



KINGS IN THE NORTH

AUTHORISED ARMY LISTS FOR

**MORTEM
ET GLORIAM**



ARMY LISTS

KINGS IN THE NORTH

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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: $\frac{1}{4}$ to $\frac{3}{4}$ of Turcomans must be upgraded from Experienced to Skilled shooting. An internal ally might have all Experienced as long as the army as a whole has $\frac{1}{4}$ to $\frac{3}{4}$ Skilled.
5. They can thereafter take any troops up to the maximum to create the rest of the allied contingent.

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

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

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

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

FRIENDLY AND SCENARIO GAMES

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

HISTORICAL INTRODUCTION

ENGLAND

The Norman conquest had a profound effect on England. Within twenty years of the conquest the English ruling class had been almost entirely dispossessed and replaced by Norman landholders, who also monopolised all senior positions in the government and the Church. The use of the Anglo-Norman language, a dialect of Old Norman French, by the aristocracy endured until the 15th century. Throughout this period many nobles held lands in France as well as England.

Henry I, the fourth son of William I the Conqueror, succeeded his elder brother William II as King of England in 1100. The loss of his son in 1120 led to a succession problem. Henry had required the leading barons, ecclesiastics and officials in Normandy and England, to take an oath to accept Matilda as his heir. Upon Henry's death in 1135, the Norman and English barons ignored Matilda's claim to the throne and Stephen, Henry's favourite nephew, was anointed king. In the autumn of 1139, Matilda invaded England. Civil war was to last until 1153 while her husband, Geoffrey V of Anjou, conquered Normandy.

Stephen was captured in 1141 after the Battle of Lincoln. He was eventually released in exchange for Robert of Gloucester. A coronation of both Stephen and Matilda was held at Christmas 1141. This did not stop the warfare. In 1153, Stephen's son Eustace died. Stephen agreed the Treaty of Winchester where Matilda's son, the future Henry II, was recognised as Stephen's heir. Stephen's remaining son, William, would do homage to Henry and was confirmed as the Earl of Surrey and Count of Boulogne.

The reign of Henry II represents a reversion in power back from the barony to the monarchy. Henry's successor, Richard I "the Lion Heart", was preoccupied with foreign wars, taking part in the Third Crusade, being captured while returning and pledging fealty to the Holy Roman Empire as part of his ransom, and defending his French territories against Philip II of France. His successor, his younger brother John, lost much of those territories including Normandy following the disastrous Battle of Bouvines in 1214.

Over the course of his reign a combination of higher taxes, unsuccessful wars and conflict with the Pope had made King John unpopular with his barons, and in 1215 some of the most important decided to rebel against him. He met their leaders along with their French and Scot allies at Runnymede, near London on 15 June 1215 to seal the Great Charter (Magna Carta), which imposed legal limits on the king's personal powers. Because he had sealed under duress, however, John received approval from the Pope to break his word as soon as hostilities had ceased, provoking the First Barons' War.

John's son, Henry III, was only 9 years old when he became king. He reigned from 1216 to 1272. He spent much of his reign fighting the barons over the Magna Carta and the royal rights and was eventually forced to call the first "parliament" in 1264. He was also unsuccessful on the Continent, where he endeavoured to re-establish English control over Normandy, Anjou, and Aquitaine.

The Second Barons' War, 1264 to 1267, was a civil war in England between the forces of a group of barons led by Simon de Montfort against Royalist forces led by Prince Edward (later Edward I of England), in the name of Henry III. Simon de Montfort was killed at the Battle of Evesham in 1265.

The reign of Edward I, 1272–1307, was rather more successful. He conquered Wales and attempted to use a succession dispute to gain control of the Kingdom of Scotland, though this developed into a costly and drawn-out military campaign. His son, Edward II, proved a disaster. Meanwhile, the Scottish leader Robert Bruce began retaking all the territory conquered by Edward I. In 1314, the English army was disastrously defeated by the Scots at the Battle of Bannockburn. Edward's downfall came in 1326 when his wife, Queen Isabella, invaded England with her lover, Roger Mortimer. Edward was captured, deposed, and his 14-year-old son crowned. At age seventeen, Edward killed Mortimer and began his personal reign. After defeating the Scots in battle, he declared himself rightful heir to the French throne. This started what would become known as the Hundred Years' War.

In 1381, a Peasants' Revolt led by Wat Tyler spread across large parts of England. It was suppressed by Richard II. His autocratic and arrogant methods served to alienate the nobility and his forceful dispossession in 1399 by Henry IV increased the turmoil. Henry spent much of his reign defending himself against plots, rebellions, and assassination attempts. In 1400, Owain Glyndŵr, declared himself Prince of Wales. The king's success in putting down this rebellion was due partly to the military ability of his eldest son, Henry of Monmouth, who later became Henry V. The final defeat of the uprising represents the last major armed attempt by the Welsh to throw off English rule.

Henry V's son, Henry VI, became king in 1422 as an infant. When England lost the Hundred Years' War in August 1453, Henry fell into a period of mental breakdown that lasted until Christmas 1454. With his inability to control the feuding nobles, civil war began in 1455. The conflicts are known as the Wars of the Roses, and although the fighting was very sporadic there was a breakdown in the authority and power of the crown. Henry's cousin, who deposed Henry in 1461 and became Edward IV, went a little way to restoring the power of the Crown. Edward defeated the Lancastrians at the Battle of Mortimer's Cross. He was briefly expelled from the throne in 1470–1471 when Richard Neville, Earl of Warwick, brought Henry back to power. Six months later, Edward defeated and killed Warwick in battle and reclaimed the throne.

Edward died in 1483, only 40 years old. The king's brother Richard, Duke of Gloucester usurped the throne. The two sons of Edward were imprisoned in the Tower of London and never seen again. In the summer of 1485, Henry Tudor, the last Lancastrian male, landed in England from his exile in France. He defeated and killed Richard in battle at Bosworth Field on 22 August of that year and became king as Henry VII. Henry's hold on power was tenuous for most of his reign. He had to defeat several risings led by Yorkist pretenders, the first in 1487 at the Battle of Stoke. In 1497 he

defeated Cornish rebels and the rest of his reign was relatively peaceful. When the king himself died in 1509, the position of the Tudors was secure at last, and his son succeeded him unopposed.

WALES

At the time of the Norman conquest of England in 1066, the dominant ruler in Wales was Bleddyn ap Cynfyn, who was king of Gwynedd and Powys. The initial Norman successes were in the south, where William Fitz Osbern overran Gwent before 1070. In the south William the Conqueror advanced into Dyfed founding castles and mints at St David's and Cardiff. In 1094 there was a general Welsh revolt against Norman rule. Gruffudd ap Cynan was eventually able to build a strong kingdom in Gwynedd. His son, Owain Gwynedd, allied with Gruffydd ap Rhys of Deheubarth won a crushing victory over the Normans at the Battle of Crug Mawr in 1136 and annexed Ceredigion. Powys also had a strong ruler at this time in Madog ap Maredudd, but soon after his death in 1160 Powys was split into two parts and never subsequently reunited.

In the south Rhys ap Gruffydd ruled from 1155 to 1197. In 1171 Rhys met King Henry II and came to an agreement with him whereby Rhys had to pay a tribute but was confirmed in all his conquests and was later named Justiciar of South Wales. The death of Owain Gwynedd led to a power struggle. Llywelyn Fawr (the Great) emerged. He was sole ruler of Gwynedd by 1200 and, by his death in 1240, effective ruler of much of Wales. After a period of internal conflict Llywelyn ap Gruffydd emerged and his control of a large part of Wales was confirmed by the Treaty of Montgomery in 1267. However, Llywelyn's claims in Wales conflicted with Edward I of England, and war followed in 1277. By 1283 the English effectively ruled all of Wales. The Statute of Rhuddlan restricted Welsh laws and King Edward I's ring of impressive stone castles assisted in the domination of Wales, and he crowned his conquest by giving the title Prince of Wales to his son and heir in 1301.

There were several rebellions. In 1400, a Welsh nobleman, Owain Glyndŵr revolted against King Henry IV of England. Owain inflicted several defeats on the English forces and for a few years controlled most of Wales. Eventually the king's forces could regain control of Wales and the rebellion died out.

In the Wars of the Roses both sides made considerable use of Welsh troops. In 1485 Henry Tudor landed in Wales with a small force to launch his bid for the throne of England. Henry was of Welsh descent, counting princes such as Rhys ap Gruffydd among his ancestors, and his cause gained much support in Wales. Henry defeated King Richard III of England at the Battle of Bosworth with an army containing many Welsh soldiers and gained the throne as King Henry VII of England.

SCOTLAND

The kingdom of Alba emerged in the 10th century CE. The term Scotia was increasingly used to describe the kingdom north of the Forth and Clyde and eventually the entire area controlled by its kings was referred to as Scotland. In 1040 MacBeth was overthrown by Máel Coluim who became

Malcolm III. His dynasty ruled Scotland for the following two centuries. His second marriage was to the Anglo-Hungarian princess Margaret. This marriage, and raids on northern England, prompted William the Conqueror to invade. Malcolm III submitted to his authority, opening up Scotland to later claims of sovereignty by English kings. Shortly after 1097, Malcolm's son Edgar concluded a treaty with the King of Norway, Magnus Bare Legs recognizing Norwegian authority over the Western Isles. In practice Norse control of the Isles was loose, with local chiefs enjoying a high degree of independence.

When David I came to the throne in 1124 he had spent most of his life as an English baron. Many native institutions and personnel were replaced by English and French ones, underpinning the development of later Medieval Scotland. Members of the Anglo-Norman nobility took up places in the Scottish aristocracy and he introduced a system of feudal land tenure. The reforms gave greater authority to the Scottish throne and Alexander III was able to annex the remainder of the western seaboard by 1266.

The death of king Alexander III in 1286 and his heir, Margaret, in 1290 left 14 rivals for succession. To prevent civil war the Scottish magnates asked Edward I of England to arbitrate, for which he extracted legal recognition that the realm of Scotland was held as a feudal dependency to the throne of England. He chose John Balliol, the man with the strongest claim, who became king in 1292. Over the next few years Edward I used the concessions he had gained to systematically undermine both the authority of King John and the independence of Scotland. In 1295 the Scots entered an alliance with France.

In 1296 Edward invaded Scotland, deposing King John. The following year William Wallace and Andrew de Moray raised forces to resist the occupation and under their joint leadership an English army was defeated at the Battle of Stirling Bridge. For a short time, Wallace ruled Scotland in the name of John Balliol as Guardian of the realm. Edward came north in person and defeated Wallace at the Battle of Falkirk in 1298.

In 1306, Robert the Bruce, grandson of Robert Bruce who had been John Balliol's main rival was crowned as King. However, Edward's forces overran the country after defeating Bruce's small army at the Battle of Methven. Slowly his support strengthened, and English control of the country was reduced to the castles at Bothwell and Stirling. Edward II sent an army to break the siege of Stirling Castle and reassert control. Robert defeated that army at the Battle of Bannockburn in 1314. It wasn't until 1328 that Edward III signed the Treaty of Edinburgh–Northampton acknowledging Scottish independence under the rule of Robert the Bruce. Even then the English attempted to restore Edward Balliol, son of John, to the throne. Despite defeats at Dupplin Moor and Halidon Hill the Scottish resisted attempts to place Balliol on the throne. Edward III lost interest after the outbreak of the Hundred Years' War.

Robert II, the first of the Stewart kings, came to the throne in 1371. In 1406 Robert III sent his younger son and heir, the future James I, to France but he was captured en-route by the English and spent the next 18 years as a prisoner held for ransom. Scotland was ruled by regents after the death of Robert III until 1424. James I was assassinated in 1437 leaving his infant son as King. In 1468 the last significant acquisition of Scottish territory occurred when James III was engaged to Margaret of Denmark, receiving the Orkney Islands and the Shetland Islands in payment of her dowry. With

the death of James III in 1488 at the Battle of Sauchieburn, his successor James IV successfully ended the quasi-independent rule of the Lord of the Isles, bringing the Western Isles under effective Royal control for the first time.

In 1503, James IV married Margaret Tudor, daughter of Henry VII of England, thus laying the foundation for the 17th century Union of the Crowns. In 1512 the Auld Alliance was renewed and under its terms, when the French were attacked by the English under Henry VIII, James IV invaded England in support. The invasion was stopped decisively at the Battle of Flodden Field during which the King, many of his nobles, and many ordinary troops were killed.

IRELAND

Viking power in Ireland declined after the Battle of Clontarf in 1014 but the towns which Vikings had founded continued to flourish, and trade became an important part of the Irish economy. By the 12th century, Ireland was divided politically into a shifting hierarchy of petty kingdoms and over-kingdoms.

When King Diarmait Mac Murchada of Leinster was forcibly exiled. He fled to Aquitaine and obtained permission from Henry II to recruit Norman knights to regain his kingdom. Several counties were restored to the control of Diarmait, who named his son-in-law, the Norman Richard de Clare, known as Strongbow, heir to his kingdom. This troubled King Henry who with papal authority landed in Waterford in 1171. He awarded his Irish territories to his younger son John. When John succeeded to the English throne, the “Lordship of Ireland” fell directly under the English crown.

The Normans initially controlled the entire east coast, from Waterford to eastern Ulster, and penetrated a considerable distance inland as well. King John, who visited Ireland in 1185 and 1210, helped consolidate the Norman-controlled areas, while ensuring that the many Irish kings swore fealty to him. However, the English kings from John onwards wanted to ensure the Norman lords did not become too powerful. By 1261 the weakening of the Normans had become manifest when Fineen MacCarthy defeated a Norman army at the Battle of Callann. Warfare continued between the different lords and earls for about 100 years, causing much destruction, especially around Dublin.

The Black Death in 1348 hit the English inhabitants of Ireland harder than it did the native Irish who lived in dispersed settlements. After it had passed, Gaelic Irish language and customs came to dominate the country again. The English-controlled territory shrank to a fortified area around Dublin. By the end of the 15th century, central English authority in Ireland had almost disappeared. England’s attentions were diverted by the Wars of the Roses.

The Fitzgerald dynasty of Kildare, who had become the effective rulers of Ireland in the 15th century were unreliable allies of the Tudor monarchs. They had invited Burgundian troops into Dublin to crown the Yorkist pretender, Lambert Simnel, as King of England in 1487. The power of the

Dublin government was seriously curtailed by the introduction of Poynings' Law in 1494 which essentially put the Irish Parliament under the control of the Westminster Parliament.

From 1536, Henry VIII decided to conquer Ireland and bring it under crown control.

JARLS OF ORKNEY

A Norse jarl ruling Norðreyjar (Orkney, Shetland, Caithness and Sutherland) originated following Norse invasions in the 9th century. The status of Norðreyjar as a Norwegian vassal was formalised in 1195. The position of Jarl of Orkney was the most senior rank in mediaeval Norway except for the king himself. Orkney and Shetland only became part of Scotland in 1472.

KINGDOM OF THE ISLES AND THE ISLE OF MAN

The Kingdom of the Isles comprised the Hebrides, the islands of the Firth of Clyde, the Isle of Man and some coastal areas of the Scottish mainland. In the 9th century the references to the Gallgáedil (i.e. "foreign Gaels") first appear. These were individuals of Scandinavian-Celtic descent.

According to the Orkneyinga Saga, in about 872 Harald Fairhair became King of a united Norway and many of his opponents fled to the islands of Scotland including the Hebrides of the west coast, and the Northern Isles. Harald pursued his enemies and incorporated the Northern Isles into his kingdom in 875 and then, perhaps a little over a decade later, the Hebrides as well. When local Viking chieftains of the Hebrides rebelled Harald sent Ketill Flatnose to subdue them, which he did quickly, but then he declared himself an independent "King of the Isles", a title he retained for the rest of his life.

In 990 Sigurd the Stout, Earl of Orkney took control of the Hebrides. Control was lost around 1079 to Crovan (see below) but Magnus Barelegs re-established direct Norwegian overlordship by 1098. Control was lost again to the Kingdom of Mann and the Isles from around 1113. After the collapse of rule from Mann, the "Lords of the Isles" ruled the islands subject to Norway and mainland subject to Scotland. The Hebrides passed to Scotland in 1266. The final "Lord" was executed in 1493.

The Norse may have taken the Isle of Man in 877 and they certainly held it by 900. From around 990 to 1079 the Isle of Man was subject either to the Earls of Orkney or the Kings of Dublin. Godred Crovan subdued Dublin and a great part of Leinster and in around 1079 created the Kingdom of Mann and the Isles. It included the south-western isles of Scotland. The islands under his rule were called the south isles (as opposed to the north isles i.e. Orkney and Shetland). The kingdom survived until 1164.

In 1290 King Edward I of England sent Walter de Huntercombe to seize possession of Mann, and it remained in English hands until 1313. After 1346 King David II agreed to hand over the island to Edward III. This followed a confused period of English and Scottish rule until the island came into the possession of Henry IV. In 1406 he granted it on a feudatory basis to the Stanley family who controlled the island until the 18th century.



MAXIMUS ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAXIMUS

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

CAMPS

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

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

UGs

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

NOTES

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

JARLS OF ORKNEY



1014 TO 1472 CE

HISTORICAL NOTES

This list covers the armies of the Jarls (Earls) of Orkney from the death of Sigurd the Stout at the Battle of Clontarf until the incorporation of Orkney and Shetland into Scotland. The inhabitants of Orkney and Shetland were Norse colonists who either expelled or absorbed the previous Pictish inhabitants. The Jarls were vassals to the King of Norway. At times they controlled or had nominal control over parts of Caithness, Moray and Ross as well as the Scottish isles down to the Isle of Man. Some of their mainland territories they held as vassals of the King of Scotland. Often every son considered themselves as equal contenders for the earldom.

TROOP NOTES

It is assumed that the Orkney and Shetland islands provided the core of the Jarl's forces and were essentially Viking in fighting style. Contingents could also be drawn from the Isles and mainland.

HISTORICAL ENEMIES

Viking; Early Scots; Norse-Irish

JARLS OF ORKNEY



ARMY COMMANDER		1	Any Instinctive		DATES		1014 CE to 1472 CE		
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Coastal		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive, up to 1 Norse, up to 1 Highland		CAMP		Unfortified or Flexible; Poor or Average		
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Orkney and Shetlander Norse huscarls	INFANTRY	Superior	-	2-H Cut-Crush	Shove, Shieldwall	140	Integral Shooters (8), Dismountable (14)	0	6
	Tribal Close	Protected	-					12	
Orkney and Shetlander Norse hird	INFANTRY	Average	-	Short Spear	Shove, Shieldwall	75	Integral Shooters (6)	24	6,8,9
	Tribal Close	Protected	-					96	
ISLESMEN - MIXED TUGS OF 6 OR 9 CONSISTING OF 1/3 BEST ISLESMEN AND 2/3 ISLESMEN									
Best islesmen	INFANTRY	Average	-	2-H Cut-Crush	Devastating Chargers	92	-	3	6,9
	Tribal Loose	Protected	-					9	
Islesmen	INFANTRY	Average	-	-	Devastating Chargers	39	-	6	
	Tribal Loose	Unprotected	-					18	

Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					12	
HIGHLANDERS									
MIXED TUGS CONSISTING OF 2/3 GENTRY AND CEITHERN AND 1/3 CEITHERN WITH BOW									
Gentry and ceithern	INFANTRY	Average	-	-	Devastating Chargers	60	-	0	6,9
	Tribal Loose	Protected	-					18	
Ceithern with bow	INFANTRY	Average	Charge Only	-	Devastating Chargers	71	-	0	
	Tribal Loose	Protected	Bow					9	

Highland archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6
	Skirmisher	Unprotected	Bow					6	

JARLS OF ORKNEY



NOTES

Huscarls that do not have the dismountable characteristic and hird may be mixed in the same TuG of 6,8 or 9 elements. If used, elements of huscards and hird must be easily distinguished. Up to 2 TuGs of highlanders may be commanded by Orkney generals. A highland ally general can command only Highlanders.

CHANGES FROM LAST VERSION

None.

KINGDOM OF THE ISLES



1079 TO 1493 CE

HISTORICAL NOTES

This list covers armies from the Kingdom of the Isles from when control was lost by the Earls of Orkney until the final "Lord of the Isles" was executed in 1493.

TROOP NOTES

Islesmen tactics and fighting techniques were originally Viking. The appearance of the best islesmen would be like Vikings with mail shirts, kite shields, carrying large swords and axes. The Lewis Chessmen may give a clue to the appearance of the majority of Islesmen warriors, equipped with the axe but lacking body armour. The Islemen were known as Gallgáedil (i.e. "foreign Gaels") in Ireland. The Islesmen also ruled areas of the highland coastline whose inhabitants were originally Pictish. The nobles appear to have used axes. The highlanders also appear to have made extensive use of the bow. 2,000 longbows were acquired by Highlanders in 1298 CE. Highland archers serving as part of a Scots national army in pitched battles against the English were outshot and swept away by English longbowmen.

