	CAVALRY	Average	Skilled	Short Spear	Melee Expert	104	Shoot & Charge (6)	4	4
	Formed Flexible	Unprotected	Javelin					8	

GREEK FOOT

Melingoi javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	4	4,6
	Tribal Loose	Protected	Javelin					8	
Greek archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	8	4
	Tribal Loose	Unprotected	Bow					20	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					12	

ALLIES

Thessalian allies - Epirot Byzantine (only in 1259 CE and 1304 CE)
 Sultanate of Rum allies (only in 1264 CE)
 Catalan Company allies - Catalan Company in Greece (only in 1310 CE)
 Venetian allies -Venetian in Greece (only in 1317 CE)
 Navarrese Company allies - Medieval Navarrese (from 1379 to 1394 CE)

FRANKISH GREECE



NOTES

The army of the Duchy of Athens from 1388 CE may not take more than 4 knights or best knights.
Maxima and minima apply to the knights, an equal number of sergeants must be taken.
Greek foot are only mandatory if any Greek foot are used.

CHANGES FROM LAST VERSION

None.

LATE IMPERIAL BYZANTINE



ARMY COMMANDER		1	Any Professional			DATES		1261 CE to 1384 CE		
SUB-GENERALS		0-2	Any Professional			TERRAIN		Coastal		
INTERNAL ALLIED GENERALS		0-1	Any Professional			CAMP		Unfortified or Flexible; Poor or Average		
TYPE										
NAME		TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Kavalloroi	CAVALRY		Superior	-	Charging Lancer	Melee Expert	242	-	0	4
	Drilled Loose		-/Fully Armoured	-					4	
Vardariotai (until 1272 CE)	CAVALRY		Superior	Skilled	-	-	210	-	0	4
	Drilled Flexible		Protected	Bow					4	
Stratiotai	CAVALRY		Average	-	Charging Lancer	-	105	Melee Expert (23)	4	4
	Formed Loose		Protected	-					12	
Tourkopouloi (until 1305 CE)	CAVALRY		Average	Experienced	Short Spear	-	100	-	0	4
	Formed Flexible		Unprotected	Bow					4	
Varangian guard (until 1264 CE)	INFANTRY		Exceptional	-	2-H Cut-Crush	-	235	Dismountable (23)	0	4
	Drilled Close		Fully Armoured	-					4	
Tzakones or similar guard troops	INFANTRY		Superior	-	Short Spear	Melee Expert	138	-	0	4
	Drilled Flexible		Protected	-					4	
Kontaratoi	INFANTRY		Average	-	Short Spear	Shieldwall	77	-	0	4
	Formed Close		Protected	-					8	
Archers	INFANTRY		Average	Experienced	-	-	54	Combat Shy (-14)	4	4
	Formed Loose		Unprotected	Bow					12	
Mourtatoi or Gianitzaroi archers	INFANTRY		Average	Skilled	-	-	95	-	0	4
	Drilled Loose		Protected	Bow					4	
Militia	INFANTRY		Poor	-	Short Spear	-	35	Combat Shy (-13)	0	4,6
	Tribal Loose		Protected	-					24	

LATE IMPERIAL BYZANTINE



Horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					4	
Horse archers (until 1291 CE)	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	4	4
	Skirmisher	Unprotected	Bow					12	
Upgrade horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
	Skirmisher	Unprotected	Bow					Up to half	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					16	

ALLIES

Turcoman Beylik allies (before 1348 CE)

Mongol allies - Golden Horde (from 1282 to 1283 CE)

Alan allies - Medieval Alan (from 1301 to 1305 CE)

Bulgarian allies - Second Bulgarian Empire (from 1327 to 1352 CE)

Serbian allies - Serbian Empire (from 1327 to 1352 CE)

Ottoman Turkish allies - Early Ottoman Turkish (from 1348 to 1361 CE)

Ottoman Turkish allies - Ottoman Turkish (from 1362 CE)

NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

DESPOTATE OF THE MOREA



ARMY COMMANDER		1	Any Professional		DATES		1262 CE to 1460 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Professional (Athenian ally)		CAMP		Unfortified or Flexible; Poor or Average		
ATHENIAN ALLIED CONTINGENT (FROM 1370 TO 1456 CE)									
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Stratiotai	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	4	4
	Formed Loose	Protected	-					12	
Feudal knights (from 1316 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Garrison spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4
	Formed Close	Protected	-					12	
Garrison archers	INFANTRY	Average	Experienced	-	-	75	Combat Shy (-22)	4	4
	Formed Loose	Protected	Bow					12	
Peasant archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	10	4
	Tribal Loose	Unprotected	Bow					32	
Melingoi and Tzakones	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0	4,6
	Tribal Loose	Protected	Javelin					12	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
ATHENIAN ALLIED CONTINGENT (FROM 1370 TO 1456 CE)									
Elmeti	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (29)	4	4
	Drilled Loose	-/Fully Armoured	-					4	
Albanian cavalry	CAVALRY	Average	Skilled	Short Spear	Melee Expert	104	Shoot & Charge (6)	4	4
	Formed Flexible	Unprotected	Javelin					4	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Pavise (12)	4	4
	Drilled Loose	Protected	Crossbow					4	

DESPOTATE OF THE MOREA



ALLIES

Late Imperial Byzantine allies (before 1347 CE)

Albanian allies - Albanian Principalities (from 1347 to 1458 CE)

Ottoman Turkish allies (from 1382 to 1454 CE)

NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

EARLY OTTOMAN TURKISH



ARMY COMMANDER	1	Any Instinctive	DATES	1281 CE to 1362 CE
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Coastal, Mountains, Plains
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Timarli sipahi	CAVALRY		Average	Experienced	Short Spear	-	125	-	0	4
	Formed Loose		Protected	Bow					8	
Best sipahi	CAVALRY		Superior	Experienced	Short Spear	-	161	-	0	4
	Formed Loose		Protected	Bow					4	
Ghazis	CAVALRY		Average	Experienced	-	-	94	-	16	4
	Formed Flexible		Unprotected	Bow					40	
Upgrade ghazis	CAVALRY		Average	Skilled	-	-	129	-	1/4	4
	Formed Flexible		Unprotected	Bow					3/4	
Spearmen	INFANTRY		Average	-	Short Spear	Shieldwall	67	-	0	4
	Tribal Close		Protected	-					4	
Azabs	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose		Unprotected	Bow					8	
Levendat	INFANTRY		Poor	-	-	-	20	Combat Shy (-9)	0	4,6
	Tribal Loose		Unprotected	-					6	
Skirmishing horse archers	CAVALRY		Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher		Unprotected	Bow					8	
Upgrade skirmishing horse archers	CAVALRY		Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
	Skirmisher		Unprotected	Bow					All or none	
Skirmishing javelinmen	INFANTRY		Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher		Unprotected	Javelin					6	
Slingers	INFANTRY		Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher		Unprotected	Sling					6	
Skirmishing archers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher		Unprotected	Bow					12	

