



ARMY LISTS

House of Osman

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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: ¼ to ¾ 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 ¼ to ¾ 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.

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HISTORICAL INTRODUCTION

During the 13th century CE the power of the Sultanate of Rum declined. Anatolia became divided into a patchwork of independent Turkish principalities known as Beyliks. A Beylik in the region of Bithynia was led by Osman, an obscure figure who founded the Ottoman dynasty. Osman collected together Turkish tribal groups and former Byzantine subjects. Osman extended his control by conquering Byzantine towns along the Sakarya River. How the Ottomans were able to expand from a small principality on the frontier of the Byzantine Empire into a centralised empire spanning both Asia and Europe is unclear. The idea that Ottoman expansion was primarily fuelled by holy war is now largely rejected. The Ottomans were not strictly orthodox Muslims and willingly recruited Byzantines into their ranks. Osman died around 1323 and was succeeded by Orhan.

Orhan married Theodora, the daughter of Byzantine prince John VI Cantacuzenus. By 1346 the Ottomans controlled all the crossing points to Europe from Anatolia. Orhan openly supported John VI in the overthrowing of the emperor John V. This allowed Orhan to gain a foothold at Gallipoli. Within a decade the Ottomans controlled most of eastern Thrace. This allowed them to control all the overland routes from the Balkans into Constantinople. This gave the Ottomans a significant advantage over the other Turkish principalities. Soon after Orhan's death in 1362, Murad I become the Sultan.

Murad captured the Byzantine city of Adrianople in 1362, renaming it Edirne and making it his capital. This signalled that the Ottomans intended to retain a presence in Europe. Byzantium's territory was fragmented and the Balkan states of Byzantium, Bulgaria, and Serbia vulnerable. The sea routes were under the control of the Venetians and Genoese. The survival of Constantinople itself depended on its extensive defensive walls and the lack of an Ottoman navy.

Bulgaria under Tsar Ivan Aleksandar was a successful and prosperous state but during his rule it was divided amongst his three sons. In 1365 Hungary seized the province of Vidin. Although the Hungarians were repulsed this increased the divisions.

Serbia was also divided following the death of Stefan Dušan in 1355. In September 1371 the Ottomans defeated the Serbs at the Battle of Maritsa. In the aftermath of the battle Ottoman raids into Serbia and Bulgaria intensified. The Bulgarians and Serbs enjoyed a brief respite when matters in Anatolia and Byzantine meddling kept Murad occupied, but Murad's attention soon focused again on the Balkans. In 1389 the Serbs and Ottomans again met each other at the Battle of Kosovo. The high casualties particularly affected the Serbs and Serbia became a vassal of the Ottomans. Murad was killed at the battle and succeeded by Bayezid I.

In 1393, Bayezid heard of a plot by Tsar Ivan Shishman to overthrow the vassalage of the Bulgarians. His response was a devastating campaign that incorporated Shishman's lands into the Ottoman empire.

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The Battle of Kosovo had drawn the Ottomans to the attention of the Hungarians. In 1396 Hungarian King Sigismund finally pulled together a crusade against the Ottomans. Though nominally led by Sigismund, it lacked command cohesion. The army met the Turks at Nicopolis. French knights refused to follow Sigismund's plan and the Crusaders were heavily defeated. In retaliation, Bayezid seized the Bulgarian province of Vidin, effectively destroying the Second Bulgarian Empire.

Around 1400, Bayezid was drawn back to Anatolia by the invasion of Timur. Their armies met outside of Ankara, at the Battle of Ankara, in 1402. The Ottomans were routed and Bayezid was taken prisoner. He died in captivity and the Ottoman Empire became disputed by his sons. Only in 1413 did Mehmed I emerge as the sole ruler of a reunited Ottoman state. Even though Timur had died in 1405, the state he created remained a threat. Mehmed had to rely on diplomacy to secure his empire. He died in 1421 and Murad II became sultan.

War in the Balkans began again when the Ottoman army moved to recapture Wallachia. This had become a vassal of Hungary after the Battle of Ankara. As the Ottomans attacked Wallachia, the Serbs attacked the Ottomans. Anatolia was also attacked. Murad had to split his forces. The Serbs were defeated but the invading Ottomans in Wallachia were also defeated. By 1441, the war had reached stalemate. An alliance of the Holy Roman Empire, Poland, Albania, and the Emirates of Jandarid and Karamanid forced Murad on the defensive and the empire was defeated at the Battle of Jalowaz in 1444.



MAXIMUS ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAXIMUS

	Army Co	mmander	Sub-ge	eneral	Ally general		
Type of 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.

ISLAMIC PERSIAN



1245 TO 1393 CE

HISTORICAL NOTES

This list covers the ethnically Iranian dynasties that ruled as Ilkhanid vassals or emerged in the turmoil after the fall of the Ilkhanate. It includes the Injuids of Fars until 1353 CE, the Sarbadarids of Sabzawar until 1381, the Karts of Herat until 1389, and the Muzaffarids of Fars and Isfahan until 1393. The Injuids were conquered by the Muzaffarids, and the other dynasties were destroyed by Timur.

TROOP NOTES

The influence of Mongol fighting methods continued after the fall of the Ilkhanid empire.

HISTORICAL ENEMIES

Ilkhanate; Chagatai Khanate; Later Nomadic Mongol; Early Ottoman Turkish; Islamic Persian; Jalairid Sultanate; Timurid; Kara Koyunlu

ISLAMIC PERSIAN



ARMY COMMANDER	1	Any Instinctive			DATES		1245 CE to 1393 CE		
SUB-GENERALS	1-3	Any Instinctive			TERRAIN		Plains, Mountains		
Internal Allied Gener	ALS				САМР		Unfortified or Mobile; I	Poor or Ave	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Guard cavalry	CAVALRY	Superior	Skilled	Short Spear		210	Melee Expert (32),	0	4,6
Guard Cavarry	Drilled Loose	Protected	Bow	Short Spear		210	Dismountable (7)	6	4,0
Best cavalry	CAVALRY	Average	Skilled	Short Spear		160	Melee Expert (23),	0	4,6
Dest cavally	Formed Loose	Protected	Bow	Short Spear	-	100	Dismountable (5)	16	4,0
Cavalry	CAVALRY	Average	Experienced			115		16	4,6
Cavally	Formed Loose	Protected	Bow	<u>-</u>	-	110	-	60	4,0
Turcomans	CAVALRY	Average	Experienced			94		0	4,6
Turcomans	Formed Flexible	Unprotected	Bow		-	7 4	-	12	4,0
Upgrade Turcoman	CAVALRY	Average	Skilled			129		0	4,6
tribesmen	Formed Flexible	Unprotected	Bow	<u>-</u>	-	149	-	8	4,0
Persian archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	6,8
i ersiam archers	Tribal Loose	Unprotected	Bow	-	-	40		16	0,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Skillinshing archers	Skirmisher	Unprotected	Bow	-	Comoat sny	40	-	18	0,9
ONLY KARTS FROM 1245	го 1389 СЕ								
A.C. 1	INFANTRY	Average	Experienced			40		6	6.0
Afghan archers	Tribal Loose	Unprotected	Bow	-	=	48	Combat Shy (-14)	16	6,8
۸ (-1	INFANTRY	Average	Unskilled	Ch - at Caa		60	Ch + 0x Ch (6)	6	600
Afghan spearmen	Tribal Loose	Protected	Javelin	Short Spear	-	60	Shoot & Charge (6)	16	6,8,9
Afghan skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Aighan skinnishing archers	Skirmisher	Unprotected	Bow	· <u>-</u>	Combat sily	40	-	9	0,9

ISLAMIC PERSIAN



Only Injuid from 1303 to 1353 or Muzaffarids from 1314 to 1393 CE

Kurdish cavalry

CAVALRY
Average
Formed Loose
Protected
Formed Loose
Protected
Formed Loose
Protected
Formed Loose
Protected
Formed Loose
Formed Loose
Formed Loose
Protected
Formed Loose

Notes

Cavalry dismount as Formed Loose, Experienced Bow of equivalent quality with same protection and characteristics. This army may use Feigned Flight.

CHANGES FROM LAST VERSION

TURCOMAN BEYLIKS



1278 **∓0** 1515 **€E**

HISTORICAL NOTES

This list covers the Turcoman Beyliks (emirates) of Asia Minor which emerged when the Mongols weakened the Seljuq Sultanate of Rum. During the 14th century CE they were dominated by the Ottomans. They regained their independence after the Ottomans were defeated by Timur at the battle of Ankara. Most were reconquered by the Ottomans between 1426 and 1428. Candar (also known by the name of the dynasty Isfendiyarid) was annexed in 1461 and Dulgadir in 1515.

TROOP NOTES

Many Turkoman cavalry wore leather lamellar armour, richer men wearing iron mail or lamellar armour with arm and leg defences.

HISTORICAL ENEMIES

Ilkhanate; Georgian; Armenian Kingdom of Cilicia; Mamluk Egyptian; Lusignan Cypriot; Empire of Trebizond; Late Imperial Byzantine; Early Ottoman Turkish; Order of St John; Catalan Company in Anatolia; Turcoman Beyliks; Jalairid Sultanate; Ottoman Turkish; Ak Koyunlu

TURCOMAN BEYLIKS



ARMY COMMANDER	1	Any Instinctive			DATES		1278 CE to 1515 CE		
SUB-GENERALS	0-1	Any Instinctive			TERRAIN		Coastal, Plains, Mount	ains	
Internal Allied Genei	RALS 1-3	Any Instinctive			Самр		Unfortified or Mobile;	Poor or Aver	age
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG Size
Nobles	CAVALRY	Average	Experienced	Short Spear		125		6	4,6
INOUIES	Formed Loose	Protected	Bow	Short Spear		120	-	16	4,0
Best equipped nobles	CAVALRY	Superior	Experienced	Short Spear		161		0	4,6
Dest equipped noties	Formed Loose	Protected	Bow	Short Spear		101	<u>-</u>	6	4,0
Tribesmen	CAVALRY	Average	Experienced	_		125		16	4,6
	Formed Flexible	Protected	Bow			120		48	4,0
Upgrade tribesmen	CAVALRY	Average	Skilled			160			4,6
	Formed Flexible	Protected	Bow	<u>-</u>		100		Up to half	4,0
Spearmen	INFANTRY	Average	Unskilled	Short Spear		60	Shoot & Charge (6)	0	6,8,9
Speammen	Tribal Loose	Protected	Javelin	Short Spear	-	00	SHOOL & Charge (0)	24	0,0,9
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	6,8
Alcheis	Tribal Loose	Unprotected	Bow	-	-	40	Collidat Sily (-14)	36	0,0
Town militias	INFANTRY	Poor	-	Short Spear	Shieldwall	27	Combat Shy (-9)	0	8,9,10
1 OWII IIIIIuas	Tribal Close	Unprotected	-	Short Spear	Siliciawali	27	Combat Sily (-9)	10	0,9,10
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
	Skirmisher	Unprotected	Bow	-	Combat Sily	40	-	36	0,9
Guns (after 1380 CE)	ARTILLERY	Average	Experienced		Combat Shy	108	Rarricades (16)	0	2
	Skirmisher	Unprotected	Light Art		Collidat Sily	100	Barricades (16)	2	<i>Δ</i>
Cannons and bombards	ARTILLERY	Average	Experienced		Barricades, Combat	184		0	2,3,4
(after 1380 CE)	Skirmisher	Unprotected	Heavy Art	-	Shy	104	-	4	∠, <i>0,</i> 4

TURCOMAN BEYLIKS



ALLIES

Empire of Trebizond allies (only Candar or Karaman from 1360 to 1461 CE) Mamluk Egyptian allies (only Dulgadir from 1300 CE)

Ottoman Turkish allies (only Candar in 1380 CE or Dulgadir from 1485 to 1491 CE)

Notes

Only Aydin, Candar after 1339, Menteshe and Saruhan beyliks can use Coastal. Only one external ally may be taken. This army may use Feigned Flight.

CHANGES FROM LAST VERSION

SERBIAN EMPIRE



1301 TO 1489 CE

HISTORICAL NOTES

This list covers the later period of the medieval kingdom of Serbia. Taking advantage of the Byzantine civil war that started in 1341 CE, Stefan Dusan doubled the size of the Serbian kingdom. In April 1346 he was crowned Emperor of the Serbs and Greeks. He established a new legal code based upon Byzantine law. In 1355 he was succeeded by his son Stefan Uros V. The Empire slid into feudal anarchy as he was unable to consolidate the conquests achieved by his father. Much of the Serbian nobility was killed by the Ottoman Turks at the Battle of Maritsa in 1371. The Turks captured Serbian controlled Greece and Macedonia and Stefan died childless. A further battle at Kosovo in 1389 led to Serbia becoming an Ottoman vassal by 1394. In 1402 the Serbs renounced Ottoman rule and became allied to Hungary. The next fifty years saw a power struggle between the Ottomans and Hungarians until Serbia was annexed by the Turks in 1459.

TROOP NOTES

The Serbian army was feudal in nature consisting of lance-armed cavalry and infantry equipped with bows, crossbows, spears and axes. Cannons, made in Ragusa (Dubrovnik) first appeared in the 1380s.

HISTORICAL ENEMIES

Second Bulgarian Empire; Epirot Byzantine; Late Imperial Byzantine; Later Hungarian; Albanian Principalities; Ottoman Turkish; Hungarian

SERBIAN EMPIRE



ARMY COMMANDER		1	Any Instinctive			DATES		1301 CE to 1489 CE		
SUB-GENERALS		0-2	Any Instinctive			TERRAIN		Standard, Mountains		
INTERNAL ALLIED GENERA	ALS	0-1	Any Instinctive (Bosn	ian)		Самр		Unfortified or Mobile;	Poor or Ave	rage
	ТүрЕ					-				
	TRAINING A	AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	M _{IN}	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG Size
Best vlastela	CAVALR	Y	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4,6
Dest viastela	Formed Lo	ose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	207		12	4,0
Vlastela in western panoply	CAVALR	Y	Average	-	Charging Lancar	Downstating Chargers	148		4	4,6
viastela ili westerii panopiy	Formed Lo	ose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	140	Melee Expert (29)	12	- 4,0
Vlastela	CAVALR	Y	Average	-	Charaina I an aar	Devastating Chargers	118	Melee Expert (23)	6	4,6
Viasteia	Formed Lo	ose	Protected	-	- Charging Lancer	Devastating Chargers	110	Meiee Expert (25)	18	- 4,0
Cucara	CAVALR	Υ	Average	-	Charaina I an aar		115	Malaa Eymant (22)	0	1.6
Gusars	Formed Flex	xible	Protected	-	Charging Lancer	-	113	Melee Expert (23)	8	4,6
Turcoman, Wallachian or	CAVALR	Y	Average	Experienced			94		0	4,6
Tatar mercenaries	Formed Flex	xible	Unprotected	Bow	-	-	24	-	12	4,0
Archers	INFANTE	RΥ	Average	Experienced		-	48	Combat Shy (-14)	12	6,8
Archers	Tribal Loc	ose	Unprotected	Bow	-		40	Combat Sily (-14)	36	- 0,0
Upgrade archers with shields	INFANTE	RΥ	Average	Experienced			65	Combat Shy (-22)	0	6,8
Opgrade archers with sinerds	Tribal Loc	ose	Protected	Bow	-	-	00	Collidat 311y (-22)	Any	
Vormale on common	INFANTE	RΥ	Average	-	Short Spear	Shieldwall	67		0	6,8
Voynuk spearmen	Tribal Clo	ose	Protected	-	Short Spear	Silieiawaii	07	-	12	- 0,0
Upgrade voynuk with	INFANTE	RΥ	Average	-	Polearm		72		0	6,8
polearms	Tribal Loc	ose	Protected	-	roleann	-	12	-	Any	- 0,0
V	INFANTE	RΥ	Average	Experienced	Ch - ut Cu u		63	Combat Shy (-22)	0	6,8,9
Krayishnici	Tribal Loc	ose	Protected	Javelin	Short Spear	-	03	Combat Sily (-22)	16	- 0,0,9
Crossbowmen (after 1380	INFANTE	RY	Average	Experienced			00	Combat Shir (22)	0	6,8
CE)	Formed Lo	ose	Protected	Crossbow		-	- 80	80 Combat Shy (-22)	8	_ 0,0
Zamanitahla Varrela	INFANTE	RY	Poor	Unskilled	Chart Coar		25	Cambat Chr. (O)	0	8,9,10
Zamanitchka Voyska	Tribal Loc	ose	Unprotected	Iavelin	Short Spear	-	25 C	Combat Shy (-9)	10	- 8,9,10

Javelin

Tribal Loose

Unprotected

SERBIAN EMPIRE



Hungarian or Cuman	CAVALRY	Average	Experienced		57	Cantabrian (16),	0	4,6
mercenaries	Skirmisher	Unprotected	Bow		<i>J</i> /	Combat Shy (-4)	8	4,0
Skirmishing archers	INFANTRY	Average	Experienced	- Combat Shy	40		0	6,9
Skinnishing archers	Skirmisher	Unprotected	Bow	- Combat sny		-	24	0,9
Handgunners (after 1380 CE)	INFANTRY	Average	Experienced		40	Combat Shy (-5)	0	6
Handgunners (after 1380 CE)	Skirmisher	Protected	Firearm				6	
Guns (after 1380 CE)	ARTILLERY	Average	Experienced	- Combat Shy	108	Barricades (16)	0	2
Gulis (alter 1300 CE)	Skirmisher	Unprotected	Light Art	- Combat sily	100	Dallicades (10)	2	2
Cannons (after 1380 CE)	ARTILLERY	Average	Experienced	Barricades, Combat	184		0	2
Camions (after 1300 CE)	Skirmisher	Unprotected	Heavy Art	Shy		-	2	4

ALLIES

Albanian allies - Albanian Principalities (only to 1479 CE)

Ottoman Turkish allies

Notes

Vlastela can be combined in a mixed-TuG of 1/2 fully armoured and 1/2 protected.

A Bosnian ally general can only command archers, karyishinici and one TuG of vlastela.

Allied contingents from this list do not need to take any foot, but if they do must comply with the normal rules for minima for archers.

Only one external ally may be taken.

CHANGES FROM LAST VERSION

LATER HUNGARIAN



1308 TO 1441 CE

HISTORICAL NOTES

This list covers Hungarian armies from the reign of Charles I, the first Angevin king of Hungary, until John Hunyadi assumed responsibility for the defence of the frontiers in 1441 CE. Charles I restored royal power, based in part upon the production of gold from mines in the east and north. Charles sealed an alliance with the Polish king Casimir the great. He was succeeded by Louis the Great who extended the rule of Hungary to the Adriatic Sea and occupied the Kingdom of Naples several times. He also became King of Poland. He led successful campaigns against the Ottomans but died without a male heir in 1382. After years of anarchy, Sigismund succeeded to the throne by marrying Mary, the daughter of Louis. He had to pay for the support of the barons and it was to take decades to restore royal authority. After the death of Sigismund in 1437, his son-in-law Albert II of Germany assumed the throne. He however died in 1439, leaving the country in chaos.

TROOP NOTES

Charles I introduced a new feudal aristocracy to Hungary. Each lord was required to maintain a banderium, a group of armoured horsemen recruited from the lesser nobility or foreign mercenaries. The other means of raising an army was the generalis exercitus, involving the obligatory service of the entire lesser nobility. After the army's poor showing at the Battle of Nicopolis in 1397 CE, attempts were made to reorganise by exempting the poorest and by requiring land-owners to supply troops to the "militia portalis".

HISTORICAL ENEMIES

Cuman or Kipchak; Golden Horde; Serbian Empire; Later Hungarian; Wallachian; Moldavian; Ottoman Turkish; Early Italian Condotta; Republic of Venice; Later Lithuanian; Medieval Polish; Hussite

LATER HUNGARIAN



ARMY COMMANDER	1	Any Instinctive			DATES		1308 CE to 1441 CE		
SUB-GENERALS	0-	Any Instinctive			TERRAIN		Plains		
INTERNAL ALLIED GENERA	ALS 0-	1 Any Instinctive (Bosn	ian)		САМР		Unfortified or Mobile;	Poor or Aver	age
	ТүрЕ								
	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	1/2 NOBLES AND	1/2 LESSER NOBLES							
Nobles	CAVALRY	Superior	-	Charging Lancer		184	Melee Expert (40)	2	4,6
Nobles	Formed Loose	-/Fully Armoured	-		-	104		6	4,0
Lesser nobles	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	=	
Lessel Hobles	Formed Loose	Protected	-	Charging Lancer	-	14/	Wielee Expert (32)	=	
German armigeri (only after	CAVALRY	Average	-	Charging Lancar		144	Dismountable (6)	0	4,6
1395 CE)	Drilled Loose	-/Fully Armoured	-	Charging Lancer		144	Distilountable (0)	8	4,0
Szekelers or Tatars	CAVALRY	Average	Experienced	Short Spear		135		6	4,6
Jacketers of Tatals	Formed Flexible	Protected	Bow	31101t Spear	_	100	-	24	4,0
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall, Integral	73	Combat Shy (-22)	0	6,8
	Tribal Close	Protected	-	Short Spear	Shooters	7.0	Combat Sily (-22)	12	
Archers	INFANTRY	Average	Experienced	_	_	48	Combat Shy (-14)	0	6,8
7 ticlicis	Tribal Loose	Unprotected	Bow	_	_	70	Comoat Sily (-14)	16	
Horse archers	CAVALRY	Average	Experienced	_	_	57	Combat Shy (-4)	12	4,6
1 1013C arcticis	Skirmisher	Unprotected	Bow	_	_	07	Combat Sily (-4)	36	-1, 0
Upgrade horse archers	CAVALRY	Average	Experienced	_	Cantabrian	73	Combat Shy (-4)		4,6
opsidae noise areners	Skirmisher	Unprotected	Bow		Cantaonan	7.0	S Combat Shy (-4)	Up to half	ialf 4,0
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	at Shy 40	_	0	6,9
	Skirmisher	Unprotected	Bow	_	Comoat only	70	_	18	U, J

LATER HUNGARIAN



BOSNIAN CONTINGENT									
Bosnian knights	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	0	1
Dosinan Kingilts	Formed Loose	Protected	-		-	14/	Meice Expert (32)	4	- 4
Bosnians	INFANTRY	Average	Experienced			65	Combat Shy (-22)	8	6,8
DOSIIIalis	Tribal Loose	Protected	Bow	-	-	03		16	- 0,0

ALLIES

Moldavian allies - (only in 1353 CE)

Paduan allies - Early Italian Condotta (from 1358 to 1380 CE)

Polish allies - Medieval Polish (from 1370 CE)

Wallachian allies

Notes

Minima and maxima apply to nobles. An equal number of lesser nobles must be taken.

German armigeri dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of equivalent quality.