HISTORICAL ENEMIES

Early Scots; Norse-Irish; Feudal Scottish; Medieval Scottish; Late Medieval Scottish; Post-Viking Scandinavian

KINGDOM OF THE ISLES



ARMY COMMANDER	1	Any Instinctive	DATES	1079 CE to 1493 CE
SUB-GENERALS	0-3	Any Instinctive, Islemen or Highland	TERRAIN	Coastal, Mountains
INTERNAL ALLIED GENERALS	0-3	Any Instinctive, up to 1 Islemen, up to 1 Galwegian, 2 Highland	CAMP	Unfortified or Mobile; Poor or Average

ISLESMEN									
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
ISLESMEN - MIXED TUGS OF 6 OR 9 CONSISTING OF 1/3 BEST ISLESMEN AND 2/3 ISLESMEN									
Best islesmen	INFANTRY	Average	-	2-H Cut-Crush	Devastating Chargers	92	-	6	6,9
	Tribal Loose	Protected	-					24	
Islesmen	INFANTRY	Average	-	-	Devastating Chargers	39	-	12	
	Tribal Loose	Unprotected	-					48	

Irish mercenaries	INFANTRY	Average	Experienced	Short Spear	-	50	Fleet of Foot (6)	0	6,8,9
	Formed Loose	Unprotected	Javelin					18	
HIGHLANDERS									
MIXED TUGS CONSISTING OF 2/3 GENTRY AND CEITHERN AND 1/3 CEITHERN WITH BOW									
Gentry and ceithern	INFANTRY	Average	-	-	Devastating Chargers	60	-	0	6,9
	Tribal Loose	Protected	-					18	
Ceithern with bow	INFANTRY	Average	Charge Only	-	Devastating Chargers	71	-	0	
	Tribal Loose	Protected	Bow					9	
Regrade ceithern with longbow (from 1298 CE)	INFANTRY	Average	Charge Only	-	Devastating Chargers	81	-		
	Tribal Loose	Protected	Powerbow					Any	

KINGDOM OF THE ISLES



Highland archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					12	
Highland skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
Highland rabble	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	8,9,10
	Tribal Loose	Unprotected	Javelin					16	
GALWEGIAN CONTINGENT (BEFORE 1161 CE)									
Galwegian warriors	INFANTRY	Average	-	-	Devastating Chargers	39	Fleet of Foot (6)	9	6,8,9
	Tribal Loose	Unprotected	-					18	
Warriors mounted on ponies	INFANTRY	Average	-	-	Devastating Chargers, Dismountable	46	-	0	6,8,9
	Tribal Loose	Unprotected	-					9	

ALLIES

Jarls of Orkney allies - (before 1266 CE)

NOTES

Galwegian ally generals can command only and all Galwegians. Minima and maxima apply only to that contingent. Highland generals can command only highlanders. Islesmen can command highlanders.

Best islesmen and islesmen must be easily distinguished.

CHANGES FROM LAST VERSION

None.

ANGLO NORMAN



1087 TO 1154 CE

HISTORICAL NOTES

This list covers Anglo-Norman armies until the death of King Stephen.

TROOP NOTES

After achieving the conquest with a largely mercenary army, William parcelled England out to his barons on a feudal basis. The total number of knights enfeoffed appears to have been between 4,000 and 7,000. In this period household knights remained an important element of the army. Feudal service is thought to have been required for 60 days at first, but this was subsequently reduced to 40 days. Other troops were raised by granting money-fiefs and contingents from the crown's continental possessions.

In addition to knights were tenants of less than knightly status who by the 12th century are referred to as sergeants. They serve as infantry with spear, axe, or bow. They were usually used to deal with local emergencies and continued to serve for a 60-day period. Although the term "fyrd" disappears, there remained an obligation on all freemen to serve for 40 days. Town militias are also mentioned in the sources.

Mercenaries continued to be used. These included Flemish, French and Bugundians but also Welshmen. Mercenaries were often paid from Danegeld, a tax which continued throughout this period.

Muntatores were specialist English feudal light cavalry of the Welsh marches in mail haubergeon and helmet, armed with lance and sword but no shield.

HISTORICAL ENEMIES

Early Scots; Anglo Norman; Medieval Welsh; Feudal Scottish; Feudal French

ANGLO NORMAN



ARMY COMMANDER		1	Any Instinctive		DATES		1087 CE to 1154 CE		
SUB-GENERALS		0-3	Any Instinctive; Up to 1 Professional (Flemish)		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive (from 1135 CE)		CAMP		Unfortified or Flexible; Poor or Average		
TYPE									
TRAINING AND		QUALITY		SHOOTING SKILL		MELEE		MANDATORY	
FORMATION		PROTECTION		WEAPONRY		WEAPONRY		CHARACTERISTICS	
NAME		PTS		BASE		OPTIONAL		MIN	
		MAX		UG SIZE					
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32), Dismountable (7)	0	4,6
	Formed Loose	Protected	-					8	
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23), Dismountable (5)	8	4,6
	Formed Loose	Protected	-					18	
Marcher muntatores	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	0	4,6
	Formed Flexible	Protected	-					6	
Foot sergeants	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	8	6,8
	Formed Close	Protected	-					32	
Town militia	INFANTRY	Average	-	Short Spear	-	62	Combat Shy (-22)	0	6,8
	Tribal Close	Protected	-					16	
Levied militia	INFANTRY	Poor	-	Short Spear	-	25	-	0	6,8
	Tribal Close	Unprotected	-					32	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	6,8
	Formed Loose	Unprotected	Bow					16	
Welsh foot	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	6,8,9
	Tribal Loose	Unprotected	-					18	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					9	

ANGLO NORMAN



FLEMISH CONTINGENT (KING STEPHEN FROM 1135 TO 1154 CE)

Flemish knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32), Dismountable (7)	4	4,6
	Formed Loose	Protected	-					6	
Flemish mercenary foot	INFANTRY	Average	-	Long Spear	-	86	-	4	6,9
	Formed Close	Protected	-					18	

ALLIES

French allies - Feudal French

NOTES

Knights dismount as Formed Close, Protected, Short Spear, Melee Expert of equivalent grade.

French allies cannot be used with Marcher or Welsh troops.

A Flemish contingent must be commanded by a Flemish general who can only command Flemish troops.

CHANGES FROM LAST VERSION

None.

MEDIEVAL WELSH



1094 TO 1410 CE

HISTORICAL NOTES

This list covers Welsh armies from the general revolt in 1094 until the defeat of Owain Glyndŵr.

TROOP NOTES

Military service was expected of all able-bodied Welshmen and was deemed a privilege rather than an obligation. The spear is described as long but was thrown on occasion. The nucleus of a Prince's army was his teulu, a band of mounted retainers drawn from the nobility. In 1136 the Welsh fielded 2,000 horse and 6,000 foot under Gruffydd ap Rhys. Irish mercenaries were used on occasion.

Welsh archers start to appear at the end of 11th century, possibly in response to the Normans. Even in the 12th century they are described as inflicting deep and savage wounds.

HISTORICAL ENEMIES

Anglo Norman; Medieval Welsh; Feudal English; Medieval English

MEDIEVAL WELSH



ARMY COMMANDER	1	Any Instinctive	DATES	1094 CE to 1410 CE
SUB-GENERALS	0-1	Any Instinctive	TERRAIN	Coastal, Mountains
INTERNAL ALLIED GENERALS	0-3	Any Instinctive (up to 1 Marcher, 2 Welsh)	CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Uchelwyr	CAVALRY		Superior	Experienced	-	Melee Expert	157	-	0	4,6
	Formed Loose		Protected	Javelin					20	
Regrade uchelwyr (from 1150 CE)	CAVALRY		Average	-	Charging Lancer	Melee Expert	128	-	0	4,6
	Formed Loose		Protected	-					6	
Upgrade uchelwyr in armour (from 1150 CE)	CAVALRY		Average	-	Charging Lancer	-	132	Melee Expert (29)	0	4
	Formed Loose		-/Fully Armoured	-					4	
Welsh spearmen	INFANTRY		Average	-	Short Spear	-	38	Fleet of Foot (6)	18	6,8,9
	Tribal Loose		Unprotected	-					90	
Best Welsh spearmen	INFANTRY		Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	9	6,8,9
	Tribal Loose		Unprotected	-					36	
Cynan or Merioneth spearmen	INFANTRY		Average	Experienced	Short Spear	-	44	Melee Expert (10), Fleet of Foot (6)	0	6,8,9
	Tribal Loose		Unprotected	Javelin					18	
Welsh archers	INFANTRY		Average	Experienced	-	-	48	Fleet of Foot (6), Combat Shy (-14)	12	6,8
	Tribal Loose		Unprotected	Bow					80	
Upgrade archers (before 1200 CE)	INFANTRY		Average	Experienced	-	-	63	Fleet of Foot (6), Combat Shy (-14)		6,8
	Tribal Loose		Unprotected	Powerbow					Up to half	
Upgrade archers (from 1200 CE)	INFANTRY		Average	Experienced	-	-	63	Fleet of Foot (6), Combat Shy (-14)		6,8
	Tribal Loose		Unprotected	Powerbow					All	
Welsh javelinmen	INFANTRY		Average	Experienced	-	-	29	Melee Expert (8)	0	6,9
	Skirmisher		Unprotected	Javelin					36	
Skirmishing archers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow					36	

MEDIEVAL WELSH



MARCHER CONTINGENT (FROM 1150 CE)

TUGS 1/2 KNIGHTS AND 1/2 SERGEANTS

Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	2	4
	Formed Loose	-/Fully Armoured	-					2	
Sergeants	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

Marcher muntatores	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	0	4,6
	Formed Flexible	Protected	-					6	
Marcher spearmen	INFANTRY	Average	-	Short Spear	-	44	Melee Expert (10)	6	6,8,9
	Formed Loose	Unprotected	-					9	

ALLIES

Irish mercenary allies - Norse-Irish (until 1150 CE)

NOTES

Internal allied contingents must be either Northern Welsh, Southern Welsh or Marcher. Northern Welsh contingents do not need to take archers and spearmen must outnumber archers/skirmishing archers by 2:1. Southern Welsh contingents do not need to take spearmen or best spearmen and archers/skirmishing archers must outnumber spearmen/best spearmen by 2:1. Marcher allies draw their troops from the Marcher contingent. Marcher troops can only be commanded by a Marcher allied general. Irish and Marcher allies cannot be used together.

Minima and maxima are for Marcher knights. An equal number of sergeants must be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

FEUDAL SCOTTISH



1124 TO 1305 CE

HISTORICAL NOTES

This list covers Scottish armies from the reforms of David until the coronation of Robert the Bruce.

TROOP NOTES

Knights remained a small component of the army. The largest part of any Scottish force during this period was provided by the "Common Army". This consisted of poorly equipped farmers equipped with a 12 foot spear and a small shield. They were good at resisting cavalry but vulnerable to bowfire. Bows and axes were also used.

HISTORICAL ENEMIES

Kingdom of the Isles; Anglo Norman; Feudal Scottish; Feudal English; Later Norse-Irish; Post-Viking Scandinavian

FEUDAL SCOTTISH



ARMY COMMANDER	1	Any Instinctive	DATES	1124 CE to 1305 CE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Coastal, Mountains
INTERNAL ALLIED GENERALS	0-1	Any Instinctive (up to 1 Galwegian)	CAMP	Unfortified or Mobile; Poor or Average

Type									
Name	Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base Pts	Optional Characteristics	Min Max	Uq Size
Knights and sergeants	CAVALRY	Average	-	Charging Lancer	-	105	Devastating Chargers (13), Melee Expert (23)	4	4,6
	Formed Loose	Protected	-					8	
Lowland Scots yeomen	INFANTRY	Average	-	Long Spear	-	50	Orb (1), Dismountable (6)	36	6,8,9
	Tribal Close	Unprotected	-					90	
Upgrade yeomen	INFANTRY	Average	-	Long Spear	-	76	Orb (2), Dismountable (10)	0	*see note
	Tribal Close	Protected	-					18	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					12	
"Small folk"	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	8,9,10
	Tribal Loose	Unprotected	Javelin					20	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
Galwegian Contingent (Before 1162 CE)									
Galwegian warriors	INFANTRY	Average	-	-	Devastating Chargers	39	Fleet of Foot (6)	9	6,8,9
	Tribal Loose	Unprotected	-					18	
Warriors mounted on ponies	INFANTRY	Average	-	-	Devastating Chargers, Dismountable	46	-	0	6,8,9
	Tribal Loose	Unprotected	-					9	
Mixed TUGs consisting of 2/3 Gentry and Ceithern and 1/3 Ceithern with Bow									
Gentry and ceithern	INFANTRY	Average	-	-	Devastating Chargers	60	-	0	6,9
	Tribal Loose	Protected	-					18	
Ceithern with bow	INFANTRY	Average	Charge Only	-	Devastating Chargers	71	-	0	
	Tribal Loose	Protected	Bow					9	

FEUDAL SCOTTISH



Highland archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					12	
Highland skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
Highland rabble	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	8,9,10
	Tribal Loose	Unprotected	Javelin					16	

ALLIES

Islemen allies - Kingdom of the Isles

NOTES

* Upgraded yeoman can form 1/3 of any Yeoman TuG and be deployed as a front rank (UG size must be 6 or 9).

Galwegian ally generals can command only and all Galwegians. Minima apply to Galwegians only if they are taken.

Up to 3 TuGs may take the Obstacles characteristic.

CHANGES FROM LAST VERSION

None.

FEUDAL ENGLISH



1154 TO 1320 CE

HISTORICAL NOTES

This list covers English armies from Henry II to Edward I. It excludes English armies comprised of Feudal contingents fighting in France.

TROOP NOTES

During this period the number of knights in household contingents declines and the number of knights supplied through subinfeudation, where a portion of an estate was granted by a feudal tenant to a subtenant, increases. There was also a rise in scutage, paying money in lieu of service. Gradually the armour of knights increased, and horses start to become barded. The date for switching knights to fully armoured rather than protected is arbitrary.

Plantagenet armies continued to rely on mercenaries as well as Feudal troops.

English kings quickly saw the military potential of Welsh archers and the use of the longbow increased over this period.

HISTORICAL ENEMIES

Medieval Welsh; Feudal Scottish; Feudal English; Northern Medieval French

FEUDAL ENGLISH



ARMY COMMANDER		1	Any		DATES		1154 CE to 1320 CE			
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Coastal			
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Flexible; Poor or Average			
TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL		MELEE		MANDATORY		
FORMATION		PROTECTION		WEAPONRY		WEAPONRY		CHARACTERISTICS		
NAME						PTS		OPTIONAL		
								MIN		
								MAX		
								UG SIZE		
Royal household knights		CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
		Formed Loose	-/Fully Armoured	-					4	
TUGS 1/2 KNIGHTS AND 1/2 SERGEANTS										
Knights		CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	4	4,6
		Formed Loose	-/Fully Armoured	-					12	
Sergeants		CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23)	=	
		Formed Loose	Protected	-					=	

Flemish knights		CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (29)	0	4
		Drilled Loose	-/Fully Armoured	-					4	
Marcher muntatores		CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	0	4,6
		Formed Flexible	Protected	-					6	
Replace muntatores with hobilar		CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23), Dismountable (5)		4,6
		Formed Loose	Protected	-					All or none	
Welsh mercenary cavalry		CAVALRY	Average	-	Charging Lancer	Melee Expert	128	-	0	4,6
		Formed Loose	Protected	-					6	
Marcher spearmen		INFANTRY	Average	-	Short Spear	-	44	Melee Expert (10)	0	6,8,9
		Formed Loose	Unprotected	-					9	
Mercenary crossbowmen		INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8
		Drilled Loose	Protected	Crossbow					8	
Archers		INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	6,8
		Formed Loose	Unprotected	Bow					24	

FEUDAL ENGLISH



Longbowmen (only from 1200 CE)	INFANTRY	Average	Experienced	-	-	69	-	0	6,8
	Formed Loose	Unprotected	Powerbow					36	
Retinue longbowmen (only from 1296 CE)	INFANTRY	Average	Experienced	-	-	90	-	0	6,8
	Formed Loose	Protected	Powerbow					18	
Spearmen	INFANTRY	Average	-	Short Spear	-	72	Shieldwall (5)	0	6,8
	Formed Close	Protected	-					8	
Flemish mercenary foot	INFANTRY	Average	-	Long Spear	-	86	-	0	6,9
	Formed Close	Protected	-					9	
Welsh foot	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	6,8,9
	Tribal Loose	Unprotected	-					9	
Levy	INFANTRY	Poor	-	Short Spear	-	38	Combat Shy (-13)	0	8,9,10
	Tribal Close	Protected	-					32	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
Welsh javelinmen or Irish kerns	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Javelin					9	

ALLIES

North Welsh allies - Medieval Welsh

French allies - Northern Medieval French

Navarrese allies - Feudal Navarrese (from 1194 to 1196 CE)

Irish allies - Later Norse-Irish (only in 1245 CE)

NOTES

Minima and maxima are for knights. An equal number of sergeants must be taken.

Hobilaris dismount as equivalent infantry.

Irish, French or Navarrese allies cannot be used together, nor with muntatores.

CHANGES FROM LAST VERSION

None.

LATER NORSE-IRISH



1168 TO 1300 CE

HISTORICAL NOTES

This list covers Norse-Irish armies from the invasion of the Normans.

TROOP NOTES

The main weapon of the Irish was the axe. The axe may have been wielded one or two handed. Other weapons included short spears, javelins, and slings. Following the Norman invasion, the use of the bow increased. The longbow wasn't adopted, instead a short bow was preferred.

A separate military element much used by the kings of Leinster and Munster were ostmen who were originally descendants of Scandinavian settlers.

There are also references to gall-gaedhil ("foreign gael"), mercenaries from Man, Hebrides and Orkneys. These were subsequently replaced by galloglaich.

HISTORICAL ENEMIES

Feudal Scottish; Later Norse-Irish; Early Anglo-Irish

LATER NORSE-IRISH



ARMY COMMANDER		1	Any Instinctive			DATES		1168 CE to 1300 CE		
SUB-GENERALS		0-1	Any Instinctive			TERRAIN		Coastal		
INTERNAL ALLIED GENERALS		1-3	Any Instinctive (up to 1 Ostmen)			CAMP		Unfortified; Poor or Average		
TYPE										
NAME		TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Nobles and retainers		INFANTRY	Superior	-	2-H Cut-Crush	-	143	Dismountable (14), Integral Shooters (8)	0	6,8,9
		Formed Flexible	Protected	-					18	
Regrade Nobles and retainers		INFANTRY	Superior	-	2-H Cut-Crush	Shieldwall	143	Dismountable (14), Integral Shooters (8)		6,8,9
		Formed Close	Protected	-					All or none	
Foreign Gaels		INFANTRY	Average	-	2-H Cut-Crush	-	97	-	0	6
		Formed Close	Protected	-					12	
Warriors		INFANTRY	Average	-	2-H Cut-Crush	-	54	Fleet of Foot (6)	18	6,8,9
		Tribal Loose	Unprotected	-					120	
Mercenaries		INFANTRY	Average	Experienced	Short Spear	-	50	Fleet of Foot (6)	0	6,8,9
		Formed Loose	Unprotected	Javelin					9	
Kerns		INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6,8,9
		Skirmisher	Unprotected	Javelin					40	
Levies		INFANTRY	Poor	Experienced	-	Combat Shy	17	-	12	6,8,9
		Skirmisher	Unprotected	Javelin					40	
Archers		INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6
		Skirmisher	Unprotected	Bow					6	
Slingers		INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6
		Skirmisher	Unprotected	Sling					6	

LATER NORSE-IRISH



OSTMEN CONTINGENT

MIXED TUĞ CONSISTING OF 1/3 OSTMEN AND 2/3 ARCHERS

Ostmen	INFANTRY	Average	-	Short Spear	-	57	-	0	6,9
	Tribal Loose	Protected	-					6	
Ostmen archers	INFANTRY	Average	Charge Only	-	-	61	-	0	
	Tribal Loose	Protected	Bow					12	

ALLIES

Norman allies - Feudal English (before 1205 CE)

NOTES

A command cannot contain more than one TuG of nobles.

CHANGES FROM LAST VERSION

None.

EARLY ANGLO-IRISH



1169 TO 1349 CE

HISTORICAL NOTES

This list covers Anglo-Irish armies from the landing by Henry II until the decline of the Anglo-Irish in the mid-14th century.

TROOP NOTES

Anglo-Irish armies were based upon a core of English troops. Colonists were required to defend the lands taken from the Irish.