EARLY OTTOMAN TURKISH



NOTES

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

ORDER OF ST JOHN



ARMY COMMANDER		1	Any Professional		DATES		1292 CE to 1522 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Coastal		
INTERNAL ALLIED GENERALS		0-1	Any Professional (Genoese)		CAMP		Flexible; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Brother Knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Melee Expert	265	Fanatic (105)	0	2***
	Drilled Loose	-/Fully Armoured	-					2	
Men-at-arms led by brethren	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	4	4
	Formed Loose	-/Fully Armoured	-					4	
Military order sergeants	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	0	4
	Formed Loose	Protected	-					4	
Regrade sergeants in rear rank	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)		
	Formed Loose	Protected	-					Any	
Separately deployed turcopoles	CAVALRY	Average	Experienced	Short Spear	-	107	-	0	4
	Drilled Flexible	Unprotected	Bow					4	
Regrade knights or men at arms as dismounted	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22)		4
	Drilled Close	Fully Armoured	-					Any	
Mercenary spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	0	4
	Formed Close	Protected	-					4	
Sergeants and colonist spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	0	4
	Formed Close	Protected	-					4	
Regrade sergeants as dismounted	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)		4
	Formed Close	Protected	-					Any	
Replace sergeants with halberdiers (from 1450 CE)	INFANTRY	Average	-	Polearm	-	87	-	0	4
	Formed Close	Protected	-					4	
Cretan and colonist crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	4	4
	Formed Loose	Unprotected	Crossbow					16	
Upgrade crossbowmen with armour	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)		4
	Formed Loose	Protected	Crossbow					Up to 3/4	

ORDER OF ST JOHN



Genoese or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22), Shield Cover & Shoot (15)	0	4
	Drilled Loose	Protected	Crossbow					4	
Replace crossbowmen with handgunners (from 1480 CE)	INFANTRY	Average	Experienced	-	-	75	-	0	4
	Drilled Loose	Protected	Firearm					4	
Greek archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					12	
Militia defenders stiffened by brethren	INFANTRY	Average	Unskilled	-	Barricades	61	-	20*	4,6
	Tribal Loose	Unprotected	Javelin					32	
Genoese galley crews	INFANTRY	Average	-	Short Spear	Melee Expert	88	-	0	4
	Drilled Loose	Protected	-					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					6	
Skirmishing handgunners (from 1400 CE)	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					6	
Guns (from 1340 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons (from 1380 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

ALLIES

Cilician Armenian allies - Armenian Kingdom of Cilicia (from 1300 to 1350 CE)

Navarrese Company allies - Medieval Navarrese (from 1377 to 1381 CE)

ORDER OF ST JOHN



NOTES

* Militia defenders are optional, but if any are taken then at least 24 must be taken and no more than 4 mounted bases may be taken. Militia defenders cannot be taken if a Genoese ally is taken.

***SPECIAL RULE: The requirement to deploy 2 wide is removed from a TuG of brother knights.

A TuG with knights may have half the TuG as sergeants. A TuG can consist entirely of sergeants.

A Genoese ally may only command Genoese marines and one UG of crossbowmen or handgunners. The ally must be taken if the Genoese are used.

SPECIAL RULE: If any militia defenders are taken then the army always defends (representing a siege). Roll the initial PBS dice as normal (for a strategic intercept will still be possible).

SPECIAL CHARACTERISTIC: Genoese crossbowmen may shoot whilst claiming shield cover.

CHANGES FROM LAST VERSION

Shield cover & shoot characteristic.

CATALAN COMPANY IN ANATOLIA



ARMY COMMANDER		1	Any Professional		DATES		1303 CE to 1305 CE		
SUB-GENERALS		1-2	Any Professional		TERRAIN		Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Instinctive Mediocre (Alan commander)		CAMP		Unfortified or Flexible; Poor or Average		
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Cavalls armat	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Melee Expert	189	-	2	4
	Drilled Loose	-/Fully Armoured	-					4	
Cavalls alforrats	CAVALRY	Average	-	-	Devastating Chargers	103	Melee Expert (23)	2	4
	Drilled Loose	Protected	-					8	
Lighter equipped cavalls alforrats	CAVALRY	Average	Experienced	Short Spear	-	122	-	0	4
	Drilled Flexible	Protected	Javelin					4	
Byzantine cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4
	Formed Loose	Protected	-					4	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	85	Combat Shy (-5)	0	4
	Skirmisher	Protected	Crossbow					4	
Almughavars	INFANTRY	Superior	-	Impact Weapon	Fleet of Foot	89	Melee Expert (15)	16	4,6
	Drilled Flexible	Unprotected	-					48	
Crossbowmen	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	4
	Tribal Loose	Protected	Crossbow					4	
Catalan crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Crossbow					8	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Bow					12	
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					6	

CATALAN COMPANY IN ANATOLIA



ALAN CONTINGENT

Alan horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	4	4
	Skirmisher	Unprotected	Bow					8	
Upgrade Alan horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		4
	Skirmisher	Unprotected	Bow					All or none	

NOTES

Cavalls armat and cavalls alforrat may be combined in a TuG consisting of equal numbers of each. They may also be deployed in separate TuGs.
 An Alan contingent must be commanded by an Alan allied general. Alans are only compulsory if the contingent is taken.

CHANGES FROM LAST VERSION

None.

CATALAN COMPANY IN GREECE



ARMY COMMANDER		1	Any Professional except Legendary		DATES		1306 CE to 1388 CE			
SUB-GENERALS		1-3	Any Professional		TERRAIN		Coastal, Mountains			
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Mobile; Poor or Average			
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Cavalls armat	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Melee Expert	189	-	2	4	
	Drilled Loose	-/Fully Armoured	-					4		
Cavalls alforrats	CAVALRY	Average	-	-	Devastating Chargers	103	Melee Expert (23)	2	4	
	Drilled Loose	Protected	-					4		
Lighter equipped cavalls alforrats	CAVALRY	Average	Experienced	Short Spear	-	122	-	0	4	
	Drilled Flexible	Protected	Javelin					4		
Albanian cavalry (from 1381 CE)	CAVALRY	Average	Skilled	Short Spear	Melee Expert	104	Shoot & Charge (6)	0	4	
	Formed Flexible	Unprotected	Javelin					8		
Turkish horse archers (from 1305 to 1380 CE)	CAVALRY	Average	Experienced	-	-	94	-	0	4	
	Formed Flexible	Unprotected	Bow					8		
Turkish horse archers (from 1381 CE)	CAVALRY	Average	Experienced	-	-	94	-	0	4	
	Formed Flexible	Unprotected	Bow					4		
Best almughavars	INFANTRY	Superior	-	Impact Weapon	-	122	Melee Expert (22)	0	4,6	
	Drilled Flexible	Protected	-					16		
Almughavars	INFANTRY	Average	-	Impact Weapon	-	87	Melee Expert (16)	16	4,6	
	Drilled Flexible	Protected	-					32		
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0	4	
	Tribal Loose	Protected	Javelin					4		
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4	
	Tribal Loose	Unprotected	Bow					4		
Crossbowmen	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	4	
	Tribal Loose	Protected	Crossbow					4		
Catalan crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	4	
	Formed Loose	Unprotected	Crossbow					8		