A Bosnian contingent must be commanded by a Bosnian ally general. Bosnian troops are only mandatory if a contingent is taken. A Bosnian contingent cannot be used with allies. Only one external ally may be taken.

CHANGES FROM LAST VERSION

WALLACHIAN



1330 TO 1476 CE

HISTORICAL NOTES

Wallachia is a geographical region of modern Romania, north of the lower Danube and south of the Carpathian Mountains. This list covers the Wallachians from their independence from Hungary in 1330 CE until they became vassals of the Ottomans in 1476 after the death of Vlad III Dracula or "Vlad the Impaler". Wallachia was founded as a principality by Basarab I. He defeated Charles at the Battle of Posada in 1330. As early as 1368 Wallachia came into conflict with the Ottoman Empire.

TROOP NOTES

Boyars were the nobility. Viteji were land owning peasants. Curteni were the standing army.

HISTORICAL ENEMIES

Golden Horde; Later Hungarian; Wallachian; Ottoman Turkish; Later Lithuanian; Medieval Polish

WALLACHIAN



ARMY COMMANDER	1	Any Instinctive			DATES		1330 CE to 1476 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Mountains		
Internal Allied Gener	ALS				Самр		Unfortified or Fortified	; Poor or Av	verage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
NAME	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	ЖАЖ	UG Size
Boyars and retinues	CAVALRY	Superior	-	Charging Lancer		147		4	4,6
boyars and reundes	Formed Loose	Protected	-	- Charging Lancer	-	147	-	8	4,0
Viteji and curteni cavalry	CAVALRY	Average	Experienced			94		12	4,6
Viteji and curtein cavany	Formed Flexible	Unprotected	Bow	-		24		24	4,0
"Crusaders" (from 1456 CE)	CAVALRY	Average	-	Charging Lancar	Devastating Chargers	148	Melee Expert (29)	0	4
Clusaders (Holli 1430 CE)	Formed Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	140	Meiee Expert (29)	4	4
Vormula	INFANTRY	Average	-	Polearm		72		0	6
/oynuks	Tribal Loose	Protected	-	1 Oleann	-	12	-	6	
Archers	INFANTRY	Average	Experienced	-		48	Combat Shy (-14)	24	6,8
Archers	Tribal Loose	Unprotected	Bow			40	Combat 511y (-14)	64	0,0
Curteni archers	INFANTRY	Average	Experienced			65		0	6,8
Curtem archers	Tribal Loose	Protected	Bow	- -	-	00	-	16	0,0
Rustici	INFANTRY	Poor	Unskilled	Short Spear		25	Combat Shy (-9)	0	6,8,9
Rusuci	Tribal Loose	Unprotected	Javelin	31101t Spear	-	20	Compatibility (-9)	18	0,0,9
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Skillinstillig archers	Skirmisher	Unprotected	Bow	- -	Collidat Sily	40	-	36	0,9
Crossbowmen	INFANTRY	Average	Experienced		Combat Shy	45		0	6
Crossoowinen	Skirmisher	Unprotected	Crossbow	- -	Collidat Sily	40	-	6	0
Handgunners	INFANTRY	Average	Experienced		<u> </u>	40	Combat Shy (-5)	0	6
	Skirmisher	Protected	Firearm			40	Combat sily (-5)	6	
Cannons and bombards	ARTILLERY	Average	Experienced		Barricades, Combat	184		0	2
(from 1456 CE)	Skirmisher	Unprotected	Heavy Art	-	Shy	104	-	2	Δ

WALLACHIAN



ALLIES

Serbian vassal allies - Serbian Empire (only in 1395 CE)

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

JALAIRID SULTANATE



1336 TO 1432 CE

HISTORICAL NOTES

The Jalairids were a Mongol dynasty which ruled over Iraq and western Persia after the breakup of the Ilkhanates in the 1330s CE. The first Jalairid ruler was Shaykh Hasan, an Ilkhanid commander. He captured the Ilkhanid capital of Tabriz and initially ruled through a puppet Ilkhan. From 1341 he ruled on his own behalf. Tabriz was lost to rivals and then recaptured, but the capital was moved to Baghdad. From 1386 central authority declined and Timur captured Baghdad in 1392 causing the Sultan Ahmad Jalayir to flee to Syria. The Sultan returned with the help of the Kara Koyunlu but was driven out again in 1399. Timur sacked Baghdad in 1401. The infighting after the death of Timur allowed the Jalairid Sultanate to survive in southern Iraq and Khuzistan until eliminated by the Kara Koyunlu in 1432.

TROOP NOTES

Jalairid troops would be similar to Ilkhanate troops. They also used Bedouin tribesmen.

HISTORICAL ENEMIES

Ilkhanate; Georgian; Armenian Kingdom of Cilicia; Mamluk Egyptian; Islamic Persian; Turcoman Beyliks; Timurid; Kara Koyunlu

JALAIRID SULTANATE



ARMY COMMANDER	1	Any Professional			DATES		1336 CE to 1432 CE		
SUB-GENERALS	0-3	Any Professional (0-1	from 1386 CE)		TERRAIN		Standard, Mountains		
Internal Allied General	.s 0-3	Any Professional			САМР		Unfortified or Mobile;	Poor or Aver	age
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
Best cavalry	CAVALRY	Superior	Skilled	Short Spear		210	Melee Expert (32),	0	4,6
Dest cavally	Drilled Loose	Protected	Bow	Short Spear	-	210	Dismountable (7)	6	4,0
Mongol cavalry	CAVALRY	Average	Skilled	Short Spear		160	Melee Expert (23),	6	4,6
Mongoi cavany	Formed Loose	Protected	Bow	Short Spear	-	100	Dismountable (5)	12	4,0
Persian cavalry	CAVALRY	Average	Experienced		_	115	_	0	4,6
1 Cisian Cavany	Formed Loose	Protected	Bow	_		110		12	4,0
Turcomans	CAVALRY	Average	Experienced			125		0	4,6
1 urcomans	Formed Flexible	Protected	Bow			120		12	-1, 0
Upgrade Turcoman	CAVALRY	Average	Skilled	_	_	160	_		4,6
tribesmen	Formed Flexible	Protected	Bow	_		100	_	Up to half	-1, 0
Mongol light cavalry	CAVALRY	Average	Skilled	Short Spear		135	Melee Expert (15),	6	4,6
	Formed Flexible	Unprotected	Bow	Short Spear	_	130	Dismountable (3)	18	4,0
Bedouin cavalry	CAVALRY	Average	-	Long Spear	_	82	Combat Shy (-18)	6	4,6
	Formed Flexible	Unprotected	-	Long Spear		02	Combat Shy (-18)	18	-1, 0
Persian archers	INFANTRY	Average	Experienced	_	_	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow			10	Comoat Sily (11)	8	
Levied foot	INFANTRY	Poor	-	_	_	20	Combat Shy (-9)	0	9,10,12
	Tribal Loose	Unprotected	-			20	Comoat Sily (7)	24	7,10,12
Skirmishing cavalry	CAVALRY	Average	Skilled	_	_	90	Dismountable (4)	0	4,6
	Skirmisher	Unprotected	Bow				Dibilioditatole (1)	12	4,0
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	40	_	0	6,9
	Skirmisher	Unprotected	Bow		Contout only	10		9	· · · · · · · · · · · · · · · · · · ·

JALAIRID SULTANATE



ALLIES

Kara Koyunlu allies (from 1378 to 1389 CE) Georgian allies (from 1394 to 1399 CE)

Notes

Cavalry dismount as Formed Loose, Experienced Bow of equivalent quality with same protection and characteristics. Skirmishers dismount as Skirmishers, Unprotected, Experienced Bow of equivalent quality.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

ALBANIAN PRINCIPALITIES



1355 TO 1479 CE

HISTORICAL NOTES

This list covers the Albanian principalities that started to establish their independence from Angevin rule and the Serbian Empire. The main states include the Principality of Valona (1332-1417); Lordship of Berat (1335-1417); Despotate of Angelokastron and Lepanto (1358-1374); Despotate of Arta (1358-1416), Principality of Albania (1368-1392); Principality of Gjirokaster (1386-1418) and Principality of Kastrioti (1389-1444). When Ottoman forces entered Albania, they were faced with small principalities that were engaged in vicious fights among themselves. Between 1385 and 1430 they established their rule over most of the country. in 1444 a military alliance of Albanian feudal lords was forged in Lezhë. Their leader was a member of the Kastrioti family, George Castriot known as Skanderbeg. A series of victories was obtained against the Ottomans. Despite the League fragmenting soon after its founding, the core of the alliance under Skanderbeg continued. It repeatedly defeated the Ottomans until Skanderbeg's death in 1468. Albanian resistance weakened but continued until the Venetians conceded Shkodra to the Ottomans in 1479.

TROOP NOTES

Albanian cavalry went on to form the stradiots in Venetian service. They were mostly unarmoured and fought with a double-end light lance and light shield.

HISTORICAL ENEMIES

Second Bulgarian Empire; Despotate of the Morea; Serbian Empire; Ottoman Turkish; Early Italian Condotta; Italian Condotta; Republic of Venice; Medieval Navarrese

ALBANIAN PRINCIPALITIES



ARMY COMMANDER		1	Any Instinctive			DATES		1355 CE to 1479 CE		
Sub-Generals		0-3	Any Instinctive			TERRAIN		Coastal, Mountains		
Internal Allied Gener	ALS	0-1	Any Instinctive (only (Neapolitan)	before 1385 CE) or	Professional	Самр		Unfortified; Poor or Ave	erage	
	Type Training	AND	QUALITY	Shooting Skill	Melee	Mandatory	Base	O PTIONAL	M in	
Name	FORMATIO)N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Veteran cavalry	CAVALF Formed Fle		Superior Protected	Experienced Javelin	Short Spear	Melee Expert	185	Shoot & Charge (14)	4 18	4,6
Cavalry	CAVALF Formed Fle		Average Unprotected	Skilled Javelin	Short Spear	Melee Expert	104	Shoot & Charge (6)	12 36	4,6
Mercenary men-at-arms	CAVALF Drilled Lo		Average -/Fully Armoured	-	Charging Lancer	-	144	Dismountable (6)	0 4	4
Archers	INFANTI Tribal Loc		Average Unprotected	Experienced Bow	-	-	48	Combat Shy (-14)	0 12	6,8
Javelinmen	INFANTI Tribal Loc		Average Protected	Unskilled Javelin	Short Spear	-	60	Shoot & Charge (6)	0 16	6,8,9
Crossbowmen	INFANTI Tribal Loc		Average Unprotected	Experienced Crossbow	-	-	53	Combat Shy (-14)	0	6,8
Halberdiers	INFANTI Tribal Clo		Average Protected	-	Polearm	-	77	-	0	6,8
Levy	INFANTI Tribal Loc		Poor Unprotected	-	-	-	20	Combat Shy (-9)	0 10	8,9,10
Mounted crossbowmen	CAVALF Skirmish		Average Protected	Experienced Crossbow	-	-	70	Combat Shy (-5)	0	4,6
Skirmishing javelinmen	INFANTI Skirmish		Average Unprotected	Experienced Javelin	-	-	29	Combat Shy (-4)	0 12	6,9
Skirmishing crossbowmen	INFANTI Skirmish		Average Unprotected	Experienced Crossbow	-	Combat Shy	45	_	0 9	6,9

ALBANIAN PRINCIPALITIES



Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		12	6,9
Skillinstillig arctiers	Skirmisher	Unprotected	Bow	-	Combat Sily	40	-	27	0,9
Handgunners (from 1441	INFANTRY	Average	Experienced	-		40	Combat Shy (-5)	0	6
CE)	Skirmisher	Protected	Firearm		-	40	Collidat Sily (-0)	6	0
Guns	ARTILLERY	Average	Experienced	- Combat SI	Cambar Char	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art		Collidat Sily	100	Darricaues (10)	2	Δ
Upgrade guns to cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat	184		0	2
	Skirmisher	Unprotected	Heavy Art		Shy		-	2	Δ
Neapolitan allied con	fingent (from 14	51 тө 1455 СЕ)							
Elmeti	CAVALRY	Average	-	Charging Lancer	Devastating Chargers,	167	Melee Expert (29)	0	1
Linieu	Drilled Loose	-/Fully Armoured	-		Dismountable	107	Meice Expert (27)	4	4
Catalans	INFANTRY	Average	-	Impact Weapon		87	Melee Expert (16)	0	6
Catalalis	Drilled Flexible	Protected	-		-	07	Meiee Expert (10)	6	0
Handgunnarg	INFANTRY	Average	Experienced			40	Combat Shy (-5)	0	6
Handgunners	Skirmisher	Protected	Firearm		<u>-</u>	40	Combat Sily (-0)	6	
Archarc	INFANTRY	Average	Experienced		Combat Shy	40		0	6
Archers	Skirmisher	Unprotected	Bow	-	Comoat sny	40	<u>-</u>	6	

ALLIES

Venetian allies - Early Italian Condotta (from 1392 to 1395 CE)

NOTES

A Neapolitan allied contingent must be commanded by a Professional allied general.

Elmeti dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of equivalent quality.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

MOLDAVIAN



1359 то 1517 €Е

HISTORICAL NOTES

Moldavia included part of modern Romania, the Republic of Moldova and territories in Ukraine. The Hungarians under Charles I conquered much of the region from the Mongols. In 1359 CE, Bogdan of Cuhea took control of Moldavia. The country had a mix of Roman Catholic and Orthodox communities. It kept connections with the Byzantine Empire, but growing Polish influence was contested by the Hungarians. The first confrontation with the Ottoman Turks was in 1420. Under Stephen the Great in 1457 the country reached its greatest power. In 1498 it had to accept Ottoman suzerainty.

TROOP NOTES

Moldavian forces were similar to Wallachian forces.

HISTORICAL ENEMIES

Golden Horde; Later Hungarian; Moldavian; Ottoman Turkish; Black Army Hungarian; Later Lithuanian; Medieval Polish; Later Medieval Polish

MOLDAVIAN



ARMY COMMANDER	1	· ····y ······			Dates Terrain		1359 CE to 1517 CE			
SUB-GENERALS	0-3						Mountains			
INTERNAL ALLIED GENE	RALS				Самр		Unfortified or Fortified;	Poor or Av	verage	
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min		
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size	
Boyars and retinues	CAVALRY	Superior	-	Charging Lancar		147	4	4	4,6	
	Formed Loose	Protected	-	Charging Lancer	-	14/	- '	8	4,0	
Viteji	CAVALRY	Average	Experienced	-	-	94		12	4,6	
	Formed Flexible	Unprotected	Bow			94	- '	24	4,0	
Voynuks	INFANTRY	Average	-	Polearm	-	72	Dismountable (10)	0	6	
	Tribal Loose	Protected	-			14	Disilioulitable (10)	6		
Archers	INFANTRY	Average	Experienced	_	-	48	Dismountable (6),	24	6,8	
Archers	Tribal Loose	Unprotected	Bow			40	Combat Shy (-14)	64	0,0	
Curteni	INFANTRY	Average	Experienced		-	65	Dismountable (10)	0	6,8	
Curtem	Tribal Loose	Protected	Bow			00	Distilloulitable (10)	16	- 0,0	
Rustici	INFANTRY	Poor	Unskilled	Cl ut C u	-	25	Dismountable (4),	0	600	
Nusuci	Tribal Loose	Unprotected	Javelin	Short Spear		20	Combat Shy (-9)	18	6,8,9	
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	40		0	6,9	
Skillinsling archers	Skirmisher	Unprotected	Bow			40	-	36	0,9	
Crossbowmen	INFANTRY	Average	Experienced	_	Combat Shy	45		0	6	
Closspowillen	Skirmisher	Unprotected	Crossbow			40	- '	6	0	
Uandaunnara	INFANTRY	Average	Experienced			40	Combat Shy (5)	0	6	
Handgunners	Skirmisher	Protected	Firearm	-	-	40	Combat Shy (-5)	6	_ 0	

Hungarian allies - Black Army Hungarian (from 1452 to 1455 CE)

MOLDAVIAN



Notes

After 1457 CE, any or all infantry TuGs can choose Barricades characteristic if desired. This army may use Feigned Flight.

CHANGES FROM LAST VERSION

TIMURID



1360 TO 1506 €E

HISTORICAL NOTES

This list covers Transoxanian armies from the revolt of Timur and Mir Hussain until the death of Husayn Bayqara. Timur gained control of the western Chagatai Khanate by 1370 CE. From this base he led military campaigns across western and central Asia, India, the Caucasus and southern Russia. He defeated both the Mamluks of Egypt and Syria, the Ottoman Turks and the Delhi Sultanate. He envisioned the restoration of the Mongol Empire but relied on Islamic religion and institutions. He struggled to hold on to his conquests, often having to re-conquer the same area again. His military campaigns have been estimated to have killed 17 million people. An arrow shot in the right leg crippled him so he became known as Timur the Lame or Tamerlane. After the death of Timur in 1405, his empire split into several hostile principalities.

TROOP NOTES

Timurid armies retained Mongol organisation but emphasised fighting at close quarters instead of traditional nomad tactics.

HISTORICAL ENEMIES

Medieval Alan; Golden Horde; Chagatai Khanate; Later Nomadic Mongol; Muslim Indian Sultanates; Georgian; Armenian Kingdom of Cilicia; Mamluk Egyptian; Empire of Trebizond; Islamic Persian; Jalairid Sultanate; Ottoman Turkish; Kara Koyunlu

TIMURID



Combat Shy (-14)

48

6,8

ARMY COMMANDER	1	0-3 Any Professional			DATES		1360 CE to 1506 CE			
SUB-GENERALS	0-3				TERRAIN		Plains, Mountains			
Internal Allied General	0-1				САМР		Fortified or Mobile; Poor or Average			
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min		
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE	
Elephants (only Timur from	ELEPHANTS	Average	-	_	Shove	240	_	0	2	
1399 to 1405 CE)	Tribal Loose	Protected	-	-	Shove	240		2	- <i>L</i>	
Elephants (only Shah Rukh	ELEPHANTS	Average	-	-	Shove	240		0	2,3,4	
from 1405 CE to 1447 CE)	Tribal Loose	Protected	-			240		4	2,0,4	
Sarmarkand guards (only Timur from 1370 to 1405 CE)	CAVALRY	Exceptional	Experienced	Short Spear	Shoot & Charge, Melee Expert	266	Dismountable (9)	0	4,6	
	Drilled Close	ArmHrs/ Protected	Bow			200		6		
Timurid cavalry	CAVALRY	Superior	Skilled	Short Spear	-	210	Melee Expert (32)	16	4,6	
Initialia cavany	Drilled Loose	Protected	Bow			210	Tyleice Expert (02)	24	1,0	
Turcoman nobles	CAVALRY	Average	Experienced	Short Spear	-	125	-	0	4,6	
i dicollian nobles	Formed Loose	Protected	Bow			120		6	4, 0	
Turcoman tribesmen	CAVALRY	Average	Experienced	_	-	125	-	0	4,6	
- urcoman urocsmen	Formed Flexible	Protected	Bow			120		12	-1 ,0	
Upgrade Turcoman	CAVALRY	Average	Skilled			160			4,6	
tribesmen	Formed Flexible	Protected	Bow	_	_	100	_	Up to half	7,0	
Dismount Timurid cavalry	INFANTRY	Superior	Experienced	Short Spear	-	109	Caltrops (28)		6,8	
	Formed Loose	Protected	Bow			107	Card 0p3 (20)	Any		
Archers	INFANTRY	Average	Skilled			95	Caltrops (20)	0	6,8	
7 Helicis	Drilled Loose	Protected	Bow		-	<i>90</i>	Cardops (20)	8		
Militia archers	INFANTRY	Average	Experienced	_	_	48	Combat Shy (-14)	0	6,8	
iviniua arciicis	Tribal Loose	Unprotected	Bow		<u>-</u>	70	Combat only (-14)	8		

Experienced

Bow

Average

Unprotected

INFANTRY

Tribal Loose

Aghhan archers

TIMURID



Afghan spearmen	INFANTRY	Average	Unskilled	Short Spear		60	Shoot & Charge (6)	0	6,8,9
	Tribal Loose	Protected	Javelin	31101t Spear	-	00	SHOOL & Charge (0)	9	0,0,7
Afghan skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40		0	6,9
	Skirmisher	Unprotected	Bow		Compatibility	40	- Combat Shy (-5)	9	
Naffatun (only until 1480 CE)	INFANTRY	Average	Experienced	_	Combat Shy	30	- Combat Shy (-5)	0	6
	Skirmisher	Unprotected	Firearm			30		6	
Handgunners (only after	INFANTRY	Average	Experienced	_		40	Combat Shy (-5)	0	6
1480 CE)	Skirmisher	Protected	Firearm		-	40		6	0
Hostage screen (only from	INFANTRY	Poor	-		Expendables, Combat	19		0	9,12
1360 to 1405 CE)	Tribal Loose	Unprotected	-	-	Shy	19	-	12	9,12
Stampeding cattle, camels or buffaloes (only until 1447 CE)	CAVALRY	Poor	-		Expendables, Combat Shy,	45		0	1
	Tribal Close	Protected	-	· <u>-</u>	Devastating Chargers	70	-	4	7

ALLIES

Kara Koyunlu allies (only Shah Rukh from 1405 to 1447 CE)

Ak Koyunlu allies (only Timur or Shah Rukh until 1447 CE)

Uzbek allies - Later Nomadic Mongol (only after 1450 CE)

NOTES

If used, a Turcoman ally general must command all and only Turcomans. A Timurid general may command Turcomans.

An army cannot have both a hostage screen and stampeding cattle.

SPECIAL RULE: No KAB test is taken if a hostage screen TuG breaks. You must notify your opponent of this rule when the TuG is deployed.

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

Corrected Samarkand Guard cavalry.

OTTOMAN TURKISH



1362 TO 1520 CE

HISTORICAL NOTES

This list covers Ottoman Turkish armies from the accession of Murad I until the accession of Suleiman the Magnificent.

TROOP NOTES

The Janissaries were elite infantry units that formed the Ottoman Sultan's household troops. The corps was most likely established during the reign of Murad I. Equivalent household cavalry regiments, the Qapu Khalqi were also raised. These were backed up by the feudal levies, the timariots. These were recruited from both Anatolia and Rumelia, the European portion of the Ottoman empire. Christians could also provide feudal service. Contingents of troops were also provided by tributary Balkan princes, particularly from Serbia, Bulgaria and Wallachia. The term voynuk was derived from the Serbian, voynici. These troops came from throughout the Balkan territories.

Irregular troops azabs, akinjis and other nomads also served in Ottoman armies.