HISTORICAL ENEMIES

Later Norse-Irish; Medieval Irish

EARLY ANGLO-IRISH



ARMY COMMANDER		1	Any Instinctive		DATES		1169 CE to 1349 CE		
SUB-GENERALS		0-1	Any Instinctive		TERRAIN		Coastal		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive		CAMP		Unfortified; Poor or Average		
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
TUGS 1/2 KNIGHTS AND 1/2 SERGEANTS									
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	4	4,6
	Formed Loose	-/Fully Armoured	-					12	
Sergeants	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

Colonist archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	12	6,8
	Formed Loose	Unprotected	Bow					24	
Upgrade colonist archers (before 1206 CE)	INFANTRY	Average	Experienced	-	-	69	-		6,8
	Formed Loose	Unprotected	Powerbow					Up to half	
Upgrade colonist archers (from 1206 CE)	INFANTRY	Average	Experienced	-	-	69	-		6,8
	Formed Loose	Unprotected	Powerbow					Any	
Sergeants	INFANTRY	Average	-	Short Spear	-	72	Shieldwall (5)	6	6,8
	Formed Close	Protected	-					18	
Sersenaigh	INFANTRY	Average	-	2-H Cut-Crush	-	97	-	0	6,8
	Formed Close	Protected	-					8	
Irish kerns	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Javelin					36	
ONLY BEFORE 1206 CE									
Welsh spearmen	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	6,8,9
	Tribal Loose	Unprotected	-					9	
Welsh javelinmen	INFANTRY	Average	Experienced	-	-	29	Melee Expert (8)	0	6,9
	Skirmisher	Unprotected	Javelin					9	

EARLY ANGLO-IRISH



MIXED TUG CONSISTING OF 1/3 OSTMEN AND 2/3 ARCHERS

Ostmen	INFANTRY	Average	-	Short Spear	-	57	-	0	6,9
	Tribal Loose	Protected	-					3	
Ostmen archers	INFANTRY	Average	Charge Only	-	-	61	-	0	
	Tribal Loose	Protected	Bow					6	

ALLIES

Irish allies - Later Norse-Irish (before 1300 CE) - Up to 2 contingents

Irish allies - Medieval Irish (from 1300 CE) - Up to 2 contingents

Manx allies - Kingdom of the Isles (before 1206 CE)

NOTES

Minima and maxima are for knights. An equal number of sergeants must be taken.

CHANGES FROM LAST VERSION

None.

MEDIEVAL IRISH



1300 TO 1500 CE

HISTORICAL NOTES

This list covers Irish armies from the 14th century onwards. It also covers the invasion of Ireland by Edward Bruce.

TROOP NOTES

During this period the Irish started to fight from horseback but were reluctant to stand against Anglo-Irish horsemen. "Spears" were cavalry who fought with a short spear or lance. The galloglaich also became a more significant element in Irish armies with several clans settling permanently in Ireland.

HISTORICAL ENEMIES

Early Anglo-Irish; Medieval Irish; Anglo-Irish

MEDIEVAL IRISH



ARMY COMMANDER		1	Any Instinctive	DATES		1300 CE to 1500 CE			
SUB-GENERALS		0-1	Any Instinctive	TERRAIN		Coastal, Forest			
INTERNAL ALLIED GENERALS		1-3	Any Instinctive (up to 1 Anglo-Irish, up to 1 Antrim-Scots)	CAMP		Unfortified or Fortified; Poor or Average			
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Anglo-Irish "spears"	CAVALRY	Superior	-	Charging Lancer	-	147	-	0	4
	Formed Loose	Protected	-					4	
Irish cavalry	CAVALRY	Average	Experienced	Short Spear	-	77	Dismountable (3)	4	4,6
	Formed Flexible	Unprotected	Javelin					24	
Best galloglaich	INFANTRY	Superior	-	2-H Cut-Crush	-	136	-	0	6,8
	Formed Close	Protected	-					8	
Galloglaich	INFANTRY	Average	-	2-H Cut-Crush	-	97	-	0	6,8
	Formed Close	Protected	-					24	
Replace galloglaich with armoured kerns (only from 1399 CE)	INFANTRY	Average	Experienced	Short Spear	-	73	-		6,8
	Formed Loose	Protected	Javelin					Any	
Kerns	INFANTRY	Average	Experienced	Short Spear	-	44	Fleet of Foot (6), Combat Shy (-14)	0	6,8,9
	Tribal Loose	Unprotected	Javelin					45	
"Rising out"	INFANTRY	Poor	-	Short Spear	-	25	-	0	8,9,10
	Tribal Close	Unprotected	-					60	
Skirmishing kerns	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	9	6,9
	Skirmisher	Unprotected	Javelin					45	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling					9	

MEDIEVAL IRISH



ANGLO-IRISH CONTINGENT

Anglo-Irish "spears"	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	4	4,6
	Formed Loose	Protected	-					8	

ONLY FROM 1315 TO 1318 CE (EDWARD BRUCE AS C-IN-C)

Men-at-Arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	4	4
	Drilled Close	Fully Armoured	-					4	
Scottish yeomen	INFANTRY	Average	-	Long Spear	-	56	Orb (1), Dismountable (6)	9	6,8,9
	Formed Close	Unprotected	-					27	
Upgrade yeomen	INFANTRY	Average	-	Long Spear	-	86	Orb (2), Dismountable (10)		
	Formed Close	Protected	-					Any	

ANTRIM SCOTS CONTINGENT (ONLY FROM 1399 CE)

Antrim Scots	INFANTRY	Average	-	-	Devastating Chargers	39	-	9	6,8,9
	Tribal Loose	Unprotected	-					24	

ALLIES

Islemen allies - Kingdom of the Isles (only Edward Bruce from 1315 to 1318 CE)

NOTES

Edward Bruce cannot use Anglo-Irish. Scottish troops must be commanded by the C-in-C.

Irish cavalry dismount as Formed Loose infantry of equivalent quality with same weapons and protection.

CHANGES FROM LAST VERSION

None.

MEDIEVAL SCOTTISH



1306 TO 1473 CE

HISTORICAL NOTES

This list covers Scottish armies from the coronation of Robert the Bruce.

TROOP NOTES

The Yeomen continued to form the backbone of Scottish armies. Knights sometimes dismounted to fight in the front rank of the schiltrons. Scottish armies in the 100 Years' War adopted English tactics.

HISTORICAL ENEMIES

Kingdom of the Isles; Medieval English

MEDIEVAL SCOTTISH



ARMY COMMANDER		1	Any Instinctive		DATES		1306 CE to 1473 CE			
SUB-GENERALS		0-3	Any Instinctive (up to 1 Islemen)		TERRAIN		Coastal, Mountains			
INTERNAL ALLIED GENERALS		0-1	Any Instinctive (French)		CAMP		Unfortified or Mobile; Poor or Average			
TYPE										
TRAINING AND										
QUALITY										
SHOOTING SKILL										
MELEE										
MANDATORY										
BASE										
OPTIONAL										
MIN										
MAX										
UG SIZE										
NAME										
FORMATION										
PROTECTION										
WEAPONRY										
WEAPONRY										
CHARACTERISTICS										
PTS										
CHARACTERISTICS										
MAX										
UG SIZE										
Hobilaris		CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23), Dismountable (5)	0	4,6
		Formed Loose	Protected	-					6	
Men-at-arms		INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	4	4,6
		Drilled Close	Fully Armoured	-					8	
Lowland Scots yeomen		INFANTRY	Average	-	Long Spear	-	56	Orb (1), Dismountable (6)	36	6,8,9
		Formed Close	Unprotected	-					90	
Upgrade yeomen		INFANTRY	Average	-	Long Spear	-	86	Orb (2), Dismountable (10)		6,8,9
		Formed Close	Protected	-					Any	
Archers		INFANTRY	Average	Experienced	-	-	90	-	0	6,8
		Formed Loose	Protected	Powerbow					12	
Replace yeoman as archers (from 1429 to 1437 CE)		INFANTRY	Average	Unskilled	-	-	51	-	0	6,8
		Formed Loose	Unprotected	Powerbow					32	
"Small folk"		INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	8,9,10
		Tribal Loose	Unprotected	Javelin					20	
Skirmishers		INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
		Skirmisher	Unprotected	Bow					18	
Guns (from 1456 CE)		ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
		Skirmisher	Unprotected	Light Art					2	

MEDIEVAL SCOTTISH



ISLEMEN CONTINGENT

ISLESMEN - MIXED TUGS OF 6 OR 9 CONSISTING OF 1/3 BEST ISLESMEN AND 2/3 ISLESMEN

Best islesmen	INFANTRY	Average	-	2-H Cut-Crush	Devastating Chargers	92	-	2	6,9
	Tribal Loose	Protected	-					6	
Islesmen	INFANTRY	Average	-	-	Devastating Chargers	39	-	4	
	Tribal Loose	Unprotected	-					12	

MIXED TUGS CONSISTING OF 2/3 GENTRY AND CEITHERN AND 1/3 CEITHERN WITH BOW

Gentry and ceithern	INFANTRY	Average	-	-	Devastating Chargers	60	-	0	6,9
	Tribal Loose	Protected	-					18	
Ceithern with bow	INFANTRY	Average	Charge Only	-	Devastating Chargers	81	-	0	
	Tribal Loose	Protected	Powerbow					9	

Highland skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6
	Skirmisher	Unprotected	Bow					6	

FRENCH CONTINGENT (ONLY IN 1385 CE)

MIXED TUGS CONSISTING OF 1/2 MEN-AT-ARMS AND 1/2 VALET DE GUERRE

Men-at-arms	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	2	4
	Formed Loose	-/Fully Armoured	-					2	
Valet de Guerre	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

French mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	4	4
	Drilled Loose	Protected	Crossbow					4	

MEDIEVAL SCOTTISH



NOTES

* If yeomen are upgraded then the men-at-arms may not be taken and the minimum no longer applies.

Up to 2 TuGs of highlanders can be included in other commands, otherwise highlanders must be under the command of an Islesmen general commanding an Islesmen contingent.

Minima and maxima in each contingent apply only if the contingent is taken.

If a French contingent is taken then Yeoman cannot be upgraded and an Islesmen contingent is not permitted.

Minima and maxima are for French men-at-arms. An equal number of valet-de-guerre must be taken.

Hobillars can always be dismounted as Formed Loose, Protected, Short Spear of the same grade (but lose Melee Expert if dismounted).

CHANGES FROM LAST VERSION

None.

MEDIEVAL ENGLISH



1320 TO 1454 CE

HISTORICAL NOTES

This list covers English armies in Britain from 1320 until the start of the Wars of the Roses.

TROOP NOTES

English armies in Britain were naturally like the armies used on the continent but their opponents, the Welsh and Scottish were different foes. The futility of cavalry charging steady spearmen and the usefulness of the longbow however meant that tactics were similar.

HISTORICAL ENEMIES

Medieval Welsh; Medieval Scottish; Northern Medieval French

MEDIEVAL ENGLISH



ARMY COMMANDER		1	Any Professional		DATES		1320 CE to 1454 CE		
SUB-GENERALS		1-3	Any Professional		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Flexible; Poor or Average		
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
English knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	4,6
	Formed Loose	-/Fully Armoured	-					8	
Hobilar (only before 1350 CE)	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23), Dismountable (5)	0	4,6
	Formed Loose	Protected	-					8	
Northern border staves	CAVALRY	Average	-	Charging Lancer	-	115	-	0	4,6
	Formed Flexible	Protected	-					6	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	6	4,6,8
	Drilled Close	Fully Armoured	-					16	
Downgrade men-at-arms with less armour	INFANTRY	Average	-	2-H Cut-Crush	-	102	Melee Expert (16), Dismountable (10)		4,6,8
	Drilled Close	Protected	-					Any	
Spearmen	INFANTRY	Average	-	Short Spear	-	72	Shieldwall (5)	0	6,8
	Formed Close	Protected	-					12	
Replace spearmen with billmen (only from 1423 CE)	INFANTRY	Average	-	Polearm	-	87	-		4,6,8
	Formed Close	Protected	-					All	
Longbowmen	INFANTRY	Average	Experienced	-	-	90	-	12	6,8
	Formed Loose	Protected	Powerbow					24	
Downgrade longbowmen without armour	INFANTRY	Average	Experienced	-	-	69	-		6,8
	Formed Loose	Unprotected	Powerbow					Any	
Militia (only from 1423 CE)	INFANTRY	Poor	-	Short Spear	-	38	Combat Shy (-13)	0	6,8
	Tribal Close	Protected	-					16	
Replace militia with billmen (only from 1423 CE)	INFANTRY	Poor	-	Polearm	-	47	Combat Shy (-13)		6,8
	Tribal Close	Protected	-					All	
Militia longbowmen	INFANTRY	Poor	Experienced	-	-	50	Combat Shy (-9)	0	6,8
	Tribal Loose	Unprotected	Powerbow					16	

MEDIEVAL ENGLISH



Welsh spearmen	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	6,8,9
	Tribal Loose	Unprotected	-					8	
Welsh Longbowmen	INFANTRY	Average	Experienced	-	-	63	-	0	6,8
	Tribal Loose	Unprotected	Powerbow					12	
Northern border spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	6,8
	Formed Close	Protected	-					8	
Northern border billmen (only after 1423 CE)	INFANTRY	Average	-	Polearm	-	87	-	0	6
	Formed Close	Protected	-					6	
Northern border longbowmen	INFANTRY	Average	Experienced	-	-	63	-	0	6,8
	Tribal Loose	Unprotected	Powerbow					8	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Javelin					9	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons (from 1415 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

NOTES

Knights can always be dismounted as Formed Close, Average (or Poor if downgraded to Poor), Fully Armoured, 2-H Cut & Crush. Hobillars can always be dismounted as Protected, Short Spear of the same grade (but lose Melee Expert if dismounted).

Northern Border and Welsh troops may not be used together.

CHANGES FROM LAST VERSION

None.

ANGLO-IRISH



1350 TO 1500 CE

HISTORICAL NOTES

This list covers Anglo-Irish armies from 1350 onwards.

TROOP NOTES

Professional generals represent Royal officials known successively as Justiciar, Lieutenant or Lord Deputy.

"Spears" were cavalry equipped with a lance or short spear. As time progressed less and less of the Anglo-Irish cavalry fought with lances and more fought with javelins.

HISTORICAL ENEMIES

Medieval Irish

ANGLO-IRISH



ARMY COMMANDER	1	Any Professional (Royal Official) or Instinctive (Anglo-Irish)	DATES	1350 CE to 1500 CE
SUB-GENERALS	0-1	Any Professional (Royal Official) or Instinctive (Anglo-Irish)	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UQ SIZE
	TRAINING AND								
English knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	4,6
	Formed Loose	-/Fully Armoured	-					6	
IRISH MEN-AT-ARMS - TUGS 1/2 KNIGHTS AND 1/2 SERGEANTS									
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	2	4,6
	Formed Loose	-/Fully Armoured	-					6	
Sergeants	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

Replace men-at-arms with "spears" (only from 1400 CE)	CAVALRY	Superior	-	Charging Lancer	-	147	-		4,6
	Formed Loose	Protected	-					All	
Anglo-Irish "spears"	CAVALRY	Superior	-	Charging Lancer	-	147	-	0	4,6
	Formed Loose	Protected	-					6	
Hobilarars	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23), Dismountable (5)	0	4,6
	Formed Loose	Protected	-					6	
Replace hobilarars with irish cavalry (only from 1400 CE)	CAVALRY	Average	Experienced	Short Spear	-	77	Dismountable (3)		4,6
	Formed Flexible	Unprotected	Javelin					All	
Irish cavalry	CAVALRY	Average	Experienced	Short Spear	-	77	Dismountable (3)	0	4,6
	Formed Flexible	Unprotected	Javelin					6	
Gallo glaich	INFANTRY	Average	-	2-H Cut-Crush	-	97	-	0	6,8
	Formed Close	Protected	-					16	

ANGLO-IRISH



English archers	INFANTRY	Average	Experienced	-	-	90	Dismountable (10)	0	6,8
	Formed Loose	Protected	Powerbow					12	
Colonist archers	INFANTRY	Average	Experienced	-	-	69	-	12	6,8
	Formed Loose	Unprotected	Powerbow					24	
Sergeants	INFANTRY	Average	-	Short Spear	-	72	Shieldwall (5)	6	6,8,9
	Formed Close	Protected	-					16	
Replace sergeants with billmen (only from 1423 CE)	INFANTRY	Average	-	Polearm	-	87	-		6,8
	Formed Close	Protected	-					All	
Kerns	INFANTRY	Average	Experienced	Short Spear	-	44	Fleet of Foot (6), Combat Shy (-14)	0	6,8,9
	Tribal Loose	Unprotected	Javelin					36	
Skirmishing kerns	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Javelin					36	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
Guns (only from 1400 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons (only from 1423 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

ALLIES

Irish allies - Medieval Irish - Up to 2 contingents

NOTES

Minima and maxima are for knights. An equal number of sergeants must be taken.

English troops can only be commanded by Professional generals. An Instinctive general cannot have a Professional sub-general.

Billmen can interpenetrate longbowmen in the movement phase and vice-versa.

Knights dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of equivalent quality. Hobillars dismount as Formed Loose, Protected, Short Spear of the same grade (but lose Melee Expert if dismounted). Irish cavalry dismount as Formed Loose infantry of equivalent quality with same weapons and protection.

CHANGES FROM LAST VERSION

None.

LANCASTRIAN ENGLISH



1455 TO 1471 CE

HISTORICAL NOTES

This list covers the Lancastrian armies of the Wars of the Roses. The campaigns were intermittent, with long periods of uneasy peace in between.

TROOP NOTES

The Lancastrians tended to have more support in the west country, Wales and the north of England.

Armies tended to be either small, consisting of nobles and their retinues, or much larger including large numbers of levies and militia.

HISTORICAL ENEMIES

Yorkist English

LANCASTRIAN ENGLISH



ARMY COMMANDER		1	Any Professional			DATES		1455 CE to 1471 CE	
SUB-GENERALS		0-2	Any Professional			TERRAIN		Standard, Coastal	
INTERNAL ALLIED GENERALS		0-2	Any Professional			CAMP		Unfortified or Fortified; Poor or Average	
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ Siz
Royal household knights	CAVALRY	Superior	-	Charging Lancer	-	180	Melee Expert (43), Dismountable (9)	0	2
	Formed Close	ArmHrs/F Armoured	-					2	
Household knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Curours	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4,6
	Formed Loose	Protected	-					6	
Retinue longbowmen	INFANTRY	Average	Experienced	-	-	90	Stakes (10)	6	6,8
	Formed Loose	Protected	Powerbow					36	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0	4
	Drilled Close	Fully Armoured	-					8	
Billmen	INFANTRY	Average	-	Polearm	-	87	-	4	4,6,8
	Formed Close	Protected	-					16	
Militia billmen	INFANTRY	Poor	-	Polearm	-	47	Combat Shy (-13)	0	6,8
	Tribal Close	Protected	-					32	
Militia longbowmen	INFANTRY	Poor	Experienced	-	-	60	Stakes (6), Combat Shy (-13)	0	6,8
	Tribal Loose	Protected	Powerbow					40	
Welsh spearmen	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	6,8,9
	Tribal Loose	Unprotected	-					9	
Welsh longbowmen	INFANTRY	Average	Experienced	-	-	63	Stakes (6)	0	6,8
	Tribal Loose	Unprotected	Powerbow					12	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow					8	
Mercenary handgunners	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6
	Skirmisher	Protected	Firearm					6	

LANCASTRIAN ENGLISH



NORTHERN BORDER CONTINGENT

Staves	CAVALRY	Average	-	Charging Lancer	-	115	-	0	4,6
	Formed Flexible	Protected	-					6	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	6	6,8
	Formed Close	Protected	-					12	
Billmen	INFANTRY	Average	-	Polearm	-	87	-	0	6
	Formed Close	Protected	-					6	
Longbowmen	INFANTRY	Average	Experienced	-	-	69	Stakes (6)	0	6,8
	Formed Loose	Unprotected	Powerbow					8	

IRISH CONTINGENT

Kerns	INFANTRY	Average	Experienced	Short Spear	-	44	Fleet of Foot (6), Combat Shy (-14)	0	6,8,9
	Tribal Loose	Unprotected	Javelin					18	
Skirmishing kerns	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	6	6,9
	Skirmisher	Unprotected	Javelin					18	

Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					4	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

LANCASTRIAN ENGLISH



NOTES

SPECIAL RULE: A TUG of 2 royal household knights is exempted from the requirement to be 2 elements wide. Alternatively royal household knights may be combined with knights in a TuG of 4 or 6.

Knights dismount as Formed Close, Average, Fully Armoured, 2-Handed Cut & Crush (Poor if downgraded to Poor).

If stakes are taken, all TuGs must be so equipped.

Up to 1460 CE the army may be entrenched, in which case all infantry TuGs must take the Barricades characteristic.

Troops in a contingent are only mandatory if that contingent is taken. Contingents do not need to form a command of their own.

SPECIAL RULE: Men-at-arms or billmen and longbowmen may pass through each other in the Movement Phase without causing KaBs on either. These must be notified to your opponent when they are deployed.

CHANGES FROM LAST VERSION

None.

YORKIST ENGLISH



1455 TO 1483 CE

HISTORICAL NOTES

This list covers the Yorkist armies of the Wars of the Roses excluding the armies of Edward IV in France and Scotland.

TROOP NOTES

As both sides were equipped almost identically, battles tended to be hard fought affairs unless one side had an early advantage. Vanguards tended to be enlarged with longbowmen and shooting contests tended to open most battles.