CATALAN COMPANY IN GREECE



Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	85	Combat Shy (-5)	0	4
	Skirmisher	Protected	Crossbow					4	
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					6	

NOTES

Cavalls armat and cavalls alforrat may be combined in a TuG consisting of equal numbers of each. They may also be deployed in separate TuGs.

CHANGES FROM LAST VERSION

None.

GENOESE IN CYPRUS



ARMY COMMANDER		1	Any Professional		DATES		1373 CE to 1464 CE		
SUB-GENERALS		1-3	Any Professional		TERRAIN		Coastal		
INTERNAL ALLIED GENERALS					CAMP		Flexible; Poor or Average		

	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
MIXED TUG COMPRISING 1/2 CONDOTTIERI AND 1/2 COUSTILLIERS									
Condottieri	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (29), Dismountable (6)	2	4
	Drilled Loose	-/Fully Armoured	-					4	
Coustilliers	CAVALRY	Average	-	-	Devastating Chargers	103	Melee Expert (23), Dismountable (5)	=	
	Drilled Loose	Protected	-					=	

Spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	0	4
	Formed Close	Protected	-					4	
Crossbowmen	INFANTRY	Average	Experienced	-	-	85	Shield Cover (5), Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					12	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					4	
Upgrade mercenaries with pavises	INFANTRY	Average	Experienced	-	Pavise	97	-		
	Drilled Loose	Protected	Crossbow					All or none	
Galley crews	INFANTRY	Average	-	Short Spear	Melee Expert	88	-	0	4
	Drilled Loose	Protected	-					4	
Javelinmen	INFANTRY	Average	Experienced	Short Spear	-	83	Combat Shy (-22)	0	4
	Drilled Close	Protected	Javelin					4	
Replace javelinmen with swordsmen	INFANTRY	Average	-	-	Melee Expert	86	-	0	4
	Drilled Close	Protected	-					All	
Armed peasants	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	4,6
	Tribal Loose	Unprotected	Javelin					6	

GENOESE IN CYPRUS



Bulgar slaves (only in 1373 CE)	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16),	0	4
	Skirmisher	Unprotected	Bow	-	-	-	Combat Shy (-4)	12	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow	-	-	-	-	6	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art	-	-	-	-	2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat	244	-	0	2
	Skirmisher	Unprotected	Heavy Art	-	Shy	-	-	2	

NOTES

Minima and maxima are for condottieri. An equal number of coustilliers must be taken.
Condottieri and coustilliers dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of equivalent quality.

CHANGES FROM LAST VERSION

None.



PACTO ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - PACTO

Type of general	Army Commander		Sub-general		Ally general	
	Professional	Instinctive	Professional	Instinctive	Professional	Instinctive
Legendary	640	560	n/a	n/a	320	280
Talented	460	360	340	280	260	240
Competent	280	220	240	180	120	100
Mediocre	160	100	160	100	40	20

CAMPS

Camps are not included in Pacto games.

UGs

For each UG multiply the cost shown in the list (adjusting for any optional characteristics) by the number of bases.

NOTES

1. Points values for skirmishers in Pacto are greater than in Maximus as SuGs shoot at full effect with only two ranks.
2. For further details on how points are calculated visit the Mortem et Gloriam website.

KOMNENAN BYZANTINE



ARMY COMMANDER		1	Any Professional		DATES		1071 CE to 1204 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Professional						
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
Kavallarioi	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	2	1,2
	Drilled Loose	Protected	-					6	
Upgrade kavallaroι (from 1144 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	128	Melee Expert (23)	1/2	1,2
	Drilled Loose	Protected	-					All	
Imperial retinue or picked troops	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	180	Melee Expert (40)	0	1,2
	Drilled Loose	Protected	-					2	
Upgrade Imperial retinue (from 1151 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	224	Melee Expert (40)	0	1,2
	Drilled Loose	-/Fully Armoured	-					2	
Peltastoi (until 1118 CE)	CAVALRY	Average	Experienced	-	African	145	Dismountable (5)	0	1,2
	Drilled Flexible	Protected	Bow					2	
Archontopouloi (from 1087 to 1090 CE)	CAVALRY	Superior	-	Charging Lancer	Combat Shy	108	-	0	1,2
	Formed Loose	Protected	-					2	
Replace kavallarioι with tagmata (until 1090 CE)	CAVALRY	Average	Charge Only	Charging Lancer	-	139	-	1	1,2
	Drilled Loose	Protected	Bow					4	
Downgrade tagmata	CAVALRY	Average	-	Charging Lancer	-	105	-	0	1,2
	Formed Loose	Protected	-					Any	
Latinikon (until 1150 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	0	1,2
	Formed Loose	Protected	-					4	
Latinikon (from 1151 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	0	1,2
	Formed Loose	-/Fully Armoured	-					6	
Vardariots (from 1144 CE)	CAVALRY	Superior	Skilled	-	-	196	-	0	1,2
	Formed Flexible	Protected	Bow					2	
Turkopouloi	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	1,2
	Formed Flexible	Unprotected	Bow					4	

KOMNENAN BYZANTINE



Varangian guard	INFANTRY	Superior	-	2-H Cut-Crush	-	143	Dismountable (14)	0	1,2
	Drilled Close	Protected	-					2	
Upgrade Varangian guard	INFANTRY	Exceptional	-	2-H Cut-Crush	-	235	Dismountable (23)	0	1,2
	Drilled Close	Fully Armoured	-					2	
Kontaratoi	INFANTRY	Average	-	Short Spear	Shieldwall	82	-	0	1,2
	Drilled Close	Protected	-					4	
Toxotoi	INFANTRY	Average	Experienced	-	-	58	Combat Shy (-14)	2	1,2
	Drilled Loose	Unprotected	Bow					6	
Manichaeans	INFANTRY	Superior	-	-	Devastating Chargers	84	-	0	1,2
	Tribal Loose	Protected	-					4	
Highland javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0	1,2
	Tribal Loose	Protected	Javelin					6	
Skythikon	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					4	
Pecheneg mercenaries (from 1091 CE)	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	
Slings	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					2	
Akontistoi javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					2	

ALLIES

Seljuk Turk allies - Early Turcoman Beyliks (until 1116 CE)
 Crusader allies - County of Edessa (only in 1138 CE)
 Crusader allies - Outremer States (only in 1159 CE)
 Cilician Armenian allies - Armenian Kingdom of Cilicia (from 1152 to 1159 CE)
 Norman Rebel allies - Later Communal Italian (only in Italy from 1155 to 1156 CE)
 Hungarian allies (from 1167 to 1180 CE)
 Cuman allies - Cuman or Kipchak (only in 1191 CE)

KOMNENAN BYZANTINE



NOTES

Peltastoi dismount as Drilled Loose, Protected, Bow with the same shooting skill and quality.
Only one external ally may be taken.
This army may use Feigned Flight.