HISTORICAL ENEMIES

Medieval Alan; Golden Horde; Mamluk Egyptian; Second Bulgarian Empire; Late Imperial Byzantine; Despotate of the Morea; Order of St John; Turcoman Beyliks; Serbian Empire; Later Hungarian; Wallachian; Albanian Principalities; Moldavian; Timurid; Ak Koyunlu; Crusade of Nicopolis; Black Army Hungarian; Kingdom of Naples; Later Lithuanian; Medieval Polish; Later Medieval Polish

OTTOMAN TURKISH



ARMY COMMANDER	1	Any Professional	DATES	1362 CE to 1520 CE
Sub-Generals	0-3	Any Professional	Terrain	Coastal, Mountains, Plains
Internal Allied Generals	0-1	Any Instinctive (Serbian)	Самр	Unfortified or Mobile; Poor or Average
Ŧ	YPE		-	

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG Size
Qapu Khalqi	CAVALRY	Superior	Experienced	Short Spear	Shoot & Charge,	225		0	
	Drilled Close	ArmHrs/ Protected	Bow		Melee Expert	225	-	4	4
Timarli sipahi	CAVALRY	Average	Experienced	Short Spear		105		8	1.6
	Formed Loose	Protected	Bow		-	125	-	28	4,6
Best sipahi	CAVALRY	Superior	Experienced	Short Spear		161		0	16
	Formed Loose	Protected	Bow	Short Spear	-	101	-	8	4,6
Turcomans or Crimean	CAVALRY	Average	Experienced			125		0	4,6
Tartars	Formed Flexible	Protected	Bow	-	-	120	-	6	4,0
Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	4,6
	Formed Flexible	Unprotected	-			02		6	4,0
Kurdish cavalry	CAVALRY	Average	-	Charging Lancer	_	105	Melee Expert (23)	0	4,6
Rufulsii cavaliy	Formed Loose	Protected	-			100	Iviciee Expert (20)	6	1,0
Jannissaries	INFANTRY	Superior	Skilled		_	121	Barricades (56)	0	6,8
Jaimissaires	Drilled Loose	Protected	Bow			121	Darricades (50)	16	
Azab archers	INFANTRY	Average	Experienced	_	-	54	Combat Shy (-14)	6	6,8
NZau archers	Formed Loose	Unprotected	Bow					24	0,0
Crossbowmen	INFANTRY	Average	Experienced	_		59	Combat Shy (-14)	0	6
Ciossoowillen	Formed Loose	Unprotected	Crossbow		-	07		6	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67		0	6,8
Speamien	Tribal Close	Protected	-			07	-	8	0,0
Voynuks	INFANTRY	Average	-	Polearm	-	72		0	4
VOYTUKS	Tribal Loose	Protected	-	1 Olealili		/ 4	<u> </u>	4	'1
Levies	INFANTRY	Poor	-			20	Combat Shy (-9)	0	8,9,10
Levies	Tribal Loose	Unprotected	-	<u>-</u>	<u>-</u>	<i>4</i> 0	Collidat Sily (-9)	10	0,9,10

OTTOMAN TURKISH

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								7	
Akinjis	CAVALRY	Average	Experienced			57	Cantabrian (16),	8	4,6
Akinjis	Skirmisher	Unprotected	Bow	-	-	37	Combat Shy (-4)	24	4,0
Upgrade akinjis to djanbazan	CAVALRY	Average	Skilled		Melee Expert	98		0	4,6
Opgrade akinjis to djanoazan	Skirmisher	Unprotected	Bow	-	Meiee Expert	90	-	6	4,0
Balkan cavalry	CAVALRY	Average	-	Charging Lancer		44	Melee Expert (8)	0	4,6
Daikaii Cavaliy	Skirmisher	Unprotected	-	- Charging Lancer	-	44	Meiee Expert (0)	8	4,0
Delis	CAVALRY	Superior	-	Short Spear	Devastating Chargers	63	Melee Expert (11)	0	Δ
Delis	Skirmisher	Unprotected	-	- Short Spear	Devastating Chargers	00	Melee Expert (11)	4	
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow		Collidat Sily	40		9	
Skirmishing javelinmen	INFANTRY	Average	Experienced			29	Combat Shy (-4)	0	6.9
	Skirmisher	Unprotected	Javelin	-	-	Δ <i>9</i>	Collidat Sily (-4)	9	0,9
Slingers	INFANTRY	Average	Experienced	_	Combat Shy	35	_	0	6,9
	Skirmisher	Unprotected	Sling	_	Comoat Sily	00	_	9	0,2
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	40	_	0	6,9
	Skirmisher	Unprotected	Bow		Comoat Sily	70	_	18	0,2
Regrade Azab archers	INFANTRY	Average	Experienced	_	Barricades	68	Combat Shy (-4)		6,9
	Skirmisher	Unprotected	Bow		Dameaco		Combat Sily (-4)	All or none	<u></u>
Handgunners (from 1430	INFANTRY	Average	Experienced	_	_	40	Combat Shy (-5)	0	6
CE)	Skirmisher	Protected	Firearm			10		6	
Cannons and bombards	ARTILLERY	Average	Experienced	_	Barricades, Combat	184	_	0	2
(from 1430 CE)	Skirmisher	Unprotected	Heavy Art		Shy	101		2	
SERBIAN CONTINGENT (FRO	эм 1390 то 1458	CE)							
Destadantala	CAVALRY	Superior	-	Chansina I an ann	Danastatina Chamana	207	Malas Essant (40)	0	16
Best vlastela	Formed Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	207	Melee Expert (40)	4	4,6
Vlastala in vyvastama mar1	CAVALRY	Average	-	Charaina I ar	Davidatatina Chareer	1 // 0	Malaa Erraart (20)	4	4,6
Vlastela in western panoply	Formed Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	148	Melee Expert (29)	6	4,0
Vlastela	CAVALRY	Average	-	Charging Innas	Dougatating Charges	118	Melee Expert (23)	4	4,6
viastela	Formed Loose	Protected	-	- Charging Lancer	Devastating Chargers	110		6	4,0

OTTOMAN TURKISH



ALLIES

Wallachian allies

Turcoman allies - Turcoman Beyliks (only until 1467 CE)

Albanian allies - Albanian Principalities (from 1380 CE)

Crim Tatar allies - Tatar Khanates (from 1429 CE)

Moldavian allies (from 1510 CE)

NOTES

Serbian troops must be commanded by their own general who cannot command other troops. The minima apply only if a Serbian contingent is taken.

Vlastela can be combined in a mixed-TuG of 1/2 fully armoured and 1/2 protected.

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

KARA KOYUNLU



1378 TO 1469 CE

HISTORICAL NOTES

The Kara Koyunlu are also known as the Black Sheep Turcomans. They were an Oghuz tribal federation that ruled over present-day eastern Turkey, Azerbaijan, Armenia, northwestern Iran and northeastern Iraq. They rebelled against the Jalairid Sultanate in Baghdad and captured Tabriz. In 1400 ACE they were defeated by Timur but had regained Tabriz by 1406. They reached their greatest extent under Jahan Shah but he was defeated and killed at the Battle of Chapakchur in 1467. The state quickly collapsed under his incompetent son, Hasan Ali.

TROOP NOTES

The armies were influenced by Mongol practice. Pushan-push "armoured men" were the best equipped. Tirkash-band "quiver-bearers" were horse archers and provided the bulk of the army. Qullughchi "servants" were retainers.

HISTORICAL ENEMIES

Medieval Alan; Georgian; Islamic Persian; Jalairid Sultanate; Timurid; Kara Koyunlu; Ak Koyunlu

KARA KOYUNLU



ARMY COMMANDER	1	Any Instinctive	DATES	1378 CE to 1469 CE
SUB-GENERALS	1-3	Any Instinctive	Terrain	Plains, Mountains
Internal Allied Generals			Самр	Unfortified or Mobile; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
NAME	Formation	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG Size
Sultan's retinue	CAVALRY	Superior	Experienced	Short Spear		161		0	4,6
odimii o iculiuc	Formed Loose	Protected	Bow			101		6	
Pushan-push	CAVALRY	Average	Experienced	Short Spear		125	_	4	4,6
i domaii puon	Formed Loose	Protected	Bow	onore spear		140	<u>-</u>	12	-1, 0
Tirkash-ban	CAVALRY	Average	Skilled			160		8	4,6
I II Naoii - Uali	Formed Flexible	Protected	Bow			100		36	
Qullughchi	CAVALRY	Average	Experienced			125		0	4,6
	Formed Flexible	Protected	Bow			140		24	
Kurdish cavalry	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	0	4,6
Raidion Cavany	Formed Loose	Protected	-	Charging Lancel		100		12	 ,∪
Archers	INFANTRY	Average	Experienced			65	Combat Shy (-22)	0	6,8
1 HCHCIO	Tribal Loose	Protected	Bow					16	
Levy foot	INFANTRY	Poor	-	Short Spear	Shieldwall	27	Combat Shy (-9)	0	8,9,10
	Tribal Close	Unprotected	-					10	<u></u>
Skirmiching horse archers	CAVALRY	Average	Experienced			57	Cantabrian (16),	0	4,6
Skirmishing horse archers	Skirmisher	Unprotected	Bow				Combat Shy (-4)	12	- 4,0
Chirmighing archar	INFANTRY	Average	Experienced		Combat Class	40		0	6,9
kirmishing archers	Skirmisher	Unprotected	Bow	-	Combat Shy	40	-	18	0,9

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

AK KOYUNLU



1387 TO 1504 CE

HISTORICAL NOTES

The Ak Koyunlu are also known as the White Sheep Turcomans. They were an Oghuz tribal confederation that held land south of the Pontic mountains. They were granted land by Timur after he defeated the Ottomans at the Battle of Ankara in 1402 CE. Under Uzun Hasan in 1467 they defeated the Kara Koyunlu and took over their territory. In 1470 they were defeated by the Ottomans who seized their western territories. Civil war from 1490 onwards led to their conquest by the Safavids in 1508.

TROOP NOTES

They are described as having 2000 cavalry "covered in certain armure of yron". Ottoman guns were captured in 1472 and handgunners are recorded in 1478.

HISTORICAL ENEMIES

Medieval Alan; Turcoman Beyliks; Ottoman Turkish; Kara Koyunlu; Ak Koyunlu

AK KOYUNLU



ARMY COMMANDER	1	Any Instinctive			DATES		1387 CE to 1504 CE			
Sub-Generals	0-3	Any Instinctive			TERRAIN		Plains, Mountains			
INTERNAL ALLIED GENERA	ALS				Самр		Unfortified or Mobile;	Poor or Avera	age	
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Mįin		
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Sultan's retinue	CAVALRY	Superior	Experienced	Short Spear	_	161	_	0	4,6	
	Formed Loose	Protected	Bow	Short Spear		101	_	6	7,0	
Upgrade sultan's retinue	CAVALRY	Superior	Experienced	Short Spear	Shoot & Charge	174	_		4,6	
	Formed Close	ArmHrs/ Protected	Bow	Short Spear	Shoot & Charge	17 1		All or none	1,0	
Pushan-push	CAVALRY	Average	Experienced	Short Spear	_	125		4	4,6	
1 ushan-push	Formed Loose	Protected	Bow	Short Spear		120	_	12	7,0	
Tirkash-ban	CAVALRY	Average	Skilled	_	-	160	_	8	4,6	
	Formed Flexible	Protected	Bow			100		36	1,0	
Qullughchi	CAVALRY	Average	Experienced		-	125	_	0	4,6	
	Formed Flexible	Protected	Bow			120		18	7,0	
Kurdish cavalry	CAVALRY	Average	-	Charging Lancer	_	105	Melee Expert (23)	0	4,6	
Ruidisii cavairy	Formed Loose	Protected	-	Charging Lancer		103		12	-1, 0	
Archers with shields and	INFANTRY	Average	Experienced			65	Combat Shy (-22)	0	6,8	
sabres	Tribal Loose	Protected	Bow	-	-	00	Combat Sify (-22)	8		
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	6,8	
7 ticricis	Tribal Loose	Unprotected	Bow	_		40	Combat Sily (-14)	8		
Levy foot	INFANTRY	Poor	-	Short Spear	Shieldwall	27	Combat Shy (-9)	0	8,9,10	
Levy 100t	Tribal Close	Unprotected	-	Short spear	Siliciawali	47	Collidat Sily (-9)	10	0,9,10	
Handgunners (after 1472 CE)	INFANTRY	Average	Experienced			70	Combat Shy (22)	0	6,8	
i iailuguillieis (aitei 14/2 CE)	Formed Loose	Protected	Firearm	<u>-</u>	<u>-</u>	70	0 Combat Shy (-22)	8	0,0	
Skirmishing horse archers	CAVALRY	Average	Experienced		<u> </u>	57	Cantabrian (16),	0	4,6	
2kminisming morse archers	Skirmisher	Unprotected	Bow	<u>-</u>	-	<i>J/</i>	Combat Shy (-4)	12	4,0	

AK KOYUNLU

T/	ORTEM	1
E.	GLORIAM	

Skirmishing archers	INFANTRY	Average	Experienced	- Combat Shy	40		0	6.0
	Skirmisher	Unprotected	Bow	- Combat Sny	40	-	18	0,9
Cannons and bombards	ARTILLERY	Average	Experienced	Barricades, Combat	101		0	2
(after 1472 CE)	Skirmisher	Unprotected	Heavy Art	Shy	104	-	2	

ALLIES

Georgian allies (only to 1403 CE)

Karaman and Candar Turkoman allies -Turcoman Beylik (only to 1461 CE)

Empire of Trebizond allies (only to 1461 CE)

Kara Koyunlu allies (only to 1469 CE)

Ottoman Turkish allies (from 1496 to 1497 CE)

Notes

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

CRUSADE OF NICOPOLIS



1396 CE

HISTORICAL NOTES

The Crusade of Nicopolis formally started when a delegation of Hungarian knights arrived in Paris in August 1395. A peace in the Hundred Years' War provided the opportunity and the French enthusiastically responded. Many unemployed companies from a wide range of nations including French, English, Spanish, German and Swiss took part. The Crusaders were joined by a Venetian fleet sailing up the Danube carrying Knights Hospitallers.

From Buda, the Crusaders marched down the left flank of the Danube. They were joined by contingents led by Sigismund King of Hungary and the Wallachian leader, Mircea the Elder. The Crusaders laid siege to Nicopolis on the lower Danube. The Crusader discipline was poor and the command disagreed on both strategy and tactics. The Constable D'Eu was nominally in charge but advised by Enguerrand VII, Lord of Coucy, a veteran warrior. The French underestimated the Turks and ignored the advice of Sigismund and Mircea who had much more experience of fighting their opponents.

Bayezid, the Turkish Sultan, had been joined by his Serbian allies. In the battle the French advanced recklessly, defeated the Turkish infantry vanguard and then pursued into the bulk of the Turkish army where they were enveloped. The remainder of the Crusader army fought to prevent the envelopment, but the charge of the Serbian knights proved crucial. Sigismund and the Master of the Hospitallers escaped to the Venetian fleet but the Crusader army was overwhelmed.

No crusader army from Europe would be launched against the Turks until the 1440's. The defeat signified the end of the Second Bulgarian Empire.

TROOP NOTES

The army comprised of four components, French, Hungarian, Wallachian and Hospitallers along with the Venetian navy. The troops themselves consisted of many nationalities including Englishmen serving in Free Companies as well as Spanish, German, Swiss and Croatians.

HISTORICAL ENEMIES

Ottoman Turkish

CRUSADE OF NICOPOLIS



ARMY COMMANDER	Any Comp		ediocre Instinctive		DATES	DATES			
SUB-GENERALS	1-3	Any Competent or M	ediocre Instinctive		TERRAIN		Standard, Plains		
Internal Allied Genera	ALS				Самр		Unfortified; Poor or Av	erage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Мах	UG SIZE
French knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers,	216	Melee Expert (40)	8	4,6
Treffell Kilights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Dismountable	210	Tviciec Expert (40)	16	4,0
Hospitaller knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
1 lospitaliei kiligiits	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Meiee Expert (40)	4	- 4
MIXED TUG COMPRISING 1	/2 KNIGHTS AND	1/2 SERGEANTS							
Hungarian nobles	CAVALRY	Superior	-	Charging I an aar		104	Μ. 1 Γ (40)	2	16
	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	184	Melee Expert (40)	4	4,6
Hungarian lesser nobles	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	=	
Tunganan lesser nobles	Formed Loose	Protected	-			14/	Meiee Expert (32)	=	
Cormon linialita	CAVALRY	Average	-	Cl · I		144	Diamountable (6)	0	4
German knights	Drilled Loose	-/Fully Armoured	-	Charging Lancer	-	144	Dismountable (6)	4	- 4
Szekelers	CAVALRY	Average	Experienced	Short Spear		135		0	4,6
Szereleis	Formed Flexible	Protected	Bow	Short spear	-	130	-	6	- 4,0
Wallachian and Bulgar	CAVALRY	Superior	-	Charging Lancer		147		0	4
boyars and retinues	Formed Loose	Protected	-	Charging Lancer	-	14/	-	4	4
Wallachian viteji and curteni	CAVALRY	Average	Experienced			94		4	4,6
cavalry	Formed Flexible	Unprotected	Bow	-		74		8	4,0
Free company longbowmen	INFANTRY	Average	Experienced			90	Dismountable (10),	0	6,8
Tree company longoowmen	Formed Loose	Protected	Powerbow	-	<u>-</u>	70	Barricades (40)	8	0,8
Crusader crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	6,8
Crusader crossoowinen	Formed Loose	Protected	Crossbow	-	-	00	Compat 511y (-22)	8	0,0

CRUSADE OF NICOPOLIS

M	ORTEM
ĒŦ	GLORIAM

Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall, Integral	73	Combat Shy (-22)	0	6,8
Spearmen	Tribal Close	Protected	-	Short Spear	Shooters	70	Combat Sily (-22)	8	
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	6,8
Archers	Tribal Loose	Unprotected	Bow	-		40	Combat Sily (-14)	16	0,0
Ribaulds	INFANTRY	Average	Unskilled	Short Spear		40	Combat Shy (-14)	0	6,8
Modulus	Tribal Loose	Unprotected	Javelin		<u>-</u>	40	Combat Sily (-14)	8	0,0
Scouts	CAVALRY	Average	Experienced			57	Combat Shy (-4)	0	4,6
Scouts	Skirmisher	Unprotected	Bow	-	-	37		6	4,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow	- -	Compatisny			18	0,9

Notes

French knights must be commanded by a French C-in-C. Hungarians must be commanded by a Hungarian sub-general. Wallachians must be commanded by a Wallachian sub-general. Other troops may be placed in the command of any general. The restricted quality of the generals represents the lack of unity in command.

Maxima and minima apply to the Hungarian nobles, an equal number of lesser nobles must be taken.

Knights dismount as Formed Close, Fully Armoured, 2-H Cut-Crush of equivalent quality.

CHANGES FROM LAST VERSION

TATAR KHANATES



1430 TO 1520 CE

HISTORICAL NOTES

This list covers the Crimean Khanate, the Khanate of Kazan and the Khanate of Astrakhan. The Golden Horde had governed the Crimean Peninsula since 1239 CE. In the early 15th century various Golden Horde clans had ceased their nomadic lifestyle and settled on the steppes of Ukraine and southern Russia. Led by Haci Giray, they achieved independence from the Horde by 1441 and Haci Giray ascended the throne of the khanate in 1449. In 1475 Ottoman troops conquered Greek and Genoese colonies in the Crimea and established a protectorate over the Crimean Khanate. In 1502, Meñli I Giray defeated the last khan of the Great Horde.

The Khanate of Kazan occupied the territory of former Volga Bulgaria from 1438. The local feudal nobility consisted of ethnic Volga Bulgars, but the court and bodyguard of the Kazan khans were composed of steppe Tatar.

The Khanate of Astrakhan was established in the 1460s by Mäxmüd of Astrakhan in an area around the mouth of the Volga River.

TROOP NOTES

The armies of the Khanates remained largely comprised of horse archers.

HISTORICAL ENEMIES

Golden Horde; Later Nomadic Mongol; Tatar Khanates; Post-Mongol Russian; Later Lithuanian; Medieval Polish; Later Medieval Polish

TATAR KHANATES



ARMY COMMANDER	1	Any Instinctive	DATES	1430 CE to 1520 CE
SUB-GENERALS	0-3	Any Instinctive	Terrain	Plains
Internal Allied Generals			САМР	Unfortified; Poor or Average
ТүрЕ			-	

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	MANDATORY	BASE	OPTIONAL	Min	
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Khan's best cavalry	CAVALRY	Superior	Experienced	Short Spear		175	-	0	4,6
Midil & Dest Cavally	Drilled Loose	Protected	Bow	Short Spear		170		12	
Best equipped cavalry	CAVALRY	Average	Experienced	Short Spear		125	-	0	4,6
	Formed Loose	Protected	Bow		_	120		36	-1 ,0
Cavalry	CAVALRY	Average	Experienced	Short Spear	Spear -	100		12	4,6
Cavally	Formed Flexible	Unprotected	Bow			100		48	4,0
Foot archers (Khanate of	INFANTRY	Average	Experienced	_		48	Combat Shy (-14)	0	6,8
Kazan)	Tribal Loose	Unprotected	Bow	-	-	40	Combat Sily (-14)	16	- 0,8
Skirmishing cavalry	CAVALRY	Average	Experienced	Short Spear		62		0	4.6
Skiillisillig Cavally	Skirmisher	Unprotected	Bow	Short spear	-	02	-	18	4,0
Unarada akirmiahing asyalay	CAVALRY	Average	Skilled	Chart Char		95	-		4,6
Upgrade skirmishing cavalry	Skirmisher	Unprotected	Bow	Short Spear	-			Up to half	4,0

ALLIES

Ottoman Turkish allies (Crimean Khanate from 1475 CE)

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION



1442 TO 1494 CE

HISTORICAL NOTES

This list covers the Hungarian army from the reforms initiated by John Hunyadi until the death of Matthias Corvinus.

TROOP NOTES

The core of the Black Army was a professional mercenary force, first established by John Hunyadi but later expanded by Matthias Corvinus. This was paid for by high taxes. Matthias also recognised the value of firearms so that up to 1 in 4 infantryman were equipped with them. Cavalry and war wagons were used on the wings with infantry holding the centre. Lighter cavalry would initiate hit and run attacks.