HISTORICAL ENEMIES

Lancastrian English; Yorkist English; Richard III English

YORKIST ENGLISH



ARMY COMMANDER		1	Any Professional		DATES		1455 CE to 1483 CE		
SUB-GENERALS		0-2	Any Professional		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS		0-2	Any Professional		CAMP		Unfortified or Fortified; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Royal household knights	CAVALRY	Superior	-	Charging Lancer	-	180	Melee Expert (43), Dismountable (9)	0	2
	Formed Close	ArmHrs/F Armoured	-					2	
Household knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Curours	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4
	Formed Loose	Protected	-					4	
Retinue longbowmen	INFANTRY	Average	Experienced	-	-	90	Stakes (10)	6	6,8
	Formed Loose	Protected	Powerbow					36	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0	4
	Drilled Close	Fully Armoured	-					8	
Billmen	INFANTRY	Average	-	Polearm	-	87	-	4	4,6,8
	Formed Close	Protected	-					16	
Militia billmen	INFANTRY	Poor	-	Polearm	-	47	Combat Shy (-13)	0	6,8
	Tribal Close	Protected	-					32	
Militia longbowmen	INFANTRY	Poor	Experienced	-	-	60	Stakes (6), Combat Shy (-13)	0	6,8
	Tribal Loose	Protected	Powerbow					40	
Welsh spearmen	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	6,8,9
	Tribal Loose	Unprotected	-					9	

YORKIST ENGLISH



NORTHERN BORDER CONTINGENT

Staves	CAVALRY	Average	-	Charging Lancer	-	115	-	0	4,6
	Formed Flexible	Protected	-					6	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	6	6,8
	Formed Close	Protected	-					8	
Billmen	INFANTRY	Average	-	Polearm	-	87	-	0	6
	Formed Close	Protected	-					6	
Longbowmen	INFANTRY	Average	Experienced	-	-	69	Stakes (6)	0	6,8
	Formed Loose	Unprotected	Powerbow					8	

Mercenary handgunners (from 1461 CE)	INFANTRY	Average	Experienced	-	-	75	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Firearm					8	
Replace handgunners with skirmishers (from 1461 CE)	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					9	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					4	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

NOTES

SPECIAL RULE: A TUG of 2 royal household knights is exempted from the requirement to be 2 elements wide. Alternatively royal household knights may be combined with knights in a TuG of 4 or 6.

Knights dismount as Formed Close, Average, Fully Armoured, 2-Handed Cut & Crush (Poor if downgraded to Poor).

If stakes are taken, all TuGs must be so equipped.

Up to 1460 CE the army may be entrenched, in which case all infantry TuGs must take the Barricades characteristic.

Troops in a contingent are only mandatory if that contingent is taken. Contingents do not need to form a command of their own.

SPECIAL RULE: Men-at-arms or billmen and longbowmen may pass through each other in the Movement Phase without causing KaBs on either. These must be notified to your opponent when they are deployed.

Ally contingents from this list may not take royal household knights.

CHANGES FROM LAST VERSION

None.

LATE MEDIEVAL SCOTTISH



1474 TO 1487 CE

HISTORICAL NOTES

This list covers the armies of Scotland in the late 15th century before the reforms of James IV.

TROOP NOTES

The first attempts to require a longer pike of at least 18' were attempted by the Scottish Parliament in 1474. They were not particularly successful.

HISTORICAL ENEMIES

Kingdom of the Isles; Edward IV English

LATE MEDIEVAL SCOTTISH



ARMY COMMANDER	1	Any Professional	DATES	1474 CE to 1487 CE
SUB-GENERALS	0-3	Any Professional	TERRAIN	Coastal, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

NAME	TYPE	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	TRAINING AND								
Border horse	CAVALRY	Average	Charge Only	Short Spear	-	117	-	6	4,6
	Formed Loose	Protected	Crossbow					12	
Knights	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0	4,6
	Drilled Close	Fully Armoured	-					6	
Scottish spearmen	INFANTRY	Average	-	Long Spear	-	86	Orb (2), Dismountable (10)	32	6,8,9
	Formed Close	Protected	-					72	
Scottish using longer pikes	INFANTRY	Average	-	Pike	Combat Shy	65	Orb (2)	0	8
	Formed Close	Protected	-					32	
MIXED TUGS CONSISTING OF 2/3 GENTRY AND CEITHERN AND 1/3 CEITHERN WITH BOW									
Gentry and ceithern	INFANTRY	Average	-	-	Devastating Chargers	60	-	0	6,9
	Tribal Loose	Protected	-					18	
Ceithern with bow	INFANTRY	Average	Charge Only	-	Devastating Chargers	81	-	0	
	Tribal Loose	Protected	Powerbow					9	

Archers	INFANTRY	Average	Experienced	-	-	90	Stakes (10)	0	6,8
	Formed Loose	Protected	Powerbow					8	
"Small folk"	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	8,9,10
	Tribal Loose	Unprotected	Javelin					20	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	

LATE MEDIEVAL SCOTTISH



Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

CHANGES FROM LAST VERSION

None.

RICHARD III ENGLISH



1483 TO 1485 CE

HISTORICAL NOTES

This list covers the armies of Richard III until his death at Bosworth Field.

TROOP NOTES

Evidence from Bosworth field suggests that handgunners were becoming more common, but otherwise armies were like those used during the Wars of the Roses.

HISTORICAL ENEMIES

Yorkist English; Early Tudor English

RICHARD III ENGLISH



ARMY COMMANDER		1	Any Professional			DATES		1483 CE to 1485 CE		
SUB-GENERALS		0-1	Any Professional			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS						CAMP		Unfortified; Poor or Average		
TYPE										
TRAINING AND										
QUALITY										
SHOOTING SKILL										
MELEE										
MANDATORY										
BASE										
OPTIONAL										
MIN										
MAX										
UG SIZE										
NAME										
FORMATION										
PROTECTION										
WEAPONRY										
WEAPONRY										
CHARACTERISTICS										
PTS										
CHARACTERISTICS										
MAX										
UG SIZE										
Royal household knights										
CAVALRY										
Superior										
-										
Charging Lancer										
-										
180										
Melee Expert (43), Dismountable (9)										
2										
2										
Household knights										
CAVALRY										
Average										
-										
Charging Lancer										
-										
132										
Melee Expert (29), Dismountable (6)										
4										
4										
Curours										
CAVALRY										
Average										
-										
Charging Lancer										
-										
105										
Melee Expert (23)										
6										
4,6										
Retinue longbowmen										
INFANTRY										
Average										
Experienced										
-										
-										
90										
Stakes (10)										
12										
36										
6,8										
Men-at-arms										
INFANTRY										
Average										
-										
2-H Cut-Crush										
-										
138										
Melee Expert (22), Dismountable (13)										
8										
4										
Retinue billmen										
INFANTRY										
Average										
-										
Polearm										
-										
87										
-										
16										
4,6,8										
Militia billmen										
INFANTRY										
Poor										
-										
Polearm										
-										
47										
Combat Shy (-13)										
0										
24										
6,8										
Militia longbowmen										
INFANTRY										
Poor										
Experienced										
-										
-										
60										
Stakes (6), Combat Shy (-13)										
0										
24										
6,8										
Mercenary handgunners										
INFANTRY										
Average										
Experienced										
-										
-										
75										
Combat Shy (-22)										
0										
12										
6,8										

RICHARD III ENGLISH



NORTHERN BORDER TROOPS

Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	6	6,8
	Formed Close	Protected	-					16	
Billmen	INFANTRY	Average	-	Polearm	-	87	-	0	6
	Formed Close	Protected	-					6	
Longbowmen	INFANTRY	Average	Experienced	-	-	69	Stakes (6)	0	6,8
	Formed Loose	Unprotected	Powerbow					8	

Skirmishing handgunners	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					12	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

ALLIES

Unreliable Barons - Yorkist English - Up to 2 contingents

NOTES

SPECIAL RULE: A TUG of 2 royal household knights is exempted from the requirement to be 2 elements wide. Alternatively royal household knights may be combined with knights in a TuG of 4 or 6.

Knights dismount as Formed Close, Average, Fully Armoured, 2-Handed Cut & Crush (Poor if downgraded to Poor).

If stakes are taken, all TuGs must be so equipped.

Northern border troops are only mandatory if any are taken.

SPECIAL RULE: Men-at-arms or billmen and longbowmen may pass through each other in the Movement Phase without causing KaBs on either. These must be notified to your opponent when they are deployed.

CHANGES FROM LAST VERSION

None.

EARLY TUDOR ENGLISH



1485 TO 1487 CE

HISTORICAL NOTES

This list covers the armies of Henry Tudor including the Bosworth campaign and against the pretender Lambert Simnel.

TROOP NOTES

For the Bosworth campaign, Henry relied on mercenary troops from France and on rallying Welsh lords to his cause. He was then joined by Stafford. Once King he had the resources of England but had to be mindful of Yorkist sympathies. The Yeoman of the Guard were created in 1486 CE.

HISTORICAL ENEMIES

Richard III English; Yorkist Pretender

EARLY TUDOR ENGLISH



ARMY COMMANDER		1	Any Professional	DATES		1485 CE to 1487 CE			
SUB-GENERALS		0-3	Any Professional	TERRAIN		Standard, Coastal			
INTERNAL ALLIED GENERALS				CAMP		Unfortified; Poor or Average			
NAME	TYPE		SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION							
Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Currours	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4,6
	Formed Loose	Protected	-					6	
Retinue longbowmen or Yeoman of the Guard	INFANTRY	Average	Experienced	-	-	90	Stakes (10)	8	6,8
	Formed Loose	Protected	Powerbow					24	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0	4,6,8
	Drilled Close	Fully Armoured	-					8	
Billmen	INFANTRY	Average	-	Polearm	-	87	-	0	4,6,8
	Formed Close	Protected	-					16	
Militia billmen	INFANTRY	Poor	-	Polearm	-	47	Combat Shy (-13)	0	6,8
	Tribal Close	Protected	-					24	
Militia longbowmen	INFANTRY	Poor	Experienced	-	-	60	Stakes (6), Combat Shy (-13)	0	6,8
	Tribal Loose	Protected	Powerbow					24	
Welsh spearmen	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	6,8,9
	Tribal Loose	Unprotected	-					18	
Welsh longbowmen	INFANTRY	Average	Experienced	-	-	63	Stakes (6)	8	6,8
	Tribal Loose	Unprotected	Powerbow					24	
French pikemen with halberdiers (only in 1485 CE)	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	8	8
	Drilled Close	Protected	-					16	
Replace French pikemen with halberds only	INFANTRY	Average	-	Polearm	-	92	-		6,8
	Drilled Close	Protected	-					All or none	
Scottish spearmen (only in 1485 CE)	INFANTRY	Average	-	Long Spear	-	86	Orb (2)	0	6,8
	Formed Close	Protected	-					8	

EARLY TUDOR ENGLISH



Mercenary pikemen with halberdiers (from 1486 CE)	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	8
	Drilled Close	Protected	-					8	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow					8	
Breton javelinmen	INFANTRY	Average	Experienced	-	-	29	-	0	6,9
	Skirmisher	Unprotected	Javelin					12	
Mercenary handgunners	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					9	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons (from 1486 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

ALLIES

Stanleys (only in 1485 CE) - Yorkist English - Up to 2 contingents

NOTES

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

French and Scottish in 1485 must be in the same command.

If stakes are taken, all TuGs must be so equipped.

SPECIAL RULE: Men-at-arms or billmen and longbowmen may pass through each other in the Movement Phase without causing KaBs on either. This must be notified to your opponent when they are deployed.

CHANGES FROM LAST VERSION

Added Scottish spearmen. Adjusted minimums.

YORKIST PRETENDER

1486 TO 1487 CE

HISTORICAL NOTES

This list covers the armies accompanying the Yorkist pretender, Lambert Simnel. The subsequent pretender, Perkin Warbeck, accompanied a Scottish army that invaded England but retired on the approach of an English army. He then supported a rebellion in Cornwall but fled when the English approached and was later captured. The leaders of the Cornish rebels were executed whilst the rest were fined.

TROOP NOTES

The Yorkist Pretender army had to rely on mercenaries from the continent and Ireland to support the generally small English forces that rallied to their cause.

HISTORICAL ENEMIES

Early Tudor English

YORKIST PRETENDER



ARMY COMMANDER		1	Any Professional		DATES		1486 CE to 1487 CE		
SUB-GENERALS		1-3	Any Professional		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS					CAMP		Unfortified; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Currours	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4,6
	Formed Loose	Protected	-					6	
Retinue longbowmen	INFANTRY	Average	Experienced	-	-	90	Stakes (10)	8	6,8
	Formed Loose	Protected	Powerbow					16	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0	4
	Drilled Close	Fully Armoured	-					4	
Billmen	INFANTRY	Average	-	Polearm	-	87	-	0	4,6,8
	Formed Close	Protected	-					8	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow					8	
Mercenary pikemen with halberdiers	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	8	8
	Drilled Close	Protected	-					16	
Mercenary handgunners	INFANTRY	Average	Experienced	-	-	75	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Firearm					8	
Kerns	INFANTRY	Average	Experienced	Short Spear	-	44	Fleet of Foot (6), Combat Shy (-14)	16	6,8,9
	Tribal Loose	Unprotected	Javelin					48	
Mercenary handgunners	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					9	
Skirmishing kerns	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	6	6,9
	Skirmisher	Unprotected	Javelin					36	

YORKIST PRETENDER



NOTES

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

If stakes are taken, all TuGs must be so equipped.

SPECIAL RULE: Men-at-Arms or billmen and longbowmen may pass through each other in the Movement Phase without causing KaBs on either. This must be notified to your opponent when they are deployed.

CHANGES FROM LAST VERSION

None.



MAGNA ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAGNA

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

CAMPS

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

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

UGs

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

NOTES

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

JARLS OF ORKNEY



ARMY COMMANDER	1	Any Instinctive	DATES	1014 CE to 1472 CE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Coastal
INTERNAL ALLIED GENERALS	0-2	Any Instinctive, up to 1 Norse, up to 1 Highland	CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Orkney and Shetlander Norse huscarls	INFANTRY	Tribal Close	Superior	-	2-H Cut-Crush	Shove, Shieldwall	140	Integral Shooters (8), Dismountable (14)	0	4
Orkney and Shetlander Norse hird	INFANTRY	Tribal Close	Average	-	Short Spear	Shove, Shieldwall	75	Integral Shooters (6)	16	4,6
			Protected	-					64	

ISLESMEN - MIXED TUGS CONSISTING OF 1/3 BEST ISLESMEN AND 2/3 ISLESMEN

Best islesmen	INFANTRY	Tribal Loose	Average	-	2-H Cut-Crush	Devastating Chargers	92	-	2	6
			Protected	-					6	
Islesmen	INFANTRY	Tribal Loose	Average	-	-	Devastating Chargers	39	-	4	
			Unprotected	-					12	

Skirmishing archers	INFANTRY	Skirmisher	Average	Experienced	-	Combat Shy	50	-	0	4,6
			Unprotected	Bow					8	

HIGHLANDERS

MIXED TUGS CONSISTING OF 2/3 GENTRY AND CEITHERN AND 1/3 CEITHERN WITH BOW

Gentry and ceithern	INFANTRY	Tribal Loose	Average	-	-	Devastating Chargers	60	-	0	6
			Protected	-					12	
Ceithern with bow	INFANTRY	Tribal Loose	Average	Charge Only	-	Devastating Chargers	71	-	0	
			Protected	Bow					6	

Highland archers	INFANTRY	Skirmisher	Average	Experienced	-	Combat Shy	50	-	0	4
			Unprotected	Bow					4	

JARLS OF ORKNEY



NOTES

Huscarls that do not have the dismountable characteristic and hird may be mixed in the same TuG of 4 or 6 elements. If used, elements of huscards and hird must be easily distinguished. Up to 2 TuGs of highlanders may be commanded by Orkney generals. A highland ally general can command only Highlanders.

CHANGES FROM LAST VERSION

None.

KINGDOM OF THE ISLES



ARMY COMMANDER	1	Any Instinctive	DATES	1079 CE to 1493 CE
SUB-GENERALS	0-3	Any Instinctive, Islemen or Highland	TERRAIN	Coastal, Mountains
INTERNAL ALLIED GENERALS	0-3	Any Instinctive, up to 1 Islemen, up to 1 Galwegian, 2 Highland	CAMP	Unfortified or Mobile; Poor or Average

	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE

ISLESMEN - MIXED TUGS CONSISTING OF 1/3 BEST ISLESMEN AND 2/3 ISLESMEN

Best islesmen	INFANTRY	Average	-	2-H Cut-Crush	Devastating Chargers	92	-	4	6
	Tribal Loose	Protected	-					16	
Islesmen	INFANTRY	Average	-	-	Devastating Chargers	39	-	8	
	Tribal Loose	Unprotected	-					32	

Irish mercenaries	INFANTRY	Average	Experienced	Short Spear	-	50	Fleet of Foot (6)	0	4,6
	Formed Loose	Unprotected	Javelin					12	

HIGHLANDERS MIXED TUGS CONSISTING OF 2/3 GENTRY AND CEITHERN AND 1/3 CEITHERN WITH BOW

Gentry and ceithern	INFANTRY	Average	-	-	Devastating Chargers	60	-	0	6
	Tribal Loose	Protected	-					12	
Ceithern with bow	INFANTRY	Average	Charge Only	-	Devastating Chargers	71	-	0	
	Tribal Loose	Protected	Bow					6	
Regrade ceithern with longbow (from 1298 CE)	INFANTRY	Average	Charge Only	-	Devastating Chargers	81	-		Any
	Tribal Loose	Protected	Powerbow						

KINGDOM OF THE ISLES



Highland archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					8	
Highland skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Highland rabble	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	4,6
	Tribal Loose	Unprotected	Javelin					12	
GALWEGIAN CONTINGENT (BEFORE 1161 CE)									
Galwegian warriors	INFANTRY	Average	-	-	Devastating Chargers	39	Fleet of Foot (6)	6	4,6
	Tribal Loose	Unprotected	-					12	
Warriors mounted on ponies	INFANTRY	Average	-	-	Devastating Chargers,	46	-	0	4,6
	Tribal Loose	Unprotected	-		Dismountable			6	

ALLIES

Jarls of Orkney allies - (before 1266 CE)

NOTES

Galwegian ally generals can command only and all Galwegians. Minima and maxima apply only to that contingent. Highland generals can command only highlanders. Islesmen can command highlanders.

Best islesmen and islesmen must be easily distinguished.

CHANGES FROM LAST VERSION

None.

ANGLO NORMAN



ARMY COMMANDER		1	Any Instinctive		DATES		1087 CE to 1154 CE		
SUB-GENERALS		0-3	Any Instinctive; Up to 1 Professional (Flemish)		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive (from 1135 CE)		CAMP		Unfortified or Flexible; Poor or Average		
TYPE									
TRAINING AND		QUALITY		SHOOTING SKILL		MELEE		MANDATORY	
FORMATION		PROTECTION		WEAPONRY		WEAPONRY		CHARACTERISTICS	
NAME		PTS		BASE		OPTIONAL		MIN	
		MAX		UG SIZE					
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32), Dismountable (7)	0	4
	Formed Loose	Protected	-					8	
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23), Dismountable (5)	8	4
	Formed Loose	Protected	-					12	
Marcher muntatores	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	0	4
	Formed Flexible	Protected	-					4	
Foot sergeants	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	4	4
	Formed Close	Protected	-					20	
Town militia	INFANTRY	Average	-	Short Spear	-	62	Combat Shy (-22)	0	4
	Tribal Close	Protected	-					12	
Levied militia	INFANTRY	Poor	-	Short Spear	-	25	-	0	4
	Tribal Close	Unprotected	-					20	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Bow					12	
Welsh foot	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	4,6
	Tribal Loose	Unprotected	-					12	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					6	

ANGLO NORMAN



FLEMISH CONTINGENT (KING STEPHEN FROM 1135 TO 1154 CE)

Flemish knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32), Dismountable (7)	4	4
	Formed Loose	Protected	-					4	
Flemish mercenary foot	INFANTRY	Average	-	Long Spear	-	86	-	4	4,6
	Formed Close	Protected	-					12	

ALLIES

French allies - Feudal French

NOTES

Knights dismount as Formed Close, Protected, Short Spear, Melee Expert of equivalent grade.

French allies cannot be used with Marcher or Welsh troops.

A Flemish contingent must be commanded by a Flemish general who can only command Flemish troops.

CHANGES FROM LAST VERSION

None.