CHANGES FROM LAST VERSION

Adjusted cavalry.

KINGDOM OF SERBIA



ARMY COMMANDER	1	Any Instinctive	DATES	1166 CE to 1300 CE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Standard, Mountains
INTERNAL ALLIED GENERALS	0-1	Any Instinctive (Bosnian)		

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Best vlastela	CAVALRY		Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	0	1,2
	Formed Loose		Protected	-					2	
Vlastela	CAVALRY		Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	4	1,2
	Formed Loose		Protected	-					10	
Turcoman, Wallachian or Tatar mercenaries	CAVALRY		Average	Experienced	-	-	94	-	0	1,2
	Formed Flexible		Unprotected	Bow					4	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	4	1,2
	Tribal Loose		Unprotected	Bow					12	
Voynuk spearmen	INFANTRY		Average	-	Short Spear	Shieldwall	67	-	0	1,2
	Tribal Close		Protected	-					6	
Zamanitchka voyska	INFANTRY		Poor	Unskilled	Short Spear	-	25	Combat Shy (-9)	0	2,3
	Tribal Loose		Unprotected	Javelin					4	
Hungarian or Cuman mercenaries	CAVALRY		Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	1,2
	Skirmisher		Unprotected	Bow					4	
Skirmishing archers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher		Unprotected	Bow					8	

NOTES

A Bosnian ally general can only command archers.

Allied contingents from this list do not need to take any foot, but if they do must include Archers.

CHANGES FROM LAST VERSION

None.

SECOND BULGARIAN EMPIRE



ARMY COMMANDER		1	Any Instinctive		DATES		1186 CE to 1395 CE		
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Standard, Mountains		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive						
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE
Boyars and retinues	CAVALRY	Superior	-	Charging Lancer	-	147	-	2	1,2
	Formed Loose	Protected	-					6	
Russian mercenaries	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23)	0	1,2
	Formed Loose	Protected	-					2	
Bulgar and Vlach horse archers	CAVALRY	Average	Experienced	-	-	94	-	4	1,2
	Formed Flexible	Unprotected	Bow					12	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	4	1,2
	Skirmisher	Unprotected	Bow					12	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2
	Skirmisher	Unprotected	Bow					Up to half	
FOOT CONTINGENT									
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	-	2	1,2
	Tribal Close	Protected	-					4	
Archers	INFANTRY	Average	Experienced	-	-	48	-	2	1,2
	Tribal Loose	Unprotected	Bow					8	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	

SECOND BULGARIAN EMPIRE



ALLIES

Cuman allies - Cuman or Kipchak (from 1188 to 1270 CE)
Serbian allies - Kingdom of Serbia (before 1196 CE)
Latin Empire allies (from 1213 to 1240 CE)
Hungarian allies (from 1213 to 1236 CE)
Nicaean Byzantine allies (from 1236 to 1240 CE)
Golden Horde allies (from 1272 to 1331 CE)

NOTES

Minima for foot only apply if any foot are taken.
Only one external ally may be taken.
This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

LUSIGNAN CYPRIOT



ARMY COMMANDER		1	Any Instinctive		DATES		1192 CE to 1474 CE		
SUB-GENERALS		0-3	Any Instinctive or up to 1 (if Military Order) Professional		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS									

	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
Feudal knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	1	2
	Formed Loose	-/Fully Armoured	-					3	
Feudal sergeants	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23)	1	
	Formed Loose	Protected	-					3	

Separate sergeants	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	0	1,2
	Formed Loose	Protected	-					2	
Spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	2	1,2
	Formed Close	Protected	-					12	
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	2	1,2
	Formed Loose	Unprotected	Crossbow					12	
Upgrade crossbowmen with armour	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					Any	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					12	
Catalan mercenaries (from 1321 CE)	INFANTRY	Average	-	Impact Weapon	-	87	Melee Expert (16)	0	1,2
	Drilled Flexible	Protected	-					4	
Arriere-ban	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	2,3
	Tribal Loose	Unprotected	Javelin					6	

LUSIGNAN CYPRIOT



Horse archers (from 1373 CE)	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0 6	1,2
	Skirmisher	Unprotected	Bow						
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0 8	1,2
	Skirmisher	Unprotected	Bow						

MILITARY ORDER CONTINGENT (FROM 1291 CE)

MIXED TUGS OF 1/2 KNIGHTS AND 1/2 SERGEANTS

Military order knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0 2	2
	Formed Loose	-/Fully Armoured	-						
Military order sergeants and turcoples	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	0 2	
	Formed Loose	Protected	-						

Turcoples	CAVALRY	Average	Experienced	Short Spear	-	107	-	0 2	1,2
	Drilled Flexible	Unprotected	Bow						

ALLIES

Mamluk allies - Mamluk Egyptian (from 1460 to 1464 CE)

NOTES

A TuG with feudal or military order knights must take half the TuG as sergeants.

A military order contingent may not be taken with Mamluk allies.

CHANGES FROM LAST VERSION

None.