HISTORICAL ENEMIES

Moldavian; Ottoman Turkish; Black Army Hungarian; Late Medieval German; Hussite; Later Medieval Polish



ARMY COMMANDER	1	Any Professional			DATES		1442 CE to 1494 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Plains		
Internal Allied Genera	LS				САМР		Unfortified or Mobile; l	Poor or Ave	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Royal Banderium	CAVALRY Formed Close	Superior ArmHrs/F Armoured	-	Charging Lancer	-	180	Melee Expert (43)	0 6	4,6
MIXED TUG COMPRISING 1	$oldsymbol{/2}$ NOBLES AND $oldsymbol{1}$	/2 LESSER NOBLES							
Nobles	CAVALRY Formed Loose	Superior -/Fully Armoured	-	Charging Lancer	-	184	Melee Expert (40)	2 6	4,6
	CAVALRY	Superior	-					=	
Lesser nobles	Formed Loose	Protected	-	Charging Lancer	-	147	Melee Expert (32)	=	
German or Bohemin armigeri	CAVALRY	Average	-	Charging Lancer	_	144	Dismountable (6)	0	4,6
	Drilled Loose	-/Fully Armoured	-	Charging Lancer		144	Distributitable (0)	12	4,0
Polish knights (only from	CAVALRY	Superior	-	Charging Lancer	_	184	Melee Expert (40)	0	4,6
1442 to 1444 CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer		104	Tviciec Expert (40)	6	-1, 0
Serbian gusars	CAVALRY	Average	-	Charging Lancer	_	115	Melee Expert (23)	0	4,6
	Formed Flexible	Protected	-	Charging Lancer	_	110	Tviciec Expert (20)	8	7,0
Szekelers or Tatars	CAVALRY	Average	Experienced	Short Spear	_	135	_	6	4,6
	Formed Flexible	Protected	Bow	Short Spear		100		24	-1, 0
Armati	INFANTRY	Average	-	Polearm	Integral Shooters	98	Combat Shy (-22)	0	6,8
Aimau	Drilled Close	Protected	-	1 Oleann	ilitegiai silooteis	90	Controat 511y (-22)	12	0,0
Clipeati	INFANTRY	Average	-	Short Spear	Shieldwall, Integral	88	Combat Shy (-22)	0	6,8
Cirpeau	Drilled Close	Protected	-	onore opear	Shooters		Collidat 511y (-22)	16	
Archers	INFANTRY	Average	Experienced		·	48	Combat Shy (-14)	0	6,8
AUCHCIS	Tribal Loose	Unprotected	Bow	-	-	40	Compatibility (-14)	16	0,0

MORTEN Et GLORIAN	7
ET GLORIAN	ÌΙ

INFANTRY	Poor	Unskilled	Chart Char		25		0	8,9,10
Tribal Loose	Unprotected	Javelin	Short Spear	-	20	-	20	0,9,10
CAVALRY	Average	Experienced			57	Combat Shy (1)	0	4,6
Skirmisher	Unprotected	Bow	-	-	37	Combat 311y (-4)	24	4,0
CAVALRY	Average	Experienced		Contobrion	72	Combat Shy (1)		4,6
Skirmisher	Unprotected	Bow	-	CalitaUliali	7.0	Combat Sily (-4)	Up to half	4,0
INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Skirmisher	Unprotected	Bow	-	Combat sny	40	-	18	0,9
INFANTRY	Average	Experienced		Combat Shy	45		0	6.9
Skirmisher	Unprotected	Crossbow	-	Combat sny	40	-	12	0,9
INFANTRY	Average	Experienced			40	Combat Shy (5)	6	6,9
Skirmisher	Protected	Firearm	-	-	40	Combat sily (-3)	24	0,9
BATTLE WAGONS	Average	Experienced	Polaarm		204		0	2,3,4
Formed Loose	Protected	Crossbow	TOTEATTT	-	204	-	8	2,0,4
BATTLE WAGONS	Average	Experienced	Poloarm		254		0	* see
Formed Loose	Protected	Light Art	1 Oleann	-	204	-	2	note
ARTILLERY	Average	Experienced		Combat Shy	100	Barrica des (16)	0	2,3,4
Skirmisher	Unprotected	Light Art	-	Combat sny	100	Dallicades (10)	4	2,3,4
ARTILLERY	Average	Experienced		Barricades, Combat	101		0	2,3,4
Skirmisher	Unprotected	Heavy Art	-	Shy	104	-	4	2,3,4
NLY BEFORE 1453 C	E)							
CAVALRY	Superior	-	Charaina I ar		1.47	Malaa Erro ont (20)	0	4
Formed Loose	Protected	-	- Charging Lancer	-	14/	ivielee Expert (32)	4	4
INFANTRY	Average	Experienced			<u> </u>	6 1 (1 (20)	8	6.0
Tribal Loose	Protected	Bow	-	-	OO	Combat Sny (-22)	16	6,8
	Tribal Loose CAVALRY Skirmisher CAVALRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher ENTILE WAGONS Formed Loose BATTLE WAGONS Formed Loose ARTILLERY Skirmisher ARTILLERY Skirmisher ARTILLERY Skirmisher CAVALRY Formed Loose INFANTRY	Tribal Loose CAVALRY Average Skirmisher Unprotected CAVALRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Vnprotected INFANTRY Average Skirmisher Frotected ARTILE WAGONS Formed Loose BATTLE WAGONS Formed Loose BATTLE WAGONS Formed Loose ARTILLERY Average Skirmisher Unprotected ARTILLERY Average Skirmisher Unprotected ARTILLERY Skirmisher Unprotected ARTILLERY Skirmisher Unprotected ARTILLERY Skirmisher Unprotected ARTILLERY Average Skirmisher Unprotected ARTILLERY Average Skirmisher Average Skirmisher Average Formed Loose Protected ARTILLERY Average Skirmisher Average Articlery Average	Tribal Loose Unprotected Javelin CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Unprotected Grossbow INFANTRY Average Experienced Skirmisher Protected Firearm BATTLE WAGONS Average Experienced Formed Loose Protected Crossbow BATTLE WAGONS Average Experienced Formed Loose Protected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Heavy Art NLY BEFORE 1453 CE) CAVALRY Superior - Formed Loose Protected - INFANTRY Average Experienced	Tribal Loose Unprotected Javelin CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Unprotected Firearm BATTLE WAGONS Average Experienced Formed Loose Protected Crossbow BATTLE WAGONS Average Experienced Formed Loose Protected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Heavy Art NLY BEFORE 1453 CE) CAVALRY Superior Formed Loose Protected - Charging Lancer	Tribal Loose Unprotected Javelin CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Unprotected Firearm BATTLE WAGONS Average Experienced Formed Loose Protected Crossbow BATTLE WAGONS Average Experienced Formed Loose Protected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Light Art Combat Shy Skirmisher Unprotected Heavy Art Shy NLY BEFORE 1453 CE CAVALRY Superior Formed Loose Protected INFANTRY Average Experienced Formed Loose Protected Forme	Tribal Loose Unprotected Javelin CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Protected Firearm BATTLE WAGONS Formed Loose Protected Crossbow BATTLE WAGONS Average Experienced Formed Loose Protected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Light Art ARTILLERY Average Experienced Scale Light Art ARTIL	Tribal Loose Unprotected Javelin CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Protected Firearm BATTLE WAGONS Average Experienced Formed Loose Protected Crossbow BATTLE WAGONS Average Experienced Formed Loose Protected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Heavy Art Combat Shy Melee Expert (32) CAVALRY Superior Formed Loose Protected - Charging Lancer - Charging Lancer - Combat Shy (-4) Experienced - Combat Shy (-4) Average Experienced - Combat Shy (-2) Average Experienced - Combat Shy (-2)	Tribal Loose Unprotected Javelin Short Spar

ALLIES

Serbian allies - Serbian Empire (before 1447 CE)

Wallachian allies



Notes

*One base of war wagons in a TuG may be regraded to include light artillery.

German armigeri dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of equivalent quality.

Maxima and minima apply to the Hungarian nobles, an equal number of lesser nobles must be taken.

A Bosnian contingent must be commanded by a Bosnian sub-general who may only command Bosnian troops. Bosnian troops are only mandatory if a contingent is taken. A Bosnian contingent cannot be used with allies.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION



MAGNA ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAGNA

	Army Co.	mmander	Sub-ge	eneral	Ally general		
Type of 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.

ISLAMIC PERSIAN



ARMY COMMANDER	1	Any Instinctive			DATES		1245 CE to 1393 CE		
SUB-GENERALS	1-3	Any Instinctive			TERRAIN		Plains, Mountains		
Internal Allied Gener	ALS				САМР		Unfortified or Mobile;	Poor or Ave	rage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Guard cavalry	CAVALRY	Superior	Skilled	Short Spear		210	Melee Expert (32),	0	4
Guard Cavally	Drilled Loose	Protected	Bow	31101t Spear	-	210	Dismountable (7)	4	4
Best cavalry	CAVALRY	Average	Skilled	Short Spear		160	Melee Expert (23),	0	4
Dest cavally	Formed Loose	Protected	Bow	31101t Spear	-	100	Dismountable (5)	12	4
Cavalry	CAVALRY	Average	Experienced			115		8	4
Cavally	Formed Loose	Protected	Bow	-	-	110	-	40	4
Turcomans	CAVALRY	Average	Experienced			94		0	4
1 dicollians	Formed Flexible	Unprotected	Bow	-	-	24	-	8	4
Upgrade Turcoman	CAVALRY	Average	Skilled			129		0	4
tribesmen	Formed Flexible	Unprotected	Bow	-	-	149	-	4	4
Persian archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	4
1 ersian archers	Tribal Loose	Unprotected	Bow	-	-	40	Combat Sily (-14)	12	4
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skiillisiillig archeis	Skirmisher	Unprotected	Bow	-	Comoat sny	50	-	12	4,0
ONLY KARTS FROM 1245	то 1389 СЕ								
A.C. 1	INFANTRY	Average	Experienced			40	G 1 (1 (4 t)	4	4
Afghan archers	Tribal Loose	Unprotected	Bow	-	-	48	Combat Shy (-14)	12	4
A.C. 1	INFANTRY	Average	Unskilled	C1 . C		60	C1 . 0- C1 . (C)	4	1.6
Afghan spearmen	Tribal Loose	Protected	Javelin	Short Spear	=	60	Shoot & Charge (6)	12	4,6
A (. 1 1.t t . 1	INFANTRY	Average	Experienced		C 1 C1	E0.		0	16
Afghan skirmishing archers	Skirmisher	Unprotected	Bow	_	Combat Shy	50	-	6	4,6

ISLAMIC PERSIAN



Only Injuid from 1303 to 1353 or Muzaffarids from 1314 to 1393 CE

Kurdish cavalry

CAVALRY Average - Charging Lancer - 105 Melee Expert (23)

Formed Loose Protected - 4

Notes

Cavalry dismount as Formed Loose, Experienced Bow of equivalent quality with same protection and characteristics. This army may use Feigned Flight.

CHANGES FROM LAST VERSION

TURCOMAN BEYLIKS



ARMY COMMANDER		1	Any Instinctive			DATES		1278 CE to 1515 CE		
SUB-GENERALS		0-1	Any Instinctive			TERRAIN		Coastal, Plains, Mount	ains	
INTERNAL ALLIED GENER	RALS	1-3	Any Instinctive			Самр		Unfortified or Mobile;	Poor or Aver	age
	Түре					_				
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Nobles	CAVALR	Y	Average	Experienced	Short Spear		125		4	4
Nonies	Formed Lo	ose	Protected	Bow	Short Spear	-	120	-	12	4
Doct againmed mobiles	CAVALR	Y	Superior	Experienced	Short Spear		161		0	4
Best equipped nobles	Formed Lo	ose	Protected	Bow	Short Spear	-	101	-	4	4
Tribesmen	CAVALR	Y	Average	Experienced			125		8	4
1110e5111e11	Formed Flex	xible	Protected	Bow	-	-	120	-	32	4
Upgrade tribesmen	CAVALR	Y	Average	Skilled			160			4
opgrade dibesilien	Formed Flex	xible	Protected	Bow	-	-	100	-	Up to half	4
Spearmen	INFANTE	Υ	Average	Unskilled	Short Spear		60	Shoot & Charge (6)	0	4,6
Speamien	Tribal Loc	se	Protected	Javelin	Short Spear	-	00	SHOOL & CHarge (0)	16	4,0
Archers	INFANTE	Υ	Average	Experienced			48	Combat Shy (-14)	0	4
Archers	Tribal Loc	se	Unprotected	Bow	-	-	40	Combat Sily (-14)	24	4
Town militias	INFANTE	Υ	Poor	-	Short Spear	Shieldwall	27	Combat Shy (-9)	0	4,6
TOWIT IIIIIIIII	Tribal Clo	se	Unprotected	-	Short Spear	Silieluwali	41	Collidat Sily (-9)	6	4,0
Skirmishing archers	INFANTE	Υ	Average	Experienced		Combat Shy	50		0	4,6
Skiiiiisiiiig arciieis	Skirmish	er	Unprotected	Bow	-	Collidat Sily	50	-	24	4,0
Guns (after 1380 CE)	ARTILLEI	RΥ	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
Guils (alter 1000 CE)	Skirmish	er	Unprotected	Light Art	-	Collidat Sily	130	Dallicades (10)	2	<i>L</i> ₁
Cannons and bombards	ARTILLEI	RΥ	Average	Experienced		Barricades, Combat	244		0	2,3
(after 1380 CE)	Skirmish	er	Unprotected	Heavy Art	-	Shy	∠ 44	-	3	4,0

TURCOMAN BEYLIKS



ALLIES

Empire of Trebizond allies (only Candar or Karaman from 1360 to 1461 CE) Mamluk Egyptian allies (only Dulgadir from 1300 CE)

Ottoman Turkish allies (only Candar in 1380 CE or Dulgadir from 1485 to 1491 CE)

Notes

Only Aydin, Candar after 1339, Menteshe and Saruhan beyliks can use Coastal. Only one external ally may be taken. This army may use Feigned Flight.

CHANGES FROM LAST VERSION

SERBIAN EMPIRE



Combat Shy (-9)

4,6

25

ARMY COMMANDER		1	Any Instinctive			DATES		1301 CE to 1489 CE			
SUB-GENERALS		0-2	Any Instinctive			TERRAIN		Standard, Mountains			
INTERNAL ALLIED GENERA	ALS	0-1	Any Instinctive (Bosni	ian)		Самр		Unfortified or Mobile;	Poor or Ave	rage	
	ТүрЕ										
	TRAINING A	ND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	O PTIONAL	Min		
Name	FORMATIO	N	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE	
Best vlastela	CAVALR	Y	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4	
Dest viasteia	Formed Lo	ose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Meice Expert (40)	8	- 4	
Vlastela in western panoply	CAVALR	Y	Average	-	Charging Lancor	Devastating Chargers	148	Melee Expert (29)	2	4	
Viasteia iii westerii panopry	Formed Lo	ose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	140	Meiee Expert (29)	8	- 4	
Vlastela	CAVALR	Y	Average	-	Charging Lancor	Devastating Chargers	118	Melee Expert (23)	4	4	
Viasteia	Formed Lo	ose	Protected	-	- Charging Lancer	Devastating Chargers	110	Meiee Expert (23)	12	- 4	
Gusars	CAVALR	Y	Average	-	Charaina I an aar	r <u>-</u>	115	Melee Expert (23)	0	4	
Gusars	Formed Flex	xible	Protected	-	Charging Lancer	-	113	Meiee Expert (25)	4	- 4	
Turcoman, Wallachian or	CAVALR	Y	Average	Experienced			94		0	4	
Tatar mercenaries	Formed Flex	xible	Unprotected	Bow	-	-	7 4	-	8	- 4	
Archers	INFANTF	Υ	Average	Experienced			48	Combat Shy (-14)	8	4	
Archers	Tribal Loc	se	Unprotected	Bow	-	- -	40	Combat Sily (-14)	24	- 4	
Upgrade archers with shields	INFANTF	Υ	Average	Experienced			65	Combat Shy (-22)	0	4	
Opgrade archers with shields	Tribal Loc	se	Protected	Bow	-	- -	03	Combat Sily (-22)	Any	- 4	
Very model and a prima and	INFANTF	Υ	Average	-	Chart Char	Shieldwall	67		0	4	
Voynuk spearmen	Tribal Clo	se	Protected	-	Short Spear	Shieidwali	07	-	8	– 4	
Upgrade voynuk with	INFANTF	Υ	Average	-	Polearm		72		0	4	
polearms	Tribal Loc	se	Protected	-	roleann	- -	14	-	Any	- 4	
Vravishnici	INFANTF	Υ	Average	Experienced	Chart Char		63	Combat Chy (22)	0	4,6	
Krayishnici	Tribal Loc	se	Protected	Javelin	Short Spear	-	US	Combat Shy (-22)	12	- 4,0	
Crossbowmen (after 1380	INFANTF	Y	Average	Experienced			90	Combat Shy (-22)	0		
,	Formed Lo	ose	Protected	Crossbow		-	80 Combat Shy	Combat Sny (-22)	4	_ 4	
Zamanitchka Vovska	INFANTF	Υ	Poor	Unskilled	Short Spear		25	Combat Shy (-9)	0	4.6	
z amanifenka vovska					- Morr Spear	-	71	Compar Sny (-9)		_ 4 n	

Javelin

Short Spear

Unprotected

Tribal Loose

Zamanitchka Voyska

SERBIAN EMPIRE



Hungarian or Cuman	CAVALRY	Average	Experienced		70	Cantabrian (16),	0	1
mercenaries	Skirmisher	Unprotected	Bow		70	Combat Shy (-4)	4	-
Skirmishing archers	INFANTRY	Average	Experienced	- Combat Shy	50		0	4,6
JAIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII	Skirmisher	Unprotected	Bow	- Combat sny	50	-	16	4,0
Handgunners (after 1380 CE)	INFANTRY	Average	Experienced		45	Combat Shy (-5)	0	1
	Skirmisher	Protected	Firearm		40	Combat Sily (-5)	4	4
Guns (after 1380 CE)	ARTILLERY	Average	Experienced	- Combat Shy	138	Barricades (16)	0	2
Gulis (after 1300 CE)	Skirmisher	Unprotected	Light Art	- Combat sily	130	Darricades (10)	2	4
Cannons (after 1380 CE)	ARTILLERY	Average	Experienced	Barricades, Combat	244		0	2
Cannons (after 1380 CE)	Skirmisher	Unprotected	Heavy Art	Shy	Z44	-	2	4

ALLIES

Albanian allies - Albanian Principalities (only to 1479 CE)

Ottoman Turkish allies

Notes

Vlastela can be combined in a mixed-TuG of 1/2 fully armoured and 1/2 protected.

A Bosnian ally general can only command archers, karyishinici and one TuG of vlastela.

Allied contingents from this list do not need to take any foot, but if they do must comply with the normal rules for minima for archers.

Only one external ally may be taken.

CHANGES FROM LAST VERSION

LATER HUNGARIAN



ARMY COMMANDER		1	Any Instinctive			DATES		1308 CE to 1441 CE		
Sub-Generals		0-3	Any Instinctive			TERRAIN		Plains		-
Internal Allied Gener	ALS	0-1	Any Instinctive (Bosni	ian)		Самр		Unfortified or Mobile;	Poor or Avera	age
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT O RY	BASE	OPTIONAL	Min	
Name	FORMATIO	N	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
MIXED TUG COMPRISING	1/2 NOBLES A	ND 1,	/2 LESSER NOBLES							
Nobles	CAVALR'	Y	Superior	-	Charging Lancer		184	Melee Expert (40)	2	4
1400162	Formed Loc	ose	-/Fully Armoured	-	Charging Lancer	-	104	Meiee Expert (40)	4	
Lesser nobles	CAVALR'		Superior	-	Charging Lancer	_	147	Melee Expert (32)	=	
Lessel Hooles	Formed Lo	ose	Protected	-	Charging Lancer	_	14/	Wielee Expert (02)	=	
German armigeri (only after	CAVALR'	Y	Average	-	Charging Lancer		144	Dismountable (6)	0	4
1395 CE)	Drilled Loc	ose	-/Fully Armoured	-	Charging Lancer	-	144	Distribulitable (0)	4	
Szekelers or Tatars	CAVALR'	Y	Average	Experienced	Short Spear		135		4	4
	Formed Flex	ible	Protected	Bow	31101t Spear	_	100		16	-
Spearmen	INFANTR	Y	Average	-	Short Spear	Shieldwall, Integral	73	Combat Shy (-22)	0	4
	Tribal Clo	se	Protected	-	31101t Spear	Shooters	73	Collidat Sily (-22)	8	
Archers	INFANTR	Y	Average	Experienced			48	Combat Shy (-14)	0	4
Tuchers	Tribal Loo	se	Unprotected	Bow	<u>-</u>	_	40	Combat Sily (-14)	12	
Horse archers	CAVALR'	Y	Average	Experienced			70	Combat Shy (-4)	8	4
	Skirmishe	er	Unprotected	Bow	_	_	70	Combat Sily (-4)	24	
Upgrade horse archers	CAVALR'		Average	Experienced	_	Cantabrian	86	Combat Shy (-4)		4
opgrade Horse archers	Skirmishe	er	Unprotected	Bow		Calitauliali		Collidat Sily (-4)	Up to half	
Skirmishing archers	INFANTR	Y	Average	Experienced	_	Combat Shy 50		0	4,6	
Skilling archers	Skirmishe	er	Unprotected	Bow	-	Combat sily	50	-	12	4,0

LATER HUNGARIAN



BOSNIAN CONTINGENT									
Rosnian knights	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	0	1
Bosnian knights	Formed Loose	Protected	-	Charging Lancer	-	14/	Meiee Expert (32)	4	4
Pogniana	INFANTRY	Average	Experienced			65	Combat Shy (-22)	4	1
Bosnians	Tribal Loose	Protected	Bow		-	00	Combat Sny (-22)	12	4

ALLIES

Moldavian allies - (only in 1353 CE)

Paduan allies - Early Italian Condotta (from 1358 to 1380 CE)

Polish allies - Medieval Polish (from 1370 CE)

Wallachian allies

Notes

Minima and maxima apply to nobles. An equal number of lesser nobles must be taken.

German armigeri dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of equivalent quality.

A Bosnian contingent must be commanded by a Bosnian ally general. Bosnian troops are only mandatory if a contingent is taken. A Bosnian contingent cannot be used with allies. Only one external ally may be taken.