MEDIEVAL WELSH



ARMY COMMANDER		1	Any Instinctive		DATES		1094 CE to 1410 CE			
SUB-GENERALS		0-1	Any Instinctive		TERRAIN		Coastal, Mountains			
INTERNAL ALLIED GENERALS		0-3	Any Instinctive (up to 1 Marcher, 2 Welsh)		CAMP		Unfortified; Poor or Average			
TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL		MELEE		MANDATORY		
FORMATION		PROTECTION		WEAPONRY		WEAPONRY		CHARACTERISTICS		
NAME						PTS		OPTIONAL		
								MIN		
								MAX		
								UQ SIZE		
Uchelwyr		CAVALRY	Superior	Experienced	-	Melee Expert	157	-	0	4
		Formed Loose	Protected	Javelin					16	
Regrade uchelwyr (from 1150 CE)		CAVALRY	Average	-	Charging Lancer	Melee Expert	128	-	0	4
		Formed Loose	Protected	-					4	
Upgrade uchelwyr in armour (from 1150 CE)		CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	4
		Formed Loose	-/Fully Armoured	-					4	
Welsh spearmen		INFANTRY	Average	-	Short Spear	-	38	Fleet of Foot (6)	12	4,6
		Tribal Loose	Unprotected	-					60	
Best Welsh spearmen		INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	6	4,6
		Tribal Loose	Unprotected	-					24	
Cynan or Merioneth spearmen		INFANTRY	Average	Experienced	Short Spear	-	44	Melee Expert (10), Fleet of Foot (6)	0	4,6
		Tribal Loose	Unprotected	Javelin					12	
Welsh archers		INFANTRY	Average	Experienced	-	-	48	Fleet of Foot (6), Combat Shy (-14)	8	4
		Tribal Loose	Unprotected	Bow					56	
Upgrade archers (before 1200 CE)		INFANTRY	Average	Experienced	-	-	63	Fleet of Foot (6), Combat Shy (-14)		4
		Tribal Loose	Unprotected	Powerbow					Up to half	
Upgrade archers (from 1200 CE)		INFANTRY	Average	Experienced	-	-	63	Fleet of Foot (6), Combat Shy (-14)		4
		Tribal Loose	Unprotected	Powerbow					All	
Welsh javelinmen		INFANTRY	Average	Experienced	-	-	32	Melee Expert (8)	0	4,6
		Skirmisher	Unprotected	Javelin					24	
Skirmishing archers		INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
		Skirmisher	Unprotected	Bow					24	

MEDIEVAL WELSH



MARCHER CONTINGENT (FROM 1150 CE)

TUGS 1/2 KNIGHTS AND 1/2 SERGEANTS

Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	2	4
	Formed Loose	-/Fully Armoured	-					2	
Sergeants	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

Marcher muntatores	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	0	4
	Formed Flexible	Protected	-					4	
Marcher spearmen	INFANTRY	Average	-	Short Spear	-	44	Melee Expert (10)	4	4,6
	Formed Loose	Unprotected	-					6	

ALLIES

Irish mercenary allies - Norse-Irish (until 1150 CE)

NOTES

Internal allied contingents must be either Northern Welsh, Southern Welsh or Marcher. Northern Welsh contingents do not need to take archers and spearmen must outnumber archers/skirmishing archers by 2:1. Southern Welsh contingents do not need to take spearmen or best spearmen and archers/skirmishing archers must outnumber spearmen/best spearmen by 2:1. Marcher allies draw their troops from the Marcher contingent. Marcher troops can only be commanded by a Marcher allied general. Irish and Marcher allies cannot be used together.

Minima and maxima are for Marcher knights. An equal number of sergeants must be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

FEUDAL SCOTTISH



ARMY COMMANDER	1	Any Instinctive	DATES	1124 CE to 1305 CE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Coastal, Mountains
INTERNAL ALLIED GENERALS	0-1	Any Instinctive (up to 1 Galwegian)	CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	TRAINING AND FORMATION								
Knights and sergeants	CAVALRY	Average	-	Charging Lancer	-	105	Devastating Chargers (13), Melee Expert (23)	4	4
	Formed Loose	Protected	-					4	
Lowland Scots yeomen	INFANTRY	Average	-	Long Spear	-	50	Orb (1), Dismountable (6)	24	4,6
	Tribal Close	Unprotected	-					60	
Upgrade yeomen	INFANTRY	Average	-	Long Spear	-	76	Orb (2), Dismountable (10)	0	*see note
	Tribal Close	Protected	-					12	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					8	
"Small folk"	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	4,6
	Tribal Loose	Unprotected	Javelin					14	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
GALWEGIAN CONTINGENT (BEFORE 1162 CE)									
Galwegian warriors	INFANTRY	Average	-	-	Devastating Chargers	39	Fleet of Foot (6)	6	4,6
	Tribal Loose	Unprotected	-					12	
Warriors mounted on ponies	INFANTRY	Average	-	-	Devastating Chargers, Dismountable	46	-	0	4,6
	Tribal Loose	Unprotected	-					6	
MIXED TUGS CONSISTING OF 2/3 GENTRY AND CEITHERN AND 1/3 CEITHERN WITH BOW									
Gentry and ceithern	INFANTRY	Average	-	-	Devastating Chargers	60	-	0	4,6
	Tribal Loose	Protected	-					12	
Ceithern with bow	INFANTRY	Average	Charge Only	-	Devastating Chargers	71	-	0	
	Tribal Loose	Protected	Bow					6	

FEUDAL SCOTTISH



Highland archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					8	
Highland skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Highland rabble	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	4,6
	Tribal Loose	Unprotected	Javelin					12	

ALLIES

Islemen allies - Kingdom of the Isles

NOTES

* Upgraded yeoman can form 1/3 of any Yeoman TuG and be deployed as a front rank.

Galwegian ally generals can command only and all Galwegians. Minima apply to Galwegians only if they are taken.

Up to 3 TuGs may take the Obstacles characteristic.

CHANGES FROM LAST VERSION

None.

FEUDAL ENGLISH



ARMY COMMANDER		1	Any		DATES		1154 CE to 1320 CE				
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Coastal				
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Flexible; Poor or Average				
	NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
			FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
Royal household knights	CAVALRY	Superior	-		Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4	
	Formed Loose	-/Fully Armoured	-								
TUGS 1/2 KNIGHTS AND 1/2 SERGEANTS											
Knights	CAVALRY	Average	-		Charging Lancer	Devastating Chargers	148	Melee Expert (29)	2	4	
	Formed Loose	-/Fully Armoured	-								
Sergeants	CAVALRY	Average	-		-	Devastating Chargers	93	Melee Expert (23)	=		
	Formed Loose	Protected	-								

Flemish knights	CAVALRY	Average	-		Charging Lancer	Devastating Chargers	160	Melee Expert (29)	0	4	
	Drilled Loose	-/Fully Armoured	-								
Marcher muntatores	CAVALRY	Average	-		Charging Lancer	-	115	Melee Expert (23)	0	4	
	Formed Flexible	Protected	-								
Replace muntatores with hobilars	CAVALRY	Average	-		Short Spear	-	90	Melee Expert (23), Dismountable (5)		4	
	Formed Loose	Protected	-								
Welsh mercenary cavalry	CAVALRY	Average	-		Charging Lancer	Melee Expert	128	-	0	4	
	Formed Loose	Protected	-								
Marcher spearmen	INFANTRY	Average	-		Short Spear	-	44	Melee Expert (10)	0	4,6	
	Formed Loose	Unprotected	-								
Mercenary crossbowmen	INFANTRY	Average	Experienced		-	-	85	Combat Shy (-22)	0	4	
	Drilled Loose	Protected	Crossbow								
Archers	INFANTRY	Average	Experienced		-	-	54	Combat Shy (-14)	0	4	
	Formed Loose	Unprotected	Bow								

FEUDAL ENGLISH



Longbowmen (only from 1200 CE)	INFANTRY	Average	Experienced	-	-	69	-	0	4
	Formed Loose	Unprotected	Powerbow					24	
Retinue longbowmen (only from 1296 CE)	INFANTRY	Average	Experienced	-	-	90	-	0	4
	Formed Loose	Protected	Powerbow					12	
Spearmen	INFANTRY	Average	-	Short Spear	-	72	Shieldwall (5)	0	4
	Formed Close	Protected	-					4	
Flemish mercenary foot	INFANTRY	Average	-	Long Spear	-	86	-	0	4,6
	Formed Close	Protected	-					6	
Welsh foot	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	4,6
	Tribal Loose	Unprotected	-					6	
Levy	INFANTRY	Poor	-	Short Spear	-	38	Combat Shy (-13)	0	4,6
	Tribal Close	Protected	-					22	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Welsh javelinmen or Irish kerns	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					6	

ALLIES

North Welsh allies - Medieval Welsh

French allies - Northern Medieval French

Navarrese allies - Feudal Navarrese (from 1194 to 1196 CE)

Irish allies - Later Norse-Irish (only in 1245 CE)

NOTES

Minima and maxima are for knights. An equal number of sergeants must be taken.

Hobilaris dismount as equivalent infantry.

Irish, French or Navarrese allies cannot be used together, nor with muntatores.

CHANGES FROM LAST VERSION

None.

LATER NORSE-IRISH



ARMY COMMANDER		1	Any Instinctive			DATES		1168 CE to 1300 CE		
SUB-GENERALS		0-1	Any Instinctive			TERRAIN		Coastal		
INTERNAL ALLIED GENERALS		1-3	Any Instinctive (up to 1 Ostmen)			CAMP		Unfortified; Poor or Average		
TYPE										
NAME		TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Nobles and retainers		INFANTRY	Superior	-	2-H Cut-Crush	-	143	Dismountable (14), Integral Shooters (8)	0	4,6
		Formed Flexible	Protected	-					12	
Regrade Nobles and retainers		INFANTRY	Superior	-	2-H Cut-Crush	Shieldwall	143	Dismountable (14), Integral Shooters (8)		4,6
		Formed Close	Protected	-					All or none	
Foreign Gaels		INFANTRY	Average	-	2-H Cut-Crush	-	97	-	0	4
		Formed Close	Protected	-					8	
Warriors		INFANTRY	Average	-	2-H Cut-Crush	-	54	Fleet of Foot (6)	12	4,6
		Tribal Loose	Unprotected	-					80	
Mercenaries		INFANTRY	Average	Experienced	Short Spear	-	50	Fleet of Foot (6)	0	4,6
		Formed Loose	Unprotected	Javelin					6	
Kerns		INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
		Skirmisher	Unprotected	Javelin					24	
Levies		INFANTRY	Poor	Experienced	-	Combat Shy	20	-	8	4,6
		Skirmisher	Unprotected	Javelin					24	
Archers		INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4
		Skirmisher	Unprotected	Bow					4	
Slingers		INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4
		Skirmisher	Unprotected	Sling					4	

LATER NORSE-IRISH



OSTMEN CONTINGENT

MIXED TuG CONSISTING OF 1/3 OSTMEN AND 2/3 ARCHERS

Ostmen	INFANTRY	Average	-	Short Spear	-	57	-	0	6
	Tribal Loose	Protected	-					4	
Ostmen archers	INFANTRY	Average	Charge Only	-	-	61	-	0	
	Tribal Loose	Protected	Bow					8	

ALLIES

Norman allies - Feudal English (before 1205 CE)

NOTES

A command cannot contain more than one TuG of nobles.

CHANGES FROM LAST VERSION

None.

EARLY ANGLO-IRISH



ARMY COMMANDER		1	Any Instinctive		DATES		1169 CE to 1349 CE		
SUB-GENERALS		0-1	Any Instinctive		TERRAIN		Coastal		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive		CAMP		Unfortified; Poor or Average		

EARLY ANGLO-IRISH



MIXED TUG CONSISTING OF 1/3 OSTMEN AND 2/3 ARCHERS

Ostmen	INFANTRY	Average	-	Short Spear	-	57	-	0	6
	Tribal Loose	Protected	-					2	
Ostmen archers	INFANTRY	Average	Charge Only	-	-	61	-	0	
	Tribal Loose	Protected	Bow					4	

ALLIES

Irish allies - Later Norse-Irish (before 1300 CE) - Up to 2 contingents

Irish allies - Medieval Irish (from 1300 CE) - Up to 2 contingents

Manx allies - Kingdom of the Isles (before 1206 CE)

NOTES

Minima and maxima are for knights. An equal number of sergeants must be taken.

CHANGES FROM LAST VERSION

None.

MEDIEVAL IRISH



ARMY COMMANDER		1	Any Instinctive	DATES		1300 CE to 1500 CE			
SUB-GENERALS		0-1	Any Instinctive	TERRAIN		Coastal, Forest			
INTERNAL ALLIED GENERALS		1-3	Any Instinctive (up to 1 Anglo-Irish, up to 1 Antrim-Scots)	CAMP		Unfortified or Fortified; Poor or Average			
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Anglo-Irish "spears"	CAVALRY	Superior	-	Charging Lancer	-	147	-	0	4
	Formed Loose	Protected	-					4	
Irish cavalry	CAVALRY	Average	Experienced	Short Spear	-	77	Dismountable (3)	4	4
	Formed Flexible	Unprotected	Javelin					16	
Best galloglauch	INFANTRY	Superior	-	2-H Cut-Crush	-	136	-	0	4
	Formed Close	Protected	-					4	
Galloglauch	INFANTRY	Average	-	2-H Cut-Crush	-	97	-	0	4
	Formed Close	Protected	-					16	
Replace galloglauch with armoured kerns (only from 1399 CE)	INFANTRY	Average	Experienced	Short Spear	-	73	-		4
	Formed Loose	Protected	Javelin					Any	
Kerns	INFANTRY	Average	Experienced	Short Spear	-	44	Fleet of Foot (6), Combat Shy (-14)	0	4,6
	Tribal Loose	Unprotected	Javelin					30	
"Rising out"	INFANTRY	Poor	-	Short Spear	-	25	-	0	4,6
	Tribal Close	Unprotected	-					40	
Skirmishing kerns	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	6	4,6
	Skirmisher	Unprotected	Javelin					30	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling					6	

MEDIEVAL IRISH



ANGLO-IRISH CONTINGENT

Anglo-Irish "spears"	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	4	4
	Formed Loose	Protected	-					4	

ONLY FROM 1315 TO 1318 CE (EDWARD BRUCE AS C-IN-C)

Men-at-Arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	4	4
	Drilled Close	Fully Armoured	-					4	
Scottish yeomen	INFANTRY	Average	-	Long Spear	-	56	Orb (1), Dismountable (6)	6	4,6
	Formed Close	Unprotected	-					18	
Upgrade yeomen	INFANTRY	Average	-	Long Spear	-	86	Orb (2), Dismountable (10)		
	Formed Close	Protected	-					Any	

ANTRIM SCOTS CONTINGENT (ONLY FROM 1399 CE)

Antrim Scots	INFANTRY	Average	-	-	Devastating Chargers	39	-	6	4,6
	Tribal Loose	Unprotected	-					16	

ALLIES

Islemen allies - Kingdom of the Isles (only Edward Bruce from 1315 to 1318 CE)

NOTES

Edward Bruce cannot use Anglo-Irish. Scottish troops must be commanded by the C-in-C.

Irish cavalry dismount as Formed Loose infantry of equivalent quality with same weapons and protection.

CHANGES FROM LAST VERSION

None.

MEDIEVAL SCOTTISH



ARMY COMMANDER		1	Any Instinctive		DATES		1306 CE to 1473 CE		
SUB-GENERALS		0-3	Any Instinctive (up to 1 Islemen)		TERRAIN		Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Instinctive (French)		CAMP		Unfortified or Mobile; Poor or Average		
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Hobilaris	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23), Dismountable (5)	0	4
	Formed Loose	Protected	-					4	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	4	4
	Drilled Close	Fully Armoured	-					4	
Lowland Scots yeomen	INFANTRY	Average	-	Long Spear	-	56	Orb (1), Dismountable (6)	24	4,6
	Formed Close	Unprotected	-					60	
Upgrade yeomen	INFANTRY	Average	-	Long Spear	-	86	Orb (2), Dismountable (10)		4,6
	Formed Close	Protected	-					Any	
Archers	INFANTRY	Average	Experienced	-	-	90	-	0	4
	Formed Loose	Protected	Powerbow					8	
Replace yeoman as archers (from 1429 to 1437 CE)	INFANTRY	Average	Unskilled	-	-	51	-	0	4
	Formed Loose	Unprotected	Powerbow					20	
"Small folk"	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	4,6
	Tribal Loose	Unprotected	Javelin					14	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
Guns (from 1456 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	

MEDIEVAL SCOTTISH



ISLEMEN CONTINGENT

ISLESMEN - MIXED TUQS CONSISTING OF 1/3 BEST ISLESMEN AND 2/3 ISLESMEN

Best islesmen	INFANTRY	Average	-	2-H Cut-Crush	Devastating Chargers	92	-	2	6
	Tribal Loose	Protected	-					4	
Islesmen	INFANTRY	Average	-	-	Devastating Chargers	39	-	2	
	Tribal Loose	Unprotected	-					8	

MIXED TUQS CONSISTING OF 2/3 GENTRY AND CEITHERN AND 1/3 CEITHERN WITH BOW

Gentry and ceithern	INFANTRY	Average	-	-	Devastating Chargers	60	-	0	6
	Tribal Loose	Protected	-					12	
Ceithern with bow	INFANTRY	Average	Charge Only	-	Devastating Chargers	81	-	0	
	Tribal Loose	Protected	Powerbow					6	

Highland skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4
	Skirmisher	Unprotected	Bow					4	

FRENCH CONTINGENT (ONLY IN 1385 CE)

MIXED TUQS CONSISTING OF 1/2 MEN-AT-ARMS AND 1/2 VALET DE GUERRE

Men-at-arms	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	2	4
	Formed Loose	-/Fully Armoured	-					2	
Valet de Guerre	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

French mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	4	4
	Drilled Loose	Protected	Crossbow					4	

MEDIEVAL SCOTTISH



NOTES

* If yeomen are upgraded then the men-at-arms may not be taken and the minimum no longer applies.

Up to 2 TuGs of highlanders can be included in other commands, otherwise highlanders must be under the command of an Islesmen general commanding an Islesmen contingent.

Minima and maxima in each contingent apply only if the contingent is taken.

If a French contingent is taken then Yeoman cannot be upgraded and an Islesmen contingent is not permitted.

Minima and maxima are for French men-at-arms. An equal number of valet-de-guerre must be taken.

Hobillars can always be dismounted as Formed Loose, Protected, Short Spear of the same grade (but lose Melee Expert if dismounted).

CHANGES FROM LAST VERSION

None.

MEDIEVAL ENGLISH



ARMY COMMANDER		1	Any Professional		DATES		1320 CE to 1454 CE		
SUB-GENERALS		1-3	Any Professional		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Flexible; Poor or Average		
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
English knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Hobilar (only before 1350 CE)	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23), Dismountable (5)	0	4
	Formed Loose	Protected	-					4	
Northern border staves	CAVALRY	Average	-	Charging Lancer	-	115	-	0	4
	Formed Flexible	Protected	-					4	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	4	4
	Drilled Close	Fully Armoured	-					12	
Downgrade men-at-arms with less armour	INFANTRY	Average	-	2-H Cut-Crush	-	102	Melee Expert (16), Dismountable (10)		4
	Drilled Close	Protected	-					Any	
Spearmen	INFANTRY	Average	-	Short Spear	-	72	Shieldwall (5)	0	4
	Formed Close	Protected	-					8	
Replace spearmen with billmen (only from 1423 CE)	INFANTRY	Average	-	Polearm	-	87	-		4
	Formed Close	Protected	-					All	
Longbowmen	INFANTRY	Average	Experienced	-	-	90	-	8	4
	Formed Loose	Protected	Powerbow					16	
Downgrade longbowmen without armour	INFANTRY	Average	Experienced	-	-	69	-		4
	Formed Loose	Unprotected	Powerbow					Any	
Militia (only from 1423 CE)	INFANTRY	Poor	-	Short Spear	-	38	Combat Shy (-13)	0	4
	Tribal Close	Protected	-					12	
Replace militia with billmen (only from 1423 CE)	INFANTRY	Poor	-	Polearm	-	47	Combat Shy (-13)		4
	Tribal Close	Protected	-					All	
Militia longbowmen	INFANTRY	Poor	Experienced	-	-	50	Combat Shy (-9)	0	4
	Tribal Loose	Unprotected	Powerbow					12	

MEDIEVAL ENGLISH



Welsh spearmen	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	4,6
	Tribal Loose	Unprotected	-					6	
Welsh Longbowmen	INFANTRY	Average	Experienced	-	-	63	-	0	4
	Tribal Loose	Unprotected	Powerbow					8	
Northern border spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	4
	Formed Close	Protected	-					4	
Northern border billmen (only after 1423 CE)	INFANTRY	Average	-	Polearm	-	87	-	0	4
	Formed Close	Protected	-					4	
Northern border longbowmen	INFANTRY	Average	Experienced	-	-	63	-	0	4
	Tribal Loose	Unprotected	Powerbow					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					6	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons (from 1415 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

NOTES

Knights can always be dismounted as Formed Close, Average (or Poor if downgraded to Poor), Fully Armoured, 2-H Cut & Crush. Hobillars can always be dismounted as Protected, Short Spear of the same grade (but lose Melee Expert if dismounted).

Northern Border and Welsh troops may not be used together.

CHANGES FROM LAST VERSION

None.

ANGLO-IRISH



ARMY COMMANDER		1	Any Professional(Royal Official) or Instinctive(Anglo-Irish)		DATES		1350 CE to 1500 CE		
SUB-GENERALS		0-1	Any Professional(Royal Official) or Instinctive(Anglo-Irish)		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive		CAMP		Unforified; Poor or Average		
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
English knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	4
	Formed Loose	-/Fully Armoured	-					4	
IRISH MEN-AT-ARMS - TUGS 1/2 KNIGHTS AND 1/2 SERGEANTS									
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	2	4
	Formed Loose	-/Fully Armoured	-					4	
Sergeants	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

Replace men-at-arms with "spears" (only from 1400 CE)	CAVALRY	Superior	-	Charging Lancer	-	147	-		4
	Formed Loose	Protected	-					All	
Anglo-Irish "spears"	CAVALRY	Superior	-	Charging Lancer	-	147	-	0	4
	Formed Loose	Protected	-					4	
Hobilarars	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23), Dismountable (5)	0	4
	Formed Loose	Protected	-					4	
Replace hobilarars with irish cavalry (only from 1400 CE)	CAVALRY	Average	Experienced	Short Spear	-	77	Dismountable (3)		4
	Formed Flexible	Unprotected	Javelin					All	
Irish cavalry	CAVALRY	Average	Experienced	Short Spear	-	77	Dismountable (3)	0	4
	Formed Flexible	Unprotected	Javelin					4	
Gallo glaich	INFANTRY	Average	-	2-H Cut-Crush	-	97	-	0	4
	Formed Close	Protected	-					12	

ANGLO-IRISH



English archers	INFANTRY	Average	Experienced	-	-	90	Dismountable (10)	0	4
	Formed Loose	Protected	Powerbow					8	
Colonist archers	INFANTRY	Average	Experienced	-	-	69	-	8	4
	Formed Loose	Unprotected	Powerbow					16	
Sergeants	INFANTRY	Average	-	Short Spear	-	72	Shieldwall (5)	4	4,6
	Formed Close	Protected	-					12	
Replace sergeants with billmen (only from 1423 CE)	INFANTRY	Average	-	Polearm	-	87	-		4
	Formed Close	Protected	-					All	
Kerns	INFANTRY	Average	Experienced	Short Spear	-	44	Fleet of Foot (6), Combat Shy (-14)	0	4,6
	Tribal Loose	Unprotected	Javelin					24	
Skirmishing kerns	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					24	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Guns (only from 1400 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons (only from 1423 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

ALLIES

Irish allies - Medieval Irish - Up to 2 contingents

NOTES

Minima and maxima are for knights. An equal number of sergeants must be taken.