LATIN EMPIRE



ARMY COMMANDER		1	Any Instinctive		DATES		1204 CE to 1261 CE			
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Coastal			
INTERNAL ALLIED GENERALS										

	TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN		
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
TUGS OF 1/2 KNIGHTS AND 1/2 SQUIRES AND SERGEANTS										
Knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	1	2	
	Formed Loose	-/Fully Armoured	-					4		
Squires and sergeants	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	=		
	Formed Loose	Protected	-					=		

Greek archontes	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	2	1,2	
	Formed Loose	Protected	-					4		
Byzantine prisoners (from 1211 to 1214 CE)	CAVALRY	Poor	-	Charging Lancer	-	69	Melee Expert (14)	0	2	
	Drilled Loose	Protected	-					2		
Frankish spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	0	1,2	
	Formed Close	Protected	-					4		
Frankish crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	1,2	
	Formed Loose	Unprotected	Crossbow					6		
Upgrade crossbowmen with armour	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0		
	Formed Loose	Protected	Crossbow					Up to half		
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected	Bow					6		

LATIN EMPIRE



GREEK FOOT									
Melingoi javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	2	1,2
	Tribal Loose	Protected	Javelin					4	
Greek archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	4	1,2
	Tribal Loose	Unprotected	Bow					12	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					6	

ALLIES

Venetian allies - Venetian in Greece
 Seljuk Turk allies - Sultanate of Rum (from 1211 to 1214 CE)
 Empire of Trebizond allies (from 1211 to 1214 CE)
 Cuman allies - Cuman or Kipchak (from 1239 to 1261 CE)

NOTES

Greek foot are only mandatory if any Greek foot are used.
 Minima and maxima apply to knights. An equal number of sergeants must be taken.
 Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

NICAEAN BYZANTINE



ARMY COMMANDER		1	Any Professional		DATES		1204 CE to 1261 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Coastal, Mountains		
INTERNAL ALLIED GENERALS									
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Latinikon	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	2	1,2
	Formed Loose	-/Fully Armoured	-					6	
Stratiotai	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	1,2
	Formed Loose	Protected	-					6	
Vardariots	CAVALRY	Superior	Skilled	-	-	210	-	0	1,2
	Drilled Flexible	Protected	Bow					4	
Turkopouloi	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	1,2
	Formed Flexible	Unprotected	Bow					4	
Varangian guard	INFANTRY	Exceptional	-	2-H Cut-Crush	-	235	Dismountable (23)	0	1,2
	Drilled Close	Fully Armoured	-					2	
Kontaratoi	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	1,2
	Formed Close	Protected	-					4	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	2	1,2
	Formed Loose	Unprotected	Bow					10	
Highland javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0	1,2
	Tribal Loose	Protected	Javelin					4	
Skythikon	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	2	1,2
	Skirmisher	Unprotected	Bow					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					8	

NICAEAN BYZANTINE



ALLIES

Bulgarian allies - Second Bulgarian Empire (from 1234 to 1236 CE)

Cuman allies - Cuman or Kipchak (only in 1242 CE)

Turkish allies - Sultanate of Rum (from 1258 CE)

Epirot Byzantine allies (only in 1260 CE)

NOTES

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

EPIROT BYZANTINE



ARMY COMMANDER		1	Any Professional			DATES		1204 CE to 1337 CE		
SUB-GENERALS		0-3	Any Professional			TERRAIN		Coastal, Mountains		
INTERNAL ALLIED GENERALS										
TYPE										
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN		
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Byzantine cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	2	1,2	
	Formed Loose	Protected	-					6		
Frankish mercenaries	CAVALRY	Average	-	Charging Lancer	Melee Expert	160	-	0	1,2	
	Formed Loose	-/Fully Armoured	-					6		
Bulgar and Vlach horse archers	CAVALRY	Average	Experienced	-	-	94	-	0	1,2	
	Formed Flexible	Unprotected	Bow					6		
Albanian cavalry	CAVALRY	Average	Skilled	Short Spear	Melee Expert	104	Shoot & Charge (6)	0	1,2	
	Formed Flexible	Unprotected	Javelin					4		
Byzantine archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	4	1,2	
	Formed Loose	Unprotected	Bow					12		
Kontaratoi	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	1,2	
	Formed Close	Protected	-					4		
Mercenary spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	82	Combat Shy (-22)	0	1,2	
	Drilled Close	Protected	-					4		
Albanian archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	2	1,2	
	Tribal Loose	Unprotected	Bow					8		
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0	1,2	
	Tribal Loose	Protected	Javelin					4		
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected	Bow					8		

EPIROT BYZANTINE



ALLIES

Bulgarian allies - Second Bulgarian Empire (from 1207 to 1215 CE)
Achaean Frank allies - Frankish Greece (only in 1259 and 1292 CE)
Angevin allies - Norman Sicilian (from 1276 to 1291 CE)
Byzantine allies - Late Imperial Byzantine (from 1309 to 1310 CE)

NOTES

Achaean Frank and Angevin allies may be used together.
This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

EMPIRE OF TREBIZOND



ARMY COMMANDER		1	Any Professional		DATES		1204 CE to 1461 CE		
SUB-GENERALS		0-2	Any Professional		TERRAIN		Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Instinctive (Turcoman)						
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Stratiotai (until 1400 CE)	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	2	1,2
	Formed Loose	Protected	-					4	
Laz or Tzan horse archers	CAVALRY	Superior	Experienced	-	Melee Expert	138	-	2	1,2
	Formed Flexible	Unprotected	Bow					8	
Tribal horse archers	CAVALRY	Average	Experienced	-	-	94	-	0	1,2
	Formed Flexible	Unprotected	Bow					4	
Kontaratoi	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	1,2
	Formed Close	Protected	-					4	
Byzantine archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	2	1,2
	Formed Loose	Unprotected	Bow					6	
Tribal archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					4	
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					4	
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2
	Skirmisher	Unprotected	Bow					All or none	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
TURCOMAN ALLIED CONTINGENT									
Turcoman tribesmen	CAVALRY	Average	Experienced	-	-	94	-	2	1,2
	Formed Flexible	Unprotected	Bow					8	
Upgrade Turcoman tribesmen	CAVALRY	Average	Skilled	-	-	129	-		1,2
	Formed Flexible	Unprotected	Bow					Up to 3/4	

EMPIRE OF TREBIZOND



ALLIES

Georgian allies

NOTES

Turcomans are only mandatory if an allied Turcoman contingent is taken. Allied Turcomans generals can command only and all Turcomans.
This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

VENETIAN IN GREECE



ARMY COMMANDER		1	Any Instinctive (before) or Professional (from 1321 CE)		DATES		1204 CE to 1470 CE				
SUB-GENERALS		0-3	Any Instinctive (before) or Professional (from 1321 CE)		TERRAIN		Coastal				
INTERNAL ALLIED GENERALS											

NAME		TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS											
Feudal knights		CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	2	
		Formed Loose	-/Fully Armoured	-					1		
Feudal sergeants		CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	=		
		Formed Loose	Protected	-					=		