CHANGES FROM LAST VERSION

WALLACHIAN



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ARMY COMMANDER	1	Any Instinctive			DATES		1330 CE to 1476 CE		_
Sub-Generals	0-3	Any Instinctive			TERRAIN		Mountains		
Internal Allied Genera	ALS				Самр		Unfortified or Fortified	; Poor or Av	verage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	O PTIONAL	Min	
NAME	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	ЖАЖ	UG SIZE
Boyars and retinues	CAVALRY	Superior	-	Charging Lancer		147		4	4
Doyals and reundes	Formed Loose	Protected	-	- Charging Lancer	- -	147	-	4	4
Viteji and curteni cavalry	CAVALRY	Average	Experienced			94		8	4
viteji and curtem cavany	Formed Flexible	Unprotected	Bow	-	-	24	-	16	4
"Crusaders" (from 1456 CE)	CAVALRY	Average	-	Charging Lancar	Devastating Chargers	148	Melee Expert (29)	0	4
Clusaders (Holli 1430 CE)	Formed Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	140	Meiee Expert (29)	4	4
Voynuks	INFANTRY	Average	-	Polearm		72		0	4
voynuks	Tribal Loose	Protected	-	1 Oleann	-	12	-	4	
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	16	4
7 deficis	Tribal Loose	Unprotected	Bow			40	Combat Sify (-14)	40	
Curteni archers	INFANTRY	Average	Experienced			65		0	4
Curtein archers	Tribal Loose	Protected	Bow	-	-	00	-	12	
Rustici	INFANTRY	Poor	Unskilled	Short Spear		25	Combat Shy (-9)	0	4,6
- Nustici	Tribal Loose	Unprotected	Javelin	Short Spear		20	Collidat Sily (-7)	12	-1, 0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skilling archers	Skirmisher	Unprotected	Bow	-	Combat Sily	50	-	24	4,0
Crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	4
Clossoowilleli	Skirmisher	Unprotected	Crossbow		Combat Sily	50		4	
Handgunners	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	4
Handgunners Skir	Skirmisher	Protected	Firearm	-	<u>-</u>	4 0	Collidat Sily (-0)	4	'1
Cannons and bombards	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	2
(from 1456 CE)	Skirmisher	Unprotected	Heavy Art	-	Shy	4 44	-	2	4

WALLACHIAN



ALLIES

Serbian vassal allies - Serbian Empire (only in 1395 CE)

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

JALAIRID SULTANATE



ARMY COMMANDER	1	Any Professional			DATES		1336 CE to 1432 CE			
SUB-GENERALS	0-3	,			TERRAIN		Standard, Mountains			
Internal Allied General	.s 0-3				САМР		Unfortified or Mobile; Poor or Average			
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M andat o ry	BASE	OPTIONAL	Min		
NAME	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size	
Best cavalry	CAVALRY	Superior	Skilled	Short Spear	_	210	Melee Expert (32),	0	4	
	Drilled Loose	Protected	Bow			210	Dismountable (7)	4		
Mongol cavalry	CAVALRY	Average	Skilled	Short Spear		160	Melee Expert (23),	4	4	
	Formed Loose	Protected	Bow			100	Dismountable (5)	8		
Persian cavalry	CAVALRY	Average	Experienced	-	_	115	-	0	4	
	Formed Loose	Protected	Bow					8	_	
Turcomans	CAVALRY	Average	Experienced		_	125	_	0	4	
	Formed Flexible	Protected	Bow			120		8		
Upgrade Turcoman	CAVALRY	Average	Skilled	Short Spear	_	160	-		4	
tribesmen	Formed Flexible	Protected	Bow	_	TERRAIN CAMP E MANDATORY NRY CHARACTERISTICS Dear - - - - - - - - - - - - -	100		Up to half		
Mongol light cavalry	CAVALRY	Average	Skilled	Chart Char		135	Melee Expert (15),	4	4	
	Formed Flexible	Unprotected	Bow	Short Spear		100	Dismountable (3)	12		
Bedouin cavalry	CAVALRY	Average	-	Long Spear	Mandatory Base Optional Min Max Characteristics PTS Characteristics Max Characteristics Max Characteristics Max Characteristics Characteristics	22	Combat Shy (19)	4	4	
	Formed Flexible	Unprotected	-	Long Spear						
Persian archers	INFANTRY	Average	Experienced			18	Combat Shy (14)	0	4	
1 Cisian archers	Tribal Loose	Unprotected	Bow		_	40	Combat Sily (-14)	4		
Levied foot	INFANTRY	Poor	-	_	_	20	Combat Shy (-9)	0	6	
Levied 100t	Tribal Loose	Unprotected	-			20	Combat Sity (-7)	16		
Skirmishing cavalry	CAVALRY	Average	Skilled			119	Dismountable (1)	0	4	
	Skirmisher	Unprotected	Bow			117	Distributitable (4)	8		
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	50		0	4,6	
	Skirmisher	Unprotected	Bow	_	Compatibily	00		6	-1, 0	

JALAIRID SULTANATE



ALLIES

Kara Koyunlu allies (from 1378 to 1389 CE) Georgian allies (from 1394 to 1399 CE)

Notes

Cavalry dismount as Formed Loose, Experienced Bow of equivalent quality with same protection and characteristics. Skirmishers dismount as Skirmishers, Unprotected, Experienced Bow of equivalent quality.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

ALBANIAN PRINCIPALITIES



ARMY COMMANDER		1	Any Instinctive		DATES		1355 CE to 1479 CE				
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Coastal, Mountains			
INTERNAL ALLIED GENER	ALS	0-1	Any Instinctive (only (Neapolitan)	before 1385 CE) or	Professional	САМР		Unfortified; Poor or Average			
	Type Training		QUALITY	Shooting Skill	Melee	Mandatory	BASE	O PTIONAL	Men		
NAME	FORMATIO		PROTECTION	WEAPONRY	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG Size	
Veteran cavalry	CAVALF Formed Fle		Superior Protected	Experienced Javelin	Short Spear	Melee Expert	185	Shoot & Charge (14)	4 12	4	
Cavalry	CAVALE Formed Fle		Average Unprotected	Skilled Javelin	Short Spear	Melee Expert	104	Shoot & Charge (6)	8 24	4	
Mercenary men-at-arms	CAVALF Drilled Lo		Average -/Fully Armoured	-	Charging Lancer	-	144	Dismountable (6)	0 4	4	
Archers	INFANTI Tribal Loc		Average Unprotected	Experienced Bow		-	48	Combat Shy (-14)	0	4	
Javelinmen	INFANTI Tribal Loc		Average Protected	Unskilled Javelin	Short Spear	-	60	Shoot & Charge (6)	0 12	4,6	
Crossbowmen	INFANTI Tribal Loc		Average Unprotected	Experienced Crossbow		-	53	Combat Shy (-14)	0 4	4	
Halberdiers	INFANTI Tribal Clo		Average Protected	-	Polearm	-	77	-	0 4	4	
Levy	INFANTI Tribal Loc		Poor Unprotected	-		-	20	Combat Shy (-9)	0 6	4,6	
Mounted crossbowmen	CAVALF Skirmish		Average Protected	Experienced Crossbow		-	85	Combat Shy (-5)	0 4	4	
Skirmishing javelinmen	INFANTI Skirmish		Average Unprotected	Experienced Javelin	_	-	32	Combat Shy (-4)	0	4,6	
Skirmishing crossbowmen	INFANTI Skirmish		Average Unprotected	Experienced Crossbow		Combat Shy	58	-	0 6	4,6	

ALBANIAN PRINCIPALITIES



Skirmishing archers INFANTRY Average Experienced - Combat Shy 50 - Skirmisher Unprotected Bow	8	
Skirmisher Unprotected Bow		4,6
	18	
Handgunners (from 1441 INFANTRY Average Experienced - 45 Combat Shy (-5)	0	1
CE) Skirmisher Protected Firearm	4	- 4
Guns ARTILLERY Average Experienced - Combat Shy 138 Barricades (16)	0	2
Skirmisher Unprotected Light Art	2	
Upgrade guns to cannons ARTILLERY Average Experienced Barricades, Combat 244	0	2
Skirmisher Unprotected Heavy Art Shy	2	
Neapolitan allied contingent (from 1451 to 1455 CE)		
Elmeti CAVALRY Average - Devastating Chargers, 167 Melee Expert (29)	0	4
Drilled Loose -/Fully Armoured - Dismountable	4	- 4
Catalans Impact Weapon - 87 Melee Expert (16)	0	6
Drilled Flexible Protected - 1111pact weapon - 07 Weiee Expert (10)	6	- 0
Handgunners INFANTRY Average Experienced - 40 Combat Shy (-5)	0	6
Skirmisher Protected Firearm	6	- 0
Archers INFANTRY Average Experienced - Combat Shy 40 -	0	6
Skirmisher Unprotected Bow	6	

ALLIES

Venetian allies - Early Italian Condotta (from 1392 to 1395 CE)

Notes

A Neapolitan allied contingent must be commanded by a Professional allied general.

Elmeti dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of equivalent quality.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

MOLDAVIAN



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ARMY COMMANDER	1	Any Instinctive		DATES		1359 CE to 1517 CE			
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Mountains		
INTERNAL ALLIED GENE	RALS				САМР		Unfortified or Fortified;	Poor or Av	rerage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG Size
Povers and ratings	CAVALRY	Superior	-	Charging Lancar		147		4	4
Boyars and retinues	Formed Loose	Protected	-	Charging Lancer	-	14/	- '	4	- 4
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	CAVALRY	Average	Experienced			94	-	8	4
Viteji	Formed Flexible	Unprotected	Bow	-	-	94		16	_ 4
Vormules	INFANTRY	Average	-	Polearm		72	Dismountable (10)	0	4
Voynuks	Tribal Loose	Protected	-		-	12	Dismountable (10)	4	- 4
Archers	INFANTRY	Average	Experienced			48	Dismountable (6),	16	4
Archers	Tribal Loose	Unprotected	Bow		-	40	Combat Shy (-14)	40	- 4
Curteni	INFANTRY	Average	Experienced		- 65	65	Dismountable (10)	0	1
Curtem	Tribal Loose	Protected	Bow			00	Distribuittable (10)	12	- 4
Rustici	INFANTRY	Poor	Unskilled	C1 . C	- 25	25	Dismountable (4),	0	4,6
Rusuci	Tribal Loose	Unprotected	Javelin	Short Spear		20	Combat Shy (-9)	12	- 4,0
Chiemaichin a archara	INFANTRY	Average	Experienced		Cambat Chry	50		0	1.0
Skirmishing archers	Skirmisher	Unprotected	Bow	-	Combat Shy	30	- '	24	4,6
Crossbowmen	INFANTRY	Average	Experienced		Cambat Char	5 0		0	4
Crossbowinen	Skirmisher	Unprotected	Crossbow	-	Combat Shy	58	- '	4	_ 4
I Ian dayan ara	INFANTRY	Average	Experienced			15	Combat Shy (-5)	0	4
Handgunners	Skirmisher	Protected	Firearm	-	-	45		4	- 4

Hungarian allies - Black Army Hungarian (from 1452 to 1455 CE)

MOLDAVIAN



Notes

After 1457 CE, any or all infantry TuGs can choose Barricades characteristic if desired. This army may use Feigned Flight.

CHANGES FROM LAST VERSION

TIMURID



Combat Shy (-14)

48

ARMY COMMANDER	1	Any Professional			DATES		1360 CE to 1506 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Plains, Mountains		
Internal Allied Genera	0-1	Any Instinctive (Turco	oman)		САМР		Fortified or Mobile; Po	or or Average	2
	ТүрЕ	` 							
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Elephants (only Timur from	ELEPHANTS	Average	-		Shove	240		0	2
1399 to 1405 CE)	Tribal Loose	Protected	-	<u>-</u>	SHOVE	240	-	2	Δ
Elephants (only Shah Rukh	ELEPHANTS	Average	-		Shove	240		0	2.3
from 1405 CE to 1447 CE)	Tribal Loose	Protected	-	_	SHOVE	240	-	3	
Sarmarkand guards (only Timur from 1370 to 1405	CAVALRY	Exceptional	Experienced	Short Spear	Shoot & Charge, Melee Expert	266	Dismountable (9)	0	4
CE)	Drilled Close	ArmHrs/ Protected	Bow			200		4	7
Timurid cavalry	CAVALRY	Superior	Skilled	Short Spear		210	Malaa Expart (32)	8	4
Tilliuliu Cavally	Drilled Loose	Protected	Bow			210	Tviciec Expert (02)	16	4
Turcoman nobles	CAVALRY	Average	Experienced	Short Spear		125		2 0 3 0 4	1
Turcoman nobles	Formed Loose	Protected	Bow	31101t Spear	-	120	10 Melee Expert (32) 25 -	4	4
Turcoman tribesmen	CAVALRY	Average	Experienced			240 - 0 240 - 0 240 - 3 266 Dismountable (9) 4 210 Melee Expert (32) 8 125 - 0 125 - 4 125 - 8 160 - Up to 109 Caltrops (28) An	0	1	
- urcoman urbesmen	Formed Flexible	Protected	Bow	_		120		8	-
Upgrade Turcoman	CAVALRY	Average	Skilled			160			4
tribesmen	Formed Flexible	Protected	Bow	_		100		Up to half	-
Dismount Timurid cavalry	INFANTRY	Superior	Experienced	Short Spear		100	Caltrons (28)		1
	Formed Loose	Protected	Bow	Short Spear		107	Cardops (20)	Any	-
Archers	INFANTRY	Average	Skilled			95	Caltura na (20)	0	4
7 ticlicis	Drilled Loose	Protected	Bow		<u>-</u>	<i>7</i>	Caluops (20)	4	'1
Militia archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	Min Max 0 2 2 0 3 2, 3 0 4 4 8 16 0 4 0 4 0 8 Up to half Any 0 4 0 4 0 4	4
Ivilliua di Cilcis	Tribal Loose	Unprotected	Bow	-	-	40	Combat Sily (-14)	4	4

Experienced

Bow

INFANTRY

Tribal Loose

Aghhan archers

Average

Unprotected

TIMURID



Afghan spearmen	INFANTRY	Average	Unskilled	Short Spear		60	Shoot & Charge (6)	0	4,6
Alghan speamien	Tribal Loose	Protected	Javelin	31101t Spear	-	00	SHOOL & Charge (0)	6	4,0
Afghan skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow	<u>-</u>	Collidat Sily	30		6	
Naffatun (only until 1480	INFANTRY	Average	Experienced		Combat Shy	35	-	0	4
CE)	Skirmisher	Unprotected	Firearm	<u>-</u>	- Combat sily	30		4	
Handgunners (only after	INFANTRY	Average	Experienced	_		45	Combat Shy (-5)	0	4
1480 CE)	Skirmisher	Protected	Firearm		-			4	
Hostage screen (only from	INFANTRY	Poor	-	_	Expendables, Combat	19	-	0	6
1360 to 1405 CE)	Tribal Loose	Unprotected	-		Shy	19		6	_ 0
Stampeding cattle, camels or buffaloes (only until 1447 CE)	CAVALRY	Poor	-	_	Expendables, Combat Shy,	45	_	0	1
	Tribal Close	Protected	-	-	Devastating Chargers	70	-	4	r

ALLIES

Kara Koyunlu allies (only Shah Rukh from 1405 to 1447 CE)

Ak Koyunlu allies (only Timur or Shah Rukh until 1447 CE)

Uzbek allies - Later Nomadic Mongol (only after 1450 CE)

Notes

If used, a Turcoman ally general must command all and only Turcomans. A Timurid general may command Turcomans.

An army cannot have both a hostage screen and stampeding cattle.

SPECIAL RULE: No KAB test is taken if a hostage screen TuG breaks. You must notify your opponent of this rule when the TuG is deployed.

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

Corrected Samarkand Guard cavalry.

OTTOMAN TURKISH

Average

Unprotected

Average

Unprotected

Average

Protected

INFANTRY

Formed Loose

INFANTRY

Formed Loose

INFANTRY

Tribal Close

Azab archers

Crossbowmen

Spearmen



16

Combat Shy (-14)

Combat Shy (-14)

54

59

67

Shieldwall

ARMY COMMANDER	1	Any Protessional			DATES		1362 CE to 1520 CE		
SUB-GENERALS	0-	Any Professional			TERRAIN		Coastal, Mountains, Pla	ains	
Internal Allied General	LS 0-	Any Instinctive (Serbi	an)		САМР		Unfortified or Mobile; Poor or Average		
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT 0 RY	BASE	OPTIONAL	Min	
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	ЖАЖ	UG SIZE
Qapu Khalqi	CAVALRY	Superior	Experienced	Short Spear	Shoot & Charge,	225	_	0	4
Qapu Maiqi	Drilled Close	ArmHrs/ Protected	Bow	Short spear	Melee Expert	220		4	
Timarli sipahi	CAVALRY	Average	Experienced	Short Spear	- 12	125	5 -	8	1
Tilliam sipam	Formed Loose	Protected	Bow			120		20	
Best sipahi	CAVALRY	Superior	Experienced	Short Spear	- 161	161	-	0	4
Dest sipain	Formed Loose	Protected	Bow			101		4	
Turcomans or Crimean	CAVALRY	Average	Experienced		-	125	-	0	1
Tartars	Formed Flexible	Protected	Bow	_				4	
Bedouin cavalry	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	1
bedouin cavany	Formed Flexible	Unprotected	-	Long Spear		02	Collidat Sily (-10)	4	
Kurdish cavalry	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	0	1
Kuruisii Cavairy	Formed Loose	Protected	-	Charging Lancer		103	Meiee Expert (25)	4	
Jannissaries	INFANTRY	Superior	Skilled	_		121	Barricades (56)	0	4
Jammosancs	Drilled Loose	Protected	Bow	-	- 121	141	121 Daincades (50)	12	7

Short Spear

Experienced

Bow

Experienced

Crossbow

70 /		/
ITA	OKIE	V
BT	GLORIAI	VI

۸ ۱،: :: ـ	CAVALRY	Average	Experienced			70	Cantabrian (16),	8	1
Akinjis	Skirmisher	Unprotected	Bow	-	-	70	Combat Shy (-4)	16	4
I I	CAVALRY	Average	Skilled		Melee Expert	127		0	4
Upgrade akinjis to djanbazan	Skirmisher	Unprotected	Bow	-	Meiee Expert	12/	-	4	4
Balkan cavalry	CAVALRY	Average	-	Charging Lancer		44	Melee Expert (8)	0	1
Daikan Cavany	Skirmisher	Unprotected	-	- Charging Lancer	-	44	Meiee Expert (0)	4	4
Delis	CAVALRY	Superior	-	Short Spear	Devastating Chargers	63	Melee Expert (11)	0	4
Delis	Skirmisher	Unprotected	-	Short Spear	Devastating Chargers	03	Meiee Expert (11)	4	4
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	4,6
Skillisimig clossbowinen	Skirmisher	Unprotected	Crossbow	-	Combat Sily	50	-	6	4,0
Chirmighing involvemen	INFANTRY	Average	Experienced			32	Combat Shy (-4)	0	4,6
Skirmishing javelinmen	Skirmisher	Unprotected	Javelin	-	-	32	Combat sny (-4)	6	4,0
Slingers	INFANTRY	Average	Experienced		Combat Shy	43		0	4,6
Sinigers	Skirmisher	Unprotected	Sling	-	Comoat Sny	43	-	6	4,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skillinshing archers	Skirmisher	Unprotected	Bow	-	Comoat Sny	50	-	12	4,0
Regrade Azab archers	INFANTRY	Average	Experienced		Barricades	78	Combat Shy (-4)		4,6
Regiade Azab archers	Skirmisher	Unprotected	Bow	-	Dallicades	70	Combat Sily (-4)	All or none	4,0
Handgunners (from 1430	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	4
CE)	Skirmisher	Protected	Firearm	-	-	40	Collidat Sily (-5)	4	4
Cannons and Bombards	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	2
(from 1430 CE)	Skirmisher	Unprotected	Heavy Art	_	Shy	244	-	2	4
SERBIAN CONTINGENT (FRO	ом 1390 то 1458	CE)							
Description of	CAVALRY	Superior	-	Classia Isaasa	Daniel Chaman	207	Μ.1 Γ (40)	0	4
Best vlastela	Formed Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	207	Melee Expert (40)	4	4
7711	CAVALRY	Average	-	C1 i I	D	1.40	ΛΑ-1 Γ (ΩΩ)	2	4
Vlastela in western panoply	Formed Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	148	Melee Expert (29)	4	4
Vlastela	CAVALRY	Average	-	Charaina I az	Davingtoning Character	118	Melee Expert (23)	2	1
viasteia	Formed Loose	Protected		- Charging Lancer	Devastating Chargers	110	ivielee Expert (23)	4	4



ALLIES

Wallachian allies

Turcoman allies - Turcoman Beyliks (only until 1467 CE)

Albanian allies - Albanian Principalities (from 1380 CE)

Crim Tatar allies - Tatar Khanates (from 1429 CE)

Moldavian allies (from 1510 CE)

NOTES

Serbian troops must be commanded by their own general who cannot command other troops. The minima apply only if a Serbian contingent is taken.

Vlastela can be combined in a mixed-TuG of 1/2 fully armoured and 1/2 protected.