English troops can only be commanded by Professional generals. An Instinctive general cannot have a Professional sub-general.

Billmen can interpenetrate longbowmen in the movement phase and vice-versa.

Knights dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of equivalent quality. Hobillars dismount as Formed Loose, Protected, Short Spear of the same grade (but lose Melee Expert if dismounted). Irish cavalry dismount as Formed Loose infantry of equivalent quality with same weapons and protection.

CHANGES FROM LAST VERSION

None.

LANCASTRIAN ENGLISH



ARMY COMMANDER		1	Any Professional		DATES		1455 CE to 1471 CE		
SUB-GENERALS		0-2	Any Professional		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS		0-2	Any Professional		CAMP		Unfortified or Fortified; Poor or Average		
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ Siz
Royal household knights	CAVALRY	Superior	-	Charging Lancer	-	180	Melee Expert (43), Dismountable (9)	0	2
	Formed Close	ArmHrs/F Armoured	-					2	
Household knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Curours	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4
	Formed Loose	Protected	-					4	
Retinue longbowmen	INFANTRY	Average	Experienced	-	-	90	Stakes (10)	4	4
	Formed Loose	Protected	Powerbow					24	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0	4
	Drilled Close	Fully Armoured	-					4	
Billmen	INFANTRY	Average	-	Polearm	-	87	-	4	4
	Formed Close	Protected	-					12	
Militia billmen	INFANTRY	Poor	-	Polearm	-	47	Combat Shy (-13)	0	4
	Tribal Close	Protected	-					20	
Militia longbowmen	INFANTRY	Poor	Experienced	-	-	60	Stakes (6), Combat Shy (-13)	0	4
	Tribal Loose	Protected	Powerbow					24	
Welsh spearmen	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	4,6
	Tribal Loose	Unprotected	-					6	
Welsh longbowmen	INFANTRY	Average	Experienced	-	-	63	Stakes (6)	0	4
	Tribal Loose	Unprotected	Powerbow					8	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					4	
Mercenary handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4
	Skirmisher	Protected	Firearm					4	

LANCASTRIAN ENGLISH



NORTHERN BORDER CONTINGENT

Staves	CAVALRY	Average	-	Charging Lancer	-	115	-	0	4
	Formed Flexible	Protected	-					4	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	4	4
	Formed Close	Protected	-					8	
Billmen	INFANTRY	Average	-	Polearm	-	87	-	0	4
	Formed Close	Protected	-					4	
Longbowmen	INFANTRY	Average	Experienced	-	-	69	Stakes (6)	0	4
	Formed Loose	Unprotected	Powerbow					4	

IRISH CONTINGENT

Kerns	INFANTRY	Average	Experienced	Short Spear	-	44	Fleet of Foot (6), Combat Shy (-14)	0	4,6
	Tribal Loose	Unprotected	Javelin					12	
Skirmishing kerns	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	4	4,6
	Skirmisher	Unprotected	Javelin					12	

Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					4	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

NOTES

SPECIAL RULE: A TUG of 2 royal household knights is exempted from the requirement to be 2 elements wide. Alternatively royal household knights may be combined with knights in a TuG of 4.

Knights dismount as Formed Close, Average, Fully Armoured, 2-Handed Cut & Crush (Poor if downgraded to Poor).

If stakes are taken, all TuGs must be so equipped.

Up to 1460 CE the army may be entrenched, in which case all infantry TuGs must take the Barricades characteristic.

Troops in a contingent are only mandatory if that contingent is taken. Contingents do not need to form a command of their own.

SPECIAL RULE: Men-at-arms or billmen and longbowmen may pass through each other in the Movement Phase without causing KaBs on either. These must be notified to your opponent when they are deployed.

LANCASTRIAN ENGLISH



CHANGES FROM LAST VERSION

None.

YORKIST ENGLISH



ARMY COMMANDER		1	Any Professional			DATES		1455 CE to 1483 CE											
SUB-GENERALS		0-2	Any Professional			TERRAIN		Standard, Coastal											
INTERNAL ALLIED GENERALS		0-2	Any Professional			CAMP		Unfortified or Fortified; Poor or Average											
TYPE																			
TRAINING AND		QUALITY		SHOOTING SKILL		MELEE		MANDATORY		BASE		OPTIONAL		MIN					
FORMATION		PROTECTION		WEAPONRY		WEAPONRY		CHARACTERISTICS		PTS		CHARACTERISTICS		MAX		UG SIZE			
Royal household knights		CAVALRY		Superior		-		Charging Lancer		-		180		Melee Expert (43),		0		2	
		Formed Close		ArmHrs/F Armoured		-								Dismountable (9)		2			
Household knights		CAVALRY		Average		-		Charging Lancer		-		132		Melee Expert (29),		0		4	
		Formed Loose		-/Fully Armoured		-								Dismountable (6)		4			
Curours		CAVALRY		Average		-		Charging Lancer		-		105		Melee Expert (23)		0		4	
		Formed Loose		Protected		-										4			
Retinue longbowmen		INFANTRY		Average		Experienced		-		-		90		Stakes (10)		4		4	
		Formed Loose		Protected		Powerbow										24			
Men-at-arms		INFANTRY		Average		-		2-H Cut-Crush		-		138		Melee Expert (22),		0		4	
		Drilled Close		Fully Armoured		-								Dismountable (13)		4			
Billmen		INFANTRY		Average		-		Polearm		-		87		-		4		4	
		Formed Close		Protected		-										12			
Militia billmen		INFANTRY		Poor		-		Polearm		-		47		Combat Shy (-13)		0		4	
		Tribal Close		Protected		-										20			
Militia longbowmen		INFANTRY		Poor		Experienced		-		-		60		Stakes (6), Combat		0		4	
		Tribal Loose		Protected		Powerbow								Shy (-13)		24			
Welsh spearmen		INFANTRY		Average		-		Short Spear		-		38		Melee Expert (10),		0		4,6	
		Tribal Loose		Unprotected		-								Fleet of Foot (6)		6			

YORKIST ENGLISH



NORTHERN BORDER CONTINGENT

Staves	CAVALRY	Average	-	Charging Lancer	-	115	-	0	4
	Formed Flexible	Protected	-					4	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	4	4
	Formed Close	Protected	-					4	
Billmen	INFANTRY	Average	-	Polearm	-	87	-	0	4
	Formed Close	Protected	-					4	
Longbowmen	INFANTRY	Average	Experienced	-	-	69	Stakes (6)	0	4
	Formed Loose	Unprotected	Powerbow					4	

Mercenary handgunners (from 1461 CE)	INFANTRY	Average	Experienced	-	-	75	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Firearm					4	
Replace handgunners with skirmishers (from 1461 CE)	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					6	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					4	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

NOTES

SPECIAL RULE: A TUG of 2 royal household knights is exempted from the requirement to be 2 elements wide. Alternatively royal household knights may be combined with knights in a TuG of 4.

Knights dismount as Formed Close, Average, Fully Armoured, 2-Handed Cut & Crush (Poor if downgraded to Poor).

If stakes are taken, all TuGs must be so equipped.

Up to 1460 CE the army may be entrenched, in which case all infantry TuGs must take the Barricades characteristic.

Troops in a contingent are only mandatory if that contingent is taken. Contingents do not need to form a command of their own.

SPECIAL RULE: Men-at-arms or billmen and longbowmen may pass through each other in the Movement Phase without causing KaBs on either. These must be notified to your opponent when they are deployed.

Ally contingents from this list may not take royal household knights.

CHANGES FROM LAST VERSION

Revised notes for royal household knights.

LATE MEDIEVAL SCOTTISH



ARMY COMMANDER		1	Any Professional		DATES		1474 CE to 1487 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Coastal, Mountains		
INTERNAL ALLIED GENERALS					CAMP		Unfortified; Poor or Average		

	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Border horse	CAVALRY	Average	Charge Only	Short Spear	-	117	-	4	4
	Formed Loose	Protected	Crossbow					8	
Knights	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0	4
	Drilled Close	Fully Armoured	-					4	
Scottish spearmen	INFANTRY	Average	-	Long Spear	-	86	Orb (2), Dismountable (10)	20	4,6
	Formed Close	Protected	-					48	
Scottish using longer pikes	INFANTRY	Average	-	Pike	Combat Shy	65	Orb (2)	0	6
	Formed Close	Protected	-					24	
MIXED TUGS CONSISTING OF 2/3 GENTRY AND CEITHERN AND 1/3 CEITHERN WITH BOW									
Gentry and ceithern	INFANTRY	Average	-	-	Devastating Chargers	60	-	0	6
	Tribal Loose	Protected	-					12	
Ceithern with bow	INFANTRY	Average	Charge Only	-	Devastating Chargers	81	-	0	
	Tribal Loose	Protected	Powerbow					6	

Archers	INFANTRY	Average	Experienced	-	-	90	Stakes (10)	0	4
	Formed Loose	Protected	Powerbow					4	
"Small folk"	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	4,6
	Tribal Loose	Unprotected	Javelin					14	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

LATE MEDIEVAL SCOTTISH



Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

CHANGES FROM LAST VERSION

None.

RICHARD III ENGLISH



ARMY COMMANDER		1	Any Professional			DATES		1483 CE to 1485 CE		
SUB-GENERALS		0-1	Any Professional			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS						CAMP		Unfortified; Poor or Average		
TYPE										
TRAINING AND										
QUALITY										
SHOOTING SKILL										
MELEE										
MANDATORY										
BASE										
OPTIONAL										
MIN										
MAX										
UG Siz										
NAME										
FORMATION										
PROTECTION										
WEAPONRY										
WEAPONRY										
CHARACTERISTICS										
PTS										
CHARACTERISTICS										
MAX										
UG Siz										
Royal household knights										
CAVALRY										
Superior										
-										
Charging Lancer										
-										
180										
Melee Expert (43), Dismountable (9)										
2										
2										
Household knights										
CAVALRY										
Average										
-										
Charging Lancer										
-										
132										
Melee Expert (29), Dismountable (6)										
4										
4										
Currours										
CAVALRY										
Average										
-										
Charging Lancer										
-										
105										
Melee Expert (23)										
4										
4										
Retinue longbowmen										
INFANTRY										
Average										
Experienced										
-										
-										
90										
Stakes (10)										
8										
4										
Men-at-arms										
INFANTRY										
Average										
-										
2-H Cut-Crush										
-										
138										
Melee Expert (22), Dismountable (13)										
4										
4										
Retinue billmen										
INFANTRY										
Average										
-										
Polearm										
-										
87										
-										
12										
4										
Militia billmen										
INFANTRY										
Poor										
-										
Polearm										
-										
47										
Combat Shy (-13)										
0										
16										
4										
Militia longbowmen										
INFANTRY										
Poor										
Experienced										
-										
-										
60										
Stakes (6), Combat Shy (-13)										
0										
16										
4										
Mercenary handgunners										
INFANTRY										
Average										
Experienced										
-										
-										
75										
Combat Shy (-22)										
0										
8										
4										

RICHARD III ENGLISH



NORTHERN BORDER TROOPS

Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	4	4
	Formed Close	Protected	-					12	
Billmen	INFANTRY	Average	-	Polearm	-	87	-	0	4
	Formed Close	Protected	-					4	
Longbowmen	INFANTRY	Average	Experienced	-	-	69	Stakes (6)	0	4
	Formed Loose	Unprotected	Powerbow					4	

Skirmishing handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					8	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

ALLIES

Unreliable Barons - Yorkist English - Up to 2 contingents

NOTES

SPECIAL RULE: A TUG of 2 royal household knights is exempted from the requirement to be 2 elements wide. Alternatively royal household knights may be combined with knights in a TuG of 4.

Knights dismount as Formed Close, Average, Fully Armoured, 2-Handed Cut & Crush (Poor if downgraded to Poor).

If stakes are taken, all TuGs must be so equipped.

Northern border troops are only mandatory if any are taken.

SPECIAL RULE: Men-at-arms or billmen and longbowmen may pass through each other in the Movement Phase without causing KaBs on either. These must be notified to your opponent when they are deployed.

CHANGES FROM LAST VERSION

None.

EARLY TUDOR ENGLISH



ARMY COMMANDER		1	Any Professional	DATES		1485 CE to 1487 CE			
SUB-GENERALS		0-3	Any Professional	TERRAIN		Standard, Coastal			
INTERNAL ALLIED GENERALS				CAMP		Unfortified; Poor or Average			
NAME	TYPE		SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION							
Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Curours	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4
	Formed Loose	Protected	-					4	
Retinue longbowmen or Yeoman of the Guard	INFANTRY	Average	Experienced	-	-	90	Stakes (10)	4	4
	Formed Loose	Protected	Powerbow					16	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0	4
	Drilled Close	Fully Armoured	-					4	
Billmen	INFANTRY	Average	-	Polearm	-	87	-	0	4
	Formed Close	Protected	-					12	
Militia billmen	INFANTRY	Poor	-	Polearm	-	47	Combat Shy (-13)	0	4
	Tribal Close	Protected	-					16	
Militia longbowmen	INFANTRY	Poor	Experienced	-	-	60	Stakes (6), Combat Shy (-13)	0	4
	Tribal Loose	Protected	Powerbow					16	
Welsh spearmen	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	4,6
	Tribal Loose	Unprotected	-					12	
Welsh longbowmen	INFANTRY	Average	Experienced	-	-	63	Stakes (6)	4	4
	Tribal Loose	Unprotected	Powerbow					16	
French pikemen with halberdiers (only in 1485 CE)	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	6	6
	Drilled Close	Protected	-					12	
Replace French pikemen with halberds only	INFANTRY	Average	-	Polearm	-	92	-		4
	Drilled Close	Protected	-					All or none	
Scottish spearmen (only in 1485 CE)	INFANTRY	Average	-	Long Spear	-	86	Orb (2)	0	4
	Formed Close	Protected	-					4	

EARLY TUDOR ENGLISH



Mercenary pikemen with halberdiers (from 1486 CE)	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	6
	Drilled Close	Protected	-					6	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					4	
Breton javelinmen	INFANTRY	Average	Experienced	-	-	32	-	0	4,6
	Skirmisher	Unprotected	Javelin					8	
Mercenary handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					6	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons (from 1486 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

ALLIES

Stanleys (only in 1485 CE) - Yorkist English - Up to 2 contingents

NOTES

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

French and Scottish in 1485 must be in the same command.

If stakes are taken, all TuGs must be so equipped.

SPECIAL RULE: Men-at-arms or billmen and longbowmen may pass through each other in the Movement Phase without causing KaBs on either. This must be notified to your opponent when they are deployed.

CHANGES FROM LAST VERSION

Added Scottish spearmen. Adjusted minimums.

YORKIST PRETENDER



ARMY COMMANDER		1	Any Professional		DATES		1486 CE to 1487 CE		
SUB-GENERALS		1-3	Any Professional		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS					CAMP		Unfortified; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Currours	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4
	Formed Loose	Protected	-					4	
Retinue longbowmen	INFANTRY	Average	Experienced	-	-	90	Stakes (10)	4	4
	Formed Loose	Protected	Powerbow					12	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0	4
	Drilled Close	Fully Armoured	-					4	
Billmen	INFANTRY	Average	-	Polearm	-	87	-	0	4
	Formed Close	Protected	-					4	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					4	
Mercenary pikemen with halberdiers	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	6	6
	Drilled Close	Protected	-					12	
Mercenary handgunners	INFANTRY	Average	Experienced	-	-	75	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Firearm					4	
Kerns	INFANTRY	Average	Experienced	Short Spear	-	44	Fleet of Foot (6), Combat Shy (-14)	10	4,6
	Tribal Loose	Unprotected	Javelin					32	
Mercenary handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					6	
Skirmishing kerns	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	4	4,6
	Skirmisher	Unprotected	Javelin					24	

YORKIST PRETENDER



NOTES

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

If stakes are taken, all TuGs must be so equipped.

SPECIAL RULE: Men-at-Arms or billmen and longbowmen may pass through each other in the Movement Phase without causing KaBs on either. This must be notified to your opponent when they are deployed.

CHANGES FROM LAST VERSION

None.



PACTO ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - PACTO

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

CAMPS

Camps are not included in Pacto games.

UGs

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

NOTES

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

JARLS OF ORKNEY



ARMY COMMANDER	1	Any Instinctive	DATES	1014 CE to 1472 CE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Coastal
INTERNAL ALLIED GENERALS	0-2	Any Instinctive, up to 1 Norse, up to 1 Highland		

	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Orkney and Shetlander Norse huscarls	INFANTRY Tribal Close	Superior Protected	-	2-H Cut-Crush	Shove, Shieldwall	140	Integral Shooters (8), Dismountable (14)	0 4	1,2
Orkney and Shetlander Norse hird	INFANTRY Tribal Close	Average Protected	-	Short Spear	Shove, Shieldwall	75	Integral Shooters (6)	6 32	1,2

ISLESMEN - MIXED TUGS CONSISTING OF 1/2 BEST ISLESMEN AND 1/2 ISLESMEN

Best islesmen	INFANTRY Tribal Loose	Average Protected	-	2-H Cut-Crush	Devastating Chargers	92	-	2 4	2
Islesmen	INFANTRY Tribal Loose	Average Unprotected	-	-	Devastating Chargers	39	-	2 4	

Skirmishing archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 4	1,2
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HIGHLANDERS

Gentry and ceithern	INFANTRY Tribal Loose	Average Protected	Charge Only Bow	-	Devastating Chargers	71	-	0 6	2
Highland archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 2	1,2

NOTES

Huscarls that do not have the dismountable characteristic and hird may be mixed in the same TuG of 2 elements. If used, elements of huscards and hird must be easily distinguished. Up to 2 TuGs of highlanders may be commanded by Orkney generals. A highland ally general can command only Highlanders.

CHANGES FROM LAST VERSION

None.

KINGDOM OF THE ISLES



ARMY COMMANDER		1	Any Instinctive		DATES		1079 CE to 1493 CE			
SUB-GENERALS		0-3	Any Instinctive, Islemen or Highland		TERRAIN		Coastal, Mountains			
INTERNAL ALLIED GENERALS		0-3	Any Instinctive, up to 1 Islemen, up to 1 Galwegian, 2 Highland							
TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL		MELEE		MANDATORY		
FORMATION		PROTECTION		WEAPONRY		WEAPONRY		CHARACTERISTICS		
NAME						BASE		OPTIONAL		
						PTS		CHARACTERISTICS		
								MIN		
								MAX		
								UG SIZE		
ISLESMEN - MIXED TUGS CONSISTING OF 1/2 BEST ISLESMEN AND 1/2 ISLESMEN										
Best islesmen	INFANTRY	Average	-	2-H Cut-Crush	Devastating Chargers	92	-	3	2	
	Tribal Loose	Protected	-					12		
Islesmen	INFANTRY	Average	-	-	Devastating Chargers	39	-	3		
	Tribal Loose	Unprotected	-					12		

Irish mercenaries	INFANTRY	Average	Experienced	Short Spear	-	50	Fleet of Foot (6)	0	1,2	
	Formed Loose	Unprotected	Javelin					6		
HIGHLANDERS										
Gentry and ceithern	INFANTRY	Average	Charge Only	-	Devastating Chargers	71	-	0	1,2	
	Tribal Loose	Protected	Bow					6		
Regrade ceithern with longbow (from 1298 CE)	INFANTRY	Average	Charge Only	-	Devastating Chargers	81	-			
	Tribal Loose	Protected	Powerbow					Any		
Highland archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2	
	Tribal Loose	Unprotected	Bow					4		
Highland skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected	Bow					4		
Highland rabble	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	2,3	
	Tribal Loose	Unprotected	Javelin					6		

KINGDOM OF THE ISLES



GALWEGIAN CONTINGENT (BEFORE 1161 CE)

Galwegian warriors	INFANTRY	Average	-	-	Devastating Chargers	39	Fleet of Foot (6)	3	1,2
	Tribal Loose	Unprotected	-					6	
Warriors mounted on ponies	INFANTRY	Average	-	-	Devastating Chargers, Dismountable	46	-	0	1,2
	Tribal Loose	Unprotected	-					4	

ALLIES

Jarls of Orkney allies - (before 1266 CE)

NOTES

Galwegian ally generals can command only and all Galwegians. Minima and maxima apply only to that contingent. Highland generals can command only highlanders. Islesmen can command highlanders.