Turks (from 1421 CE)		CAVALRY	Average	Experienced	-	-	94	-	0	1,2	
		Formed Flexible	Unprotected	Bow					2		
Militia crossbowmen		INFANTRY	Average	Experienced	-	Combat Shy	58	-	4	1,2	
		Formed Loose	Protected	Crossbow					22		
Mercenary crossbowmen		INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2	
		Drilled Loose	Protected	Crossbow					4		
Upgrade mercenaries with pavises (from 1321 CE)		INFANTRY	Average	Experienced	-	Pavise	97	-		1,2	
		Drilled Loose	Protected	Crossbow					All or none		
Galley crews		INFANTRY	Average	-	Short Spear	Melee Expert	88	-	0	1,2	
		Drilled Loose	Protected	-					4		
Javelinmen (from 1321 CE)		INFANTRY	Average	Experienced	Short Spear	-	83	Combat Shy (-22)	0	1,2	
		Drilled Close	Protected	Javelin					2		
Replace javelinmen with swordsmen		INFANTRY	Average	-	-	Melee Expert	86	-		1,2	
		Drilled Close	Protected	-					All or none		
Armed peasants		INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	2	
		Tribal Loose	Unprotected	Javelin					2		

VENETIAN IN GREECE



Stradiots (from 1421 CE)	CAVALRY	Average	Experienced	Short Spear	-	60	Cantabrian (16)	2	1,2
	Skirmisher	Unprotected	Javelin					6	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					8	
Handgunners (from 1421 CE)	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm					4	
Guns (from 1321 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
Cannons (from 1351 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art					1	

ALLIES

Catalan Company allies - Catalan Company in Greece (only in 1351 CE)

NOTES

Any four infantry TuGs may choose the Barricades characteristic.

Minima and maxima apply to knights. An equal number of sergeants must be taken.

CHANGES FROM LAST VERSION

None.

FRANKISH GREECE



ARMY COMMANDER		1	Any Instinctive		DATES		1205 CE to 1458 CE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Coastal, Mountains		
INTERNAL ALLIED GENERALS									

	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
TUGS OF 1/2 KNIGHTS AND 1/2 SQUIRES AND SERGEANTS									
Knights (until 1311 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	1	2
	Formed Loose	-/Fully Armoured	-					4	
Best Knights (from 1312 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	2
	Formed Loose	-/Fully Armoured	-					1	
Knights (from 1312 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	1	2
	Formed Loose	-/Fully Armoured	-					4	
Squires and sergeants	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	
REPLACE KNIGHTS WITH ITALIAN ELMETI (FROM 1312 CE)									
Italian elmeti	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (29)	0	1,2
	Drilled Loose	-/Fully Armoured	-					4	
Squires and sergeants	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	128	Melee Expert (23)	=	
	Drilled Loose	Protected	-					=	

Greek archontes	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	2	1,2
	Formed Loose	Protected	-					4	
Turkish or Bulgar horse archers (from 1264 CE)	CAVALRY	Average	Experienced	-	-	94	-	0	1,2
	Formed Flexible	Unprotected	Bow					2	
Frankish spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	0	1,2
	Formed Close	Protected	-					4	

FRANKISH GREECE



Frankish crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	1,2
	Formed Loose	Unprotected	Crossbow					6	
Upgrade crossbowmen with armour	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					Any	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	

ONLY DUCHY OF ATHENS FROM 1388 CE

Catalan mercenaries	INFANTRY	Average	-	Impact Weapon	-	87	Melee Expert (16)	0	1,2
	Drilled Flexible	Protected	-					4	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Pavise (12)	2	1,2
	Drilled Loose	Protected	Crossbow					4	
Albanian cavalry	CAVALRY	Average	Skilled	Short Spear	Melee Expert	104	Shoot & Charge (6)	2	1,2
	Formed Flexible	Unprotected	Javelin					4	

GREEK FOOT

Melingoi javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	2	1,2
	Tribal Loose	Protected	Javelin					4	
Greek archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	3	1,2
	Tribal Loose	Unprotected	Bow					12	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					6	

ALLIES

Thessalian allies - Epirot Byzantine (only in 1259 CE and 1304 CE)
 Sultanate of Rum allies (only in 1264 CE)
 Catalan Company allies - Catalan Company in Greece (only in 1310 CE)
 Venetian allies -Venetian in Greece (only in 1317 CE)
 Navarrese Company allies - Medieval Navarrese (from 1379 to 1394 CE)

FRANKISH GREECE



NOTES

The army of the Duchy of Athens from 1388 CE may not take more than 2 knights or best knights.
Maxima and minima apply to the knights, an equal number of sergeants must be taken.
Greek foot are only mandatory if any Greek foot are used.

CHANGES FROM LAST VERSION

None.

LATE IMPERIAL BYZANTINE



Army Commander		1	Any Professional			Dates		1261 CE to 1384 CE		
Sub-Generals		0-2	Any Professional			Terrain		Coastal		
Internal Allied Generals		0-1	Any Professional							
Type		Training and		Quality	Shooting Skill	Melee	Mandatory	Base	Optional	Min
Name	Formation	Protection	Weaponry	Weaponry	Characteristics	Pts	Characteristics	Max	Ug Size	
Kavalloroi	CAVALRY	Superior	-	Charging Lancer	Melee Expert	242	-	0	1,2	
	Drilled Loose	-/Fully Armoured	-					2		
Vardariotai (until 1272 CE)	CAVALRY	Superior	Skilled	-	-	210	-	0	1,2	
	Drilled Flexible	Protected	Bow					2		
Stratiotai	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	2	1,2	
	Formed Loose	Protected	-					6		
Tourkopouloi (until 1305 CE)	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	1,2	
	Formed Flexible	Unprotected	Bow					4		
Varangian guard (until 1264 CE)	INFANTRY	Exceptional	-	2-H Cut-Crush	-	235	Dismountable (23)	0	1,2	
	Drilled Close	Fully Armoured	-					2		
Tzakones or similar guard troops	INFANTRY	Superior	-	Short Spear	Melee Expert	138	-	0	1,2	
	Drilled Flexible	Protected	-					2		
Kontaratoi	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	1,2	
	Formed Close	Protected	-					4		
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	2	1,2	
	Formed Loose	Unprotected	Bow					6		
Mourtatoi or Gianitzaroi archers	INFANTRY	Average	Skilled	-	-	95	-	0	1,2	
	Drilled Loose	Protected	Bow					4		
Militia	INFANTRY	Poor	-	Short Spear	-	35	Combat Shy (-13)	0	2,3	
	Tribal Loose	Protected	-					12		

LATE IMPERIAL BYZANTINE



Horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					2	
Horse archers (until 1291 CE)	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	2	1,2
	Skirmisher	Unprotected	Bow					6	
Upgrade horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2
	Skirmisher	Unprotected	Bow					Up to half	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					8	

ALLIES

Turcoman Beylik allies (before 1348 CE)

Mongol allies - Golden Horde (from 1282 to 1283 CE)

Alan allies - Medieval Alan (from 1301 to 1305 CE)

Bulgarian allies - Second Bulgarian Empire (from 1327 to 1352 CE)

Serbian allies - Serbian Empire (from 1327 to 1352 CE)

Ottoman Turkish allies - Early Ottoman Turkish (from 1348 to 1361 CE)