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

KARA KOYUNLU



ARMY COMMANDER	1	Any Instinctive	DATES	1378 CE to 1469 CE
SUB-GENERALS	1-3	Any Instinctive	Terrain	Plains, Mountains
Internal Allied Generals			САМР	Unfortified or Mobile; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
Sultan's retinue	CAVALRY	Superior	Experienced	Short Spear		161	_	0	4
	Formed Loose	Protected	Bow	Short Spear	_	101	_	4	
Pushan-push	CAVALRY	Average	Experienced	Short Spear		125		4	4
i usiiaii-pusii	Formed Loose	Protected	Bow	Short Spear		120	-	8	-
Tirkash-ban	CAVALRY	Average	Skilled			160		8	4
Tirkasii-Daii	Formed Flexible	Protected	Bow	_		100		24	-
Qullughchi	CAVALRY	Average	Experienced	-	_	125		0	4
	Formed Flexible	Protected	Bow		-	120	-	16	4
Kurdish cavalry	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	0	4
Rufulsii Cavairy	Formed Loose	Protected	-			100	Wielee Expert (20)	8	4
Archers	INFANTRY	Average	Experienced			65	Combat Shy (-22)	0	1
Archers	Tribal Loose	Protected	Bow	-	-	0.0	Collidat Sily (-22)	12	4
Lorry foot	INFANTRY	Poor	-	Short Spear	Shieldwall	27	Combat Shy (-9)	0	4,6
Levy foot	Tribal Close	Unprotected	-	Short spear	Silleiuwali	41	Collidat Sily (-9)	6	4,0
Skirmishing horse archers	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	4
	Skirmisher	Unprotected	Bow	_	-	70	Combat Shy (-4)	8	- 4
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	t Shy 50		0	4,6
	Skirmisher	Unprotected	Bow	-	Combat sny	30	-	12	4,0

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

AK KOYUNLU



ARMY COMMANDER	1	Any Instinctive			DATES		1387 CE to 1504 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Plains, Mountains		
Internal Allied Genera	LS				Самр		Unfortified or Mobile;	Poor or Aver	age
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG Size
Sultan's retinue	CAVALRY	Superior	Experienced	Short Spear		161		0	4
Juitaii s reunue	Formed Loose	Protected	Bow	Short Spear		101		4	-
Upgrade sultan's retinue	CAVALRY	Superior	Experienced	Short Spear	Shoot & Charge	174	_		4
opgrade suitair s reunide —	Formed Close	ArmHrs/ Protected	Bow	Short Spear	SHOOT & Charge	1/4		All or none	
Pushan-push	CAVALRY	Average	Experienced	Short Spear	_	125	_	4	4
i usiiaii-pusii	Formed Loose	Protected	Bow	Short Spear		120		8	
Tirkash-ban	CAVALRY	Average	Skilled	_	_	160	_	8	4
	Formed Flexible	Protected	Bow			100	_	24	
Qullughchi	CAVALRY	Average	Experienced	-	_	125	_	0	4
	Formed Flexible	Protected	Bow			120	_	12	
Kurdish cavalry	CAVALRY	Average	-	Charging Lancer	_	105	Melee Expert (23)	0	4
Kuruisii cavairy	Formed Loose	Protected	-	Charging Lancer		100	Meiee Expert (23)	8	
Archers with shields and	INFANTRY	Average	Experienced			65	Combat Shy (-22)	0	4
sabres	Tribal Loose	Protected	Bow	_		00	Compatibility (-22)	4	
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	4
Auchers	Tribal Loose	Unprotected	Bow	_		40	Combat Sily (-14)	4	
Levy foot	INFANTRY	Poor	-	Short Spear	Shieldwall	27	Combat Shy (-9)	0	4,6
Levy 100t	Tribal Close	Unprotected	-	Short Spear	Siliciawan	21	Combat Sity (-7)	6	-1, 0
Handgunners (after 1472 CE)	INFANTRY	Average	Experienced			70	Combat Shy (-22)	0	4
Training utiliters (after 14/2 CE)	Formed Loose	Protected	Firearm	<u>-</u>	<u>-</u>	70	Combat Shy (-22)	4	
Skirmishing horse archers	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	4
2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	Skirmisher	Unprotected	Bow	-	-	70	Combat Shy (-4)	8	'1

AK KOYUNLU

T/	ORTEM	1
E.	GLORIAM	

Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	16
	Skirmisher	Unprotected	Bow	<u>-</u>	Collidat Sily	50	-	12	4,0
Cannons and bombards	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	2
(after 1472 CE)	Skirmisher	Unprotected	Heavy Art	-	Shy	Z 44	-	2	

ALLIES

Georgian allies (only to 1403 CE)

Karaman and Candar Turkoman allies -Turcoman Beylik (only to 1461 CE)

Empire of Trebizond allies (only to 1461 CE)

Kara Koyunlu allies (only to 1469 CE)

Ottoman Turkish allies (from 1496 to 1497 CE)

Notes

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

CRUSADE OF NICOPOLIS



ARMY COMMANDER	1	Any Competent or M	lediocre Instinctive		DATES		1396 CE to 1396 CE		
Sub-Generals	1-3	Any Competent or M	ediocre Instinctive		TERRAIN		Standard, Plains		
Internal Allied Genera	ALS				Самр		Unfortified; Poor or Av	erage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
French knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers,	216	Melee Expert (40)	8	4
rielicii kiligiits	Formed Loose	-/Fully Armoured	-	Charging Lancer	Dismountable	210	Meiee Expert (40)	12	4
I I a mitallar knighta	CAVALRY	Superior	-	Charging I an aar	Devastating Chargers	207	Malaa Errmant (40)	0	4
Hospitaller knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	4	4
MIXED TUG COMPRISING 1	1/2 KNIGHTS ANI	1/2 SERGEANTS							
I I	CAVALRY	Superior	-	Classia Issue		104	Μ.Δ.1 Γ	2	4
Hungarian nobles	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	184	Melee Expert (40)	2	4
I I and a large of the	CAVALRY	Superior	-	Chamain a Langan		1 17	Malas Essant (20)	=	
Hungarian lesser nobles	Formed Loose	Protected	-	Charging Lancer	-	147	Melee Expert (32)	=	
Common los tolores	CAVALRY	Average	-	Classia Issue		1 1 1	D:(6)	0	4
German knights	Drilled Loose	-/Fully Armoured	-	Charging Lancer	-	144	Dismountable (6)	4	4
Szekelers	CAVALRY	Average	Experienced	Chart Carry		135		0	Δ
Szekelers	Formed Flexible	Protected	Bow	Short Spear	-	153	-	4	4
Wallachian and Bulgar	CAVALRY	Superior	-	Chamaina I an ann		147		0	4
boyars and retinues	Formed Loose	Protected	-	Charging Lancer	-	14/	-	4	4
Wallachian viteji and curteni	CAVALRY	Average	Experienced			94		4	4
cavalry	Formed Flexible	Unprotected	Bow	-	-	94	-	4	4
Free company longbowmen	INFANTRY	Average	Experienced			90	Dismountable (10),	0	4
	Formed Loose	Protected	Powerbow	-	-	<i>7</i> ∪ 	Barricades (40)	4	4
Crusader crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	4
Crusauer crossoowinen	Formed Loose	Protected	Crossbow	-	-	00	Compatibility (-22)	4	4

CRUSADE OF NICOPOLIS



Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall, Integral	73	Combat Shy (-22)	0	1
Speamen	Tribal Close	Protected	-	Short Spear	Shooters	7.5	Compat 511y (-22)	4	4
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1
Archers	Tribal Loose	Unprotected	Bow	-	-	40	Combat Sily (-14)	12	4
Ribaulds	INFANTRY	Average	Unskilled	Short Spear		40	Combat Shy (-14)	0	1
Nibaulus	Tribal Loose	Unprotected	Javelin			40		4	4
Scoute	CAVALRY	Average	Experienced			70	Combat Shy (-4)	0	1
Scouts	Skirmisher	Unprotected	Bow	· <u>-</u>	-	70	Collidat Sily (-4)	4	4
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
	Skirmisher	Unprotected	Bow	· <u>-</u>	Combat Sily	50	-	12	4,0

Notes

French knights must be commanded by a French C-in-C. Hungarians must be commanded by a Hungarian sub-general. Wallachians must be commanded by a Wallachian sub-general. Other troops may be placed in the command of any general. The restricted quality of the generals represents the lack of unity in command.

Maxima and minima apply to the Hungarian nobles, an equal number of lesser nobles must be taken.

Knights dismount as Formed Close, Fully Armoured, 2-H Cut-Crush of equivalent quality.

CHANGES FROM LAST VERSION

TATAR KHANATES



Army Commander	1	Any Instinctive	DATES	1430 CE to 1520 CE
Sub-Generals	0-3	Any Instinctive	TERRAIN	Plains
Internal Allied Generals			Самр	Unfortified; Poor or Average
Terme			-	

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
NAME	Formation	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG Size
Khan's best cavalry	CAVALRY	Superior	Experienced	Short Spear		175		0	4
Mian s oest cavally	Drilled Loose	Protected	Bow	Short Spear	-	1/0	-	8	
Best equipped cavalry	CAVALRY	Average	Experienced	Short Spear		125		0	1
Dest equipped cavally	Formed Loose	Protected	Bow	Short Spear	-	120	-	24	4
Cavalry	CAVALRY	Average	Experienced	Short Spear		100		8	1
Cavally	Formed Flexible	Unprotected	Bow	Short Spear	-	100	_	32	4
Foot archers (Khanate of	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1
Kazan)	Tribal Loose	Unprotected	Bow	-	-	40	Combat Shy (-14)	12	4
Skirmiching cavalry	CAVALRY	Average	Experienced	Short Spear		75	_	0	1
Skirmishing cavalry	Skirmisher	Unprotected	Bow	Short Spear	-	7.0	-	12	4
Upgrade skirmishing cavalry	CAVALRY	Average	Skilled	Chart Spaar		104	4		1
	Skirmisher	Unprotected	Bow	Short Spear	-	124	-	Up to half	- 4

ALLIES

Ottoman Turkish allies (Crimean Khanate from 1475 CE)

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION



ARMY COMMANDER	1	Any Professional			DATES		1442 CE to 1494 CE			
SUB-GENERALS	0-	3 Any Professional			TERRAIN		Plains			
Internal Allied Genera	ALS				Самр		Unfortified or Mobile; Poor or Average			
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Men		
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Мах	UG SIZE	
Royal Banderium	CAVALRY	Superior	-	Charging Lancer	_	180	Melee Expert (43)	0	4	
Noyal Bandenum	Formed Close	ArmHrs/F Armoured	-	Charging Lancer	_	100	Wielee Expert (40)	4	7	
MIXED TUG COMPRISING 1	/2 NOBLES AND	1/2 LESSER NOBLES								
Nobles	CAVALRY	Superior	-	Chamaina I an ann		184	Malaa Eassant (40)	2	4	
Nobles	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	184	Melee Expert (40)	4	4	
Lesser nobles	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	=		
Lessei Hobles	Formed Loose	Protected	-	Charging Lancer	-	14/	Meiee Expert (32)	=		
	CAVALRY	Average	-	Cl I		4.4.4	D:11 /0	0	4	
German or Bohemin armigeri	Drilled Loose	-/Fully Armoured	-	Charging Lancer	r -	144	Dismountable (6)	8	4	
Polish knights (only from	CAVALRY	Superior	-	Chamina I an ann		184	Malaa E (40)	0	4	
1442 to 1444 CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	184	Melee Expert (40)	4	4	
Serbian gusars	CAVALRY	Average	-	Charging Lancer		115	Melee Expert (23)	0	4	
Serviali gusars	Formed Flexible	Protected	-	Charging Lancer	-	110	Meiee Expert (23)	8	4	
Szekelers or Tatars	CAVALRY	Average	Experienced	Short Spear	_	135	_	4	4	
Szekelets of Tatars	Formed Flexible	Protected	Bow	Short Spear	_	100	_	16	7	
Armati	INFANTRY	Average	-	Polearm	Integral Shooters	98	Combat Shy (-22)	0	4	
1 HIIIGU	Drilled Close	Protected	-	1 Olcalili			Controde only (*22)	8	,	
Clipeati	INFANTRY	Average	-	Short Spear	Shieldwall, Integral	88	Combat Shy (-22)	0	4	
- Chipoud	Drilled Close	Protected	-	Short Spear	Shooters		88 Combat Shy (-22)	12	,	
Archers	INFANTRY	Average	Experienced	_	-	48	Combat Shy (-14)	0	4	
- Herrero	Tribal Loose	Unprotected	Bow			10	Comout only (11)	12	1	

MORTEM
MORTEM ET GLORIAM
ET GLORLAIV

INFANTRY	Poor	Unskilled	Chart Char		25		0	4,6
Tribal Loose	Unprotected	Javelin	Short Spear	-	20	-	14	4,0
CAVALRY	Average	Experienced			70	Complet Chry (1)	0	
Skirmisher	Unprotected	Bow	-	-	70	Combat Sny (-4)	16	4
CAVALRY	Average	Experienced		Cantabrian	96	Combat Shy (1)		4
Skirmisher	Unprotected	Bow	-	CalitaUliali	00	Combat Sily (-4)	Up to half	- 1
INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skirmisher	Unprotected	Bow	- -	Combat sny	50	-	12	4,0
INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skirmisher	Unprotected	Crossbow	-	Combat Sily	50	-	8	4,0
INFANTRY	Average	Experienced			15	Combat Shy (5)	4	4,6
Skirmisher	Protected	Firearm	-	-	40	Combat sily (-0)	16	4,0
BATTLE WAGONS	Average	Experienced	Polearm		204		0	2
Formed Loose	Protected	Crossbow	1 Olcailli	-	204	-	6	
BATTLE WAGONS	Average	Experienced	Pologrm		254		0	* see
Formed Loose	Protected	Light Art	1 Oleann	-	204	-	2	note
ARTILLERY	Average	Experienced		Combat Shy	130	Barrica des (16)	0	2,3
Skirmisher	Unprotected	Light Art	-	Combat Sily	130	Darricades (10)	3	2,0
ARTILLERY	Average	Experienced		Barricades, Combat	244		0	2,3
Skirmisher	Unprotected	Heavy Art	-	Shy	244	-	3	2,0
NLY BEFORE 1453 C	E)							
CAVALRY	Superior	-	Charging Lancar		1.47	Malaa Export (22)	0	1
Formed Loose	Protected	-	Charging Lancer	<u>-</u>	14/	ivielee Expert (52)	4	'1
INFANTRY	Average	Experienced			65	65 Combat Chy (22)	4	1
Tribal Loose	Protected	Bow	-	-	00 Contract Stry (-22)		12	4
	Tribal Loose CAVALRY Skirmisher CAVALRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher ARTILE WAGONS Formed Loose ARTILLERY Skirmisher	Tribal Loose CAVALRY Average Skirmisher Unprotected CAVALRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher INFANTRY Average Skirmisher Frotected ARTILE WAGONS Formed Loose BATTLE WAGONS Formed Loose BATTLEWAGONS Formed Loose ARTILLERY Average Skirmisher Unprotected ARTILLERY Average Skirmisher Unprotected ARTILLERY Skirmisher Unprotected ARTILLERY Skirmisher Unprotected ARTILLERY Skirmisher Unprotected ARTILLERY Average Skirmisher Unprotected ARTILLERY Average Skirmisher Unprotected ARTILLERY Average Skirmisher Average Skirmisher Average Formed Loose Protected ARTILLERY Average ARTILLERY Average Average	Tribal Loose Unprotected Javelin CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Protected Firearm BATTLE WAGONS Average Experienced Formed Loose Protected Crossbow BATTLE WAGONS Average Experienced Formed Loose Protected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Heavy Art NLY BEFORE 1453 CE) CAVALRY Superior Formed Loose Protected - INFANTRY Average Experienced	Tribal Loose Unprotected Javelin CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Protected Firearm BATTLE WAGONS Average Experienced Formed Loose Protected Crossbow BATTLE WAGONS Average Experienced Formed Loose Protected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Heavy Art NLY BEFORE 1453 CE) CAVALRY Superior Formed Loose Protected INFANTRY Average Experienced Experienced Experienced Charging Lancer	Tribal Loose Unprotected Javelin CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Protected Firearm BATTLE WAGONS Average Experienced Formed Loose Protected Crossbow BATTLE WAGONS Average Experienced Formed Loose Protected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Light Art Combat Shy Experienced Combat Shy Experienced Experienced Combat Shy Experienced Combat Shy Charging Lancer Charging Lancer Charging Lancer Charging Lancer Charging Lancer Charging Lancer Charging Lancer	Tribal Loose Unprotected Javelin CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Unprotected Firearm INFANTRY Average Experienced Skirmisher Protected Firearm BATTLE WAGONS Average Experienced Formed Loose Protected Crossbow BATTLE WAGONS Average Experienced Formed Loose Protected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Heavy Art Combat Shy 138 ARTILLERY Average Experienced Skirmisher Unprotected Heavy Art Combat Shy 138 CAVALRY Superior Formed Loose Protected - Charging Lancer CAVALRY Superior Formed Loose Protected - Charging Lancer Charging Lancer Combat Shy 147 Formed Loose Protected - Charging Lancer Charging Lancer Combat Shy CAVALRY Superior Formed Loose Protected - Charging Lancer CAVALRY	Tribal Loose Unprotected Javelin CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Protected Firearm BATTLE WAGONS Average Experienced Formed Loose Formed Loose BATTLE WAGONS Average Experienced Formed Loose Formed Loose Protected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Heavy Art Combat Shy Formed Loose Formed Loose Frotected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Light Art Combat Shy Average Experienced Skirmisher Unprotected Light Art ARTILLERY Average Experienced Light Art ARTILLERY Average Experienced Light Art ARTILLERY Average Experienced Light Art AR	Tribal Loose Unprotected Javelin Short Spar

ALLIES

Serbian allies - Serbian Empire (before 1447 CE)

Wallachian allies



Notes

*One base of war wagons in a TuG may be regraded to include light artillery.

German armigeri dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of equivalent quality.

Maxima and minima apply to the Hungarian nobles, an equal number of lesser nobles must be taken.

A Bosnian contingent must be commanded by a Bosnian sub-general who may only command Bosnian troops. Bosnian troops are only mandatory if a contingent is taken. A Bosnian contingent cannot be used with allies.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION



PACTO ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - PACTO

	Army Co	mmander	Sub-ge	neral	Ally general		
Type of 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.

ISLAMIC PERSIAN



ARMY COMMANDER	1	Any Instinctive			DATES		1245 CE to 1393 CE		
SUB-GENERALS	1-3	Any Instinctive			TERRAIN		Plains, Mountains		
Internal Allied Genera	ALS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	Characteristics	PTS	Characteristics	Мах	UG SIZE
Guard cavalry	CAVALRY	Superior	Skilled	Short Spear		210	Melee Expert (32),	0	1,2
Guard Cavarry	Drilled Loose	Protected	Bow	Short Spear	-	210	Dismountable (7)	2	1,2
Best cavalry	CAVALRY	Average	Skilled	Short Spear		160	Melee Expert (23),	0	1,2
Dest Cavally	Formed Loose	Protected	Bow	Short Spear	-	100	Dismountable (5)	6	1,2
Cavalry	CAVALRY	Average	Experienced			115		4	1,2
,	Formed Loose	Protected	Bow		-	110	-	20	1,2
Turcomans	CAVALRY	Average	Experienced			94		0	1,2
	Formed Flexible	Unprotected	Bow		-	24	-	4	1,2
Upgrade Turcoman	CAVALRY	Average	Skilled			129		0	1,2
tribesmen	Formed Flexible	Unprotected	Bow	-	-	149	-	4	1,2
Persian archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1,2
i eisian archers	Tribal Loose	Unprotected	Bow	-	-	40	Combat Sily (-14)	6	1,2
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Skillinstillig archers	Skirmisher	Unprotected	Bow	-	Comoat sny	50	-	6	1,2
ONLY KARTS FROM 1245	го 1389 СЕ								
A.C. 1	INFANTRY	Average	Experienced			40	G 1 01 (44)	2	1.0
Afghan archers	Tribal Loose	Unprotected	Bow	=	=	48	Combat Shy (-14)	6	1,2
Λ f-1	INFANTRY	Average	Unskilled	C1 C		60	C1 0x C1 (A	2	1.0
Afghan spearmen	Tribal Loose	Protected	Javelin	Short Spear	-	60	Shoot & Charge (6)	6	1,2
A falan akirmiahina arata	INFANTRY	Average	Experienced		Cambat Ch.	50		0	1,2
Afghan skirmishing archers	Skirmisher	Unprotected	Bow	-	Combat Shy	50	-	4	1,2

ISLAMIC PERSIAN



Only Injuid from 1303 to 1353 or Muzaffarids from 1314 to 1393 CE

Kurdish cavalry

CAVALRY
Average
Formed Loose
Protected
Charging Lancer
105 Melee Expert (23)
2

Notes

Cavalry dismount as Formed Loose, Experienced Bow of equivalent quality with same protection and characteristics. This army may use Feigned Flight.

CHANGES FROM LAST VERSION

TURCOMAN BEYLIKS



ARMY COMMANDER	1	Any Instinctive			DATES		1278 CE to 1515 CE		
SUB-GENERALS	0-1	Any Instinctive			TERRAIN		Coastal, Plains, Mount	ains	
Internal Allied Gener	ALS 1-3	Any Instinctive							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG SIZE
Nobles	CAVALRY	Average	Experienced	Short Spear		125		2	1,2
Nobles	Formed Loose	Protected	Bow	Short Spear	-	120	-	6	1,2
Best equipped nobles	CAVALRY	Superior	Experienced	Short Spear		161		0	1,2
Dest equipped nobles	Formed Loose	Protected	Bow	Short Spear	-	101	-	2	1,2
Tribesmen	CAVALRY	Average	Experienced			125		4	1,2
	Formed Flexible	Protected	Bow			120		16	1,2
Upgrade tribesmen	CAVALRY	Average	Skilled	<u>_</u>	_	160	_		1,2
	Formed Flexible	Protected	Bow			100		Up to half	1,2
Spearmen	INFANTRY	Average	Unskilled	Short Spear	_	60	Shoot & Charge (6)	0	1,2
	Tribal Loose	Protected	Javelin	Short Spear			Shoot & Charge (0)	8	1,2
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1,2
7 ticlicis	Tribal Loose	Unprotected	Bow			40	Combat Sily (-14)	12	1,2
Town militias	INFANTRY	Poor	-	Short Spear	Shieldwall	27	Combat Shy (-9)	0	2,3
10WII IIIIIIIII	Tribal Close	Unprotected	-	Short Spear	Siliciawan	27	Collidat Sily (-7)	4	2,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Skillinstillig arctiers	Skirmisher	Unprotected	Bow	<u>-</u>	Comoat sny	30	-	12	1,2
Guns (after 1380 CE)	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Guillo (attel 1000 CE)	Skirmisher	Unprotected	Light Art		Compatibility	150	Dallicades (10)	1	
Cannons and bombards	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	1
(after 1380 CE)	Skirmisher	Unprotected	Heavy Art	-	Shy	∠ 44	-	2	1

TURCOMAN BEYLIKS



ALLIES

Empire of Trebizond allies (only Candar or Karaman from 1360 to 1461 CE) Mamluk Egyptian allies (only Dulgadir from 1300 CE)

Ottoman Turkish allies (only Candar in 1380 CE or Dulgadir from 1485 to 1491 CE)

Notes

Only Aydin, Candar after 1339, Menteshe and Saruhan beyliks can use Coastal. Only one external ally may be taken. This army may use Feigned Flight.