Best islesmen and islesmen must be easily distinguished.

CHANGES FROM LAST VERSION

None.

ANGLO NORMAN



ARMY COMMANDER		1	Any Instinctive			DATES		1087 CE to 1154 CE	
SUB-GENERALS		0-3	Any Instinctive; Up to 1 Professional (Flemish)			TERRAIN		Standard, Coastal	
INTERNAL ALLIED GENERALS		0-2	Any Instinctive (from 1135 CE)						
TYPE									
TRAINING AND		QUALITY		SHOOTING SKILL		MELEE		MANDATORY	
FORMATION		PROTECTION		WEAPONRY		WEAPONRY		CHARACTERISTICS	
NAME						BASE		OPTIONAL	
						PTS		MIN	
								MAX	
								UG SIZE	
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32), Dismountable (7)	0	1,2
	Formed Loose	Protected	-					4	
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23), Dismountable (5)	2	1,2
	Formed Loose	Protected	-					6	
Marcher muntatores	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	0	1,2
	Formed Flexible	Protected	-					2	
Foot sergeants	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	2	1,2
	Formed Close	Protected	-					12	
Town militia	INFANTRY	Average	-	Short Spear	-	62	Combat Shy (-22)	0	1,2
	Tribal Close	Protected	-					6	
Levied militia	INFANTRY	Poor	-	Short Spear	-	25	-	0	2,3
	Tribal Close	Unprotected	-					12	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	1,2
	Formed Loose	Unprotected	Bow					6	
Welsh foot	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	1,2
	Tribal Loose	Unprotected	-					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					4	

ANGLO NORMAN



FLEMISH CONTINGENT (KING STEPHEN FROM 1135 TO 1154 CE)

Flemish knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32), Dismountable (7)	2	1,2
	Formed Loose	Protected	-					2	
Flemish mercenary foot	INFANTRY	Average	-	Long Spear	-	86	-	2	1,2
	Formed Close	Protected	-					6	

ALLIES

French allies - Feudal French

NOTES

Knights dismount as Formed Close, Protected, Short Spear, Melee Expert of equivalent grade.

French allies cannot be used with Marcher or Welsh troops.

A Flemish contingent must be commanded by a Flemish general who can only command Flemish troops.

CHANGES FROM LAST VERSION

None.

MEDIEVAL WELSH



ARMY COMMANDER		1	Any Instinctive		DATES		1094 CE to 1410 CE		
SUB-GENERALS		0-1	Any Instinctive		TERRAIN		Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-3	Any Instinctive (up to 1 Marcher, 2 Welsh)						
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
Uchelwyr	CAVALRY	Superior	Experienced	-	Melee Expert	157	-	0	1,2
	Formed Loose	Protected	Javelin					8	
Regrade uchelwyr (from 1150 CE)	CAVALRY	Average	-	Charging Lancer	Melee Expert	128	-	0	1,2
	Formed Loose	Protected	-					2	
Upgrade uchelwyr in armour (from 1150 CE)	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	1,2
	Formed Loose	-/Fully Armoured	-					2	
Welsh spearmen	INFANTRY	Average	-	Short Spear	-	38	Fleet of Foot (6)	6	1,2
	Tribal Loose	Unprotected	-					30	
Best Welsh spearmen	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	4	1,2
	Tribal Loose	Unprotected	-					12	
Cynan or Merioneth spearmen	INFANTRY	Average	Experienced	Short Spear	-	44	Melee Expert (10), Fleet of Foot (6)	0	1,2
	Tribal Loose	Unprotected	Javelin					6	
Welsh archers	INFANTRY	Average	Experienced	-	-	48	Fleet of Foot (6), Combat Shy (-14)	4	1,2
	Tribal Loose	Unprotected	Bow					28	
Upgrade archers (before 1200 CE)	INFANTRY	Average	Experienced	-	-	63	Fleet of Foot (6), Combat Shy (-14)		1,2
	Tribal Loose	Unprotected	Powerbow					Up to half	
Upgrade archers (from 1200 CE)	INFANTRY	Average	Experienced	-	-	63	Fleet of Foot (6), Combat Shy (-14)		1,2
	Tribal Loose	Unprotected	Powerbow					All	
Welsh javelinmen	INFANTRY	Average	Experienced	-	-	32	Melee Expert (8)	0	1,2
	Skirmisher	Unprotected	Javelin					12	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					12	

MEDIEVAL WELSH



MARCHER CONTINGENT (FROM 1150 CE)

TUGS 1/2 KNIGHTS AND 1/2 SERGEANTS

Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	1	2
	Formed Loose	-/Fully Armoured	-					1	
Sergeants	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

Marcher muntatores	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	0	1,2
	Formed Flexible	Protected	-					2	
Marcher spearmen	INFANTRY	Average	-	Short Spear	-	44	Melee Expert (10)	2	1,2
	Formed Loose	Unprotected	-					4	

ALLIES

Irish mercenary allies - Norse-Irish (until 1150 CE)

NOTES

Internal allied contingents must be either Northern Welsh, Southern Welsh or Marcher. Northern Welsh contingents do not need to take archers and spearmen must outnumber archers/skirmishing archers by 2:1. Southern Welsh contingents do not need to take spearmen or best spearmen and archers/skirmishing archers must outnumber spearmen/best spearmen by 2:1. Marcher allies draw their troops from the Marcher contingent. Marcher troops can only be commanded by a Marcher allied general. Irish and Marcher allies cannot be used together.

Minima and maxima are for Marcher knights. An equal number of sergeants must be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

None.

FEUDAL SCOTTISH



ARMY COMMANDER		1	Any Instinctive		DATES		1124 CE to 1305 CE			
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Coastal, Mountains			
INTERNAL ALLIED GENERALS		0-1	Any Instinctive (up to 1 Galwegian)							
TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Knights and sergeants	CAVALRY	Average	-	Charging Lancer	-	105	Devastating Chargers (13), Melee Expert (23)	2	1,2	
	Formed Loose	Protected	-					4		
Lowland Scots yeomen	INFANTRY	Average	-	Long Spear	-	50	Orb (1), Dismountable (6)	10	1,2	
	Tribal Close	Unprotected	-					30		
Upgrade yeomen	INFANTRY	Average	-	Long Spear	-	76	Orb (2), Dismountable (10)	0	*see note	
	Tribal Close	Protected	-					6		
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2	
	Tribal Loose	Unprotected	Bow					4		
"Small folk"	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	2,3	
	Tribal Loose	Unprotected	Javelin					8		
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected	Bow					6		
Gentry and ceithern	INFANTRY	Average	Charge Only	-	Devastating Chargers	71	-	0	2	
	Tribal Loose	Protected	Bow					4		
Highland archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2	
	Tribal Loose	Unprotected	Bow					4		
Highland skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected	Bow					4		
Highland rabble	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	2,3	
	Tribal Loose	Unprotected	Javelin					6		

FEUDAL SCOTTISH



GALWEGIAN CONTINGENT (BEFORE 1162 CE)

Galwegian warriors	INFANTRY	Average	-	-	Devastating Chargers	39	Fleet of Foot (6)	4	1,2
	Tribal Loose	Unprotected	-					6	
Warriors mounted on ponies	INFANTRY	Average	-	-	Devastating Chargers, Dismountable	46	-	0	1,2
	Tribal Loose	Unprotected	-					4	

ALLIES

Islemen allies - Kingdom of the Isles

NOTES

* Upgraded yeomen can form 1/2 of any Yeoman TuG and be deployed as a front rank.

Galwegian ally generals can command only and all Galwegians. Minima apply to Galwegians only if they are taken.

Up to 3 TuGs may take the Obstacles characteristic.

CHANGES FROM LAST VERSION

Corrected note on upgraded yeomen.

FEUDAL ENGLISH



ARMY COMMANDER		1	Any		DATES		1154 CE to 1320 CE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Royal household knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	1,2
	Formed Loose	-/Fully Armoured	-					2	
TUGS 1/2 KNIGHTS AND 1/2 SERGEANTS									
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	1	2
	Formed Loose	-/Fully Armoured	-					4	
Sergeants	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

Flemish knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (29)	0	1,2
	Drilled Loose	-/Fully Armoured	-					2	
Marcher muntatores	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	0	1,2
	Formed Flexible	Protected	-					2	
Replace muntatores with hobilars	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23), Dismountable (5)		1,2
	Formed Loose	Protected	-					All or none	
Welsh mercenary cavalry	CAVALRY	Average	-	Charging Lancer	Melee Expert	128	-	0	1,2
	Formed Loose	Protected	-					2	
Marcher spearmen	INFANTRY	Average	-	Short Spear	-	44	Melee Expert (10)	0	1,2
	Formed Loose	Unprotected	-					4	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow					4	
Archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	1,2
	Formed Loose	Unprotected	Bow					8	

FEUDAL ENGLISH



Longbowmen (only from 1200 CE)	INFANTRY	Average	Experienced	-	-	69	-	0	1,2
	Formed Loose	Unprotected	Powerbow					12	
Retinue longbowmen (only from 1296 CE)	INFANTRY	Average	Experienced	-	-	90	-	0	1,2
	Formed Loose	Protected	Powerbow					6	
Spearmen	INFANTRY	Average	-	Short Spear	-	72	Shieldwall (5)	0	1,2
	Formed Close	Protected	-					4	
Flemish mercenary foot	INFANTRY	Average	-	Long Spear	-	86	-	0	1,2
	Formed Close	Protected	-					4	
Welsh foot	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	1,2
	Tribal Loose	Unprotected	-					4	
Levy	INFANTRY	Poor	-	Short Spear	-	38	Combat Shy (-13)	0	2,3
	Tribal Close	Protected	-					12	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Welsh javelinmen or Irish kerns	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					4	

ALLIES

North Welsh allies - Medieval Welsh

French allies - Northern Medieval French

Navarrese allies - Feudal Navarrese (from 1194 to 1196 CE)

Irish allies - Later Norse-Irish (only in 1245 CE)

NOTES

Minima and maxima are for knights. An equal number of sergeants must be taken.

Hobilaris dismount as equivalent infantry.

Irish, French or Navarrese allies cannot be used together, nor with muntatores.

CHANGES FROM LAST VERSION

None.

LATER NORSE-IRISH



Army Commander		1	Any Instinctive		Dates		1168 CE to 1300 CE		
Sub-Generals		0-1	Any Instinctive		Terrain		Coastal		
Internal Allied Generals		1-3	Any Instinctive (up to 1 Ostmen)						
Type									
Name	Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base Pts	Optional Characteristics	Min Max	Ug Size
Nobles and retainers	Infantry	Superior	-	2-H Cut-Crush	-	143	Dismountable (14), Integral Shooters (8)	0	1,2
	Formed Flexible	Protected	-					6	
Regrade Nobles and retainers	Infantry	Superior	-	2-H Cut-Crush	Shieldwall	143	Dismountable (14), Integral Shooters (8)		1,2
	Formed Close	Protected	-					All or none	
Foreign Gaels	Infantry	Average	-	2-H Cut-Crush	-	97	-	0	1,2
	Formed Close	Protected	-					4	
Warriors	Infantry	Average	-	2-H Cut-Crush	-	54	Fleet of Foot (6)	6	1,2
	Tribal Loose	Unprotected	-					40	
Mercenaries	Infantry	Average	Experienced	Short Spear	-	50	Fleet of Foot (6)	0	1,2
	Formed Loose	Unprotected	Javelin					4	
Kerns	Infantry	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					14	
Levies	Infantry	Poor	Experienced	-	Combat Shy	20	-	4	2,3
	Skirmisher	Unprotected	Javelin					14	
Archers	Infantry	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					2	
Slingers	Infantry	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					2	

LATER NORSE-IRISH



OSTMEN CONTINGENT

MIXED TuG CONSISTING OF 1/2 OSTMEN AND 1/2 ARCHERS

Ostmen	INFANTRY	Average	Charge Only	Short Spear	-	68	-	0	2
	Tribal Loose	Protected	Bow					3	
Ostmen archers	INFANTRY	Average	Charge Only	-	-	61	-	0	
	Tribal Loose	Protected	Bow					3	

ALLIES

Norman allies - Feudal English (before 1205 CE)

NOTES

A command cannot contain more than one TuG of nobles.

CHANGES FROM LAST VERSION

None.

EARLY ANGLO-IRISH



ARMY COMMANDER		1	Any Instinctive		DATES		1169 CE to 1349 CE		
SUB-GENERALS		0-1	Any Instinctive		TERRAIN		Coastal		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive						
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
TUGS 1/2 KNIGHTS AND 1/2 SERGEANTS									
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	1	2
	Formed Loose	-/Fully Armoured	-					4	
Sergeants	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

Colonist archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	4	1,2
	Formed Loose	Unprotected	Bow					8	
Upgrade colonist archers (before 1206 CE)	INFANTRY	Average	Experienced	-	-	69	-		1,2
	Formed Loose	Unprotected	Powerbow					Up to half	
Upgrade colonist archers (from 1206 CE)	INFANTRY	Average	Experienced	-	-	69	-		1,2
	Formed Loose	Unprotected	Powerbow					Any	
Sergeants	INFANTRY	Average	-	Short Spear	-	72	Shieldwall (5)	2	1,2
	Formed Close	Protected	-					6	
Sersenaigh	INFANTRY	Average	-	2-H Cut-Crush	-	97	-	0	1,2
	Formed Close	Protected	-					4	
Irish kerns	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					12	
ONLY BEFORE 1206 CE									
Welsh spearmen	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	1,2
	Tribal Loose	Unprotected	-					4	
Welsh javelinmen	INFANTRY	Average	Experienced	-	-	32	Melee Expert (8)	0	1,2
	Skirmisher	Unprotected	Javelin					4	

EARLY ANGLO-IRISH



MIXED TUG CONSISTING OF 1/2 OSTMEN AND 1/2 ARCHERS

Ostmen	INFANTRY	Average	Charge Only	Short Spear	-	68	-	0	2
	Tribal Loose	Protected	Bow					1	
Ostmen archers	INFANTRY	Average	Charge Only	-	-	61	-	0	
	Tribal Loose	Protected	Bow					1	

ALLIES

Irish allies - Later Norse-Irish (before 1300 CE) - Up to 2 contingents

Irish allies - Medieval Irish (from 1300 CE) - Up to 2 contingents

Manx allies - Kingdom of the Isles (before 1206 CE)

NOTES

Minima and maxima are for knights. An equal number of sergeants must be taken.

CHANGES FROM LAST VERSION

None.

MEDIEVAL IRISH



ARMY COMMANDER		1	Any Instinctive		DATES		1300 CE to 1500 CE				
SUB-GENERALS		0-1	Any Instinctive		TERRAIN		Coastal, Forest				
INTERNAL ALLIED GENERALS		1-3	Any Instinctive (up to 1 Anglo-Irish, up to 1 Antrim-Scots)								
TYPE											
TRAINING AND		QUALITY		SHOOTING SKILL		MELEE		MANDATORY		BASE	
FORMATION		PROTECTION		WEAPONRY		WEAPONRY		CHARACTERISTICS		PTS	
NAME		FORMATION		PROTECTION		WEAPONRY		CHARACTERISTICS		PTS	
Anglo-Irish "spears"		CAVALRY		Superior		-		Charging Lancer		-	
		Formed Loose		Protected		-				147	
Irish cavalry		CAVALRY		Average		Experienced		Short Spear		-	
		Formed Flexible		Unprotected		Javelin				77	
Best galloglaich		INFANTRY		Superior		-		2-H Cut-Crush		-	
		Formed Close		Protected		-				136	
Galloglaich		INFANTRY		Average		-		2-H Cut-Crush		-	
		Formed Close		Protected		-				97	
Replace galloglaich with armoured kerns (only from 1399 CE)		INFANTRY		Average		Experienced		Short Spear		-	
		Formed Loose		Protected		Javelin				73	
Kerns		INFANTRY		Average		Experienced		Short Spear		-	
		Tribal Loose		Unprotected		Javelin				44	
"Rising out"		INFANTRY		Poor		-		Short Spear		-	
		Tribal Close		Unprotected		-				25	
Skirmishing kerns		INFANTRY		Average		Experienced		-		-	
		Skirmisher		Unprotected		Javelin				32	
Archers		INFANTRY		Average		Experienced		-		Combat Shy	
		Skirmisher		Unprotected		Bow				50	
Slingers		INFANTRY		Average		Experienced		-		Combat Shy	
		Skirmisher		Unprotected		Sling				43	

MEDIEVAL IRISH



ANGLO-IRISH CONTINGENT

Anglo-Irish "spears"	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	2	1,2
	Formed Loose	Protected	-					4	

ONLY FROM 1315 TO 1318 CE (EDWARD BRUCE AS C-IN-C)

Men-at-Arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	1	1,2
	Drilled Close	Fully Armoured	-					2	
Scottish yeomen	INFANTRY	Average	-	Long Spear	-	56	Orb (1), Dismountable (6)	4	1,2
	Formed Close	Unprotected	-					10	
Upgrade yeomen	INFANTRY	Average	-	Long Spear	-	86	Orb (2), Dismountable (10)		
	Formed Close	Protected	-					Any	

ANTRIM SCOTS CONTINGENT (ONLY FROM 1399 CE)

Antrim Scots	INFANTRY	Average	-	-	Devastating Chargers	39	-	4	1,2
	Tribal Loose	Unprotected	-					8	

ALLIES

Islemen allies - Kingdom of the Isles (only Edward Bruce from 1315 to 1318 CE)

NOTES

Edward Bruce cannot use Anglo-Irish. Scottish troops must be commanded by the C-in-C.

Irish cavalry dismount as Formed Loose infantry of equivalent quality with same weapons and protection.

CHANGES FROM LAST VERSION

None.

MEDIEVAL SCOTTISH



ARMY COMMANDER		1	Any Instinctive		DATES		1306 CE to 1473 CE		
SUB-GENERALS		0-3	Any Instinctive (up to 1 Islemen)		TERRAIN		Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Instinctive (French)						
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Hobilaris	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23), Dismountable (5)	0	1,2
	Formed Loose	Protected	-					2	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	2	1,2
	Drilled Close	Fully Armoured	-					4	
Lowland Scots yeomen	INFANTRY	Average	-	Long Spear	-	56	Orb (1), Dismountable (6)	10	1,2
	Formed Close	Unprotected	-					30	
Upgrade yeomen	INFANTRY	Average	-	Long Spear	-	86	Orb (2), Dismountable (10)		1,2
	Formed Close	Protected	-					Any	
Archers	INFANTRY	Average	Experienced	-	-	90	-	0	1,2
	Formed Loose	Protected	Powerbow					4	
Replace yeoman as archers (from 1429 to 1437 CE)	INFANTRY	Average	Unskilled	-	-	51	-	0	1,2
	Formed Loose	Unprotected	Powerbow					12	
"Small folk"	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	2,3
	Tribal Loose	Unprotected	Javelin					6	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	
Guns (from 1456 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	

MEDIEVAL SCOTTISH



ISLESMEN CONTINGENT

ISLESMEN - MIXED TUGS CONSISTING OF 1/2 BEST ISLESMEN AND 1/2 ISLESMEN

Best islesmen	INFANTRY	Average	-	2-H Cut-Crush	Devastating Chargers	92	-	1	2
	Tribal Loose	Protected	-					2	
Islesmen	INFANTRY	Average	-	-	Devastating Chargers	39	-	1	
	Tribal Loose	Unprotected	-					2	

Gentry and ceithern	INFANTRY	Average	Charge Only	-	Devastating Chargers	81	-	0	2
	Tribal Loose	Protected	Powerbow					4	
Highland skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					2	

FRENCH CONTINGENT (ONLY IN 1385 CE)

MIXED TUGS CONSISTING OF 1/2 MEN-AT-ARMS AND 1/2 VALET DE GUERRE

Men-at-arms	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	1	2
	Formed Loose	-/Fully Armoured	-					1	
Valet de Guerre	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

French mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	1	1,2
	Drilled Loose	Protected	Crossbow					2	

MEDIEVAL SCOTTISH



NOTES

* If yeomen are upgraded then the men-at-arms may not be taken and the minimum no longer applies.

Up to 2 TuGs of highlanders can be included in other commands, otherwise highlanders must be under the command of an Islesmen general commanding an Islesmen contingent.

Minima and maxima in each contingent apply only if the contingent is taken.

If a French contingent is taken then Yeoman cannot be upgraded and an Islesmen contingent is not permitted.

Minima and maxima are for French men-at-arms. An equal number of valet-de-guerre must be taken.

Hobillars can always be dismounted as Formed Loose, Protected, Short Spear of the same grade (but lose Melee Expert if dismounted).

CHANGES FROM LAST VERSION

None.