Ottoman Turkish allies - Ottoman Turkish (from 1362 CE)

NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

DESPOTATE OF THE MOREA



ARMY COMMANDER		1	Any Professional		DATES		1262 CE to 1460 CE			
SUB-GENERALS		0-3	Any Professional		TERRAIN		Coastal, Mountains			
INTERNAL ALLIED GENERALS		0-1	Any Professional (Athenian ally)							
ATHENIAN ALLIED CONTINGENT (FROM 1370 TO 1456 CE)										
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Stratiotai	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	2	1,2	
	Formed Loose	Protected	-					6		
Feudal knights (from 1316 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	0	1,2	
	Formed Loose	-/Fully Armoured	-					2		
Garrison spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2	
	Formed Close	Protected	-					6		
Garrison archers	INFANTRY	Average	Experienced	-	-	75	Combat Shy (-22)	2	1,2	
	Formed Loose	Protected	Bow					6		
Peasant archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	4	1,2	
	Tribal Loose	Unprotected	Bow					16		
Melingoi and Tzakones	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0	1,2	
	Tribal Loose	Protected	Javelin					6		
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected	Bow					6		
ATHENIAN ALLIED CONTINGENT (FROM 1370 TO 1456 CE)										
Elmeti	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (29)	2	1,2	
	Drilled Loose	-/Fully Armoured	-					2		
Albanian cavalry	CAVALRY	Average	Skilled	Short Spear	Melee Expert	104	Shoot & Charge (6)	2	1,2	
	Formed Flexible	Unprotected	Javelin					4		
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Pavise (12)	2	1,2	
	Drilled Loose	Protected	Crossbow					4		

DESPOTATE OF THE MOREA



ALLIES

Late Imperial Byzantine allies (before 1347 CE)

Albanian allies - Albanian Principalities (from 1347 to 1458 CE)

Ottoman Turkish allies (from 1382 to 1454 CE)

NOTES

Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

EARLY OTTOMAN TURKISH



ARMY COMMANDER		1	Any Instinctive			DATES		1281 CE to 1362 CE			
SUB-GENERALS		1-3	Any Instinctive			TERRAIN		Coastal, Mountains, Plains			
INTERNAL ALLIED GENERALS											
NAME	TYPE	TRAINING AND		QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX			
Timarli sipahi	CAVALRY	Average	Experienced	Short Spear	-	125	-	0	1,2		
	Formed Loose	Protected	Bow					4			
Best sipahi	CAVALRY	Superior	Experienced	Short Spear	-	161	-	0	1,2		
	Formed Loose	Protected	Bow					2			
Ghazis	CAVALRY	Average	Experienced	-	-	94	-	6	1,2		
	Formed Flexible	Unprotected	Bow					22			
Upgrade ghazis	CAVALRY	Average	Skilled	-	-	129	-	1/4	1,2		
	Formed Flexible	Unprotected	Bow					3/4			
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	-	0	1,2		
	Tribal Close	Protected	-					4			
Azabs	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2		
	Tribal Loose	Unprotected	Bow					4			
Levendat	INFANTRY	Poor	-	-	-	20	Combat Shy (-9)	0	2,3		
	Tribal Loose	Unprotected	-					4			
Skirmishing horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2		
	Skirmisher	Unprotected	Bow					4			
Upgrade skirmishing horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2		
	Skirmisher	Unprotected	Bow					All or none			
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2		
	Skirmisher	Unprotected	Javelin					4			
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2		
	Skirmisher	Unprotected	Sling					4			
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2		
	Skirmisher	Unprotected	Bow					6			

EARLY OTTOMAN TURKISH



NOTES

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

ORDER OF ST JOHN



ARMY COMMANDER		1	Any Professional		DATES		1292 CE to 1522 CE			
SUB-GENERALS		0-3	Any Professional		TERRAIN		Coastal			
INTERNAL ALLIED GENERALS		0-1	Any Professional (Genoese)							
	TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN		
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Brother Knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Melee Expert	265	Fanatic (105)	0	1,2	
	Drilled Loose	-/Fully Armoured	-					2		
Men-at-arms led by brethren	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	2	1,2	
	Formed Loose	-/Fully Armoured	-					2		
Military order sergeants	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	0	1,2	
	Formed Loose	Protected	-					2		
Regrade sergeants in rear rank	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)			
	Formed Loose	Protected	-					Any		
Separately deployed turcopoles	CAVALRY	Average	Experienced	Short Spear	-	107	-	0	1,2	
	Drilled Flexible	Unprotected	Bow					2		
Regrade knights or men at arms as dismounted	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22)		1,2	
	Drilled Close	Fully Armoured	-					Any		
Mercenary spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	0	1,2	
	Formed Close	Protected	-					4		
Sergeants and colonist spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	0	1,2	
	Formed Close	Protected	-					4		
Regrade sergeants as dismounted	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)		1,2	
	Formed Close	Protected	-					Any		
Replace sergeants with halberdiers (from 1450 CE)	INFANTRY	Average	-	Polearm	-	87	-	0	1,2	
	Formed Close	Protected	-					4		
Cretan and colonist crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	2	1,2	
	Formed Loose	Unprotected	Crossbow					8		
Upgrade crossbowmen with armour	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)		1,2	
	Formed Loose	Protected	Crossbow					Up to 3/4		

ORDER OF ST JOHN



Genoese or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22), Shield Cover & Shoot (15)	0	1,2
	Drilled Loose	Protected	Crossbow					4	
Replace crossbowmen with handgunners (from 1480 CE)	INFANTRY	Average	Experienced	-	-	75	-	0	1,2
	Drilled Loose	Protected	Firearm					4	
Greek archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					6	
Militia defenders stiffened by brethren	INFANTRY	Average	Unskilled	-	Barricades	61	-	12*	1,2
	Tribal Loose	Unprotected	Javelin					16	
Genoese galley crews	INFANTRY	Average	-	Short Spear	Melee Expert	88	-	0	1,2
	Drilled Loose	Protected	-					2	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					4	
Skirmishing handgunners (from 1400 CE)	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm					4	
Guns (from 1340 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
Cannons (from 1380 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art					1	

ALLIES

Cilician Armenian allies - Armenian Kingdom of Cilicia (from 1300 to 1350 CE)

Navarrese Company allies - Medieval Navarrese (from 1377 to 1381 CE)

ORDER OF ST JOHN



NOTES

* Militia defenders are optional, but if any are taken then at least 12 must be taken and no more than 2 mounted bases may be taken. Militia defenders cannot be taken if a Genoese ally is taken.

A TuG with knights may have half the TuG as sergeants. A TuG can consist entirely of sergeants.

A Genoese ally may only command Genoese marines and one UG of crossbowmen or handgunners. The ally must be taken if the Genoese are used.

SPECIAL RULE: If any militia defenders are taken then the army always defends (representing a siege). Roll the initial PBS dice as normal (for a strategic intercept will still be possible).

SPECIAL CHARACTERISTIC: Genoese crossbowmen may shoot whilst claiming shield cover.

CHANGES FROM LAST VERSION

Shield cover & shoot characteristic.

CATALAN COMPANY IN ANATOLIA



ARMY COMMANDER		1	Any Professional		DATES		1303 CE to 1305 CE		
SUB-GENERALS		1-2	Any Professional		TERRAIN		Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Instinctive Mediocre (Alan commander)						
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Cavalls armat	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Melee Expert	189	-	1	1,2
	Drilled Loose	-/Fully Armoured	-					2	
Cavalls alforrats	CAVALRY	Average	-	-	Devastating Chargers	103	Melee Expert (23)	1	1,2
	Drilled Loose	Protected	-					4	
Lighter equipped cavalls alforrats	CAVALRY	Average	Experienced	Short Spear	-	122	-	0	1,2
	Drilled Flexible	Protected	Javelin					2	
Byzantine cavalry	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	1,2
	Formed Loose	Protected	-					4	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	85	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Crossbow					2	
Almughavars	INFANTRY	Superior	-	Impact Weapon	Fleet of Foot	89	Melee Expert (15)	6	1,2
	Drilled Flexible	Unprotected	-					24	
Crossbowmen	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	1,2
	Tribal Loose	Protected	Crossbow					2	
Catalan crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	1,2
	Formed Loose	Unprotected	Crossbow					4	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	1,2
	Formed Loose	Unprotected	Bow					6	
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					4	

CATALAN COMPANY IN ANATOLIA



ALAN CONTINGENT

Alan horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	2	1,2
	Skirmisher	Unprotected	Bow					4	
Upgrade Alan horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)		1,2
	Skirmisher	Unprotected	Bow					All or none	

NOTES

Cavalls armat and cavalls alforrat may be combined in a TuG consisting of equal numbers of each. They may also be deployed in separate TuGs.
 An Alan contingent must be commanded by an Alan allied general. Alans are only compulsory if the contingent is taken.

CHANGES FROM LAST VERSION

None.

CATALAN COMPANY IN GREECE



ARMY COMMANDER		1	Any Professional except Legendary		DATES		1306 CE to 1388 CE		
SUB-GENERALS		1-3	Any Professional		TERRAIN		Coastal, Mountains		
INTERNAL ALLIED GENERALS									
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Cavalls armat	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Melee Expert	189	-	1	1,2
	Drilled Loose	-/Fully Armoured	-					2	
Cavalls alforrats	CAVALRY	Average	-	-	Devastating Chargers	103	Melee Expert (23)	1	1,2
	Drilled Loose	Protected	-					4	
Lighter equipped cavalls alforrats	CAVALRY	Average	Experienced	Short Spear	-	122	-	0	1,2
	Drilled Flexible	Protected	Javelin					2	
Albanian cavalry (from 1381 CE)	CAVALRY	Average	Skilled	Short Spear	Melee Expert	104	Shoot & Charge (6)	0	1,2
	Formed Flexible	Unprotected	Javelin					4	
Turkish horse archers (from 1305 to 1380 CE)	CAVALRY	Average	Experienced	-	-	94	-	0	1,2
	Formed Flexible	Unprotected	Bow					4	
Turkish horse archers (from 1381 CE)	CAVALRY	Average	Experienced	-	-	94	-	0	1,2
	Formed Flexible	Unprotected	Bow					2	
Best almughavars	INFANTRY	Superior	-	Impact Weapon	-	122	Melee Expert (22)	0	1,2
	Drilled Flexible	Protected	-					8	
Almughavars	INFANTRY	Average	-	Impact Weapon	-	87	Melee Expert (16)	6	1,2
	Drilled Flexible	Protected	-					16	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0	1,2
	Tribal Loose	Protected	Javelin					2	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					4	
Crossbowmen	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	1,2
	Tribal Loose	Protected	Crossbow					2	
Catalan crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	1,2
	Formed Loose	Unprotected	Crossbow					4	

CATALAN COMPANY IN GREECE



Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	85	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Crossbow					2	
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					4	

NOTES

Cavalls armat and cavalls alforrat may be combined in a TuG consisting of equal numbers of each. They may also be deployed in separate TuGs.

CHANGES FROM LAST VERSION

None.

GENOESE IN CYPRUS



ARMY COMMANDER		1	Any Professional		DATES		1373 CE to 1464 CE			
SUB-GENERALS		1-3	Any Professional		TERRAIN		Coastal			
INTERNAL ALLIED GENERALS										
	TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN		
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
MIXED TUG COMPRISING 1/2 CONDOTTIERI AND 1/2 COUSTILLIERS										
Condottieri	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (29), Dismountable (6)	1	2	
	Drilled Loose	-/Fully Armoured	-					3		
Coustilliers	CAVALRY	Average	-	-	Devastating Chargers	103	Melee Expert (23), Dismountable (5)	=		
	Drilled Loose	Protected	-					=		

Spearmen	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	0	1,2	
	Formed Close	Protected	-					4		
Crossbowmen	INFANTRY	Average	Experienced	-	-	85	Shield Cover (5), Combat Shy (-22)	0	1,2	
	Drilled Loose	Protected	Crossbow					6		
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2	
	Drilled Loose	Protected	Crossbow					4		
Upgrade mercenaries with pavises	INFANTRY	Average	Experienced	-	Pavise	97	-			
	Drilled Loose	Protected	Crossbow					All or none		
Galley crews	INFANTRY	Average	-	Short Spear	Melee Expert	88	-	0	1,2	
	Drilled Loose	Protected	-					2		
Javelinmen	INFANTRY	Average	Experienced	Short Spear	-	83	Combat Shy (-22)	0	1,2	
	Drilled Close	Protected	Javelin					2		
Replace javelinmen with swordsmen	INFANTRY	Average	-	-	Melee Expert	86	-	0	1,2	
	Drilled Close	Protected	-					All		
Armed peasants	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	2,3	
	Tribal Loose	Unprotected	Javelin					4		

GENOESE IN CYPRUS



Bulgar slaves (only in 1373 CE)	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16),	0	1,2
	Skirmisher	Unprotected	Bow	-	-	-	Combat Shy (-4)	6	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow	-	-	-	-	4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art	-	-	-	-	1	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat	244	-	0	1
	Skirmisher	Unprotected	Heavy Art	-	Shy	-	-	1	

NOTES

Minima and maxima are for condottieri. An equal number of coustilliers must be taken.
Condottieri and coustilliers dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of equivalent quality.

CHANGES FROM LAST VERSION

None.