CHANGES FROM LAST VERSION

SERBIAN EMPIRE



ARMY COMMANDER	1	Any Instinctive			DATES		1301 CE to 1489 CE		
SUB-GENERALS	0-	2 Any Instinctive			TERRAIN		Standard, Mountains		
INTERNAL ALLIED GENERA	1.S 0-	1 Any Instinctive (Bosn	ian)		-				
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Best vlastela	CAVALRY	Superior	-	Charging Lancor	Devastating Chargers	207	Melee Expert (40)	0	1,2
Dest viasteia	Formed Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	207	Meiee Expert (40)	4	1,4
Visite in the second se	CAVALRY	Average	-	Chanaina I an ann	D	148	Malaa Eassant (20)	1	1,2
Vlastela in western panoply	Formed Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	148	Melee Expert (29)	4	1,2
Vlastela	CAVALRY	Average	-	Chanaina I an ann	D	110	Malas Esses sub (00)	2	1.0
Vlastela	Formed Loose	Protected	-	- Charging Lancer	Devastating Chargers	118	Melee Expert (23)	6	1,2
Communication	CAVALRY	Average	-	C1		115	NA -1 F (OO)	0	1.0
Gusars	Formed Flexible	Protected	-	Charging Lancer	-	115	Melee Expert (23)	4	1,2
Turcoman, Wallachian or	CAVALRY	Average	Experienced			94		0	1.0
Tatar mercenaries	Formed Flexible	Unprotected	Bow	-	-	94	-	4	1,2
A 1	INFANTRY	Average	Experienced			40	C1 C1 (1 4)	4	1.0
Archers	Tribal Loose	Unprotected	Bow	-	-	48	Combat Shy (-14)	12	1,2
II	INFANTRY	Average	Experienced			6F	C1 C1 (22)	0	1.0
Upgrade archers with shields	Tribal Loose	Protected	Bow	-	-	65	Combat Shy (-22)	Any	1,2
3.7 1	INFANTRY	Average	-	C1 . C	C1 · 11 11	(7		0	1.0
Voynuk spearmen	Tribal Close	Protected	-	Short Spear	Shieldwall	67	-	4	1,2
Upgrade voynuk with	INFANTRY	Average	-	D 1		70		0	1.0
polearms	Tribal Loose	Protected	-	Polearm	-	72	-	Any	1,2
77 . 1	INFANTRY	Average	Experienced	C1 . C		60	C 1 (1 (20)	0	1.0
Krayishnici	Tribal Loose	Protected	Javelin	Short Spear	-	63	Combat Shy (-22)	6	1,2
Crossbowmen (after 1380	INFANTRY	Average	Experienced			00	C1 C1 (22)	0	1.0
CE)	Formed Loose	Protected	Crossbow	-	-	80	Combat Shy (-22)	4	1,2
7	INFANTRY	Poor	Unskilled	C1 C		0.E	C1 (1/ 0)	0	0.0
Zamanitchka Voyska	Tribal Loose	Unprotected	Javelin	Short Spear	-	25 Combat Shy (-9)	4	2,3	

SERBIAN EMPIRE



Hungarian or Cuman	CAVALRY	Average	Experienced		70	Cantabrian (16),	0	1,2
mercenaries	Skirmisher	Unprotected	Bow		70	Combat Shy (-4)	4	1,2
Skirmishing archers	INFANTRY	Average	Experienced	- Combat Shy	50		0	1,2
Skilllistinig archers	Skirmisher	Unprotected	Bow	- Combat Sily	50	-	8	1,2
Handgunners (after 1380 CE)	INFANTRY	Average	Experienced		45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm	-	70	Contoat Sity (-0)	2	1,2
Guns (after 1380 CE)	ARTILLERY	Average	Experienced	- Combat Shy	138	Barricades (16)	0	1
Gulis (after 1300 CE)	Skirmisher	Unprotected	Light Art	- Combat sily	130	Dallicades (10)	1	1
Cannons (after 1380 CE)	ARTILLERY	Average	Experienced	Barricades, Combat	244		0	1
	Skirmisher	Unprotected	Heavy Art	Shy		-	1	_ 1

ALLIES

Albanian allies - Albanian Principalities (only to 1479 CE)

Ottoman Turkish allies

Notes

Vlastela can be combined in a mixed-TuG of 1/2 fully armoured and 1/2 protected.

A Bosnian ally general can only command archers, karyishinici and one TuG of vlastela.

Allied contingents from this list do not need to take any foot, but if they do must comply with the normal rules for minima for archers.

Only one external ally may be taken.

CHANGES FROM LAST VERSION

LATER HUNGARIAN



ARMY COMMANDER		1	Any Instinctive			DATES		1308 CE to 1441 CE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Plains		
INTERNAL ALLIED GENERA	ALS	0-1	Any Instinctive (Bosni	an)						
	ТүрЕ						-			
N	TRAINING AN		QUALITY	SHOOTING SKILL	Melee	MANDATORY	BASE	OPTIONAL	Min	TTC 6
Name	FORMATION		PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	MAX	UG Size
MIXED TUG COMPRISING 1			2 LESSER NOBLES							
Nobles	CAVALRY		Superior	-	Charging Lancer	_	184	Melee Expert (40)	1	2
1,00163	Formed Loo		-/Fully Armoured	-	Charging Lancer		101	Tylelee Expert (10)	2	21
Lesser nobles	CAVALRY	7	Superior	-	Charging Lancer	_	147	Melee Expert (32)	=	
Lesser modies	Formed Loo	se	Protected	-	Charging Lancer		14/	iviciee Expert (02)	=	
German armigeri (only after	CAVALRY	7	Average	-	Charging Lancer		144	Dismountable (6)	0	1,2
1395 CE)	Drilled Loos	se	-/Fully Armoured	-	- Charging Lancer	·	111	Distributitudic (0)	4	1,2
Szekelers or Tatars	CAVALRY	7	Average	Experienced	Short Spear		135		2	1,2
Szekeleis of Tatais	Formed Flexi	ble	Protected	Bow	Short Spear	-	100	-	8	1,2
C to a D trop a to	INFANTRY	<u> </u>	Average	-	Short Spear	Shieldwall, Integral	73	Combat Shy (-22)	0	1,2
Spearmen	Tribal Clos	е	Protected	-	Short Spear	Shooters	/3	Combat Sny (-22)	4	1,2
Archers	INFANTRY	<u> </u>	Average	Experienced			48	Combat Shy (-14)	0	1,2
Archers	Tribal Loos	е	Unprotected	Bow	-	-	40	Combat Sny (-14)	6	1,2
Horse archers	CAVALRY	7	Average	Experienced			70	Combat Shy (-4)	4	1,2
Horse archers	Skirmisher		Unprotected	Bow	-	-	70	Combat Sny (-4)	12	1,2
Upgrade horse archers	CAVALRY	7	Average	Experienced		Cantabrian	86	Combat Shy (1)		1,2
Obstance Horse archers	Skirmisher	-	Unprotected	Bow	-	Cantabrian	00	Combat Shy (-4)	Up to half	1,4
Skirmishing archers	INFANTRY	Z .	Average	Experienced		Combat Shy	50		0	1,2
orminisming archers	Skirmisher		Unprotected	Bow	<u>-</u>	Combat Sily	<i>5</i> 0	-	6	1,4

LATER HUNGARIAN



BOSNIAN CONTINGENT									
Rosnian knights	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	0	1.2
Bosnian knights	Formed Loose	Protected	-		-	14/		2	1,4
Bosnians	INFANTRY	Average	Experienced	_		65	Combat Shy (-22)	2	1.2
	Tribal Loose	Protected	Bow		-	00		6	1,4

ALLIES

Moldavian allies - (only in 1353 CE)

Paduan allies - Early Italian Condotta (from 1358 to 1380 CE)

Polish allies - Medieval Polish (from 1370 CE)

Wallachian allies

Notes

Minima and maxima apply to nobles. An equal number of lesser nobles must be taken.

German armigeri dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of equivalent quality.

A Bosnian contingent must be commanded by a Bosnian ally general. Bosnian troops are only mandatory if a contingent is taken. A Bosnian contingent cannot be used with allies. Only one external ally may be taken.

CHANGES FROM LAST VERSION

WALLACHIAN



ARMY COMMANDER		1 Any Instinctive			DATES		1330 CE to 1476 CE		
SUB-GENERALS		0-3 Any Instinctive			TERRAIN		Mountains		
Internal Allied Genera	ALS								
	ТүрЕ								
	TRAINING ANI	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	О РТІ О П А І	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG Size
Boyars and retinues	CAVALRY	Superior	-	Charging Lancer		147		2	1,2
boyais and reunues	Formed Loos	e Protected	-	- Charging Lancer	-	14/	-	4	1,2
Viteji and curteni cavalry	CAVALRY	Average	Experienced			94		4	1,2
viteji and curtem cavany	Formed Flexib	le Unprotected	Bow	<u>-</u>	-	7 4	-	8	1,2
"Crusaders" (from 1456 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	0	1,2
Clusaders (Holli 1400 CL)	Formed Loos	e -/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Wielee Expert (27)	2	1,2
Voynuks	INFANTRY	Average	-	Polearm		72		0	1.2
VOynuks	Tribal Loose	Protected	-	1 Oleann	-	12	-	2 1,2	1,2
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	6	1.2
7 ticlicis	Tribal Loose	Unprotected	Bow	_		40	Combat Sily (-14)	22	1,2
Curteni archers	INFANTRY	Average	Experienced			65		0	1,2
Curtem archers	Tribal Loose	Protected	Bow		-	0.0	-	6	1,2
Rustici	INFANTRY	Poor	Unskilled	Short Spear		25	Combat Shy (-9)	0	2,3
Rusuci	Tribal Loose	Unprotected	Javelin	Short Spear		20	Combat Sily (-7)	6	2,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Skillinstillig archers	Skirmisher	Unprotected	Bow		Combat Sily	30	-	12	1,2
Crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	1,2
Crossoowinen	Skirmisher	Unprotected	Crossbow	_	Combat Sily	50		2	1,2
Handgunners	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	1,2
1 lanuguimers	Skirmisher	Protected	Firearm	<u>-</u>	<u>-</u>	'1 U	Collidat Sily (-0)	2	1,∠
Cannons and bombards	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	1
(from 1456 CE)	Skirmisher	Unprotected	Heavy Art	-	Shy	∠ 11	-	1	1

WALLACHIAN



ALLIES

Serbian vassal allies - Serbian Empire (only in 1395 CE)

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

JALAIRID SULTANATE



ARMY COMMANDER	1	Any Professional			DATES		1336 CE to 1432 CE		
SUB-GENERALS	0-3	Any Professional (0-	1 from 1386 CE)		TERRAIN		Standard, Mountains		
Internal Allied Geni	erals 0-3	Any Professional							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG Size
Best cavalry	CAVALRY	Superior	Skilled	Short Spear		210	Melee Expert (32),	0	1,2
Dest cavally	Drilled Loose	Protected	Bow	Short Spear	-	210	Dismountable (7)	2	1,2
Mongol cavalry	CAVALRY	Average	Skilled	Short Spear		160	Melee Expert (23),	2	1,2
	Formed Loose	Protected	Bow	Short Spear	-	100	Dismountable (5)	4	1,2
Persian cavalry	CAVALRY	Average	Experienced			115		0	1,2
1 CISIAII Cavally	Formed Loose	Protected	Bow	<u>-</u>		110		4	1,2
Turcomans	CAVALRY	Average	Experienced			125		0	1,2
1 dicollialis	Formed Flexible	Protected	Bow	<u>-</u>		120		4	1,2
Upgrade Turcoman	CAVALRY	Average	Skilled			160			1,2
tribesmen	Formed Flexible	Protected	Bow	<u>-</u>		100		Up to half	1,2
Mongol light cavalry	CAVALRY	Average	Skilled	Short Spear		135	Melee Expert (15),	2	1,2
	Formed Flexible	Unprotected	Bow	31101t Spear	-	100	Dismountable (3)	6	1,2
Bedouin cavalry	CAVALRY	Average	-	Long Spear		82	Combat Shy (-18)	2	1,2
	Formed Flexible	Unprotected	-	Long Spear		02	Combat Sily (-10)	6	1,2
Persian archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1,2
1 CISIAII AICIICIS	Tribal Loose	Unprotected	Bow	<u>-</u>		40	Collidat Sily (-14)	4	1,2
Levied foot	INFANTRY	Poor	-			20	Combat Shy (-9)	0	2,3
Levicu 100t	Tribal Loose	Unprotected	-	<u>-</u>		20	Combat Sily (-7)	8	2,0
Skirmishing cavalry	CAVALRY	Average	Skilled			110	Dismountable (1)	0	1,2
	Skirmisher	Unprotected	Bow		-	117	119 Dismountable (4)	4	1,4
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
orminisming arcticis	Skirmisher	Unprotected	Bow	-	Compatibily	50	-	4	1,4

JALAIRID SULTANATE



ALLIES

Kara Koyunlu allies (from 1378 to 1389 CE) Georgian allies (from 1394 to 1399 CE)

Notes

Cavalry dismount as Formed Loose, Experienced Bow of equivalent quality with same protection and characteristics. Skirmishers dismount as Skirmishers, Unprotected, Experienced Bow of equivalent quality.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

ALBANIAN PRINCIPALITIES



ARMY COMMANDER		1 Any Instinctive			DATES		1355 CE to 1479 CE		
SUB-GENERALS	()-3 Any Instinctive			TERRAIN		Coastal, Mountains		
Internal Allied Gener	ALS	O-1 Any Instinctive (only (Neapolitan)	before 1385 CE) or	Professional					
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
Veteran cavalry	CAVALRY Formed Flexib	Superior le Protected	Experienced Javelin	Short Spear	Melee Expert	185	Shoot & Charge (14)	2 6	1,2
Cavalry	CAVALRY Formed Flexib	Average le Unprotected	Skilled Javelin	Short Spear	Melee Expert	104	Shoot & Charge (6)	4 12	1,2
Mercenary men-at-arms	CAVALRY Drilled Loose	Average -/Fully Armoured	-	Charging Lancer	-	144	Dismountable (6)	0 2	1,2
Archers	INFANTRY Tribal Loose	Average Unprotected	Experienced Bow	_	-	48	Combat Shy (-14)	0 4	1,2
Javelinmen	INFANTRY Tribal Loose	Average Protected	Unskilled Javelin	Short Spear	-	60	Shoot & Charge (6)	0 6	1,2
Crossbowmen	INFANTRY Tribal Loose	Average Unprotected	Experienced Crossbow	-	-	53	Combat Shy (-14)	0 4	1,2
Halberdiers	INFANTRY Tribal Close	Average Protected	-	Polearm	-	77	-	0 4	1,2
Levy	INFANTRY Tribal Loose	Poor Unprotected	-	-	-	20	Combat Shy (-9)	0 4	2,3
Mounted crossbowmen	CAVALRY Skirmisher	Average Protected	Experienced Crossbow	-	-	85	Combat Shy (-5)	0 4	1,2
Skirmishing javelinmen	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	_	-	32	Combat Shy (-4)	0 4	1,2
Skirmishing crossbowmen	INFANTRY Skirmisher	Average Unprotected	Experienced Crossbow	_	Combat Shy	58	-	0 4	1,2

ALBANIAN PRINCIPALITIES



Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		3	1,2
	Skirmisher	Unprotected	Bow	-	Comoat sny	50 - 45 Combat Shy (-5) 138 Barricades (16) 244 - 167 Melee Expert (29) 87 Melee Expert (16)	9	1,2	
Handgunners (from 1441	INFANTRY	Average	Experienced			15	Combat Shy (5)	0	1,2
CE)	Skirmisher	Protected	Firearm	-	-	40	Contoat Sity (-0)	2	1,2
Guns	ARTILLERY	Average	Experienced		Combat Shy	120	Barricades (16)	0	1
Guiis	Skirmisher	Unprotected	Light Art	-	Collidat Sily	130	Darricades (10)	1	1
Upgrade guns to cannons	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	1
opgrade guils to carmons	Skirmisher	Unprotected	Heavy Art	-	Shy		-	1	1
NEAPOLITAN ALLIED CONT	FINGENT (FROM 14	51 тө 1455 СЕ)							
Elmeti	CAVALRY	Average	-	Charging Lancer	Devastating Chargers,	167	Malaa Expart (20)	0	1,2
Efficu	Drilled Loose	-/Fully Armoured	-	- Charging Lancer	Dismountable	107	Meiee Expert (29)	2	1,2
Catalans	INFANTRY	Average	-	Impact Weapon		97	Malaa Expart (16)	0	1,2
Catalalis	Drilled Flexible	Protected	-	- IIIIpact Weapoil	-	07	Meiee Expert (10)	2	1,2
Handgunners	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	1,2
i ianugumiers		-	40	Collidat Sily (-0)	2	1,2			
Archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
VICUEIS	Skirmisher Unprotected Bow - Combat Shy	Comoat sny	50	<u>-</u>	2	1,2			

ALLIES

Venetian allies - Early Italian Condotta (from 1392 to 1395 CE)

Notes

A Neapolitan allied contingent must be commanded by a Professional allied general.

Elmeti dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of equivalent quality.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

MOLDAVIAN



ARMY COMMANDER	1	Any Instinctive			DATES		1359 CE to 1517 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Mountains		
Internal Allied Geni	ERALS								
	Түре								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG Sizi
Dayres and retinues	CAVALRY	Superior	-	Charging I an aar		147		2	1,2
Boyars and retinues	Formed Loose	Protected	-	Charging Lancer	-	14/	-	4	1,2
7::	CAVALRY	Average	Experienced			94		4	1,2
Viteji	Formed Flexible	Unprotected	Bow	-	-	94	-	8	− 1,∠
Voynuks	INFANTRY	Average	-	Polearm		72	Dismountable (10)	0	1,2
voynuks	Tribal Loose	Protected	-	roleann	rm - /2 Dismoun	Dismountable (10)	2	1,2	
Archers	INFANTRY	Average	Experienced			48	Dismountable (6),	6	1,2
Alcheis	Tribal Loose	Unprotected	Bow	-	-	40	Combat Shy (-14)	22	1,2
Curteni	INFANTRY	Average	Experienced			65	Dismountable (10)	0	1,2
Curtem	Tribal Loose	Protected	Bow	<u>-</u>	-	00	Distributitable (10)	6	1,2
Rustici	INFANTRY	Poor	Unskilled	Chart Char		25	Dismountable (4),	0	2,3
Nusuci	Tribal Loose	Unprotected	Javelin	Short Spear	-	20	Combat Shy (-9)	6	
Chirmaigh in a probara	INFANTRY	Average	Experienced		Cambat Chy	50		0	1,2
Skirmishing archers	Skirmisher	Unprotected	Bow	-	Combat Shy	30	-	12	1,2
Crossbowmen	INFANTRY	Average	Experienced		Camalage Class	58		0	1.0
Crossbowmen	Skirmisher	Unprotected	Crossbow	-	Combat Shy	38	-	2	1,2
I Ian dayan nara	INFANTRY	Average	Experienced			45	Combat Chy (5)	0	1.0
Handgunners	Skirmisher	Protected	Firearm	-	-	40	Combat Shy (-5)	2	1,2

Hungarian allies - Black Army Hungarian (from 1452 to 1455 CE)

MOLDAVIAN



Notes

After 1457 CE, any or all infantry TuGs can choose Barricades characteristic if desired. This army may use Feigned Flight.

CHANGES FROM LAST VERSION

TIMURID



ARMY COMMANDER	1	Any Professional			DATES		1360 CE to 1506 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Plains, Mountains		
Internal Allied Genera	ALS 0-1	Any Instinctive (Turco	oman)						
	Түрв								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT 0 RY	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Elephants (only Timur from	ELEPHANTS	Average	-		C1	240		0	1
1399 to 1405 CE)	Tribal Loose	Protected	-	-	Shove	240	-	1	- 1
Elephants (only Shah Rukh	ELEPHANTS	Average	-		C1	240		0	1.0
from 1405 CE to 1447 CE)	Tribal Loose	Protected	-	-	Shove	240	-	2	1,2
Sarmarkand guards (only Timur from 1370 to 1405	CAVALRY	Exceptional	Experienced	Short Spear	Shoot & Charge,	266	Dismountable (9)	0	1,2
CE)	Drilled Close	ArmHrs/ Protected	Bow	onore opear	Melee Expert	200	Disilioulitable (3)	2	1,2
Timurid cavalry	CAVALRY	Superior	Skilled	Short Spear		210	Malaa Erro ant (20)	4	1,2
i iiiiuiiu cavaiiy	Drilled Loose	Protected	Bow	Short spear	-	210	10 Melee Expert (32) 8	8	1,4
Turcoman nobles	CAVALRY	Average	Experienced	Short Spear		125		0	1,2
i dicolliali liobles	Formed Loose	Protected	Bow	Short spear	-	120	-	2	1,2
Turcoman tribesmen	CAVALRY	Average	Experienced			125		0	1,2
i dicoman dibesilien	Formed Flexible	Protected	Bow	-	-	120	-	4	1,2
Upgrade Turcoman	CAVALRY	Average	Skilled			160			1,2
tribesmen	Formed Flexible	Protected	Bow	-	-	100	-	Up to half	1,4
Dismount Timurid cavalry	INFANTRY	Superior	Experienced	Short Spear		109	Caltrons (28)		1,2
Distribution Fillituria Cavarry	Formed Loose	Protected	Bow	Short spear	-	109	Cardops (20)	Any	1,4
Archers	INFANTRY	Average	Skilled			95	Coltrans (20)	0	1,2
Archers	Drilled Loose	Protected	Bow	-	-	90	Cardops (20)	4	1,4
Militia archers	INFANTRY	Average	Experienced			48	Combat Shy (14)	0	1,2
IVIIIIua dICIIEIS	Tribal Loose	Unprotected	Bow	-	-	40	CHARACTERISTICS - Dismountable (9) Melee Expert (32) - - Caltrops (28) Caltrops (20) Combat Shy (-14) Combat Shy (-14)	4	1,4
Aghhan archers	INFANTRY	Average	Experienced			48	Combat Shy (11)	0	1,2
riginian archers	Tribal Loose	Unprotected	Bow	-	-	40	Collidat Sily (-14)	4	1,4

TIMURID



A fab an amagement	INFANTRY	Average	Unskilled	Short Spear		60	Shoot & Charge (6)	0	1,2
Afghan spearmen	Tribal Loose	Protected	Javelin	Short Spear	-	00	Shoot & Charge (0)	4	1,4
Afghan skirmishing archers	INFANTRY	Average	Experienced	Comb	oat Shy	50		0	1,2
Auguan skimisimig archers	Skirmisher	Unprotected	Bow	- Com	Jat Jily	30	-	4	1,2
Naffatun (only until 1480	INFANTRY	Average	Experienced	Comb	oat Shy	35		0	1,2
CE)	Skirmisher	Unprotected	Firearm	- Conn	Jac Jily	00		2	1,2
Handgunners (only after	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	1,2
1480 CE)	Skirmisher	Protected	Firearm	-	-	40	Combat Sily (-0)	2	1,2
Hostage screen (only from	INFANTRY	Poor	-	Expendabl	les, Combat	19		0	2,3
1360 to 1405 CE)	Tribal Loose	Unprotected	-	Shy	17	-	4	2,0	
Stampeding cattle, camels or	CAVALRY	Poor	-	•	idables,	45		0	2
buffaloes (only until 1447 CE)	Tribal Close	Protected	-	- Combat Shy, Devastating Chargers	2 '	7∪	-	2	4

ALLIES

Kara Koyunlu allies (only Shah Rukh from 1405 to 1447 CE)

Ak Koyunlu allies (only Timur or Shah Rukh until 1447 CE)

Uzbek allies - Later Nomadic Mongol (only after 1450 CE)

NOTES

If used, a Turcoman ally general must command all and only Turcomans. A Timurid general may command Turcomans.

An army cannot have both a hostage screen and stampeding cattle.

SPECIAL RULE: No KAB test is taken if a hostage screen TuG breaks. You must notify your opponent of this rule when the TuG is deployed.

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

Corrected Samarkand Guard cavalry.