MEDIEVAL ENGLISH



ARMY COMMANDER		1	Any Professional			DATES		1320 CE to 1454 CE	
SUB-GENERALS		1-3	Any Professional			TERRAIN		Standard, Coastal	
INTERNAL ALLIED GENERALS									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
English knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	1,2
	Formed Loose	-/Fully Armoured	-					4	
Hobilar (only before 1350 CE)	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23), Dismountable (5)	0	1,2
	Formed Loose	Protected	-					4	
Northern border staves	CAVALRY	Average	-	Charging Lancer	-	115	-	0	1,2
	Formed Flexible	Protected	-					2	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	2	1,2
	Drilled Close	Fully Armoured	-					6	
Downgrade men-at-arms with less armour	INFANTRY	Average	-	2-H Cut-Crush	-	102	Melee Expert (16), Dismountable (10)		1,2
	Drilled Close	Protected	-					Any	
Spearmen	INFANTRY	Average	-	Short Spear	-	72	Shieldwall (5)	0	1,2
	Formed Close	Protected	-					4	
Replace spearmen with billmen (only from 1423 CE)	INFANTRY	Average	-	Polearm	-	87	-		1,2
	Formed Close	Protected	-					All	
Longbowmen	INFANTRY	Average	Experienced	-	-	90	-	4	1,2
	Formed Loose	Protected	Powerbow					8	
Downgrade longbowmen without armour	INFANTRY	Average	Experienced	-	-	69	-		1,2
	Formed Loose	Unprotected	Powerbow					Any	
Militia (only from 1423 CE)	INFANTRY	Poor	-	Short Spear	-	38	Combat Shy (-13)	0	2,3
	Tribal Close	Protected	-					6	
Replace militia with billmen (only from 1423 CE)	INFANTRY	Poor	-	Polearm	-	47	Combat Shy (-13)		2,3
	Tribal Close	Protected	-					All	
Militia longbowmen	INFANTRY	Poor	Experienced	-	-	50	Combat Shy (-9)	0	2,3
	Tribal Loose	Unprotected	Powerbow					6	

MEDIEVAL ENGLISH



Welsh spearmen	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	1,2
	Tribal Loose	Unprotected	-					4	
Welsh Longbowmen	INFANTRY	Average	Experienced	-	-	63	-	0	1,2
	Tribal Loose	Unprotected	Powerbow					4	
Northern border spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	1,2
	Formed Close	Protected	-					4	
Northern border billmen (only after 1423 CE)	INFANTRY	Average	-	Polearm	-	87	-	0	1,2
	Formed Close	Protected	-					2	
Northern border longbowmen	INFANTRY	Average	Experienced	-	-	63	-	0	1,2
	Tribal Loose	Unprotected	Powerbow					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
Cannons (from 1415 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art					1	

NOTES

Knights can always be dismounted as Formed Close, Average (or Poor if downgraded to Poor), Fully Armoured, 2-H Cut & Crush. Hobillars can always be dismounted as Protected, Short Spear of the same grade (but lose Melee Expert if dismounted).

Northern Border and Welsh troops may not be used together.

CHANGES FROM LAST VERSION

None.

ANGLO-IRISH



ARMY COMMANDER		1	Any Professional(Royal Official) or Instinctive(Anglo-Irish)			DATES		1350 CE to 1500 CE	
SUB-GENERALS		0-1	Any Professional(Royal Official) or Instinctive(Anglo-Irish)			TERRAIN		Standard, Coastal	
INTERNAL ALLIED GENERALS		0-2	Any Instinctive						

	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
English knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	1,2
	Formed Loose	-/Fully Armoured	-					2	
IRISH MEN-AT-ARMS - TUGS 1/2 KNIGHTS AND 1/2 SERGEANTS									
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	1	2
	Formed Loose	-/Fully Armoured	-					2	
Sergeants	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

Replace men-at-arms with "spears" (only from 1400 CE)	CAVALRY	Superior	-	Charging Lancer	-	147	-		1,2
	Formed Loose	Protected	-					All	
Anglo-Irish "spears"	CAVALRY	Superior	-	Charging Lancer	-	147	-	0	1,2
	Formed Loose	Protected	-					2	
Hobilarars	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23), Dismountable (5)	0	1,2
	Formed Loose	Protected	-					2	
Replace hobilarars with irish cavalry (only from 1400 CE)	CAVALRY	Average	Experienced	Short Spear	-	77	Dismountable (3)		1,2
	Formed Flexible	Unprotected	Javelin					All	
Irish cavalry	CAVALRY	Average	Experienced	Short Spear	-	77	Dismountable (3)	0	1,2
	Formed Flexible	Unprotected	Javelin					2	
Gallo glaich	INFANTRY	Average	-	2-H Cut-Crush	-	97	-	0	1,2
	Formed Close	Protected	-					6	

ANGLO-IRISH



English archers	INFANTRY	Average	Experienced	-	-	90	Dismountable (10)	0	1,2
	Formed Loose	Protected	Powerbow					4	
Colonist archers	INFANTRY	Average	Experienced	-	-	69	-	4	1,2
	Formed Loose	Unprotected	Powerbow					8	
Sergeants	INFANTRY	Average	-	Short Spear	-	72	Shieldwall (5)	2	1,2
	Formed Close	Protected	-					6	
Replace sergeants with billmen (only from 1423 CE)	INFANTRY	Average	-	Polearm	-	87	-		1,2
	Formed Close	Protected	-					All	
Kerns	INFANTRY	Average	Experienced	Short Spear	-	44	Fleet of Foot (6), Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Javelin					12	
Skirmishing kerns	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					12	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Guns (only from 1400 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
Cannons (only from 1423 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art					1	

ALLIES

Irish allies - Medieval Irish - Up to 2 contingents

NOTES

Minima and maxima are for knights. An equal number of sergeants must be taken.

English troops can only be commanded by Professional generals. An Instinctive general cannot have a Professional sub-general.

Billmen can interpenetrate longbowmen in the movement phase and vice-versa.

Knights dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of equivalent quality. Hobillars dismount as Formed Loose, Protected, Short Spear of the same grade (but lose Melee Expert if dismounted). Irish cavalry dismount as Formed Loose infantry of equivalent quality with same weapons and protection.

CHANGES FROM LAST VERSION

None.

LANCASTRIAN ENGLISH



ARMY COMMANDER		1	Any Professional			DATES		1455 CE to 1471 CE		
SUB-GENERALS		0-2	Any Professional			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS		0-2	Any Professional							
	TYPE									
	TRAINING AND		QUALITY		SHOOTING SKILL		MELEE		MANDATORY	
	FORMATION		PROTECTION		WEAPONRY		WEAPONRY		CHARACTERISTICS	
	NAME						BASE		OPTIONAL	
							PTS		CHARACTERISTICS	
									MIN	
									MAX	
									UQ SIZE	
Royal household knights	CAVALRY	Superior	-		Charging Lancer	-	180	Melee Expert (43), Dismountable (9)	0	1
	Formed Close	ArmHrs/F Armoured	-						1	
Household knights	CAVALRY	Average	-		Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0	1,2
	Formed Loose	-/Fully Armoured	-						2	
Curours	CAVALRY	Average	-		Charging Lancer	-	105	Melee Expert (23)	0	1,2
	Formed Loose	Protected	-						2	
Retinue longbowmen	INFANTRY	Average	Experienced		-	-	90	Stakes (10)	2	1,2
	Formed Loose	Protected	Powerbow						12	
Men-at-arms	INFANTRY	Average	-		2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0	1,2
	Drilled Close	Fully Armoured	-						4	
Billmen	INFANTRY	Average	-		Polearm	-	87	-	2	1,2
	Formed Close	Protected	-						6	
Militia billmen	INFANTRY	Poor	-		Polearm	-	47	Combat Shy (-13)	0	2,3
	Tribal Close	Protected	-						12	
Militia longbowmen	INFANTRY	Poor	Experienced		-	-	60	Stakes (6), Combat Shy (-13)	0	2,3
	Tribal Loose	Protected	Powerbow						14	
Welsh spearmen	INFANTRY	Average	-		Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	1,2
	Tribal Loose	Unprotected	-						4	
Welsh longbowmen	INFANTRY	Average	Experienced		-	-	63	Stakes (6)	0	1,2
	Tribal Loose	Unprotected	Powerbow						4	
Mercenary crossbowmen	INFANTRY	Average	Experienced		-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow						4	
Mercenary handgunners	INFANTRY	Average	Experienced		-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm						2	

LANCASTRIAN ENGLISH



NORTHERN BORDER CONTINGENT

Staves	CAVALRY	Average	-	Charging Lancer	-	115	-	0	1,2
	Formed Flexible	Protected	-					2	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	2	1,2
	Formed Close	Protected	-					4	
Billmen	INFANTRY	Average	-	Polearm	-	87	-	0	1,2
	Formed Close	Protected	-					2	
Longbowmen	INFANTRY	Average	Experienced	-	-	69	Stakes (6)	0	1,2
	Formed Loose	Unprotected	Powerbow					4	

IRISH CONTINGENT

Kerns	INFANTRY	Average	Experienced	Short Spear	-	44	Fleet of Foot (6), Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Javelin					6	
Skirmishing kerns	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	2	1,2
	Skirmisher	Unprotected	Javelin					6	

Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art					1	

LANCASTRIAN ENGLISH



NOTES

Royal household knights may be combined with knights in a TuG of 2.

Knights dismount as Formed Close, Average, Fully Armoured, 2-Handed Cut & Crush (Poor if downgraded to Poor).

If stakes are taken, all TuGs must be so equipped.

Up to 1460 CE the army may be entrenched, in which case all infantry TuGs must take the Barricades characteristic.

Troops in a contingent are only mandatory if that contingent is taken. Contingents do not need to form a command of their own.

SPECIAL RULE: Men-at-arms or billmen and longbowmen may pass through each other in the Movement Phase without causing KaBs on either. These must be notified to your opponent when they are deployed.

CHANGES FROM LAST VERSION

None.

YORKIST ENGLISH



ARMY COMMANDER		1	Any Professional		DATES		1455 CE to 1483 CE		
SUB-GENERALS		0-2	Any Professional		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS		0-2	Any Professional						
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Royal household knights	CAVALRY	Superior	-	Charging Lancer	-	180	Melee Expert (43), Dismountable (9)	0	1
	Formed Close	ArmHrs/F Armoured	-					1	
Household knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0	1,2
	Formed Loose	-/Fully Armoured	-					2	
Curours	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	1,2
	Formed Loose	Protected	-					2	
Retinue longbowmen	INFANTRY	Average	Experienced	-	-	90	Stakes (10)	2	1,2
	Formed Loose	Protected	Powerbow					12	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0	1,2
	Drilled Close	Fully Armoured	-					4	
Billmen	INFANTRY	Average	-	Polearm	-	87	-	2	1,2
	Formed Close	Protected	-					6	
Militia billmen	INFANTRY	Poor	-	Polearm	-	47	Combat Shy (-13)	0	2,3
	Tribal Close	Protected	-					12	
Militia longbowmen	INFANTRY	Poor	Experienced	-	-	60	Stakes (6), Combat Shy (-13)	0	2,3
	Tribal Loose	Protected	Powerbow					14	
Welsh spearmen	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	1,2
	Tribal Loose	Unprotected	-					4	

YORKIST ENGLISH



NORTHERN BORDER CONTINGENT

Staves	CAVALRY	Average	-	Charging Lancer	-	115	-	0	1,2
	Formed Flexible	Protected	-					2	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	2	1,2
	Formed Close	Protected	-					4	
Billmen	INFANTRY	Average	-	Polearm	-	87	-	0	1,2
	Formed Close	Protected	-					2	
Longbowmen	INFANTRY	Average	Experienced	-	-	69	Stakes (6)	0	1,2
	Formed Loose	Unprotected	Powerbow					4	

Mercenary handgunners (from 1461 CE)	INFANTRY	Average	Experienced	-	-	75	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Firearm					4	
Replace handgunners with skirmishers (from 1461 CE)	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art					1	

NOTES

Royal household knights may be combined with knights in a TuG of 2.

Knights dismount as Formed Close, Average, Fully Armoured, 2-Handed Cut & Crush (Poor if downgraded to Poor).

If stakes are taken, all TuGs must be so equipped.

Up to 1460 CE the army may be entrenched, in which case all infantry TuGs must take the Barricades characteristic.

Troops in a contingent are only mandatory if that contingent is taken. Contingents do not need to form a command of their own.

SPECIAL RULE: Men-at-arms or billmen and longbowmen may pass through each other in the Movement Phase without causing KaBs on either. These must be notified to your opponent when they are deployed.

Ally contingents from this list may not take royal household knights.

CHANGES FROM LAST VERSION

None.

LATE MEDIEVAL SCOTTISH



ARMY COMMANDER		1	Any Professional		DATES		1474 CE to 1487 CE			
SUB-GENERALS		0-3	Any Professional		TERRAIN		Coastal, Mountains			
INTERNAL ALLIED GENERALS										
TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Border horse	CAVALRY	Average	Charge Only	Short Spear	-	117	-	2	1,2	
	Formed Loose	Protected	Crossbow					4		
Knights	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0	1,2	
	Drilled Close	Fully Armoured	-					2		
Scottish spearmen	INFANTRY	Average	-	Long Spear	-	86	Orb (2), Dismountable (10)	8	1,2	
	Formed Close	Protected	-					24		
Scottish using longer pikes	INFANTRY	Average	-	Pike	Combat Shy	65	Orb (2)	0	3	
	Formed Close	Protected	-					12		
Gentry and ceithern	INFANTRY	Average	Charge Only	-	Devastating Chargers	81	-	0	2	
	Tribal Loose	Protected	Powerbow					4		
Archers	INFANTRY	Average	Experienced	-	-	90	Stakes (10)	0	1,2	
	Formed Loose	Protected	Powerbow					4		
"Small folk"	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	2,3	
	Tribal Loose	Unprotected	Javelin					6		
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected	Bow					6		
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1	
	Skirmisher	Unprotected	Light Art					1		
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1	
	Skirmisher	Unprotected	Heavy Art					1		

CHANGES FROM LAST VERSION

None.

RICHARD III ENGLISH



ARMY COMMANDER		1	Any Professional			DATES		1483 CE to 1485 CE		
SUB-GENERALS		0-1	Any Professional			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS										
	TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN		
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE	
Royal household knights	CAVALRY	Superior	-	Charging Lancer	-	180	Melee Expert (43), Dismountable (9)	1	1	
	Formed Close	ArmHrs/F Armoured	-					1		
Household knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0	1,2	
	Formed Loose	-/Fully Armoured	-					2		
Curours	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	1,2	
	Formed Loose	Protected	-					2		
Retinue longbowmen	INFANTRY	Average	Experienced	-	-	90	Stakes (10)	4	1,2	
	Formed Loose	Protected	Powerbow					12		
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0	1,2	
	Drilled Close	Fully Armoured	-					4		
Retinue billmen	INFANTRY	Average	-	Polearm	-	87	-	0	1,2	
	Formed Close	Protected	-					6		
Militia billmen	INFANTRY	Poor	-	Polearm	-	47	Combat Shy (-13)	0	2,3	
	Tribal Close	Protected	-					8		
Militia longbowmen	INFANTRY	Poor	Experienced	-	-	60	Stakes (6), Combat Shy (-13)	0	2,3	
	Tribal Loose	Protected	Powerbow					8		
Mercenary handgunners	INFANTRY	Average	Experienced	-	-	75	Combat Shy (-22)	0	1,2	
	Drilled Loose	Protected	Firearm					4		

RICHARD III ENGLISH



NORTHERN BORDER TROOPS

Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	2	1,2
	Formed Close	Protected	-					6	
Billmen	INFANTRY	Average	-	Polearm	-	87	-	0	1,2
	Formed Close	Protected	-					2	
Longbowmen	INFANTRY	Average	Experienced	-	-	69	Stakes (6)	0	1,2
	Formed Loose	Unprotected	Powerbow					4	

Skirmishing handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art					1	

ALLIES

Unreliable Barons - Yorkist English - Up to 2 contingents

NOTES

Royal household knights may be combined with knights in a TuG of 2.

Knights dismount as Formed Close, Average, Fully Armoured, 2-Handed Cut & Crush (Poor if downgraded to Poor).

If stakes are taken, all TuGs must be so equipped.

Northern border troops are only mandatory if any are taken.

SPECIAL RULE: Men-at-arms or billmen and longbowmen may pass through each other in the Movement Phase without causing KaBs on either. These must be notified to your opponent when they are deployed.

CHANGES FROM LAST VERSION

None.

EARLY TUDOR ENGLISH



ARMY COMMANDER		1	Any Professional		DATES		1485 CE to 1487 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0	1,2
	Formed Loose	-/Fully Armoured	-					2	
Curours	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	1,2
	Formed Loose	Protected	-					2	
Retinue longbowmen or Yeoman of the Guard	INFANTRY	Average	Experienced	-	-	90	Stakes (10)	2	1,2
	Formed Loose	Protected	Powerbow					8	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0	1,2
	Drilled Close	Fully Armoured	-					4	
Billmen	INFANTRY	Average	-	Polearm	-	87	-	0	1,2
	Formed Close	Protected	-					6	
Militia billmen	INFANTRY	Poor	-	Polearm	-	47	Combat Shy (-13)	0	2,3
	Tribal Close	Protected	-					8	
Militia longbowmen	INFANTRY	Poor	Experienced	-	-	60	Stakes (6), Combat Shy (-13)	0	2,3
	Tribal Loose	Protected	Powerbow					8	
Welsh spearmen	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	1,2
	Tribal Loose	Unprotected	-					6	
Welsh longbowmen	INFANTRY	Average	Experienced	-	-	63	Stakes (6)	2	1,2
	Tribal Loose	Unprotected	Powerbow					8	
French pikemen with halberdiers (only in 1485 CE)	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	3	3
	Drilled Close	Protected	-					6	
Replace French pikemen with halberds only	INFANTRY	Average	-	Polearm	-	92	-		1,2
	Drilled Close	Protected	-					All or none	
Scottish spearmen (only in 1485 CE)	INFANTRY	Average	-	Long Spear	-	86	Orb (2)	0	1,2
	Formed Close	Protected	-					2	

EARLY TUDOR ENGLISH



Mercenary pikemen with halberdiers (from 1486 CE)	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	3
	Drilled Close	Protected	-					3	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow					4	
Breton javelinmen	INFANTRY	Average	Experienced	-	-	32	-	0	1,2
	Skirmisher	Unprotected	Javelin					4	
Mercenary handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
Cannons (from 1486 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art					1	

ALLIES

Stanleys (only in 1485 CE) - Yorkist English - Up to 2 contingents

NOTES

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

French and Scottish in 1485 must be in the same command.

If stakes are taken, all TuGs must be so equipped.

SPECIAL RULE: Men-at-arms or billmen and longbowmen may pass through each other in the Movement Phase without causing KaBs on either. This must be notified to your opponent when they are deployed.

CHANGES FROM LAST VERSION

Added Scottish spearmen. Adjusted minimums.

YORKIST PRETENDER



ARMY COMMANDER		1	Any Professional			DATES		1486 CE to 1487 CE		
SUB-GENERALS		1-3	Any Professional			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS										
TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL		MELEE		MANDATORY		BASE
FORMATION		PROTECTION		WEAPONRY		WEAPONRY		CHARACTERISTICS		PTS
NAME										MIN
										MAX
										UG SIZE
Knights		CAVALRY		Average		-		Charging Lancer		-
		Formed Loose		-/Fully Armoured		-				132
										Melee Expert (29), Dismountable (6)
										0
										2
										1,2
Currours		CAVALRY		Average		-		Charging Lancer		-
		Formed Loose		Protected		-				105
										Melee Expert (23)
										0
										2
										1,2
Retinue longbowmen		INFANTRY		Average		Experienced		-		-
		Formed Loose		Protected		Powerbow				90
										Stakes (10)
										2
										6
										1,2
Men-at-arms		INFANTRY		Average		-		2-H Cut-Crush		-
		Drilled Close		Fully Armoured		-				138
										Melee Expert (22), Dismountable (13)
										0
										2
										1,2
Billmen		INFANTRY		Average		-		Polearm		-
		Formed Close		Protected		-				87
										-
										0
										4
										1,2
Mercenary crossbowmen		INFANTRY		Average		Experienced		-		-
		Drilled Loose		Protected		Crossbow				85
										Combat Shy (-22)
										0
										4
										1,2
Mercenary pikemen with halberdiers		INFANTRY		Average		-		Pike		Shove
		Drilled Close		Protected		-				100
										Orb (2)
										3
										6
										3
Mercenary handgunners		INFANTRY		Average		Experienced		-		-
		Drilled Loose		Protected		Firearm				75
										Combat Shy (-22)
										0
										4
										1,2
Kerns		INFANTRY		Average		Experienced		Short Spear		-
		Tribal Loose		Unprotected		Javelin				44
										Fleet of Foot (6), Combat Shy (-14)
										4
										16
										1,2
Mercenary handgunners		INFANTRY		Average		Experienced		-		-
		Skirmisher		Protected		Firearm				45
										Combat Shy (-5)
										0
										4
										1,2
Skirmishing kerns		INFANTRY		Average		Experienced		-		-
		Skirmisher		Unprotected		Javelin				32
										Combat Shy (-4)
										2
										12
										1,2

YORKIST PRETENDER



NOTES

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

If stakes are taken, all TuGs must be so equipped.

SPECIAL RULE: Men-at-Arms or billmen and longbowmen may pass through each other in the Movement Phase without causing KaBs on either. This must be notified to your opponent when they are deployed.

CHANGES FROM LAST VERSION

None.