ARMY COMMANDER	1	Any Professional			DATES		1362 CE to 1520 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Coastal, Mountains, Pl	ains	
INTERNAL ALLIED GENER	ALS 0-1	Any Instinctive (Serbi	an)						
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG Size
Qapu Khalqi	CAVALRY	Superior	Experienced	Short Spear	Shoot & Charge,	225		0	1,2
Qapu Kilaiqi	Drilled Close	ArmHrs/ Protected	Bow	Short spear	Melee Expert	440	-	2	1,2
Timarli sipahi	CAVALRY	Average	Experienced	Short Spear		125		2	1,2
Timam sipam	Formed Loose	Protected	Bow	31101t Spear	-	120	-	10	1,4
Best sipahi	CAVALRY	Superior	Experienced	Short Spear		161		0	1,2
Dest sipain	Formed Loose	Protected	Bow	Short Spear		101		4	1,2
Turcomans or Crimean	CAVALRY	Average	Experienced	_	_	125	_	0	1,2
Tartars	Formed Flexible	Protected	Bow	_		120	-	2	1,2
Bedouin cavalry	CAVALRY	Average	-	Long Spear	_	82	Combat Shy (-18)	0	1,2
	Formed Flexible	Unprotected	-	Long Spear		02	Combat Sity (-10)	2	1,2
Kurdish cavalry	CAVALRY	Average	-	Charging Lancer	_	105	Melee Expert (23)	0	1,2
	Formed Loose	Protected	-	Charging Lancer		100	Tvicice Expert (20)	2	1,2
Jannissaries	INFANTRY	Superior	Skilled	_	_	121	Barricades (56)	0	1,2
Jaminosaries	Drilled Loose	Protected	Bow			121	Darricades (00)	6	1,2
Azab archers	INFANTRY	Average	Experienced	_	_	54	Combat Shy (-14)	2	1,2
12a0 archers	Formed Loose	Unprotected	Bow			04	Combat Sily (-14)	8	1,2
Crossbowmen	INFANTRY	Average	Experienced	_	_	59	Combat Shy (-14)	0	1,2
Crossoowillen	Formed Loose	Unprotected	Crossbow			07	Compacing (11)	2	1,2
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	_	0	1,2
	Tribal Close	Protected	-	Short Spear	Sincia wan			4	1,2
Voynuks	INFANTRY	Average	-	Polearm	-	72	-	0	1,2
	Tribal Loose	Protected	-	1 OlCalili		, 4		2	1,4
Levies	INFANTRY	Poor	-	_	_	20	Combat Shy (-9)	0	2,3
Levies	Tribal Loose	Unprotected	-	-	-	20	Controde only (-7)	4	4,0

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Akinjis	CAVALRY	Average	Experienced	_	_	70	Cantabrian (16),	2	1,2
7 Killjis	Skirmisher	Unprotected	Bow	_		70	Combat Shy (-4)	8	1,2
Upgrade akinjis to djanbazan	CAVALRY	Average	Skilled		Melee Expert	127		0	1,2
	Skirmisher	Unprotected	Bow	-	Meiee Expert	12/	-	2	1,4
Balkan cavalry	CAVALRY	Average	-	Charging Lancer	_	44	Melee Expert (8)	0	1,2
Daikan Cavany	Skirmisher	Unprotected	-	Charging Lancer	-	77	Wielee Expert (0)	4	1,4
Delis	CAVALRY	Superior	-	Short Spear	Devastating Chargers	63	Melee Expert (11)	0	1,2
Delis	Skirmisher	Unprotected	-	Short Spear	Devastating Chargers	00	Wielee Expert (11)	2	1,2
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	1,2
Skilliisiiiig clossoowilleli	Skirmisher	Unprotected	Crossbow	-	Collidat Sily	50	-	4	1,2
Skirmishing javelinmen	INFANTRY	Average	Experienced			32	Combat Shy (-4)	0	1,2
Skiiiiisiiiig javeiiiiiieii	Skirmisher	Unprotected	Javelin	-	-	32	Collidat Sily (-4)	4	1,2
Slingers	INFANTRY	Average	Experienced		Combat Shy	43		0	1,2
Sinigers	Skirmisher	Unprotected	Sling	-	Collidat Sily	40	-	4	1,2
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Skiiiiisiiiig archeis	Skirmisher	Unprotected	Bow	-	Collidat Sily	50	-	6	1,2
Regrade Azab archers	INFANTRY	Average	Experienced		Barricades	78	Combat Shy (-4)		1,2
Tregrade 112a0 archers	Skirmisher	Unprotected	Bow	<u>-</u>	Dailicaucs	70	Combat Sily (-4)	All or none	1,4
Handgunners (from 1430	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	1,2
CE)	Skirmisher	Protected	Firearm			40	Combat Sily (-5)	2	1,2
Cannoms and bombards	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	1
(from 1430 CE)	Skirmisher	Unprotected	Heavy Art	<u>-</u>	Shy	244		1	1
SERBIAN CONTINGENT (FRO	ом <mark>1390 то 1458</mark>	CE)							
D . 1 . 1	CAVALRY	Superior	-	C1 . I	D C1	207	A 1 E (40)	0	1.0
Best vlastela	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	2	1,2
Vlagtala in Avagtara manari-	CAVALRY	Average	-	Chargina I an	Dorratatina Chara	1./10	Malaa Erraart (20)	1	1,2
Vlastela in western panoply	Formed Loose	-/Fully Armoured	-	– Charging Lancer	Devastating Chargers	148	Melee Expert (29)	2	1,4
Vlastela	CAVALRY	Average	-	Charging I am sor	Douglatating Chargers	118	Malaa Eymart (22)	1	1,2
VIASICIA	Formed Loose	Protected	-	— Charging Lancer	Devastating Chargers	110	Melee Expert (23)	2	1,4



ALLIES

Wallachian allies

Turcoman allies - Turcoman Beyliks (only until 1467 CE)

Albanian allies - Albanian Principalities (from 1380 CE)

Crim Tatar allies - Tatar Khanates (from 1429 CE)

Moldavian allies (from 1510 CE)

NOTES

Serbian troops must be commanded by their own general who cannot command other troops. The minima apply only if a Serbian contingent is taken.

Vlastela can be combined in a mixed-TuG of 1/2 fully armoured and 1/2 protected.

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

KARA KOYUNLU



ARMY COMMANDER		1	Any Instinctive			DATES		1378 CE to 1469 CE		
SUB-GENERALS		1-3	Any Instinctive			TERRAIN		Plains, Mountains		
INTERNAL ALLIED GENER	ALS									
	ТүрЕ									
	TRAINING AN	ID	QUALITY	SHOOTING SKILL	Melee	M andat o ry	BASE	OPTIONAL	Min	
NAME	Formation	r	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Sultan's retinue	CAVALRY	r	Superior	Experienced	Short Spear	_	161	<u>_</u>	0	1,2
Juitaii 3 fettifue	Formed Loo	se	Protected	Bow	Short Spear		101	_	2	1,2
Pushan-push	CAVALRY		Average	Experienced	Short Spear	_	125	_	2	1,2
1 usitati-pusii	Formed Loo		Protected	Bow	Short Spear		120		4	1,2
Tirkash-ban	CAVALRY		Average	Skilled	_	_	160	_	2	1,2
Tirkdoii Gaii	Formed Flexi		Protected	Bow			100		12	1,2
Qullughchi	CAVALRY	7	Average	Experienced	į.	_	125	_	0	1,2
	Formed Flexi	ble	Protected	Bow	_		120		8	1,2
Kurdish cavalry	CAVALRY	7	Average	-	Charging Lancer	_	105	Melee Expert (23)	0	1,2
- Caraisii Cavaiiy	Formed Loo	se	Protected	-	Charging Lancer		100	Tviciec Expert (20)	4	1,2
Archers	INFANTR	Z	Average	Experienced			65	Combat Shy (-22)	0	1,2
Tuchers	Tribal Loos	е	Protected	Bow	_		00	Collidat Sily (-22)	6	1,2
Levy foot	INFANTR	Z	Poor	-	Short Spear	Shieldwall	27	Combat Shy (-9)	0	2,3
Levy 100t	Tribal Clos	е	Unprotected	-	Siloit Spear	Siliciawan	27	Collidat Sily (-7)	4	2,0
Skirmishing horse archers	CAVALRY	7	Average	Experienced			70	Cantabrian (16),	0	1,2
Drillingling holde dichers	Skirmisher		Unprotected	Bow		<u>-</u>	70	Combat Shy (-4)	4	1,4
Skirmishing archers	INFANTRY	{	Average	Experienced	<u>.</u>	Combat Shy	50	_	0	1,2
JAIIIIISIIIII aiciicis	Skirmisher		Unprotected	Bow		Control only		<u>-</u>	6	1,4

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

AK KOYUNLU



ARMY COMMANDER	1	Any Instinctive			DATES		1387 CE to 1504 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Plains, Mountains		
INTERNAL ALLIED GENERA	ALS								
	Түрв								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Sultan's retinue	CAVALRY	Superior	Experienced	Short Spear		161		0	1,2
	Formed Loose	Protected	Bow	Short Spear		101	-	2	1,2
Upgrade sultan's retinue	CAVALRY	Superior	Experienced	Short Spear	Shoot & Charge	174	_		1,2
opgiade suitair s redifice	Formed Close	ArmHrs/ Protected	Bow	31101t Spear	Shoot & Charge	1/4	-	All or none	1,2
Pushan-push	CAVALRY	Average	Experienced	Short Spear	_	125	_	2	1,2
i usiiaii-pusii	Formed Loose	Protected	Bow	Short Spear		120	-	4	1,2
Tirkash-ban	CAVALRY	Average	Skilled	_	_	160	_	2	1,2
Tirkdoir our	Formed Flexible	Protected	Bow	_		100	_	12	1,2
Qullughchi	CAVALRY	Average	Experienced			125		0	1,2
Gunughem	Formed Flexible	Protected	Bow			120		6	1,2
Kurdish cavalry	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	0	1,2
Kuruisii cavany	Formed Loose	Protected	-	Charging Lancer		100	iviciee Expert (20)	4	1,2
Archers with shields and	INFANTRY	Average	Experienced			65	Combat Shy (-22)	0	1,2
sabres	Tribal Loose	Protected	Bow			00	Combat Sily (-22)	4	1,2
Archers	INFANTRY	Average	Experienced		_	48	Combat Shy (-14)	0	1,2
7 ticlicis	Tribal Loose	Unprotected	Bow	_			Comoat Sily (-14)	4	1,2
Levy foot	INFANTRY	Poor	-	Short Spear	Shieldwall	27	Combat Shy (-9)	0	2,3
Levy loot	Tribal Close	Unprotected	-	Short Spear	Siliciawan	27	Combat Sily (-7)	4	2,0
Handgunners (after 1472 CE)	INFANTRY	Average	Experienced			70	Combat Shy (-22)	0	1,2
Transgumers (arter 14/2 CE)	Formed Loose	Protected	Firearm	-	<u>-</u>	<i>,</i> 0	Compat 511y (-22)	4	1,∠
Skirmishing horse archers	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	1,2
Dentification of the second of	Skirmisher	Unprotected	Bow	-	-	70	Combat Shy (-4)	4	1,∠

AK KOYUNLU



Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1.0
Skirmisning archers	Skirmisher	Unprotected	Bow	-	Comoat sny	30	-	6	1,2
Cannons and bombards	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	1
(after 1472 CE)	Skirmisher	Unprotected	Heavy Art	-	Shy	<i>2</i> 44	-	1	1

ALLIES

Georgian allies (only to 1403 CE)

Karaman and Candar Turkoman allies -Turcoman Beylik (only to 1461 CE)

Empire of Trebizond allies (only to 1461 CE)

Kara Koyunlu allies (only to 1469 CE)

Ottoman Turkish allies (from 1496 to 1497 CE)

Notes

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

CRUSADE OF NICOPOLIS



ARMY COMMANDER	1	Any Competent or M	ediocre Instinctive		DATES		1396 CE to 1396 CE		
SUB-GENERALS	1-3	Any Competent or M	ediocre Instinctive		Terrain		Standard, Plains		
INTERNAL ALLIED GENERA	ALS								
	ТүрЕ				•				
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
French knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers,	216	Melee Expert (40)	2	1,2
Treffer Kingries	Formed Loose	-/Fully Armoured	-	Charging Lancer	Dismountable	210	Ividice Expert (40)	6	1,2
Hospitaller knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	1,2
110spitaliei Kiligiits	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Meice Expert (40)	2	1,2
MIXED TUG COMPRISING 1	/2 KNIGHTS AND	1/2 SERGEANTS							
II	CAVALRY	Superior	-	Chanaina I an ann		104	Malaa E (40)	1	2
Hungarian nobles	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	184	Melee Expert (40)	2	
Hungarian lesser nobles	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	=	
Trungarian lesser nobles	Formed Loose	Protected	-	Charging Lancer	-	14/	Melee Expert (02)	=	
Como an Imialas	CAVALRY	Average	-	Chanain a Lancan		144	Diama a talla (6)	0	1,2
German knights	Drilled Loose	-/Fully Armoured	-	Charging Lancer	-	144	Dismountable (6)	2	1,2
Szekelers	CAVALRY	Average	Experienced	Short Spear		135		0	1,2
SZEREIEIS	Formed Flexible	Protected	Bow	Short spear	-	150	-	2	1,4
Wallachian and Bulgar	CAVALRY	Superior	-	Charging Lancer		147		0	1,2
boyars and retinues	Formed Loose	Protected	-	Charging Lancer	-	14/	-	2	1,2
Wallachian viteji and curteni	CAVALRY	Average	Experienced			94		2	1,2
cavalry	Formed Flexible	Unprotected	Bow	-	-	74	-	4	
Free company longbowmen	INFANTRY	Average	Experienced			90	Dismountable (10),	0	1,2
Tree company longoowmen	Formed Loose	Protected	Powerbow	<u>-</u>	<u>-</u>	<i>3</i> 0	Barricades (40)	4	1,4
Crusader crossbowmen	INFANTRY	Average	Experienced	_		80	Combat Shy (-22)	0	1,2
Crusadel Clossoowillell	Formed Loose	Protected	Crossbow	-	-		Controat only (-22)	4	1,4

CRUSADE OF NICOPOLIS

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Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall, Integral Shooters	73	Combat Shy (-22)	0	1,2
	Tribal Close	Protected	-					4	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					6	
Ribaulds	INFANTRY	Average	Unskilled	Short Spear	-	40	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Javelin					4	1,2
Scouts	CAVALRY	Average	Experienced		-	70	Combat Shy (-4)	0	1.2
	Skirmisher	Unprotected	Bow					2	1,2
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	50	-	0	1.2
	Skirmisher	Unprotected	Bow					6	1,2

Notes

French knights must be commanded by a French C-in-C. Hungarians must be commanded by a Hungarian sub-general. Wallachians must be commanded by a Wallachian sub-general. Other troops may be placed in the command of any general. The restricted quality of the generals represents the lack of unity in command.

Maxima and minima apply to the Hungarian nobles, an equal number of lesser nobles must be taken.

Knights dismount as Formed Close, Fully Armoured, 2-H Cut-Crush of equivalent quality.

CHANGES FROM LAST VERSION

TATAR KHANATES



ARMY COMMANDER 1		1	Any Instinctive		DATES		1430 CE to 1520 CE			
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Plains		
INTERNAL ALLIED GENERA	ALS									
	ТүрЕ									
	TRAINING AN	TD	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	r	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Khan's best cavalry	CAVALRY	7	Superior	Experienced	Short Spear	-	175	-	0	1,2
Mian & Dest Cavany	Drilled Loos	se	Protected	Bow					4	
Best equipped cavalry	CAVALRY	7	Average	Experienced	Short Spear	-	125	-	0	1,2
best equipped cavally	Formed Loo	se	Protected	Bow					12	
Cavalry	CAVALRY	7	Average	Experienced	Short Spear	-	100	-	4	1,2
Cavally	Formed Flexi	ble	Unprotected	Bow					16	
Foot archers (Khanate of	INFANTR?	<u> </u>	Average	Experienced		-	48	Combat Shy (-14)	0	1,2
Kazan)	Tribal Loos	е	Unprotected	Bow	-				6	
Skirmishing cavalry	CAVALRY	7	Average	Experienced	Short Spear	-	75	-	0	1,2
	Skirmisher	-	Unprotected	Bow					6	
Upgrade skirmishing cavalry	CAVALRY	7	Average	Skilled	Short Spear	-	124	-		1,2
opgrade skillinstillig cavally	Skirmishei		Unprotected	Bow					Up to half	1,4

ALLIES

Ottoman Turkish allies (Crimean Khanate from 1475 CE)

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION



ARMY COMMANDER	1	Any Professional			DATES		1442 CE to 1494 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Plains		
INTERNAL ALLIED GENERA	ALS	,							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Royal Banderium	CAVALRY	Superior	-	Charging Lancer		180	Melee Expert (43)	0	1,2
Royal Dandenum	Formed Close	ArmHrs/F Armoured	-	Charging Lancer	-		Melee Expert (43)	2	1,2
MIXED TUG COMPRISING 1	/2 NOBLES AND 1	/2 LESSER NOBLES							
NT - 1-1	CAVALRY	Superior	-		-	184	Melee Expert (40)	1	2
Nobles	Formed Loose	-/Fully Armoured	-	Charging Lancer				2	2
Lesser nobles	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	=	
Lessel Hobles -	Formed Loose	Protected	-					=	
	CAVALRY	Average	-	Charging Lancer	-	144	Dismountable (6)	0	1,2
German or Bohemin armigeri	Drilled Loose	-/Fully Armoured	-			144		4	1,2
Polish knights (only from	CAVALRY	Superior	-	Charging Lancer		184	Melee Expert (40)	0	1,2
1442 to 1444 CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer	-			2	1,2
Serbian gusars	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	0	1,2
Serviali gusars	Formed Flexible	Protected	-					4	1,2
Szekelers or Tatars	CAVALRY	Average	Experienced	Short Spear	-	135	-	2	1,2
	Formed Flexible	Protected	Bow					8	1,2
Armati	INFANTRY	Average	-	Polearm	Integral Shooters	98	Combat Shy (-22)	0	1,2
7 tillati	Drilled Close	Protected	-					4	1,2
Clipeati	INFANTRY	Average	-	Short Spear	Shieldwall, Integral Shooters	88	Combat Shy (-22)	0	1,2
	Drilled Close	Protected	-	onore opear				6	1,4
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1,2
Archers	Tribal Loose	Unprotected	Bow		<u>-</u>			6	1,4

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MORTEM ET GLORIAN	1

INFANTRY	Poor	Unskilled	Chart Char	-	25	-	0	2,3
Tribal Loose	Unprotected	Javelin	Short Spear				8	<i>2,</i> 3
CAVALRY	Average	Experienced	_	-	70	Combat Shy (-4)	0	1,2
Skirmisher	Unprotected	Bow					8	1,4
CAVALRY	Average	Experienced		Cantabrian	86	Combat Shy (-4)		1,2
Skirmisher	Unprotected	Bow					Up to half	
INFANTRY	Average	Experienced		Combat Shy	50	-	0	1,2
Skirmisher	Unprotected	Bow	-	Collidat Sily	50		6	
INFANTRY	Average	Experienced		Combat Shy	58	-	0	1,2
Skirmisher	Unprotected	Crossbow	-				4	1,4
INFANTRY	Average	Experienced		-	45	Combat Shy (-5)	2	1,2
Skirmisher	Protected	Firearm					8	1,4
BATTLE WAGONS	Average	Experienced	Polearm	-	204	-	0	1
Formed Loose	Protected	Crossbow					4	
BATTLE WAGONS	Average	Experienced	Polonem		254	-	0	* see
Formed Loose	Protected	Light Art	Toleann	-			1	note
ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1,2
Skirmisher	Unprotected	Light Art					2	1,4
ARTILLERY	Average	Experienced		Barricades, Combat	244	-	0	1,2
Skirmisher	Unprotected	Heavy Art		Shy			2	
NLY BEFORE 1453 C	E)							
CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	0	1,2
Formed Loose	Protected	-					2	1,4
INFANTRY	Average	Experienced	_		65	Combat Shy (-22)	2	1,2
				-	();)			1.7
	Tribal Loose CAVALRY Skirmisher CAVALRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher ARTILE WAGONS Formed Loose ARTILLERY Skirmisher ARTILLERY Skirmisher ARTILLERY CAVALRY Formed Loose	Tribal Loose CAVALRY Average Skirmisher Unprotected CAVALRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Frotected AVERAGE BATTLE WAGONS Formed Loose BATTLE WAGONS Formed Loose ARTILLERY Average Skirmisher Unprotected ARTILLERY Average Skirmisher Unprotected ARTILLERY Skirmisher Unprotected	Tribal Loose Unprotected Javelin CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Unprotected Firearm BATTLE WAGONS Average Experienced Formed Loose Protected Crossbow BATTLE WAGONS Average Experienced Formed Loose Protected Crossbow BATTLE WAGONS Average Experienced Formed Loose Protected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Heavy Art NLY BEFORE 1453 CE) CAVALRY Superior Formed Loose Protected -	Tribal Loose Unprotected Javelin CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Protected Firearm BATTLE WAGONS Average Experienced Formed Loose Protected Crossbow BATTLE WAGONS Average Experienced Formed Loose Protected Crossbow BATTLE WAGONS Average Experienced Formed Loose Protected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Heavy Art NLY BEFORE 1453 CE) CAVALRY Superior Formed Loose Protected Charging Lancer	Tribal Loose Unprotected Javelin CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Protected Firearm BATTLE WAGONS Average Experienced Formed Loose Protected Crossbow BATTLE WAGONS Average Experienced Formed Loose Protected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Light Art ARTILLERY Superior Skirmisher Unprotected Heavy Art Combat Shy CAVALRY Superior Formed Loose Protected - Charging Lancer Charging Lancer	Tribal Loose Unprotected Javelin CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Protected Firearm BATTLE WAGONS Average Experienced Formed Loose Protected Crossbow BATTLE WAGONS Average Experienced Formed Loose Protected Crossbow BATTLE WAGONS Average Experienced Formed Loose Protected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Firearm Average Experienced Skirmisher Unprotected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Light Art Shy NLY BEFORE 1453 CE) CAVALRY Formed Loose Protected - Charging Lancer - 147	Tribal Loose Unprotected Javelin CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Unprotected Firearm INFANTRY Average Experienced Skirmisher Protected Firearm BATTLE WAGONS Average Experienced Formed Loose Protected Crossbow Formed Loose Protected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Light Art ARTILLERY Average Experienced Ski	Tribal Loose Unprotected Javelin Short Spear - 25

ALLIES

Serbian allies - Serbian Empire (before 1447 CE)

Wallachian allies



Notes

*One base of war wagons in a TuG may be regraded to include light artillery.

German armigeri dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of equivalent quality.

Maxima and minima apply to the Hungarian nobles, an equal number of lesser nobles must be taken.

A Bosnian contingent must be commanded by a Bosnian sub-general who may only command Bosnian troops. Bosnian troops are only mandatory if a contingent is taken. A Bosnian contingent cannot be used with allies.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION