



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: ¼ to ¾ of Turcomans must be upgraded from Experienced to Skilled shooting. An internal ally might have all Experienced as long as the army as a whole has ¼ to ¾ Skilled.
- 5. They can thereafter take any troops up to the maximum to create the rest of the allied contingent. Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

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

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

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

FRIENDLY AND SCENARIO GAMES

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

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HISTORICAL INTRODUCTION

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 lead 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

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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 Duppin 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 Scandianavian-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 reestablished 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 ruled were called the south isles (as opposed to the north isles i.e. Orkney and Shetland). The kingdom survived until 1164.

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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. The 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.

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MAXIMUS ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAXIMUS

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

CAMPS

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

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

UGs

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

Notes

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

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	2 Any Instinctive			TERRAIN		Coastal		
INTERNAL ALLIED GENERALS	s 0-2	Any Instinctive, up to	1 Norse, up to 1 H	ighland	САМР		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Orkney and Shetlander	INFANTRY	Superior	-	2-H Cut-Crush	Shove, Shieldwall	140	Integral Shooters (8),	0	6
Norse huscarls	Tribal Close	Protected	-	2 11 Gut Grusii	Shove, Shield wan	110	Dismountable (14)	12	
Orkney and Shetlander	INFANTRY	Average	-	Short Spear	Shove, Shieldwall	75	Integral Shooters (6)	24	6,8,9
Norse hird	Tribal Close	Protected	-	Short Spear	Shove, Shield Wali	70	integral 51100ters (0)	96	0,0,7
ISLESMEN - MIXED TUGS OF	6 or 9 consi	STING OF $1/3$ BEST IS	LESMEN AND $2/3$	ISLESMEN					
D 1	INFANTRY	Average	-	0.11.6 . 6 . 1	D	00		3	60
Best islesmen	Tribal Loose	Protected	-	2-H Cut-Crush	Devastating Chargers	92	-	9	6,9
T-1	INFANTRY	Average	-		D	39		6	
Islesmen	Tribal Loose	Unprotected	-	-	Devastating Chargers	39	-	18	
C1: .1: 1	INFANTRY	Average	Experienced		G 1 . C1	40		0	60
Skirmishing archers	Skirmisher	Unprotected	Bow		Combat Shy	40	-	12	6,9
Highlanders									
MIXED TUGS CONSISTING OF	2/3 GENTRY A	AND CEITHERN AND 1	/3 CEITHERN WIT	H BOW					
Company of a cithour	INFANTRY	Average	-		Davis stations Change	60		0	6,9
Gentry and ceithern	Tribal Loose	Protected	-	-	Devastating Chargers	00	-	18	0,9
Ceithern with bow	INFANTRY	Average	Charge Only		D	71		0	
Ceithern with bow	Tribal Loose	Protected	Bow	-	Devastating Chargers	71	-	9	
I I: ah lan danah ana	INFANTRY	Average	Experienced		Carribat Class	40		0	6
Highland archers	Skirmisher	Unprotected	Bow	-	Combat Shy	40	-	6	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

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, Islem	nen or Highland		Terrain		Coastal, Mountains		
Internal Allied Gener	ALS	0-3	Any Instinctive, up to Highland	1 Islemen, up to 1	Galwegian, 2	Самр		Unfortified or Mobile;	Poor or Ave	erage
	Түрв									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Men	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG Size
ISLESMEN - MIXED TUGS	ог 6 ок 9 со	NSIST	FING OF $1/3$ BEST IS	LESMEN AND $2/3$	ISLESMEN					
Destislana	INFANTR	Y	Average	-	O. I.I. Costs Console	Davis atatia a Chanana	00		6	6,9
Best islesmen	Tribal Loo	se	Protected	-	2-H Cut-Crusn	Devastating Chargers	92	-	24	0,9
Islesmen	INFANTR	Y	Average	-		Douglatating Chargers	39		12	
ISIESIIIEII	Tribal Loo	se	Unprotected	-	-	Devastating Chargers	39	-	48	
Irish mercenaries	INFANTR	Y	Average	Experienced	Clarat Carre		50	Eleat of East (6)	0	6,8,9
insh mercenanes	Formed Loc	ose	Unprotected	Javelin	Short Spear	-	30	Fleet of Foot (6)	18	0,8,9
Highlanders										
Mixed TuGs consisting	of 2/3 GENT	RY AN	ND CEITHERN AND 1	/3 CEITHERN WIT	H BOW					
C . 11	INFANTR	Y	Average	-		D	<i>(</i> 0		0	60
Gentry and ceithern	Tribal Loo	se	Protected	-	-	Devastating Chargers	60	-	18	6,9
Ceithern with bow	INFANTR	Y	Average	Charge Only		Devastating Chargers	71		0	
Ceimein with bow	Tribal Loo	se	Protected	Bow	-	Devastating Chargers	/ 1	-	9	
Regrade ceithern with	INFANTR	Y	Average	Charge Only	_	Devastating Chargers	81			
longbow (from 1298 CE)	Tribal Loo	se	Protected	Powerbow	- <u>-</u>	Devastaurig Chargers	01	-	Any	

KINGDOM OF THE ISLES

MAKIEM	TAT	اله ما	
	LVI		

Highland archers	INFANTRY	Average	Experienced	_		48	Combat Shy (-14)	0	6,8
riigilialid archers	Tribal Loose	Unprotected	Bow	-	-	40	Compatibility (-14)	12	0,0
Highland skirmishers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
riiginand skiimishers	Skirmisher	Unprotected	Bow	<u>-</u>	Collidat Sily	40	-	9	0,9
Highland rabble	INFANTRY	Poor	Unskilled	Short Spear		25		0	8,9,10
	Tribal Loose	Unprotected	Javelin	31101t Spear	-	20	-	16	0,9,10
GALWEGIAN CONTINGENT ((вего ке 1161 СЕ)								
Columnian warriers	INFANTRY	Average	-		Devastating Chargers	39	Fleet of Foot (6)	9	6,8,9
Gaiwegian wannors	Tribal Loose	Unprotected	-	-	Devastating Chargers	39	rieet of root (0)	18	0,0,9
Warriors mounted on popies	INFANTRY	Average	-		Devastating Chargers,	46		0	6,8,9
Galwegian warriors Warriors mounted on ponies	Tribal Loose	Unprotected	-	-	Dismountable	70	-	9	0,0,9

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. Islemen can command highlanders.

Best islesmen and islesmen must be easily distinguished.

CHANGES FROM LAST VERSION

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	o 1 Professional (Fle	emish)	TERRAIN		Standard, Coastal		
Internal Allied Genera	LS 0-2	Any Instinctive (from	1135 CE)		САМР		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ				_				
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
NAME	Formation	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG SIZE
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32),	0	4,6
Dest Kinghts —	Formed Loose	Protected	-	Charging Lancer	Devastating Chargers	100	Dismountable (7)	8	4,0
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23),	8	4,6
Kilights	Formed Loose	Protected	-	Charging Lancer	Devastating Chargers	110	Dismountable (5)	18	4,0
Marcher muntatores	CAVALRY	Average	-	Charging Lancer	<u>-</u>	115	Melee Expert (23)	0	4,6
	Formed Flexible	Protected	-	Charging Lancer	_	110	Wielee Expert (20)	6	-1, 0
Foot sergeants	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	8	6,8
1 Oot sergeants	Formed Close	Protected	-	Short Spear	Silicia Cover	//	Sinciawan (0)	32	0,0
Town militia	INFANTRY	Average	-	Short Spear	_	62	Combat Shy (-22)	0	6,8
	Tribal Close	Protected	-	Short Spear		02	Comoat Sily (22)	16	0,0
Levied militia	INFANTRY	Poor	-	Short Spear	_	25	_	0	6,8
Levied illinda	Tribal Close	Unprotected	-	Short Spear	_	20	_	32	0,0
Archers	INFANTRY	Average	Experienced	_	<u>-</u>	54	Combat Shy (-14)	0	6,8
7 ticricis	Formed Loose	Unprotected	Bow	_	_	04	Combat Sily (-14)	16	
Welsh foot	INFANTRY	Average	-	Short Spear		38	Melee Expert (10),	0	6,8,9
vv cisii 100t	Tribal Loose	Unprotected	-	Short Spear		30	Fleet of Foot (6)	18	0,0,7
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Skiiiiisiiiiig aiciicis	Skirmisher	Unprotected	Bow	-	Collidat only		<u>-</u>	18	U, J
Crossbowmen	INFANTRY	Average	Experienced		Combat Shy	45	_	0	6,9
C109900WIIIEII	Skirmisher	Unprotected	Crossbow	-	Combat Sily	40	-	9	U, 7

ANGLO NORMAN



FLEMISH CONTINGENT (K	ING STEPHEN FROM	и 1135 то 1154 CE)						
Flemish knights	CAVALRY	Superior	-	Charging Lancer Devastating Chargers	166	Melee Expert (32),	4	16
Tiennish kinghts	Formed Loose	Protected	-	Charging Lancer Devastating Chargers	100	Dismountable (7)	6	4,0
	INTEANTEDY/	٨					4	

Flemish mercenary foot INFANTRY Average - Long Spear - 86 - 489 - 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

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 Genera	LS 0-3	Any Instinctive (up to	1 Marcher, 2 Wels	sh)	Самр		Unfortified; Poor or Av	verage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	M in	
NAME	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
Uchelwyr	CAVALRY	Superior	Experienced	_	Melee Expert	157	_	0	4,6
Cellerwyr	Formed Loose	Protected	Javelin	_	Iviciee Expert	107		20	-1, 0
Regrade uchelwyr (from	CAVALRY	Average	-	Charging Lancer	Melee Expert	128	_	0	4,6
1150 CE)	Formed Loose	Protected	-	Charging Lancer	Ividee Expert	120		6	, 0
Upgrade uchelwyr in armour	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29)	0	4
(from 1150 CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer		102	Wielee Expert (27)	4	
Welsh spearmen	INFANTRY	Average	-	Short Spear		38	Fleet of Foot (6)	18	6,8,9
	Tribal Loose	Unprotected	-	Short Spear		50	11661 01 1 001 (0)	90	0,0,7
Best Welsh spearmen	INFANTRY	Average	-	Short Spear	_	38	Melee Expert (10),	9	6,8,9
	Tribal Loose	Unprotected	-	Short Spear		50	Fleet of Foot (6)	36	
Cynan or Merioneth	INFANTRY	Average	Experienced	Short Spear		44	Melee Expert (10),	0	6,8,9
spearmen	Tribal Loose	Unprotected	Javelin	Short Spear		77	Fleet of Foot (6)	18	0,0,7
Welsh archers	INFANTRY	Average	Experienced	_	_	48	Fleet of Foot (6),	12	6,8
vv cisii arciicis	Tribal Loose	Unprotected	Bow	_	_	70	Combat Shy (-14)	80	
Upgrade archers (before	INFANTRY	Average	Experienced			63	Fleet of Foot (6),		6,8
1200 CE)	Tribal Loose	Unprotected	Powerbow	_	_	00	Combat Shy (-14)	Up to half	0,0
Upgrade archers (from 1200	INFANTRY	Average	Experienced	_	_	63	Fleet of Foot (6),		6,8
CE)	Tribal Loose	Unprotected	Powerbow	_	_		Combat Shy (-14)	All	
Welsh javelinmen	INFANTRY	Average	Experienced			29	Melee Expert (8)	0	6,9
vv cisii javciiiiiiteti	Skirmisher	Unprotected	Javelin		-	47	Iviciec Expert (0)	36	0,7
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
	Skirmisher	Unprotected	Bow	_	Comoat Jily	70	-	36	<u> </u>

MEDIEVAL WELSH



MARCHER CONTINGENT (F	гом 1150 СЕ)								
TuGs 1/2 knights and 1	/2 SERGEANTS								
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	2	1
Kinghts	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Ivielee Expert (27)	2	
Sergeants	CAVALRY	Average	-	_	Devastating Chargers	93	Melee Expert (23)	=	
Jeigeanio	Formed Loose	Protected	-	-	Devastating Chargers	70	iviciee Expert (20)	=	
Marcher muntatores	CAVALRY	Average	-	Charging Lancer	_	115	Melee Expert (23)	0	4,6
	Formed Flexible	Protected	-	Charging Lancer	-	110	ivielee Expert (23)	6	4,0
Marcher spearmen	INFANTRY	Average	-	Short Spear		44	Melee Expert (10)	6	6,8,9
iviaicher speaithen	Formed Loose	Unprotected	-	51101t Speat	-	77	iviciec Expert (10)	9	- 0,0,9

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

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 Genera	LS	0-1	Any Instinctive (up to	1 Galwegian)		Самр		Unfortified or Mobile; Po	or or Ave	erage
	ТүрЕ					•				
	TRAINING AN	ID	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	r	PROTECTION	Weaponry	Weaponry	Characteristics	PTS	Characteristics	Max	UG Size
Knights and sergeants	CAVALRY	7	Average	-	Charging Lancer		105	Devastating Chargers	4	4,6
Ringins and seigeants	Formed Loo	se	Protected	-	Charging Lancer	-	100	(13), Melee Expert (23)	8	4,0
Lowland Scots yeomen	INFANTR'	<u> </u>	Average	-	Long Spear		50	Orb (1), Dismountable	36	6,8,9
Lowiand Scots yeomen —	Tribal Clos	е	Unprotected	-	Long Spear	-	50	(6)	90	- 0,0,9
Upgrade yeomen	INFANTR'		Average	-	Long Spear	_	76	Orb (2), Dismountable	0	*see
	Tribal Clos		Protected	-	Long Spear		70	(10)	18	note
Archers	INFANTR'		Average	Experienced	_	_	48	Combat Shy (-14)	0	6,8
7 if circles	Tribal Loos		Unprotected	Bow			10	Combat billy (11)	12	0,0
"Small folk"	INFANTR'		Poor	Unskilled	Short Spear	_	25	_	0	8,9,10
	Tribal Loos		Unprotected	Javelin	Bilore B pear				20	0,7,10
Skirmishers	INFANTR'		Average	Experienced	_	Combat Shy	40	_	0	6,9
- Chillioners	Skirmishei		Unprotected	Bow		Goiniout only	10		18	0,,
Galwegian contingent (BEFORE 1162	CE)								
C.1	INFANTR'	{	Average	-		D	20	F1 . (F . (C)	9	600
Galwegian warriors	Tribal Loos	е	Unprotected	-		Devastating Chargers	39	Fleet of Foot (6)	18	6,8,9
VV7	INFANTR'	<u> </u>	Average	-		Devastating Chargers,	46		0	6,8,9
Warriors mounted on ponies	Tribal Loos	е	Unprotected	-	-	Dismountable	40	-	9	- 0,8,9
Mixed TuGs consisting o	of 2/3 genti	ξΥ AI	ND CEITHERN AND $oldsymbol{1}_{l}$	/3 CEITHERN WIT	H BOW					
	INFANTRY	{	Average	-		D : C1	60		0	6.0
Gentry and ceithern	Tribal Loos	е	Protected	-	-	Devastating Chargers	60	-	18	6,9
Caide and anida la com	INFANTR'	Z _	Average	Charge Only		Daniela Clare	71		0	
Ceithern with bow	Tribal Loos	е	Protected	Bow	-	Devastating Chargers	71	-	9	_

FEUDAL SCOTTISH



Highland archers	INFANTRY	Average	Experienced			10	Combat Shy (-14)	0	6,8
i ligilialid alcheis	Tribal Loose	Unprotected	Bow	<u>-</u>	-	40	Combat Sily (-14)	12	0,0
Highland skirmishers	INFANTRY	Average	Experienced		Combat Shy	40	-	0	6,9
r ngmana skimishers	Skirmisher	Unprotected	Bow		Combat Sny	40		9	
Highland rabble	INFANTRY	Poor	Unskilled	Short Spear		25	-	0	8,9,10
	Tribal Loose	Unprotected	Javelin	Short Spear	. Spear -	20		16	0,9,10

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

FEUDAL ENGLISH



1154 **TO** 1320 €E

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 GENER	ALS				САМР		Unfortified or Flexible; Poor or Average		
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	Formation	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
Royal household knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
Noyai nouschola kingilis	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Tviciee Expert (40)	4	
TuGs 1/2 knights and 1	/2 SERGEANTS								
TZ t . 1	CAVALRY	Average	-	Classia I aman	Daniel Claren	1.40	Melee Expert (29)	4	1.6
Knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	148		12	4,6
Corporate	CAVALRY	Average	-		Devastating Chargers	93	Malaa Erraant (22)	=	
Sergeants	Formed Loose	Protected	-	-		93	Melee Expert (23)	=	
	CAVALRY	Average	-		D	4.60	AA 1 E (00)	0	4
Flemish knights	Drilled Loose	-/Fully Armoured	-	Charging Lancer	r Devastating Chargers	160	Melee Expert (29)	4	4
N.A 1	CAVALRY	Average	-	C1 : I	-	115	λ 4 . 1 Γ	0	4,6
Marcher muntatores	Formed Flexible	Protected	-	Charging Lancer		115	Melee Expert (23)	6	4,0
Replace muntatores with	CAVALRY	Average	-	Short Spear		90	Melee Expert (23),		4,6
hobilars	Formed Loose	Protected	-	Short Spear	-	90	Dismountable (5)	All or none	4,0
Welsh mercenary cavalry	CAVALRY	Average	-	Charging Lancer	Melee Expert	128	_	0	4,6
vvcisii iliciccilary cavalry	Formed Loose	Protected	-	Charging Lancer	Wielee Expert	120	_	6	4,0
Marcher spearmen	INFANTRY	Average	-	Short Spear	_	44	Melee Expert (10)	0	6,8,9
	Formed Loose	Unprotected	-	Short Spear		44	Tviciee Expert (10)	9	0,0,7
Mercenary crossbowmen	INFANTRY	Average	Experienced	_	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow	_	<u> </u>			8	
Archers	INFANTRY	Average	Experienced	_	-	54	Combat Shy (-14)	0	6,8
	Formed Loose	Unprotected	Bow		-	J4 		24	

FEUDAL ENGLISH

TO /		7
ITA	OKIEM	
Bar	'GLORIAM	1

INFANTRY	Average	Experienced			60		0	6,8
Formed Loose	Unprotected	Powerbow	-	-	09	-	36	0,0
INFANTRY	Average	Experienced			90		0	6,8
Formed Loose	Protected	Powerbow	· -	-	90	-	18	- 0,0
INFANTRY	Average	-	Short Spear		72	Shieldswall (5)	0	6,8
Formed Close	Protected	-	Short Spear	-	12	Silieidwaii (3)	8	- 0,0
INFANTRY	Average	-	Long Spear		96	-	0	6,9
Formed Close	Protected	-		-	00		9	0,9
INFANTRY	Average	-	Short Spear	-	20	Melee Expert (10), Fleet of Foot (6)	0	6,8,9
Tribal Loose	Unprotected	-			30		9	
INFANTRY	Poor	-	Chart Char		20	Combat Shy (-13)	0	8,9,10
Tribal Close	Protected	-	Short Spear	-	30		32	0,9,10
INFANTRY	Average	Experienced		Combat Shir	40		0	6,9
Skirmisher	Unprotected	Bow	· -	Compatibility	40	-	9	- 0,9
INFANTRY	Average	Experienced			20	29 Combat Shy (-4)	0	6,9
Skirmisher	Unprotected	Javelin	· <u>-</u>		<i>∆</i> ∀		9	- 0,9
	Formed Loose INFANTRY Formed Loose INFANTRY Formed Close INFANTRY Formed Close INFANTRY Tribal Loose INFANTRY Tribal Close INFANTRY Skirmisher INFANTRY	Formed Loose INFANTRY Average Formed Loose INFANTRY Average Formed Close INFANTRY Average Formed Close INFANTRY Average Formed Close INFANTRY Average Formed Close INFANTRY Average Tribal Loose INFANTRY Tribal Close INFANTRY Average INFANTRY Average INFANTRY Average INFANTRY Average INFANTRY Average Skirmisher Unprotected INFANTRY Average	Formed Loose Unprotected Powerbow INFANTRY Average Experienced Formed Loose Protected Powerbow INFANTRY Average - Formed Close Protected - INFANTRY Average - Formed Close Protected - INFANTRY Average - INFANTRY Average - INFANTRY Poor - Tribal Close Protected - INFANTRY Poor - Tribal Close Protected - INFANTRY Poor - Tribal Close Protected - INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced	Formed Loose INFANTRY Average Formed Loose INFANTRY Average Formed Close Frotected INFANTRY Formed Close INFANTRY Average Formed Close INFANTRY Average Formed Close INFANTRY Average Formed Close INFANTRY Average INFANTRY Average INFANTRY Formed Close INFANTRY Average INFANTRY Average INFANTRY Foor Tribal Close INFANTRY Average INFANTRY Foor Frotected INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced	Formed Loose Unprotected Powerbow INFANTRY Average Experienced Formed Loose Protected Powerbow INFANTRY Average - Short Spear - INFANTRY Average - Long Spear - INFANTRY Average - Short Spear - INFANTRY Poor - Short Spear - INFANTRY Poor - Short Spear - INFANTRY Average Experienced - Combat Shy INFANTRY Average Experienced - Combat Shy INFANTRY Average Experienced	Formed Loose Unprotected Powerbow INFANTRY Average Experienced Powerbow INFANTRY Average - Short Spear - 72 Formed Close Protected - Long Spear - 86 INFANTRY Average - Short Spear - 38 Tribal Loose Unprotected - Short Spear - 38 INFANTRY Poor - Short Spear - 38 INFANTRY Poor - Short Spear - 38 INFANTRY Average Experienced - Combat Shy 40 Skirmisher Unprotected Bow INFANTRY Average Experienced - 29	Formed Loose Unprotected Powerbow INFANTRY Average Experienced Powerbow INFANTRY Average Protected Powerbow INFANTRY Average - Short Spear - 72 Shieldwall (5) INFANTRY Average - Long Spear - 86 INFANTRY Average - Short Spear - 86 INFANTRY Average - Short Spear - 38 Melee Expert (10), Fleet of Foot (6) INFANTRY Poor - Short Spear - 38 Combat Shy (-13) INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced - 29 Combat Shy (-4)	Formed Loose Unprotected Powerbow 36 INFANTRY Average Experienced - 90 INFANTRY Average - Short Spear - 72 INFANTRY Average - Long Spear - 86 INFANTRY Average - Short Spear - 86 INFANTRY Average - 1 INFANTRY Averag

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.

Hobilars dismount as equivalent infantry.

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

CHANGES FROM LAST VERSION

LATER NORSE-IRISH



1168 TO 1300 €E

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 gaels"), 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	Any Instinctive				Coastal			
Internal Allied Genera	LS 1-3	Any Instinctive (up to	1 Ostmen)		САМР		Unfortified; Poor or Av	rerage		
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M andat o ry	BASE	OPTIONAL	Mįin		
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
Nobles and retainers	INFANTRY Formed Flexible	Superior Protected	-	2-H Cut-Crush	-	143	Dismountable (14), Integral Shooters (8)	0 18	6,8,9	
Regrade Nobles and retainers	INFANTRY Formed Close	Superior Protected	-	2-H Cut-Crush	Shieldwall	143	Dismountable (14), Integral Shooters (8)	All or none	6,8,9	
Foreign Gaels	INFANTRY Formed Close	Average Protected	-	2-H Cut-Crush	-	97	-	0 12	6	
Warriors	INFANTRY Tribal Loose	Average Unprotected	- -	2-H Cut-Crush	-	54	Fleet of Foot (6)	18 120	6,8,9	
Mercenaries	INFANTRY Formed Loose	Average Unprotected	Experienced Javelin	Short Spear	-	50	Fleet of Foot (6)	0	6,8,9	
Kerns	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	-	-	29	Combat Shy (-4)	0 40	6,8,9	
Levies	INFANTRY Skirmisher	Poor Unprotected	Experienced Javelin	-	Combat Shy	17	-	12 40	6,8,9	
Archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	40	-	0 6	6	
Slingers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	35	-	0 6	6	

LATER NORSE-IRISH



OSTMEN CONTINGENT									
MIXED TUG CONSISTIN	NG OF 1/3 OSTMEN ANI	D 2/3 ARCHERS							
Ostmen	INFANTRY	Average	-	Short Spear		57		0	6.9
	Tribal Loose	Protected	-	Short Spear	-	37	-	6	0,9
Ostmen archers	INFANTRY	Average	Charge Only			61		0	
	Tribal Loose	Protected	Bour	-	-	01	-	12	

ALLIES

Norman allies - Feudal English (before 1205 CE)

NOTES

A command cannot contain more than one TuG of nobles.

CHANGES FROM LAST VERSION

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 Genera	ALS	0-2	Any Instinctive			Самр		Unforified; Poor or Av	erage	
	ТүрЕ									
	TRAINING AN	D	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	M in	
Name	Formation		Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
TuGs 1/2 knights and 1/	2 SERGEANTS									
Vnights	CAVALRY		Average	-	Charging Lancar	Devastating Chargers	148	Melee Expert (29)	4	4,6
Knights	Formed Loos	se	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Meiee Expert (29)	12	4,0
Sergeants	CAVALRY		Average	-	_	Devastating Chargers	93	Melee Expert (23)	=	
Sergeants	Formed Loos	se	Protected	-	_	Devastating Chargers	90	Meiee Expert (23)	=	
Colonist archers	INFANTRY	7	Average	Experienced		-	54	Combat Shy (-14)	12	6,8
Colonist archers	Formed Loos	se	Unprotected	Bow			04	Collidat Sily (-14)	24	- 0,0
Upgrade colonist archers	INFANTRY	7	Average	Experienced	_		69	_		6,8
(before 1206 CE)	Formed Loos		Unprotected	Powerbow	_	_	0,7	_	Up to half	0,0
Upgrade colonist archers	INFANTRY		Average	Experienced		_	69	_		6,8
(from 1206 CE)	Formed Loos		Unprotected	Powerbow			07	-	Any	0,0
Sergeants	INFANTRY		Average	-	Short Spear		72	Shieldwall (5)	6	6,8
	Formed Clos		Protected	-	Short Spear		7 2	Silicia wali (0)	18	
Sersenaigh	INFANTRY		Average	-	2-H Cut-Crush	_	97	_	0	6,8
	Formed Clos		Protected	-	2 11 Gut Grusii		<i></i>		8	
Irish kerns	INFANTRY		Average	Experienced	_	-	29	Combat Shy (-4)	0	6,9
THOM ROTTO	Skirmisher		Unprotected	Javelin			47	Goillout Billy (1)	36	0,7
ONLY BEFORE 1206 CE										
Wolsh anarman	INFANTRY	7	Average	-	Short Spear		38	Melee Expert (10),	0	6,8,9
Welsh spearmen	Tribal Loos	e	Unprotected	-	Short Spear	-	30	Fleet of Foot (6)	9	- 0,8,9
Welsh javelinmen	INFANTRY	7	Average	Experienced			29	Melee Eypert (2)	0	6,9
AA CISII JAACIIIIIIICII	Skirmisher		Unprotected	Javelin	-	-	29	Melee Expert (8)	9	0,5

EARLY ANGLO-IRISH



MIXED TUG CONSISTING	of 1/3 Ostmen an	D 2/3 ARCHERS							
Ostmen	INFANTRY	Average	-	Short Spear	<u> </u>	57	<u> </u>	0	6.0
	Tribal Loose	Protected	-	31101t Spear	-	07	-	3	0,9
Ostmen archers	INFANTRY	Average	Charge Only			61		0	
	Tribal Loose	Protected	Bow	-	-	01	-	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

MEDIEVAL IRISH



1300 TO 1500 €E

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 Gener	ALS 1-	3 Any Instinctive (up to	o 1 Anglo-Irish, up t	to 1 Antrim-Scots)	Самр		Unfortified or Fortified	; Poor or Av	verage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Anglo-Irish "spears"	CAVALRY	Superior	-	Charging Lancer	-	147	_	0	4
	Formed Loose	Protected	-	Gharging Lancer		1 17		4	,
Irish cavalry	CAVALRY	Average	Experienced	Short Spear	-	77	Dismountable (3)	4	4,6
mon cavary	Formed Flexible	Unprotected	Javelin	Bilore Bpear				24	1,0
Best galloglaich	INFANTRY	Superior	-	2-H Cut-Crush	<u>-</u>	136	-	0	6,8
	Formed Close	Protected	-	2 11 300 310011				8	-,-
Galloglaich	INFANTRY	Average	-	2-H Cut-Crush	<u>-</u>	97	-	0	6,8
	Formed Close	Protected	-	2 11 300 310011				24	
Replace galloglaich with armoured kerns (only from	INFANTRY	Average	Experienced	Short Spear	-	73	-		6,8
1399 CE)	Formed Loose	Protected	Javelin			-		Any	
Kerns	INFANTRY	Average	Experienced	Short Spear		44	Fleet of Foot (6),	0	6,8,9
RCIIIS	Tribal Loose	Unprotected	Javelin	Short Spear		77	Combat Shy (-14)	45	0,0,7
"Rising out"	INFANTRY	Poor	-	Short Spear	_	25	_	0	8,9,10
Tushing Out	Tribal Close	Unprotected	-	Short Spear	_	20		60	0,7,10
Skirmishing kerns	INFANTRY	Average	Experienced		_	29	Combat Shy (-4)	9	6,9
	Skirmisher	Unprotected	Javelin	_	_	27	Combat Sily (-4)	45	<u> </u>
Archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
1 Helicis	Skirmisher	Unprotected	Bow	-	Combat 511y	70	<u>-</u>	18	0,7
Slingers	INFANTRY	Average	Experienced		Combat Shy	35		0	6,9
	Skirmisher	Unprotected	Sling	_	Comoat only	00	-	9	0,7

MEDIEVAL IRISH



Anglo-Irish contingen	Ŧ								
Anglo-Irish "spears"	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	4	4,6
7 Higio-Histi spears	Formed Loose	Protected	-	Charging Lancer		100	Wielee Expert (20)	8	4,0
Θ Ν L Υ FR Θ Μ 1315 TΘ 1318	CE (EDWARD BRU	JCE AS C-IN-C)							
Men-at-Arms	INFANTRY	Average	-	2-H Cut-Crush		138	Melee Expert (22),	4	1
IVIEII-at-71IIIS	Drilled Close	Fully Armoured	-	2-11 Cut-Clush	-	150	Dismountable (13)	4	4
Scottish yeomen	INFANTRY	Average	-	Long Spear		56	Orb (1), Dismountable	9	6,8,9
	Formed Close	Unprotected	-	Long Spear	-	30	(6)	27	0,0,7
Upgrade yeomen	INFANTRY	Average	-	Long Spear		86	Orb (2), Dismountable		
	Formed Close	Protected	-	Long Spear		00	(10)	Any	
ANTRIM SCOTS CONTINGE	nt (only from 13	99 CE)							
Antrim Scots	INFANTRY	Average	-		Devastating Chargers	39		9	680
Allulli Scots	Tribal Loose	Unprotected	-	· <u>-</u>	Devastating Chargers	39	-	24	6,8,9

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



1306 TO 1473 €E

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



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 Genera	ULS 0-1	Any Instinctive (Frenc	ch)		САМР		Unfortified or Mobile; P	oor or Ave	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT O RY	BASE	OPTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
Hobilars	CAVALRY	Average	-	Short Spear	_	90	Melee Expert (23),	0	4,6
110011815	Formed Loose	Protected	-	Short Spear	_	<i></i>	Dismountable (5)	6	-1, 0
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	_	138	Melee Expert (22),	4	4,6
Ivien-at-ainis	Drilled Close	Fully Armoured	-	Z-11 Cut-Clush		100	Dismountable (13)	8	4,0
Lowland Scots yeomen	INFANTRY	Average	-	Long Spear	_	56	Orb (1), Dismountable	36	6,8,9
Lowland Scots ycomen	Formed Close	Unprotected	-	Long Spear		00	(6)	90	0,0,5
Upgrade yeomen	INFANTRY	Average	-	Long Spear	_	86	Orb (2), Dismountable		6,8,9
	Formed Close	Protected	-	Long Spear			(10)	Any	0,0,7
Archers	INFANTRY	Average	Experienced	_	_	90	_	0	6,8
Tuchers	Formed Loose	Protected	Powerbow			70		12	0,0
Replace yeoman as archers	INFANTRY	Average	Unskilled		_	51	_	0	6,8
(from 1429 to 1437 CE)	Formed Loose	Unprotected	Powerbow	_	_	01	_	32	0,0
"Small folk"	INFANTRY	Poor	Unskilled	Short Spear		25		0	8,9,10
	Tribal Loose	Unprotected	Javelin	Short Spear	_	20	_	20	0,7,10
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Skillibilets	Skirmisher	Unprotected	Bow		Combat Sily	40	<u>-</u>	18	0,7
Guns (from 1456 CE)	ARTILLERY	Average	Experienced	_	Combat Shy	108	Barricades (16)	0	2
Guils (HOIII 1400 CL)	Skirmisher	Unprotected	Light Art	-	Collidat Sily	100	Datticaucs (10)	2	<i>Δ</i>



		•							200
Islemen contingent									
Islesmen - Mixed TuG	s of 6 or 9 consist	FING OF 1/3 BEST ISI	LESMEN AND 2/3	ISLESMEN					
Best islesmen	INFANTRY	Average	-	2 Ll Cut Cruch	Devastating Chargers	92		2	6,9
Dest islesifien	Tribal Loose	Protected	-	Z-A Cut-Clush	Devastating Chargers	94	-	6	0,9
Islesmen	INFANTRY	Average	-		Devastating Chargers	39		4	
15105111011	Tribal Loose	Unprotected	-	-	Devastating Chargers	07		12	
Mixed TuGs consistin	ig of $2/3$ gentry an	ND CEITHERN AND 1/	3 CEITHERN WIT	TH BOW					
Contract and soith orn	INFANTRY	Average	-		Dozzastatina Chargora	60		0	6.9
Gentry and ceithern	Tribal Loose	Protected	-	-	Devastating Chargers	00	-	18	0,9
Ceithern with bow	INFANTRY	Average	Charge Only	_	Devastating Chargers	81	_	0	
Celulelli Wiui bow	Tribal Loose	Protected	Powerbow	-	Devastating Chargers	01		9	
I liabland akirmiah ara	INFANTRY	Average	Experienced		Combat Shy	40		0	6
Highland skirmishers	Skirmisher	Unprotected	Bow	-	Combat sny	40	-	6	0
FRENCH CONTINGENT (ONLY IN 1385 CE)								
MIXED TUGS CONSISTIN	ig of 1/2 Men-ат-ан	RMS AND 1/2 VALET	DE GUERRE						
N.A.	CAVALRY	Superior	-		D	207	M 1 F (40)	2	4
Men-at-arms	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	2	4
V-1-1-1- C	CAVALRY	Average	-	Chausius Isusau	D Cl	110	M -1 T (00)	=	
Valet de Guerre	Formed Loose	Protected	-	- Charging Lancer	Devastating Chargers	118	Melee Expert (23)	=	
French mercenary	INFANTRY	Average	Experienced			0.E	C 1 C1 (22)	4	4
crossbowmen	Drilled Loose	Protected	Crossbow	-	-	85	Combat Shy (-22)	4	4



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

MEDIEVAL ENGLISH



1320 TO 1454 €E

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 Genera	ALS				Самр		Unfortified or Flexible;	Poor or Ave	erage
	Түрв								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	O PTIONAL	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
Liigiisii Kiiigiits	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Distributitable (0)	8	-1, 0
Hobilars (only before 1350	CAVALRY	Average	-	Short Spear		90	Melee Expert (23),	0	4,6
CE)	Formed Loose	Protected	-	31101t Spear	-	90	Dismountable (5)	8	4,0
Northern border staves	CAVALRY	Average	-	Charging Lancer		115		0	4,6
Northern border staves	Formed Flexible	Protected	-	Charging Lancer	-	110	-	6	4,0
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush		138	Melee Expert (22),	6	4,6,8
IVIEII-at-aiiiis	Drilled Close	Fully Armoured	-	2-11 Cut-Clush	-	130	Dismountable (13)	16	4,0,0
Downgrade men-at-arms	INFANTRY	Average	-	2-H Cut-Crush		102	Melee Expert (16),		4,6,8
with less armour	Drilled Close	Protected	-	2-11 Cut-Clush	-	102	Dismountable (10)	Any	4,0,0
Spearmen	INFANTRY	Average	-	Short Spear		72	Shieldwall (5)	0	6,8
Spearmen	Formed Close	Protected	-	Short Spear	-	12	Silielawali (0)	12	0,0
Replace spearmen with	INFANTRY	Average	-	Polearm		87			4,6,8
billmen (only from 1423 CE)	Formed Close	Protected	-	1 Oleann	-	07	-	All	4,0,0
Longbowmen	INFANTRY	Average	Experienced			90		12	6,8
Longoowmen	Formed Loose	Protected	Powerbow	-	-	90	-	24	0,0
Downgrade longbowmen	INFANTRY	Average	Experienced			69			6,8
without armour	Formed Loose	Unprotected	Powerbow	-	-	09	-	Any	0,0
Militia (only from 1423 CE)	INFANTRY	Poor	-	Short Spear		38	Combat Shy (-13)	0	6,8
Ivilitia (Olly Holli 1423 CE)	Tribal Close	Protected	-	Short Spear	-	30	Collidat Sily (-15)	16	0,0
Replace militia with billmen	INFANTRY	Poor	-	Polearm		47	Combat Shy (-13)		6,8
(only from 1423 CE)	Tribal Close	Protected	-	1 Oleallii		' †/		All	0,0
Militia longbowmen	INFANTRY	Poor	Experienced			50	Combat Shy (-9)	0	6,8
	Tribal Loose	Unprotected	Powerbow	-	-		Compatibily (-9)	16	0,0

MEDIEVAL ENGLISH



Welsh spearmen	INFANTRY	Average	-	Short Spear		38	Melee Expert (10),	0	6,8,9
weish speamien	Tribal Loose	Unprotected	-	Short spear	-	30	Fleet of Foot (6)	8	0,0,9
Welsh Longbowmen	INFANTRY	Average	Experienced			63		0	6,8
Weish Longoowinen	Tribal Loose	Unprotected	Powerbow	-	-	03	-	12	0,0
Northern border spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77		0	6,8
Northern border spearmen	Formed Close	Protected	-	31101t Spear	Siliciawali	//	-	8	0,0
Northern border billmen	INFANTRY	Average	-	Polearm		87		0	6
(only after 1423 CE)	Formed Close	Protected	-	TOTEATTT	-	07	-	6	
Northern border	INFANTRY	Average	Experienced			63		0	6,8
longbowmen	Tribal Loose	Unprotected	Powerbow	-	-	0.5	-	8	0,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Skillinstillig archers	Skirmisher	Unprotected	Bow	-	Combat Sily	40	-	9	0,9
Skirmishing javelinmen	INFANTRY	Average	Experienced			29	Combat Shy (-4)	0	6,9
Skirmsting Javenninen	Skirmisher	Unprotected	Javelin	-	-	27	Collidat Sily (-4)	9	0,9
Guns	ARTILLERY	Average	Experienced		Combat Shy	108	Barricades (16)	0	2
Guiis	Skirmisher	Unprotected	Light Art	-	Combat Sily	100	Darricaues (10)	2	
Cannons (from 1415 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	184		0	2
Camions (nom 1415 CE)	Skirmisher	Unprotected	Heavy Art	<u>-</u>	Shy	104	-	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

ANGLO-IRISH



1350 **TO** 1500 €E

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 (Roy	al Official) or Insti	nctive (Anglo-Irish	DATES		1350 CE to 1500 CE		
SUB-GENERALS		0-1	Any Professional (Roy	val Official) or Insti	nctive (Anglo-Irish	TERRAIN		Standard, Coastal		
Internal Allied Genera	LS	0-2	Any Instinctive			САМР		Unforified; Poor or Ave	rage	-
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	MELEE	M andat o ry	BASE	O PTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
English knights	CAVALR	Y	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	4,6
Liigiisii Kiiigiits	Formed Lo	ose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Distributitable (0)	6	-1, 0
IRISH MEN-AT-ARMS - TUG	s 1/2 қиі с н	TS AI	ND 1/2 SERGEANTS							
Vnichte	CAVALR'	Y	Average	-	Charaina I an aar	Davingtoting Chargers	148	Malaa Errmant (20)	2	4,6
Knights	Formed Lo	ose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Melee Expert (29)	6	4,0
Corgonata	CAVALR'	Y	Average	-		Devastating Chargers	93	Melee Expert (23)	=	
Sergeants	Formed Lo	ose	Protected	-	-	Devastating Chargers	93	Melee Expert (23)	=	
Replace men-at-arms with	CAVALR	Y	Superior	-	Charaina I an aar		147			4,6
"spears" (only from 1400 CE)	Formed Lo	ose	Protected	-	Charging Lancer	-	14/	-	All	4,0
Angle Irish "angers"	CAVALR	Y	Superior	-	Charaina I an aar		147		0	4,6
Anglo-Irish "spears"	Formed Lo	ose	Protected	-	Charging Lancer	-	14/	-	6	4,0
Hobilars	CAVALR'	Y	Average	-	Short Spear		90	Melee Expert (23),	0	4,6
Tioonars	Formed Lo	ose	Protected	-	Short spear	-	90	Dismountable (5)	6	4,0
Replace hobilars with irish	CAVALR	Y	Average	Experienced	Short Spear		77	Dismountable (3)		4,6
cavalry (only from 1400 CE)	Formed Flex	ible	Unprotected	Javelin	Short spear	-	//	Distributitable (3)	All	4,0
Irish cavalry	CAVALR	Y	Average	Experienced	Short Spear		77	Dismountable (3)	0	4,6
IIISII CAVAII y	Formed Flex		Unprotected	Javelin	311011 Speat	<u>-</u>	//	Distillutifiable (3)	6	
Galloglaich	INFANTR	Y	Average	-	2-H Cut-Crush		97		0	6,8
Gamogiaich	Formed Clo	ose	Protected	-	2-11 Cut-C1USII	-	21	-	16	0,0

ANGLO-IRISH



INFANTRY	Average	Experienced			90	Dismountable (10)	0	6,8
Formed Loose	Protected	Powerbow	_		70	Distributitable (10)	12	0,0
INFANTRY	Average	Experienced			69		12	6,8
Formed Loose	Unprotected	Powerbow	_		07		24	
INFANTRY	Average	-	Short Spear		72	Shieldwall (5)	6	6,8,9
Formed Close	Protected	-	31101t Spear	-	14	Siliciawali (0)	16	0,0,9
INFANTRY	Average	-	Polaarm		97			6,8
Formed Close	Protected	-	TOTEATTT	-	07	-	All	- 0,0
INFANTRY	Average	Experienced	Short Spear		11	Fleet of Foot (6),	0	6,8,9
Tribal Loose	Unprotected	Javelin	31101t Spear	-	44	Combat Shy (-14)	36	0,0,9
INFANTRY	Average	Experienced			20	Combat Shy (1)	0	6,9
Skirmisher	Unprotected	Javelin	-	-	49	Collidat Sily (-4)	36	0,9
INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Skirmisher	Unprotected	Bow	-	Combat Sily	40	-	9	0,9
ARTILLERY	Average	Experienced		Combat Shy	108	Barricades (16)	0	2
Skirmisher	Unprotected	Light Art	-	Collidationly	100	Dallicades (10)	2	
ARTILLERY	Average	Experienced		Barricades, Combat	19/		0	2
Skirmisher	Unprotected	Heavy Art		Shy	104	-	2	
	Formed Loose INFANTRY Formed Loose INFANTRY Formed Close INFANTRY Formed Close INFANTRY Tribal Loose INFANTRY Skirmisher INFANTRY Skirmisher ARTILLERY Skirmisher ARTILLERY	Formed Loose INFANTRY Formed Loose INFANTRY Average Formed Close INFANTRY Formed Close INFANTRY Average Formed Close INFANTRY Average Formed Close INFANTRY Average Formed Close INFANTRY Average INFANTRY Average INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Unprotected ARTILLERY Average Skirmisher Average Average Skirmisher Average Average ARTILLERY Average	Formed Loose Protected Powerbow INFANTRY Average Experienced Formed Loose Unprotected Powerbow INFANTRY Average - Formed Close Protected - INFANTRY Average - Formed Close Protected - INFANTRY Average Experienced Tribal Loose Unprotected Javelin INFANTRY Average Experienced Skirmisher Unprotected Javelin INFANTRY Average Experienced Skirmisher Unprotected Bow ARTILLERY Average Experienced Skirmisher Unprotected Experienced Skirmisher Unprotected Experienced Skirmisher Unprotected Experienced	Formed Loose Protected Powerbow INFANTRY Average Experienced Formed Loose Unprotected Powerbow INFANTRY Average Short Spear Formed Close Protected Powerbow INFANTRY Average Protected Powerbow INFANTRY Average Protected Powerbow INFANTRY Average Protected Polearm Formed Close Protected Polearm INFANTRY Average Experienced Short Spear INFANTRY Average Experienced Short Spear INFANTRY Average Experienced Skirmisher Unprotected Javelin INFANTRY Average Experienced Skirmisher Unprotected Bow ARTILLERY Average Experienced Skirmisher Unprotected Light Art ARTILLERY Average Experienced	Formed Loose Protected Powerbow INFANTRY Average Experienced Formed Loose Unprotected Powerbow INFANTRY Average - Short Spear Formed Close Protected - Polearm INFANTRY Average - Polearm Formed Close Protected - Short Spear INFANTRY Average Experienced Skirmisher Unprotected Javelin INFANTRY Average Experienced Skirmisher Unprotected Bow ARTILLERY Average Experienced Skirmisher Unprotected Bow ARTILLERY Average Experienced Skirmisher Unprotected Bow ARTILLERY Average Experienced Skirmisher Unprotected Bow Barricades, Combat Shy Barricades, Combat	Formed Loose Protected Powerbow INFANTRY Average Experienced - 69 INFANTRY Average - Short Spear - 72 INFANTRY Average - Short Spear - 72 INFANTRY Average - Polearm - 87 Formed Close Protected - Polearm - 87 INFANTRY Average Experienced Short Spear - 44 INFANTRY Average Experienced Short Spear - 29 INFANTRY Average Experienced Short Spear - 44 INFANTRY Average Experienced - 29 Skirmisher Unprotected Javelin - 29 INFANTRY Average Experienced Skirmisher Unprotected Bow - Combat Shy 40 ARTILLERY Average Experienced - Combat Shy 108 Skirmisher Unprotected Light Art - Barricades, Combat Nature 184	Formed Loose Protected Powerbow	Formed Loose Protected Powerbow

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



1455 TO 1471 €E

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



ARMY COMMANDER	1	Any Professional			DATES		1455 CE to 1471 CE		
SUB-GENERALS	0-2	Any Professional			TERRAIN		Standard, Coastal		
Internal Allied General	s 0-2	Any Professional			САМР		Unfortified or Fortified;	Poor or Av	verage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	Formation	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Royal household knights	CAVALRY	Superior	-	Charging Lancer		180	Melee Expert (43),	0	2
Royal flousefiold kilights —	Formed Close	ArmHrs/F Armoured	-	Charging Lancer	-	100	Dismountable (9)	2	
Household knights	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29),	0	4
1 lousehold kinghts	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	132	Dismountable (6)	4	4
Currours	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	0	4,6
Cultouis	Formed Loose	Protected	-	Charging Lancer	-	100	Melee Expert (25)	6	4,0
Retinue longbowmen	INFANTRY	Average	Experienced			90	Stakes (10)	6	6,8
	Formed Loose	Protected	Powerbow	_		<i></i>	Stakes (10)	36	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush		138	Melee Expert (22),	0	4
ivicii-at-aiiiis	Drilled Close	Fully Armoured	-	Z-11 Cut-Clusii	_	130	Dismountable (13)	8	
Billmen	INFANTRY	Average	-	Polearm		87		4	4,6,8
Difficit	Formed Close	Protected	-	1 Olcailli		<u> </u>		16	4,0,0
Militia billmen	INFANTRY	Poor	-	Polearm	_	47	Combat Shy (-13)	0	6,8
Ivinida Omnien	Tribal Close	Protected	-	roleann	_	77	Combat Sily (-10)	32	0,0
Militia longbowmen	INFANTRY	Poor	Experienced	_	_	60	Stakes (6), Combat	0	6,8
iviinda iongoowinen	Tribal Loose	Protected	Powerbow	_	_		Shy (-13)	40	0,0
Welsh spearmen	INFANTRY	Average	-	Short Spear	_	38	Melee Expert (10),	0	6,8,9
vv cisii spearmen	Tribal Loose	Unprotected	-	Short Spear	_		Fleet of Foot (6)	9	0,0,7
Welsh longbowmen	INFANTRY	Average	Experienced	_	_	63	Stakes (6)	0	6,8
- I ongoowinen	Tribal Loose	Unprotected	Powerbow				Stakes (0)	12	0,0
Mercenary crossbowmen	INFANTRY	Average	Experienced	_		85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow				Controat only (-22)	8	0,0
Mercenary handgunners	INFANTRY	Average	Experienced			40	Combat Shy (-5)	0	6
	Skirmisher	Protected	Firearm	-	-	70	Controde only (-0)	6	



Northern Border conti	INGENT								
Staves	CAVALRY	Average	-	Charging Lancer		115		0	4,6
Staves	Formed Flexible	Protected	-	Charging Lancer	-	110	-	6	4,0
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	_	6	6,8
	Formed Close	Protected	-	Short Spear	Jilicia Wali	, ,		12	0,0
Billmen	INFANTRY	Average	-	Polearm	_	87	_	0	6
	Formed Close	Protected	-	1 Olcaliii		<u> </u>		6	
Longbowmen	INFANTRY	Average	Experienced		_	69	Stakes (6)	0	6,8
Longoowinch	Formed Loose	Unprotected	Powerbow			07	Jukes (0)	8	0,0
IRISH CONTINGENT									
Kerns	INFANTRY	Average	Experienced	Short Spear		44	Fleet of Foot (6),	0	6,8,9
1/C1115	Tribal Loose	Unprotected	Javelin	Jiloit Spear	<u>-</u>	74	Combat Shy (-14)	18	0,0,9
Skirmishing kerns	INFANTRY	Average	Experienced		_	29	Combat Shy (-4)	6	6,9
Skiiiiisiiiiig keiiis	Skirmisher	Unprotected	Javelin	-	-	47	Control of the	18	<u> </u>
Guns	ARTILLERY	Average	Experienced		Combat Shy	108	Barricades (16)	0	2
Guiig	Skirmisher	Unprotected	Light Art		Compatibility	100	Dallicaues (10)	4	
Cannons	ARTILLERY	Average	Experienced		Barricades, Combat	184	_	0	2
Carmons	Skirmisher	Unprotected	Heavy Art	-	Shy	104	-	2	_ <i></i>



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

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	O-2 Any Professional			TERRAIN		Standard, Coastal				
Internal Allied Gener	ALS	0-2	Any Professional			Самр		Unfortified or Fortified	; Poor or Av	verage
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	M ANDAT O RY	BASE	OPTIONAL	M in	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG Size
Royal household knights	CAVALR Formed Cl		Superior ArmHrs/F Armoured	-	Charging Lancer	-	180	Melee Expert (43), Dismountable (9)	0 2	2
Household knights	CAVALR Formed Lo		Average -/Fully Armoured	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0 4	4
Currours	CAVALR Formed Lo		Average Protected	-	Charging Lancer	-	105	Melee Expert (23)	0 4	4
Retinue longbowmen	INFANTE Formed Lo		Average Protected	Experienced Powerbow	-	-	90	Stakes (10)	6 36	6,8
Men-at-arms	INFANTF Drilled Clo		Average Fully Armoured	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0	4
Billmen	INFANTF Formed Cl		Average Protected	-	Polearm	-	87	-	4 16	4,6,8
Militia billmen	INFANTF Tribal Clo		Poor Protected	-	Polearm	-	47	Combat Shy (-13)	0 32	6,8
Militia longbowmen	INFANTF Tribal Loc		Poor Protected	Experienced Powerbow	-	-	60	Stakes (6), Combat Shy (-13)	0 40	6,8
Welsh spearmen	INFANTF Tribal Loc		Average Unprotected	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0 9	6,8,9

YORKIST ENGLISH



Northern Border conti	INGENT								
Staves	CAVALRY	Average	-	Charging Lancer	_	115		0	4,6
σανεδ	Formed Flexible	Protected	-	Charging Lancer	<u>-</u>	110	-	6	,
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77		6	6,8
Speammen	Formed Close	Protected	-	onore opear	Siliciawali	//	-	8	0,0
Billmen	INFANTRY	Average	-	Polearm		87		0	6
	Formed Close	Protected	-	1 Oleanni	-	<u> </u>		6	
Longbowmen	INFANTRY	Average	Experienced	_	_	69	Stakes (6)	0	6,8
Longoownich	Formed Loose	Unprotected	Powerbow	-		09	Stakes (0)	8	0,0
Mercenary handgunners	INFANTRY	Average	Experienced		_	75	Combat Shy (-22)	0	6,8
(from 1461 CE)	Drilled Loose	Protected	Firearm	<u>-</u>	<u>-</u>	/ 0	Compat 511y (-22)	8	
Replace handgunners with	INFANTRY	Average	Experienced			40	Combat Shy (-5)	0	6,9
skirmishers (from 1461 CE)	Skirmisher	Protected	Firearm	-	-	40	Compatibily (-0)	9	0,9
Guns	ARTILLERY	Average	Experienced		Combat Shy	108	Barricades (16)	0	2
Guiis	Skirmisher	Unprotected	Light Art		Combat Sily	100	Darricades (10)	4	
Cannons	ARTILLERY	Average	Experienced		Barricades, Combat	184		0	2
Camions	Skirmisher	Unprotected	Heavy Art	-	Shy	104	-	2	<i>L</i> /

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

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 GENER	ALS				САМР		Unfortified; Poor or Ave	rage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
NAME	Formation	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
Border horse	CAVALRY	Average	Charge Only	Short Spear		117		6	4,6
Dorder Horse	Formed Loose	Protected	Crossbow	Short Spear	-	11/	-	12	4,0
Vnichta	INFANTRY	Average	-	2-H Cut-Crush		138	Melee Expert (22),	0	4,6
Knights	Drilled Close	Fully Armoured	-	Z-M Cut-Clusii	-	130	Dismountable (13)	6	4,0
Scottish spearmen	INFANTRY	Average	-	Long Spear		86	Orb (2), Dismountable	32	6,8,9
Scotusii speamien	Formed Close	Protected	-	Long Spear	-	00	(10)	72	0,0,9
Scottish using longer pikes	INFANTRY	Average	-	Pike	Combat Shy	65	Orb (2)	0	8
Scotusti using longer pikes	Formed Close	Protected	-	TIKE	Collidat Sily	00	O10 (2)	32	o
MIXED TUGS CONSISTING	о г 2/3 GENTRY А	ND CEITHERN AND 1	/3 CEITHERN WIT	H BOW					
C	INFANTRY	Average	-		D C1	60		0	6,9
Gentry and ceithern	Tribal Loose	Protected	-	-	Devastating Chargers	00	-	18	0,9
Ceithern with bow	INFANTRY	Average	Charge Only		Devastating Chargers	81		0	
Ceitheili with bow	Tribal Loose	Protected	Powerbow	-	Devastating Chargers	01	-	9	
Archers	INFANTRY	Average	Experienced			90	Stakes (10)	0	6,8
Archers	Formed Loose	Protected	Powerbow	-	-	90	Stakes (10)	8	0,8
"Small folk"	INFANTRY	Poor	Unskilled	Chart Carry		25		0	8,9,10
Siliali folk	Tribal Loose	Unprotected	Javelin	Short Spear	-	20		20	0,9,10
Skirmishers	INFANTRY	Average	Experienced		Combat Chr	40		0	6,9
Skirmisners	Skirmisher	Unprotected	Bow	-	Combat Shy	40		18	0,9

LATE MEDIEVAL SCOTTISH



Guns	ARTILLERY	Average	Experienced		Combat Shy	108	Barricades (16)	0	2
Guiis	Skirmisher	Unprotected	Light Art	-	Comoat sny	100	Dallicades (10)	2	Δ
Cannons	ARTILLERY	Average	Experienced		Barricades, Combat	184		0	2
Cannons	Skirmisher	Unprotected	Heavy Art	-	Shy	104	-	2	

CHANGES FROM LAST VERSION

RICHARD III ENGLISH



1483 TO 1485 €E

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 Gener	ALS					САМР		Unfortified; Poor or Av	erage	
	ТүрЕ					ı				
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
NAME	FORMATIO	N	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Мах	UG SIZE
Royal household knights	CAVALR Formed Clo		Superior ArmHrs/F Armoured	-	Charging Lancer	-	180	Melee Expert (43), Dismountable (9)	2 2	2
Household knights	CAVALR Formed Lo		Average -/Fully Armoured	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0 4	4
Currours	CAVALR Formed Lo		Average Protected	-	Charging Lancer	-	105	Melee Expert (23)	0 6	4,6
Retinue longbowmen	INFANTR Formed Lo		Average Protected	Experienced Powerbow	-	-	90	Stakes (10)	12 36	6,8
Men-at-arms	INFANTR Drilled Clo		Average Fully Armoured	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0	4
Retinue billmen	INFANTR Formed Cl		Average Protected	-	Polearm	-	87	-	0 16	4,6,8
Militia billmen	INFANTR Tribal Clo		Poor Protected	-	Polearm	-	47	Combat Shy (-13)	0 24	6,8
Militia longbowmen	INFANTR Tribal Loo		Poor Protected	Experienced Powerbow	-	-	60	Stakes (6), Combat Shy (-13)	0 24	6,8
Mercenary handgunners	INFANTR Drilled Loc		Average Protected	Experienced Firearm	-	-	75	Combat Shy (-22)	0 12	6,8

RICHARD III ENGLISH



Northern Border troo	PS								
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	_	6	6,8
- opeaniien	Formed Close	Protected	-	onor opear	Jiliciawali	//	-	16	0,0
Billmen	INFANTRY	Average	-	Polearm		87		0	6
DIMITCH	Formed Close	Protected	-	I Olealili	-	0/	-	6	U
Longbowmen	INFANTRY	Average	Experienced		_	69	Stakes (6)	0	6,8
Longoowmen	Formed Loose	Unprotected	Powerbow	- -	-	U9	Stakes (0)	8	0,0
Skirmishing handgunners	INFANTRY	Average	Experienced			40	Combat Shy (-5)	0	6,9
Skiiilisiiiig nandgumeis	Skirmisher	Protected	Firearm	- -	-	40	Combat Sily (-0)	12	0,9
Cunc	ARTILLERY	Average	Experienced		Combat Shy	108	Barricades (16)	0	2
Guns	Skirmisher	Unprotected	Light Art	<u>-</u>	Collidat Sily	100	Barricades (16)	2	
Cannons	ARTILLERY	Average	Experienced		Barricades, Combat	184		0	2
Cannons	Skirmisher	Unprotected	Heavy Art	- -	Shy	184	-	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

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 Professiona	Any Professional			DATES		1485 CE to 1487 CE		
SUB-GENERALS		0-3 Any Professiona	Any Professional			TERRAIN St		Standard, Coastal		
INTERNAL ALLIED GENE	ERALS				САМР		Unfortified; Poor or Average			
	ТүрЕ									
	TRAINING AN	D QUALITY	SHOOTING SKILL	MELEE	M ANDAT O RY	BASE	O PTIONAL	Min		
Name	Formation	Ркотестю	n Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Мах	UG SIZE	
Vnichta	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29),	0	1	
Knights	Formed Loos	se -/Fully Armor	ıred -	- Charging Lancer	ei -	152	Dismountable (6)	4	- 4	
	CAMAIDV	Arrampaa						Λ		

Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Knights	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29),	0	4
Kilights	Formed Loose	-/Fully Armoured	-	- Charging Lancer	-	102	Dismountable (6)	4	4
Currours	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	0	4,6
Cultouis	Formed Loose	Protected	-	- Charging Lancer	-	100	Meiee Expert (23)	6	4,0
Retinue longbowmen or	INFANTRY	Average	Experienced			90	Stakes (10)	8	6,8
Yeoman of the Guard	Formed Loose	Protected	Powerbow	-	-	90	Stakes (10)	24	0,0
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush		138	Melee Expert (22),	0	4,6,8
ivien-at-anns	Drilled Close	Fully Armoured	-	2-11 Cut-Clush	-	130	Dismountable (13)	8	4,0,0
Billmen	INFANTRY	Average	-	Polearm		87		0	4,6,8
Dillileii	Formed Close	Protected	-	1 Oleann	-	07	-	16	4,0,0
Militia billmen	INFANTRY	Poor	-	Polearm		47	Combat Shy (-13)	0	6,8
iviiitua diiiiiieii	Tribal Close	Protected	-	1 Olealili	-	4/	Compatibily (-13)	24	0,0
Militia longbowmen	INFANTRY	Poor	Experienced			60	Stakes (6), Combat	0	6,8
ivilida lõligoowilleli	Tribal Loose	Protected	Powerbow	-	-	00	Shy (-13)	24	0,0
Welsh spearmen	INFANTRY	Average	-	Short Spear		38	Melee Expert (10),	0	6,8,9
vveisii speaimen	Tribal Loose	Unprotected	-	- Short spear	-	30	Fleet of Foot (6)	18	0,0,9
Welsh longbowmen	INFANTRY	Average	Experienced			63	Stakes (6)	8	6,8
weish longoownien	Tribal Loose	Unprotected	Powerbow			0.0	Stakes (0)	24	
French pikemen with	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	8	8
halberdiers (only in 1485 CE)	Drilled Close	Protected	-	TIKC	SHOVE	100	O10 (2)	16	0
Replace French pikemen	INFANTRY	Average	-	Polearm		92			6,8
with halberds only	Drilled Close	Protected	-	1 Olealili	-	94	-	All or none	0,0
Scottish spearmen (only in	INFANTRY	Average	-	Long Spear		86	Orb (2)	0	6,8
1485 CE)	Formed Close	Protected	-	Long Spear	<u>-</u>		O10 (2)	8	

EARLY TUDOR ENGLISH



Mercenary pikemen with	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	8
halberdiers (from 1486 CE)	Drilled Close	Protected	_			100		8	
Marcanany crosshovyman	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	6,8
Mercenary crossbowmen	Drilled Loose	Protected	Crossbow	<u>-</u>			COIIIOat SIIy (-22)	8	
Breton javelinmen	INFANTRY	Average	Experienced			29		0	6,9
Dieton javeimmen	Skirmisher	Unprotected	Javelin	<u>-</u>		<i>4</i> 7		12	
Mercenary handgunners	INFANTRY	Average	Experienced			40	Combat Shy (-5)	0	6,9
iviercenary nanugumiers	Skirmisher	Protected	Firearm	<u>-</u>		40		9	
Guns	ARTILLERY	Average	Experienced		Combat Shy	108	Barricades (16)	0	2
Guiis	Skirmisher	Unprotected	Light Art	- Combat Shy	100	Dallicaues (10)	2		
Cannons (from 1496 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	184		0	2
Cannons (from 1486 CE)	Skirmisher	Unprotected	Heavy Art	<u>-</u>	Shy	184	-	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 GENERA	ALS				Самр		Unfortified; Poor or Av	erage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	M andat o ry	BASE	OPTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Мах	UG SIZE
Knights	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29),	0	4
Killgiits	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	132	Dismountable (6)	4	4
Currours	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	0	4,6
Cullouis	Formed Loose	Protected	-	Charging Lancer	-	100	Meiee Expert (23)	6	4,0
Retinue longbowmen	INFANTRY	Average	Experienced			90	Stakes (10)	8	6,8
Keunde longbowinen	Formed Loose	Protected	Powerbow	-	-	90	Stakes (10)	16	0,0
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush		138	Melee Expert (22),	0	4
	Drilled Close	Fully Armoured	-	2-11 Cut-Clush		100	Dismountable (13)	4	
Billmen	INFANTRY	Average	-	Polearm		87		0	4,6,8
	Formed Close	Protected	-	1 Olcailli		07		8	4,0,0
Mercenary crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow	_		00	Collidat Sily (-22)	8	0,0
Mercenary pikemen with	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	8	8
halberdiers	Drilled Close	Protected	-	TIRC	Shove	100	010 (2)	16	
Mercenary handgunners	INFANTRY	Average	Experienced	_	_	75	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Firearm			70		8	0,0
Kerns	INFANTRY	Average	Experienced	Short Spear	_	44	Fleet of Foot (6),	16	6,8,9
1.01115	Tribal Loose	Unprotected	Javelin	Short Spear		, ,	Combat Shy (-14)	48	0,0,7
Mercenary handgunners	INFANTRY	Average	Experienced	_	_	40	Combat Shy (-5)	0	6,9
1.101001101 y managaminois	Skirmisher	Protected	Firearm			10	Control only (-0)	9	O, >
Skirmishing kerns	INFANTRY	Average	Experienced	_	_	29	Combat Shy (-4)	6	6,9
	Skirmisher	Unprotected	Javelin			47	Control only (-4)	36	O, >

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



MAGNA ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAGNA

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

CAMPS

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

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

UGs

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

Notes

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

JARLS OF ORKNEY



ARMY COMMANDER	1	Any Instinctive			DATES		1014 CE to 1472 CE		1
Sub-Generals	0-2	Any Instinctive			TERRAIN		Coastal		
Internal Allied Generals	0-2	Any Instinctive, up to	1 Norse, up to 1 H	ighland	Самр		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ	·			-				
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Ркотестіон	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Orkney and Shetlander	INFANTRY	Superior	-	2-H Cut-Crush	Shove, Shieldwall	140	Integral Shooters (8),	0	4
Norse huscarls	Tribal Close	Protected	-	Z-11 Cut-Crusii	Silove, Siliciawan	170	Dismountable (14)	8	
Orkney and Shetlander	INFANTRY	Average	-	Short Spear	Shove, Shieldwall	75	Integral Shooters (6)	16	4,6
Norse hird	Tribal Close	Protected	-	Short Spear	Silove, Siliciawan	70	integral bilooters (0)	64	7,0
ISLESMEN - MIXED TUGS CO	NSISTING OF 1/3	3 BEST ISLESMEN AN	D 2/3 ISLESMEN						
D 1	INFANTRY	Average	-	0.11.6 . 6 . 1	D	00		2	
Best islesmen	Tribal Loose	Protected	-	2-H Cut-Crush	Devastating Chargers	92	-	6	6
Islesmen	INFANTRY	Average	-		Davingtoting Chargers	39		4	
Islesifieri	Tribal Loose	Unprotected	-	-	Devastating Chargers	39	- '	12	
C1 · · 1 · · 1	INFANTRY	Average	Experienced		C 1 . C1	50		0	1.6
Skirmishing archers	Skirmisher	Unprotected	Bow	-	Combat Shy	50	- '	8	4,6
Highlanders									
MIXED TUGS CONSISTING OF	2/3 GENTRY A	ND CEITHERN AND 1/	3 CEITHERN WIT	H BOW					
	INFANTRY	Average	-		D 01			0	
Gentry and ceithern	Tribal Loose	Protected	-	-	Devastating Chargers	60	-	12	6
	INFANTRY	Average	Charge Only		D	74		0	
Ceithern with bow	Tribal Loose	Protected	Bow	-	Devastating Chargers	71	-	6	
TT: 11 1 1	INFANTRY	Average	Experienced		C1 C1	ΕO		0	4
Highland archers	Skirmisher	Unprotected	Bow	-	Combat Shy	50	-	4	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

KINGDOM OF THE ISLES



	1 Any Instinctive			DATES		1079 CE to 1493 CE			
(0-3 Any Instinctive, Isler	nen or Highland		TERRAIN		Coastal, Mountains			
ALS (Any Instinctive, up to 1 Islemen, up to 1 Galwegian, 2 Highland		САМР		Unfortified or Mobile; Poor or Average				
Type	OTTAL 175V	SHAATING SVIII	Meree	MANDATORY	RACE	A PTIONAL	Mini		
FORMATION	Protection	WEAPONRY	Weaponry	Characteristics	PTS	CHARACTERISTICS	,	UG Sizi	
CONSISTING OF	1/3 BEST ISLESMEN A	ND $2/3$ ISLESMEN							
INFANTRY Tribal Loose		-	2-H Cut-Crush	Devastating Chargers	92	-	4 16	6	
INFANTRY Tribal Loose	Average Unprotected	-		Devastating Chargers	39	-	8 32		
INFANTRY Formed Loos	Average e Unprotected	Experienced Javelin	Short Spear	-	50	Fleet of Foot (6)	0 12	4,6	
9F 2/3 GENTRY	Y AND CEITHERN AND I	1/3 CEITHERN WIT	H BOW						
INFANTRY Tribal Loose		-	_	Devastating Chargers	60	-	0 12	6	
INFANTRY Tribal Loose	Average Protected	Charge Only Bow		Devastating Chargers	71	-	0 6		
INFANTRY	Average	Charge Only Powerbow	_	Devastating Chargers	81	-	Δην		
	TYPE TRAINING AND FORMATION CONSISTING OF INFANTRY Tribal Loose INFANTRY Formed Loose INFANTRY Tribal Loose INFANTRY Tribal Loose INFANTRY Tribal Loose INFANTRY Tribal Loose INFANTRY	O-3 Any Instinctive, Islem O-3 Any Instinctive, up to Highland TYPE TRAINING AND QUALITY FORMATION PROTECTION CONSISTING OF 1/3 BEST ISLESMEN AS INFANTRY Average Tribal Loose Protected INFANTRY Average Tribal Loose Unprotected INFANTRY Average Formed Loose Unprotected OF 2/3 GENTRY AND CEITHERN AND INFANTRY Average Tribal Loose Protected INFANTRY Average Tribal Loose Protected INFANTRY Average Tribal Loose Protected INFANTRY Average Tribal Loose Protected	O-3 Any Instinctive, Islemen or Highland O-3 Any Instinctive, up to 1 Islemen, up to 1 Highland TYPE TRAINING AND QUALITY SHOOTING SKILL FORMATION PROTECTION WEAPONRY ONSISTING OF 1/3 BEST ISLESMEN AND 2/3 ISLESMEN INFANTRY Average - Tribal Loose Protected - INFANTRY Average - Tribal Loose Unprotected - INFANTRY Average Experienced Formed Loose Unprotected Javelin OF 2/3 GENTRY AND CEITHERN AND 1/3 CEITHERN WITH INFANTRY Average - Tribal Loose Protected - INFANTRY Average Charge Only Tribal Loose Protected Bow INFANTRY Average Charge Only Tribal Loose Protected Bow INFANTRY Average Charge Only	O-3 Any Instinctive, Islemen or Highland O-3 Any Instinctive, up to 1 Islemen, up to 1 Galwegian, 2 Highland TYPE TRAINING AND QUALITY SHOOTING SKILL MELE FORMATION PROTECTION WEAPONRY WEAPONRY FONSISTING OF 1/3 BEST ISLESMEN AND 2/3 ISLESMEN INFANTRY Average - 2-H Cut-Crush Tribal Loose Protected INFANTRY Average Sexperienced Short Spear INFANTRY Average Experienced Short Spear Formed Loose Unprotected Javelin OF 2/3 GENTRY AND CEITHERN AND 1/3 CEITHERN WITH BOW INFANTRY Average Tribal Loose Protected INFANTRY Average Charge Only Tribal Loose Protected Bow INFANTRY Average Charge Only Tribal Loose Protected Bow INFANTRY Average Charge Only	O-3 Any Instinctive, Islemen or Highland O-3 Any Instinctive, up to 1 Islemen, up to 1 Galwegian, 2 Highland TYPE TRAINING AND QUALITY SHOOTING SKILL WEAPONRY CHARACTERISTICS CONSISTING OF 1/3 BEST ISLESMEN AND 2/3 ISLESMEN INFANTRY Average - 2-H Cut-Crush Tribal Loose Protected - Devastating Chargers INFANTRY Average Short Spear INFANTRY Average Short Spear INFANTRY Average Short Spear Formed Loose Unprotected Javelin OF 2/3 GENTRY AND CEITHERN AND 1/3 CEITHERN WITH BOW INFANTRY Average - Devastating Chargers Tribal Loose Protected - Devastating Chargers INFANTRY Average - Devastating Chargers INFANTRY Average - Devastating Chargers Tribal Loose Protected - Devastating Chargers INFANTRY Average Charge Only Tribal Loose Protected Bow INFANTRY Average Charge Only Tribal Loose Protected Bow Devastating Chargers	Any Instinctive, Islemen or Highland O-3 Any Instinctive, up to 1 Islemen, up to 1 Galwegian, 2 Highland TYPE TRAINING AND PROTECTION WEAPONRY WEAPONRY CHARACTERISTICS PTS CONSISTING OF 1/3 BEST ISLESMEN AND 2/3 ISLESMEN INFANTRY Average - 2-H Cut-Crush Devastating Chargers 92 INFANTRY Average - Devastating Chargers 39 INFANTRY Average Saperienced Javelin INFANTRY Average Experienced Javelin Formed Loose Unprotected Javelin OF 2/3 GENTRY AND CEITHERN AND 1/3 CEITHERN WITH BOW INFANTRY Average Protected - Devastating Chargers 60 INFANTRY Average Protected - Devastating Chargers 71 INFANTRY Average Protected - Devastating Chargers 71 INFANTRY Average Protected - Devastating Chargers 71 INFANTRY Average Charge Only Protected Bow INFANTRY Average Charge Only Protected Bow INFANTRY Average Charge Only Protected Bow INFANTRY Average Charge Only Protected Bores 81	O-3 Any Instinctive, Islemen or Highland O-3 Any Instinctive, up to 1 Islemen, up to 1 Galwegian, 2 Highland Type Training And Formation Protection Weaponry Weaponry Weaponry Weaponry Tribal Loose Protected INFANTRY Average Formed Loose Unprotected INFANTRY Average Formed Loose Very September of Javelin Protected Javelin Short Spear Tribal Loose Protected Formed Loose Unprotected Formed Loose Protected Formed Loose Unprotected Formed Loose Protected Formed Loose Unprotected Formed Loose Fortected Formed Loose Fortected Formed Loose Fortected Formed Loose Fortected Formation	Any Instinctive, up to 1 Islemen, up to 1 Galwegian, 2 Highland TYPE TRAINING AND PROTECTION WEAPONRY WEAPONRY WEAPONRY Tribal Loose Protected INFANTRY Average Formed Loose Unprotected Javelin INFANTRY Average Formed Loose Unprotected Javelin INFANTRY Average Formed Loose Frotected Javelin INFANTRY Average Formed Loose Unprotected Formed Loose Unprotected Formed Loose Frotected Javelin INFANTRY Average Formed Loose Unprotected Formed Loose Frotected Javelin INFANTRY Average Formed Loose Unprotected Formed Loose Unprotected Javelin INFANTRY Average Formed Loose Frotected Javelin INFANTRY Average Formed Loose Frotected Javelin INFANTRY Average Formed Loose Frotected Formed Loose Formed Lo	

KINGDOM OF THE ISLES



Highland archers	INFANTRY	Average	Experienced	_		48	Combat Shy (-14)	0	1
riigilialid archers	Tribal Loose	Unprotected	Bow	-	-	40	Compatibility (-14)	8	4
Highland skirmishers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
riigiilaliu skiiiliisileis	Skirmisher	Unprotected	Bow	<u>-</u>	Collidat Sily	50	-	6	4,0
Highland rabble	INFANTRY	Poor	Unskilled	Short Spear		25		0	4,6
	Tribal Loose	Unprotected	Javelin	31101t Spear	-	20	-	12	4,0
GALWEGIAN CONTINGENT ((вего ке 1161 СЕ)								
Galwegian warriors	INFANTRY	Average	-		Devastating Chargers	39	Fleet of Foot (6)	6	4,6
Gaiwegian wannors	Tribal Loose	Unprotected	-	-	Devastating Chargers	39	rieet of root (0)	12	4,0
Warriors mounted on ponies	INFANTRY	Average	-		Devastating Chargers,	46		0	4,6
vvairiois inounted on poines =	Tribal Loose	Unprotected	-	-	Dismountable	70	-	6	7,0

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. Islemen can command highlanders.

Best islesmen and islesmen must be easily distinguished.

CHANGES FROM LAST VERSION

ANGLO NORMAN



ARMY COMMANDER	1	Any Instinctive			DATES		1087 CE to 1154 CE		
SUB-GENERALS	0-3	Any Instinctive; Up to	o 1 Professional (Fle	emish)	TERRAIN		Standard, Coastal		
Internal Allied Genera	LS 0-2	Any Instinctive (from	1135 CE)		САМР		Unfortified or Flexible;	Poor or Ave	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG SIZE
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32),	0	4
Dest Kinghts	Formed Loose	Protected	-	Charging Lancer	Devastating Chargers	100	Dismountable (7)	8	-
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23),	8	4
Milgitts	Formed Loose	Protected	-	Charging Lancer	Devastating Chargers	110	Dismountable (5)	12	-
Marcher muntatores	CAVALRY	Average	-	Charging Lancer	_	115	Melee Expert (23)	0	4
iviarenci manatores	Formed Flexible	Protected	-	Charging Lancer		110	Tviciec Expert (20)	4	,
Foot sergeants	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	4	4
	Formed Close	Protected	-	Bilore opear	Differe Gover		Binelawan (0)	20	<u>'</u>
Town militia	INFANTRY	Average	-	Short Spear	_	62	Combat Shy (-22)	0	4
	Tribal Close	Protected	-	Short Spear		02	Comoat Sily (22)	12	'
Levied militia	INFANTRY	Poor	-	Short Spear		25		0	4
Levica illinua	Tribal Close	Unprotected	-	Short Spear	_	20	_	20	T
Archers	INFANTRY	Average	Experienced	_	<u>-</u>	54	Combat Shy (-14)	0	4
7 ticlicis	Formed Loose	Unprotected	Bow	_	_	04	Combat Sily (-14)	12	
Welsh foot	INFANTRY	Average	-	Short Spear	<u>-</u>	38	Melee Expert (10),	0	4,6
VV C1511 100t	Tribal Loose	Unprotected	-	Short Spear		30	Fleet of Foot (6)	12	4,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skiiilisiiiiig arciicis	Skirmisher	Unprotected	Bow	-	Collidat only		<u>-</u>	12	-1 ,0
Crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58	_	0	4,6
Ciossoowiiicii	Skirmisher	Unprotected	Crossbow	-	Combat Sily	50	-	6	-1 ,0

ANGLO NORMAN



FLEMISH CONTINGENT (K	(ING STEPHEN FROM	1135 то 1154 СЕ)								
Flomish knights	CAVALRY	Superior	-	Charging Lancer D	evastating Chargers	166	Melee Expert (32),	4	1	
Flemish knights	Formed Loose	Protected	-	Charging Lancer D	evastatilig Cilaigeis	100	Dismountable (7)	4		
Flemish mercenary foot	INFANTRY	Average	-	Long Spear		96		4	16	
Themism mercenary root	Formed Close	Protected	_	Long Spear	-	00	-	12	4,0	

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

MEDIEVAL WELSH



ARMY COMMANDER	1	Any Instinctive			DATES		1094 CE to 1410 CE		
SUB-GENERALS	0-1	Any Instinctive			TERRAIN		Coastal, Mountains		
Internal Allied General	LS 0-3	Any Instinctive (up to	1 Marcher, 2 Wels	sh)	Самр		Unfortified; Poor or A	verage	
	ТүрЕ	•							
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT O RY	BASE	OPTIONAL	Men	
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Uchelwyr	CAVALRY	Superior	Experienced		Melee Expert	157		0	4
Cellelwyl	Formed Loose	Protected	Javelin	-	Meiee Expert	107	-	16	4
Regrade uchelwyr (from	CAVALRY	Average	-	Charging Lancer	Melee Expert	128		0	4
1150 CE)	Formed Loose	Protected	-	Charging Lancer	Meiee Expert	120	-	4	4
Upgrade uchelwyr in armour	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29)	0	4
(from 1150 CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer		102	Wielee Expert (27)	4	-
Welsh spearmen	INFANTRY	Average	-	Short Spear		38	Fleet of Foot (6)	12	4,6
weish speamien	Tribal Loose	Unprotected	-	Short Spear		50	11661 01 1 001 (0)	60	4,0
Best Welsh spearmen	INFANTRY	Average	-	Short Spear	_	38	Melee Expert (10),	6	4,6
Dest Weish spearmen	Tribal Loose	Unprotected	-	Short Spear			Fleet of Foot (6)	24	1,0
Cynan or Merioneth	INFANTRY	Average	Experienced	Short Spear	_	44	Melee Expert (10),	0	4,6
spearmen	Tribal Loose	Unprotected	Javelin	Short Spear		77	Fleet of Foot (6)	12	-1, 0
Welsh archers	INFANTRY	Average	Experienced	_	_	48	Fleet of Foot (6),	8	4
vv cisii arciicis	Tribal Loose	Unprotected	Bow			10	Combat Shy (-14)	56	'
Upgrade archers (before	INFANTRY	Average	Experienced	_	_	63	Fleet of Foot (6),		4
1200 CE)	Tribal Loose	Unprotected	Powerbow				Combat Shy (-14)	Up to half	,
Upgrade archers (from 1200	INFANTRY	Average	Experienced	_	_	63	Fleet of Foot (6),		4
CE)	Tribal Loose	Unprotected	Powerbow				Combat Shy (-14)	All	,
Welsh javelinmen	INFANTRY	Average	Experienced		_	32	Melee Expert (8)	0	4,6
	Skirmisher	Unprotected	Javelin			02	Ividice Expert (0)	24	1,0
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	50	_	0	4,6
	Skirmisher	Unprotected	Bow		Controde only			24	1,0

MEDIEVAL WELSH



MARCHER CONTINGENT	(from 1150 СЕ)								
TuGs 1/2 knights and	1/2 SERGEANTS								
Knights	CAVALRY	Average	-	Charging Lancar	Devastating Chargers	148	Melee Expert (29)	2	1
Milgitts	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Meiee Expert (29)	2	4
Sergeants	CAVALRY	Average	-		Devastating Chargers	93	Melee Expert (23)	=	
Seigeaiits	Formed Loose	Protected	-	<u>-</u>	Devastating Chargers	90	Meiee Expert (20)	=	
Marcher muntatores	CAVALRY	Average	-	Charging Lancer		115	Melee Expert (23)	0	1
ivialcher muntatores	Formed Flexible	Protected	-	Charging Lancer	-	110	Melee Expert (23)	4	4
Marchar spaarman	INFANTRY	Average	-	Short Spear		44	Melee Expert (10)	4	4,6
Marcher spearmen	Formed Loose	Unprotected	-	311011 Spear	-		Meiee Expert (10)	6	4,0

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

FEUDAL SCOTTISH



ARMY COMMANDER		1	Any Instinctive			DATES		1124 CE to 1305 CE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Coastal, Mountains		
INTERNAL ALLIED GENERA	ALS	0-1	Any Instinctive (up to	1 Galwegian)		Самр		Unfortified or Mobile; Po	or or Ave	erage
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	Characteristics	Мах	UG Sizi
Knights and sergeants	CAVALR	Y	Average	-	Charging Lancer	_	105	Devastating Chargers	4	4
Tangna and seigeans	Formed Lo		Protected	-	Charging Lancer		100	(13), Melee Expert (23)	4	7
Lowland Scots yeomen	INFANTR	Y	Average	-	Long Spear		50	Orb (1), Dismountable	24	4,6
Lowiand Scots yeomen	Tribal Clo		Unprotected	-	Long Spear		50	(6)	60	4,0
Upgrade yeomen	INFANTR	Y	Average	-	Long Spear		76	Orb (2), Dismountable	0	*see
Opgrade yeomen	Tribal Clo	se	Protected	-	Long Spear		70	(10)	12	note
Archers	INFANTR		Average	Experienced			48	Combat Shy (-14)	0	4
Addiess	Tribal Loo	se	Unprotected	Bow	<u>-</u>	-	40	Collidat Sily (-14)	8	4
"Small folk"	INFANTR	Y	Poor	Unskilled	Short Spear		25		0	4,6
Siliali loik	Tribal Loo	se	Unprotected	Javelin	Short Spear		20		14	4,0
Skirmishers	INFANTR	Y	Average	Experienced		Combat Shy	50		0	4,6
3KIIIIIISIICIS	Skirmishe	er	Unprotected	Bow	<u>-</u>	Collidat Sily	50	-	12	4,0
GALWEGIAN CONTINGENT (2 CE))							
C.1	INFANTR	Y	Average	-		D	20		6	4.6
Galwegian warriors	Tribal Loo	se	Unprotected	-	-	Devastating Chargers	39	Fleet of Foot (6)	12	4,6
TX7 :	INFANTR	Y	Äverage	-		Devastating Chargers,	46		0	1.6
Warriors mounted on ponies	Tribal Loo	se	Unprotected	-	-	Dismountable	40	-	6	4,6
MIXED TUGS CONSISTING	9F 2/3 GENT	RY AI	ND CEITHERN AND 1/	/3 CEITHERN WIT	H BOW					
C . 11	INFANTR	Y	Average	-		D	(0)		0	4.6
Gentry and ceithern	Tribal Loo	se	Protected	-	-	Devastating Chargers	60		12	4,6
C. (11 (1. 1	INFANTR	Y	Average	Charge Only		Daniela Cla	71		0	
Ceithern with bow	Tribal Loo	se	Protected	Bow	-	Devastating Chargers	71		6	

FEUDAL SCOTTISH



Highland archers	INFANTRY	Average	Experienced			10	Combat Shy (-14)	0	1
	Tribal Loose	Unprotected	Bow	-	-	40	Collidat Sily (-14)	8	4
Uighland akirmiah ara	INFANTRY	Average	Experienced		Combat Shy	50		0	16
Highland skirmishers	Skirmisher	Unprotected	Bow	-	Combat sily	30	-	6	4,6
Lighland rabble	INFANTRY	Poor	Unskilled	Short Spear		25		0	16
Highland rabble	Tribal Loose	Unprotected	Javelin	Short Spear	-	23	-	12	4,6

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

FEUDAL ENGLISH



ARMY COMMANDER		1 Any				DATES		1154 CE to 1320 CE		
SUB-GENERALS	0	-3 Any Instincti	ve			TERRAIN		Standard, Coastal		
Internal Allied Gener	ALS					Самр		Unfortified or Flexible	; Poor or Aver	rage
	ТүрЕ					•				
	TRAINING AND	QUALI	тү	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	M(IN	
Name	Formation	Protect	FI O N	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Royal household knights	CAVALRY	Super	ior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
Noyai nouschold kinghts	Formed Loose	-/Fully Arn	noured	-	Charging Lancer	Devastating Chargers	207	Tviciec Expert (40)	4	
TuGs 1/2 knights and 1/	/2 SERGEANTS									
TZ + 1 .	CAVALRY	Avera	ge	-	Cl · I	D	1.40	M 1 F (00)	2	4
Knights	Formed Loose	-/Fully Arn	noured	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	8	4
Camananta	CAVALRY	Avera	ge	-		Danastation Chaman	93	Malaa Essa aut (22)	=	
Sergeants	Formed Loose	Protect	ted	-	-	Devastating Chargers	93	Melee Expert (23)	=	
Pl t. 1. 1 t. 1	CAVALRY	Avera	ge	-	Classia Issues	Daniela Clarina	160	Μ.1 Γ	0	4
Flemish knights	Drilled Loose	-/Fully Arn	noured	-	Charging Lancer	Devastating Chargers	160	Melee Expert (29)	4	4
NA	CAVALRY	Avera	ge	-	Chamain a Langan		115	Malaa Eassaut (22)	0	4
Marcher muntatores	Formed Flexib	e Protec	ted	-	Charging Lancer	-	115	Melee Expert (23)	4	4
Replace muntatores with	CAVALRY	Avera	ge	-	Short Spear		90	Melee Expert (23),		4
hobilars	Formed Loose	Protec	ted	-	Short spear	-	90	Dismountable (5)	All or none	4
Welsh mercenary cavalry	CAVALRY	Avera	ge	-	Charging Lancer	Melee Expert	128	_	0	4
	Formed Loose	Protect	ted	-	Charging Lancer	TVICICE Expert	120		4	,
Marcher spearmen	INFANTRY	Avera	ge	-	Short Spear	_	44	Melee Expert (10)	0	4,6
iviarenci spearmen	Formed Loose	Unprote	cted	-	Short Spear		7-7	Tviciec Expert (10)	6	-1, 0
Mercenary crossbowmen	INFANTRY	Avera	ge	Experienced	_	_	85	Combat Shy (-22)	0	4
1.1010011011	Drilled Loose	Protect	ted	Crossbow				Goinout Sily (-22)	4	'
Archers	INFANTRY	Avera	ge	Experienced			54	Combat Shy (-14)	0	4
1 inclinets	Formed Loose	Unprote	cted	Bow	_	_	07	Compactory (-14)	16	

FEUDAL ENGLISH



Longbowmen (only from	INFANTRY	Average	Experienced			69		0	1
1200 CE)	Formed Loose	Unprotected	Powerbow	· -	-	09	-	24	4
Retinue longbowmen (only	INFANTRY	Average	Experienced			90		0	1
from 1296 CE)	Formed Loose	Protected	Powerbow	· -	-	90	-	12	4
Spearmen	INFANTRY	Average	-	Short Spear		72	Shieldwall (5)	0	1
Speamen	Formed Close	Protected	-	Short Spear	-	12	Silieidwaii (5)	4	4
Elemiah maganamata at	INFANTRY	Average	-	I and Char		86		0	4,6
Flemish mercenary foot	Formed Close	Protected	-	Long Spear	-	00	-	6	4,0
Welsh foot	INFANTRY	Average	-	Short Spear		38	Melee Expert (10),	0	4,6
Weish foot	Tribal Loose	Unprotected	-	Short Spear	-	30	Fleet of Foot (6)	6	4,0
Lover	INFANTRY	Poor	-	Short Spear		38	Combat Shy (-13)	0	4,6
Levy	Tribal Close	Protected	-	Short Spear	-	30	Comoat sny (-15)	22	4,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skillinstling arctiers	Skirmisher	Unprotected	Bow	· -	Compatibility	50	-	6	4,0
Welsh javelinmen or Irish	INFANTRY	Average	Experienced			32	Combat Shy (-4)	0	4,6
kerns	Skirmisher	Unprotected	Javelin	· -	-	32	Compat Sily (-4)	6	4,0

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.

Hobilars dismount as equivalent infantry.

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

CHANGES FROM LAST VERSION

LATER NORSE-IRISH



ARMY COMMANDER		1	Any Instinctive			DATES		1168 CE to 1300 CE		
SUB-GENERALS		0-1	Any Instinctive			TERRAIN		Coastal		
Internal Allied Genera	ALS	1-3	Any Instinctive (up to	o 1 Ostmen)		Самр		Unfortified; Poor or Av	verage	
	Түре									
	TRAINING A	AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATIO)N	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Nobles and retainers	INFANTI Formed Fle		Superior Protected	-	2-H Cut-Crush	-	143	Dismountable (14), Integral Shooters (8)	0 12	4,6
Regrade Nobles and retainers	INFANTI Formed Cl		Superior Protected	-	2-H Cut-Crush	Shieldwall	143	Dismountable (14), Integral Shooters (8)	All or none	4,6
Foreign Gaels	INFANTI Formed Cl		Average Protected	-	2-H Cut-Crush	-	97	-	0	4
Warriors	INFANTI Tribal Loc		Average Unprotected	-	2-H Cut-Crush	-	54	Fleet of Foot (6)	12 80	4,6
Mercenaries	INFANTI Formed Lo		Average Unprotected	Experienced Javelin	Short Spear	-	50	Fleet of Foot (6)	0 6	4,6
Kerns	INFANTI Skirmish		Average Unprotected	Experienced Javelin	-	-	32	Combat Shy (-4)	0 24	4,6
Levies	INFANTI Skirmish		Poor Unprotected	Experienced Javelin	_	Combat Shy	20	-	8 24	4,6
Archers	INFANTI Skirmish		Average Unprotected	Experienced Bow	_	Combat Shy	50	-	0 4	4
Slingers	INFANTI Skirmish		Average Unprotected	Experienced Sling		Combat Shy	43	-	0 4	4

LATER NORSE-IRISH



OSTMEN CONTINGENT									
MIXED TUG CONSISTING	G OF 1/3 OSTMEN AND	D 2/3 ARCHERS							
Oatman	INFANTRY	Average	-	Short Spear		57		0	6
Ostmen	Tribal Loose	Protected	-	Short spear	-	37	-	4	O
Ostmen archers	INFANTRY	Average	Charge Only			61		0	
Osumen archers	T -1 1 T	1	-	-	-	01	-	_	

Bow

ALLIES

Norman allies - Feudal English (before 1205 CE)

Notes

A command cannot contain more than one TuG of nobles.

Tribal Loose

Protected

CHANGES FROM LAST VERSION

EARLY ANGLO-IRISH



ARMY COMMANDER		1	Any Instinctive			DATES		1169 CE to 1349 CE		
Sub-Generals		0-1	Any Instinctive			TERRAIN		Coastal		
Internal Allied Gener	ALS	0-2	Any Instinctive			Самр		Unforified; Poor or Av	erage	
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Men	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
TuGs 1/2 knights and 1	/2 SERGEANT	s								
TZ + 1 .	CAVALR	Y	Average	-	Cl I	D	4.40	AA 1 E (00)	2	4
Knights	Formed Lo	ose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	8	4
Corgonata	CAVALR	Y	Average	-		Davidatatina Characara	93	Malaa Erroant (22)	=	
Sergeants	Formed Lo	ose	Protected	-	-	Devastating Chargers	93	Melee Expert (23)	=	
	INFANTE	Υ	Average	Experienced			Γ.4	C 1 (14)	8	4
Colonist archers	Formed Lo	ose	Unprotected	Bow		-	54	Combat Shy (-14)	16	4
Upgrade colonist archers	INFANTR	Ϋ́	Average	Experienced			69			4
(before 1206 CE)	Formed Lo	ose	Unprotected	Powerbow	-	-	09	-	Up to half	4
Upgrade colonist archers	INFANTE		Average	Experienced		<u>-</u>	69	_		4
(from 1206 CE)	Formed Lo		Unprotected	Powerbow	_		07	_	Any	
Sergeants	INFANTE	Υ	Average	-	Short Spear	<u>-</u>	72	Shieldwall (5)	4	4
	Formed Cl		Protected	-	Short Spear		12	Silicia wali (0)	12	
Sersenaigh	INFANTE		Average	-	2-H Cut-Crush	<u>-</u>	97	_	0	4
	Formed Cl	ose	Protected	-	Z-11 Cut-Clusii		<i>)</i> /		4	-
Irish kerns	INFANTE		Average	Experienced	_	_	32	Combat Shy (-4)	0	4,6
IIISII KCIIIS	Skirmishe	er	Unprotected	Javelin	_	_	02	Combat Sify (-4)	24	4,0
ONLY BEFORE 1206 CE										
VV-1-1	INFANTE	Υ	Average	-	Cl m. C.		20	Melee Expert (10),	0	16
Welsh spearmen	Tribal Loc	se	Unprotected	-	Short Spear	-	38	Fleet of Foot (6)	6	4,6
Walsh invalings on	INFANTE	Υ	Average	Experienced			32	Malaa Errmant (0)	0	16
Welsh javelinmen	Skirmishe	er	Unprotected	Javelin	-	-	34	Melee Expert (8)	6	4,6

EARLY ANGLO-IRISH



MIXED TUG CONSISTING	of 1/3 Ostmen an	D 2/3 ARCHERS							
Ostman	INFANTRY	Average	-	Short Spear		57		0	6
Ostmen	Tribal Loose	Protected	-	Short Spear	-	07	-	2	0
Ostman archard	INFANTRY	Average	Charge Only			61		0	
Ostmen archers	Tribal Loose	Protected	Row		-	01	-	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

MEDIEVAL IRISH



Army Commander		1	Any Instinctive			DATES		1300 CE to 1500 CE		
Sub-Generals		0-1	Any Instinctive			TERRAIN		Coastal, Forest		
Internal Allied Gener	ALS	1-3	Any Instinctive (up to	o 1 Anglo-Irish, up t	to 1 Antrim-Scots)	Самр		Unfortified or Fortified	; Poor or Av	rerage
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	MANDATORY	BASE	OPTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
Anglo-Irish "spears"	CAVALR	Y	Superior	-	Charging Lancer		147		0	4
Migio-mism spears	Formed Lo	ose	Protected	-	Charging Lancer	-	14/	-	4	4
Irish cavalry	CAVALR	Y	Average	Experienced	Short Spear		77	Dismountable (3)	4	4
IIISII Cavaliy	Formed Flex	xible	Unprotected	Javelin	31101t Spear	-	//	Distilountable (3)	16	- 4
Post galloglaigh	INFANTF	Υ	Superior	-	2-H Cut-Crush		136		0	4
Best galloglaich	Formed Cl	ose	Protected	-	2-n Cut-Clush	-	150	-	4	- 4
C-111-:-h	INFANTF	Υ	Average	-	2-H Cut-Crush		97		0	4
Galloglaich	Formed Cl	ose	Protected	-	2-n Cut-Clush	-	97	-	16	- 4
Replace galloglaich with armoured kerns (only from	INFANTF	ĽΥ	Average	Experienced	Short Spear	_	73	_		4
1399 CE)	Formed Lo	ose	Protected	Javelin	Short Spear		70		Any	7
Kerns	INFANTF	Υ	Average	Experienced	Chart Char		44	Fleet of Foot (6),	0	4,6
Kerris	Tribal Loc	se	Unprotected	Javelin	Short Spear	-	44	Combat Shy (-14)	30	4,0
"D:::	INFANTF	Υ	Poor	-	Short Spear		25		0	4,6
"Rising out"	Tribal Clo	se	Unprotected	-	Short Spear	-	23	-	40	4,0
Skirmishing kerns	INFANTF	Υ	Average	Experienced			32	Combat Shy (-4)	6	4,6
Skiiiiisiiiig keiiis	Skirmish	er	Unprotected	Javelin	-	-	32	Combat Sny (-4)	30	4,0
Archers	INFANTF	Υ	Average	Experienced		Combat Shir	50		0	4,6
VICHEIS	Skirmish	er	Unprotected	Bow		Combat Shy	50	-	12	- 4,0
Slingers	INFANTF	Υ	Average	Experienced		Combat Shy	43		0	4,6
2111Re12	Skirmish	er	Unprotected	Sling		Collidat only	43	-	6	4,0

MEDIEVAL IRISH



Anglo-Irish contingen	Ŧ											
Anglo-Irish "spears"	CAVALRY	Average	-	Charging Lancer	_	105	Melee Expert (23)	4	Л			
7 Higio-Histi spears	Formed Loose	Protected	-	Charging Lancer	_	100	Wielee Expert (20)	4	7			
ONLY FROM 1315 TO 1318	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),	4	1			
171011-41-7 11115	Drilled Close	Fully Armoured	-	Z-11 Cut-Clusii		100	Dismountable (13)	4	7			
cottish yeomen	INFANTRY	Average	-	Long Spear		56	Orb (1), Dismountable	6	4,6			
	Formed Close	Unprotected	-	Long Spear		00	(6)	18	4,0			
Upgrade yeomen	INFANTRY	Average	-	Long Spear		86	Orb (2), Dismountable					
opgiade yeomen	Formed Close	Protected	-	Long Spear		00	(10)	Any				
ANTRIM SCOTS CONTINGE	nt (only from 13	99 CE)										
Antrim Scots	INFANTRY	Average	-		Daynetating Chargers	39		6	4,6			
Allullii Scots	Tribal Loose	Unprotected	-	-	Devastating Chargers	39	-	16	4,0			

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

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 Gener	ALS	0-1	Any Instinctive (Fren	ch)		САМР		Unfortified or Mobile; F	oor or Ave	erage
	ТүрЕ									
	TRAINING A	AND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT O RY	BASE	OPTIONAL	Min	
NAME	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG Size
Hobilars	CAVALR		Average	-	Short Spear	<u>-</u>	90	Melee Expert (23),	0	4
Tioonars	Formed Lo	ose	Protected	-	Short Spear		70	Dismountable (5)	4	ı
Men-at-arms	INFANTI		Average	-	2-H Cut-Crush	_	138	Melee Expert (22),	4	4
	Drilled Cl	ose	Fully Armoured	-	2 11 Cut Crush		100	Dismountable (13)	4	,
Lowland Scots yeomen	INFANTI		Average	-	Long Spear	_	56	Orb (1), Dismountable	24	4,6
	Formed Cl	lose	Unprotected	-	Long open			(6)	60	1,0
Upgrade yeomen	INFANTI		Average	-	Long Spear	_	86	Orb (2), Dismountable		4,6
	Formed Cl	lose	Protected	-	Long Spear			(10)	Any	1,0
Archers	INFANTI	RY	Average	Experienced	_	_	90	_	0	4
Tuchers	Formed Lo	ose	Protected	Powerbow	_	_	70	-	8	7
Replace yeoman as archers	INFANTI	RY	Average	Unskilled			51		0	4
(from 1429 to 1437 CE)	Formed Lo	ose	Unprotected	Powerbow	-	-	01	-	20	7
"Small folk"	INFANTI	RY	Poor	Unskilled	Short Spear		25		0	4,6
Siliali loik	Tribal Loc	ose	Unprotected	Javelin	Short Spear	-	20	-	14	4,0
Skirmishers	INFANTI	RY	Average	Experienced		Combat Shy	50		0	4,6
Skiillistiets	Skirmish	er	Unprotected	Bow	<u>-</u>	Combat sily	30	-	12	4,0
Guns (from 1456 CE)	ARTILLEI	RY	Average	Experienced	_	Combat Shy	138	Barricades (16)	0	2
Guils (HOIII 1400 CL)	Skirmish	er	Unprotected	Light Art	-	Compatibility	100	Datticaucs (10)	2	∠1

MEDIEVAL SCOTTISH



		<u></u>							
ISLEMEN CONTINGENT									
Islesmen - Mixed TuGs	consisting of 1/3	BEST ISLESMEN AN	D 2/3 ISLESMEN						
Best islesmen	INFANTRY	Average	-	2-H Cut-Crush	Devastating Chargers	92		2	6
Dest istestitett	Tribal Loose	Protected	-	2-11 Cut-Clush				4	
Islesmen	INFANTRY	Average	-	_	Devastating Chargers	39	-	2	1
	Tribal Loose	Unprotected	-		_ c.acaaaa Ciiaigeis	0,7		8	
MIXED TUGS CONSISTING	ο _F 2/3 GENTRY AN	ND CEITHERN AND 1/	3 CEITHERN WIT	H BOW					
Gentry and ceithern	INFANTRY	Average	-		Devastating Chargers	60		0	6
	Tribal Loose	Protected	-	-	Devasianing Chargers			12	
Ceithern with bow	INFANTRY	Average	Charge Only	_	Devastating Chargers	81	-	0	1
	Tribal Loose	Protected	Powerbow		_ c.acaaaa caaaaca	Ü.1		6	
Highland skirmishers	INFANTRY	Average	Experienced	_	Combat Shy	50		0	Λ
i iiginana skiiiiisileis	Skirmisher	Unprotected	Bow	-	Compatibily	50		4	7
FRENCH CONTINGENT (ON	LY IN 1385 CE)								
MIXED TUGS CONSISTING	of 1/2 Men-at-ar	MS AND 1/2 VALET	DE GUERRE						
Man at arre-	CAVALRY	Superior	-	Charries I	Davingto time Classic	207	Male - E (40)	2	4
Men-at-arms	Formed Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	207	Melee Expert (40)	2	- 4
Valet de Guerre	CAVALRY	Average	-	Charging I ancor	Devastating Chargers	118	Melee Expert (23)	=	1
valet de Guelle	Formed Loose	Protected	-	Charging Lancel	Devasianing Chargers	110	TVICIEC EXPERT (25,) =	
French mercenary	INFANTRY	Average	Experienced			0E	Comb-+ Cl / 00\	4	4
crossbowmen	Drilled Loose	Protected	Crossbow		<u>-</u>	85	Combat Shy (-22)) 4	<u> </u>

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

MEDIEVAL ENGLISH



ARMY COMMANDER	1	Any Professional			DATES		1320 CE to 1454 CE		
SUB-GENERALS	1-3	Any Professional			TERRAIN		Standard, Coastal		
Internal Allied Genera	ALS				Самр		Unfortified or Flexible;	Poor or Ave	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	Characteristics	PTS	Characteristics	Max	UG SIZE
English knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	4
English kinghts	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Distribulitable (0)	4	4
Hobilars (only before 1350	CAVALRY	Average	-	Short Spear		90	Melee Expert (23),	0	4
CE)	Formed Loose	Protected	-	Short spear	-	90	Dismountable (5)	4	4
Northern border staves	CAVALRY	Average	-	Charging Lancer		115		0	4
Northern border staves	Formed Flexible	Protected	-	Charging Lancer	-	110	-	4	4
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush		138	Melee Expert (22),	4	4
ivien-at-anns	Drilled Close	Fully Armoured	-	2-11 Cut-Clusii	-	130	Dismountable (13)	12	4
Downgrade men-at-arms	INFANTRY	Average	-	2-H Cut-Crush		102	Melee Expert (16),		4
with less armour	Drilled Close	Protected	-	Z-11 Cut-Clusii		102	Dismountable (10)	Any	
Spearmen	INFANTRY	Average	-	Short Spear		72	Shieldwall (5)	0	4
Spearmen	Formed Close	Protected	-	31101t Spear	-	12	Silielawali (0)	8	- 4
Replace spearmen with	INFANTRY	Average	-	Polearm		87			4
billmen (only from 1423 CE)	Formed Close	Protected	-	1 Oleann	-	07	-	All	- 4
Longbowmen	INFANTRY	Average	Experienced			90		8	4
Longoownien	Formed Loose	Protected	Powerbow			70		16	
Downgrade longbowmen	INFANTRY	Average	Experienced		_	69	_		4
without armour	Formed Loose	Unprotected	Powerbow	_		07		Any	
Militia (only from 1423 CE)	INFANTRY	Poor	-	Short Spear		38	Combat Shy (-13)	0	4
Ivilida (Olly Holli 1425 CL)	Tribal Close	Protected	-	Short Spear	-	30	Combat sity (-13)	12	
Replace militia with billmen	INFANTRY	Poor	-	Polearm		47	Combat Shy (-13)		4
(only from 1423 CE)	Tribal Close	Protected	-	1 OlCallii	<u>-</u>	7/	Controat only (°10)	All	
Militia longbowmen	INFANTRY	Poor	Experienced	_		50	Combat Shy (-9)	0	4
TVIIIII IOII GOOWIII EII	Tribal Loose	Unprotected	Powerbow	-	-	50	Compatibily (-9)	12	-1

MEDIEVAL ENGLISH



Melee Expert (10),	0	4,6
Fleet of Foot (6)	6	-1, 0
	0	
-	8	4
	0	1
-	4	4
	0	1
-	4	4
	0	1
-	4	4
	0	4,6
-	6	4,0
Combat Shir (1)	0	4,6
Combat Sily (-4)	6	4,0
Darrian das (16)	0	2
Darricades (10)	2	4
	0	2
<u>-</u>	2	
		Fleet of Foot (6) 6 - 0 - 8 - 0 - 4 - 0 - 4 - 0 - 4 - 0 - 4 - 0 - 6 - Combat Shy (-4) 6 - Barricades (16) 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

ANGLO-IRISH



ARMY COMMANDER		1	Any Professional(Roy	al Official) or Instin	nctive(Anglo-Irish)	DATES		1350 CE to 1500 CE		
SUB-GENERALS		0-1	Any Professional(Roy	al Official) or Instin	nctive(Anglo-Irish)	TERRAIN		Standard, Coastal		
Internal Allied Genera	ALS	0-2	Any Instinctive			САМР		Unforified; Poor or Ave	erage	
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	O PTIONAL	Min	
Name	FORMATIO		PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Мах	UG SIZE
English knights	CAVALRY	<i>l</i>	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	4
Liigiisii Kiiigiits	Formed Loc	se	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	170	Disinountable (0)	4	
Irish men-at-arms - TuG	¦s 1/2 қысы	TS AN	ND 1/2 SERGEANTS							
TZ + 1.	CAVALRY	Z	Average	-	C1 : I	D	1.10	M 1 T (20)	2	4
Knights	Formed Loc	se	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	4	4
Corgonata	CAVALRY	Z	Average	-		Darractation a Charger	വാ	Malaa Erroomt (22)	=	
Sergeants	Formed Loc	se	Protected	-	-	Devastating Chargers	93	Melee Expert (23)	=	_
Replace men-at-arms with	CAVALRY	ζ	Superior	-	Charging Lancer		147			4
"spears" (only from 1400 CE)	Formed Loc	se	Protected	-	Charging Lancer	-	14/	-	All	4
Anglo-Irish "spears"	CAVALRY	Z	Superior	-	Charging Lancer		147		0	4
Aligio-ilisti spears	Formed Loc	se	Protected	-	Charging Lancer	-	14/	-	4	4
Hobilars	CAVALRY	Z	Average	-	Short Spear		90	Melee Expert (23),	0	4
Tioonars	Formed Loc	ose	Protected	-	Siloit Spear	-	90	Dismountable (5)	4	- 4
Replace hobilars with irish	CAVALRY	Z	Average	Experienced	Short Spear		77	Dismountable (3)		4
cavalry (only from 1400 CE)	Formed Flex	ible	Unprotected	Javelin	Short Spear	-	//	Distributitable (3)	All	- 4
Irish cavalry	CAVALR?	7	Average	Experienced	Short Spear	_	77	Dismountable (3)	0	4
IIISII Cavally	Formed Flex	ible	Unprotected	Javelin	311011 Speat	<u>-</u>	//	Distillutifiable (3)	4	- 4
Galloglaich	INFANTR'	Y	Average	-	2-H Cut-Crush		97		0	4
Gamogratem	Formed Clo	se	Protected	-	2-11 Cut-C1USII	-	21	-	12	4

ANGLO-IRISH



English archers	INFANTRY	Average	Experienced			90	Dismountable (10)	0	1
Eligiisti alcheis	Formed Loose	Protected	Powerbow	-	-	90	Distilountable (10)	8	4
Colonist archers	INFANTRY	Average	Experienced			69		8	1
Colonist archers	Formed Loose	Unprotected	Powerbow	-	-	09	-	16	4
Sergeants	INFANTRY	Average	-	Short Spear		72	Shieldwall (5)	4	4,6
Jeigeants -	Formed Close	Protected	-	31101t Spear	-	1 4	Silielawali (0)	12	4,0
Replace sergeants with	INFANTRY	Average	-	Polearm	_	87			1
billmen (only from 1423 CE)	Formed Close	Protected	-	TOTEATTT	-	07	-	All	4
Kerns	INFANTRY	Average	Experienced	Short Spear		44	Fleet of Foot (6),	0	4,6
Kellis	Tribal Loose	Unprotected	Javelin	31101t Spear	-	44	Combat Shy (-14)	24	4,0
Skirmishing kerns	INFANTRY	Average	Experienced			32	Combat Shy (-4)	0	4,6
Skiiiiisiiiiig keiiis	Skirmisher	Unprotected	Javelin	-	-	32	Collidat Sily (-4)	24	4,0
Archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Archers	Skirmisher	Unprotected	Bow	-	Combat Sily	50	-	6	4,0
Guns (only from 1400 CE)	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
Gulis (Olly Holli 1400 CE)	Skirmisher	Unprotected	Light Art	-	Collidat Sily	130	Dallicades (10)	2	4
Cannons (only from 1423	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	2
CE)	Skirmisher	Unprotected	Heavy Art	- -	Shy	444	-	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

LANCASTRIAN ENGLISH



ARMY COMMANDER		1	Any Professional			DATES		1455 CE to 1471 CE		
SUB-GENERALS		0-2	Any Professional			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENER	ALS	0-2	Any Professional			Самр		Unfortified or Fortified;	Poor or Av	verage
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	N	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Royal household knights	CAVALRY	Z	Superior	-	Charging Lancer		180	Melee Expert (43),	0	2
Royal Household Kilights	Formed Clo	se	ArmHrs/F Armoured	-	- Charging Lancer	-	100	Dismountable (9)	2	
Household knights	CAVALRY	Z	Average	-	Charging Lancer		132	Melee Expert (29),	0	1
i iousenoia kingnis	Formed Loc	ose	-/Fully Armoured	-	- Charging Lancer	-	102	Dismountable (6)	4	7
Cumanum	CAVALRY	Z.	Average	-	Charging Lancer		105	Melee Expert (23)	0	4
Currours	Formed Loc	se	Protected	-	- Charging Lancer	-	103	ivielee Expert (25)	4	- 4
D -+i	INFANTR'	Y	Average	Experienced			90	Stakes (10)	4	4
Retinue longbowmen	Formed Loc	se	Protected	Powerbow	-	-	90	Stakes (10)	24	- 4
N.A	INFANTR'	Y	Average	-	2-H Cut-Crush		138	Melee Expert (22),	0	1
Men-at-arms	Drilled Clo	se	Fully Armoured	-	2-H Cut-Crush	-	158	Dismountable (13)	4	— 4
Billmen	INFANTR'	Y	Average	-	Polearm		87		4	4
billmen	Formed Clo	se	Protected	-	roleam	-	8/	-	12	_ 4
A A:1:.:- 1.:11	INFANTR'	Y	Poor	-	D . 1		47	C 1 C1 (12)	0	4
Militia billmen	Tribal Clos	se	Protected	-	Polearm	-	47	Combat Shy (-13)	20	4
N A : 1 : . :	INFANTR'	Y	Poor	Experienced			60	Stakes (6), Combat	0	4
Militia longbowmen	Tribal Loos	se	Protected	Powerbow	-	-	60	Shy (-13)	24	4
T T T T T	INFANTR'	Y	Average	-	C1 . C		20	Melee Expert (10),	0	1.6
Welsh spearmen	Tribal Loos	se	Unprotected	-	Short Spear	-	38	Fleet of Foot (6)	6	4,6
XX7-1-1- 11	INFANTR'	Y	Average	Experienced			60	C+=1+== (6)	0	4
Welsh longbowmen	Tribal Loos	se	Unprotected	Powerbow	-	-	63	Stakes (6)	8	- 4
N. A	INFANTR'	Y	Average	Experienced			0.E	C 1 C1 (20)	0	4
Mercenary crossbowmen	Drilled Loo	se	Protected	Crosshow	-	-	85	Combat Shy (-22)	4	4

45

Combat Shy (-5)

Crossbow

Experienced

Firearm

Protected

Average

Protected

Drilled Loose

INFANTRY

Skirmisher

Mercenary handgunners

LANCASTRIAN ENGLISH



Northern Border cont	INGENT								
Staves	CAVALRY	Average	-	Charging Lancer	_	115	_	0	4
	Formed Flexible	Protected	-	Charging Lancer	-	110	<u>-</u>	4	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	_	4	4
Spearmen	Formed Close	Protected	-	Jiloit Speai	Jiiiciuwaii	//	-	8	
Billmen	INFANTRY	Average	-	Polearm		87		0	4
Diminell	Formed Close	Protected	-	1 OlCallii		07		4	
Longbowmen	INFANTRY	Average	Experienced	_		69	Stakes (6)	0	4
rongoowinen	Formed Loose	Unprotected	Powerbow	-	-	09	Jiakes (0)	4	
IRISH CONTINGENT									
Kerns	INFANTRY	Average	Experienced	Short Spear		44	Fleet of Foot (6),	0	4,6
VC1119	Tribal Loose	Unprotected	Javelin	- Short spear	-	44	Combat Shy (-14)	12	4,0
Skirmishing kerns	INFANTRY	Average	Experienced			32	Combat Shy (-4)	4	4,6
2killilisiilig kellis	Skirmisher	Unprotected	Javelin	_ -	-	32	Compat Sily (-4)	12	4,0
Cuna	ARTILLERY	Average	Experienced		Cambat Chry	138	Darrian das (16)	0	2
Guns	Skirmisher	Unprotected	Light Art	-	Combat Shy	190	Barricades (16)	4	
Connons	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	2
Cannons	Skirmisher	Unprotected	Heavy Art	-	Shy	<i>2</i> 44	-	2	
									1

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

YORKIST ENGLISH



ARMY COMMANDER		1	Any Professional			DATES		1455 CE to 1483 CE		
SUB-GENERALS		0-2	Any Professional			TERRAIN		Standard, Coastal		
Internal Allied Gener	ALS	0-2	Any Professional			Самр		Unfortified or Fortified	; Poor or Av	verage
	ТүрЕ									
	TRAINING A	NĐ	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO	N	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG Size
Royal household knights	CAVALR Formed Cl		Superior ArmHrs/F Armoured	-	Charging Lancer	-	180	Melee Expert (43), Dismountable (9)	0 2	2
Household knights	CAVALR Formed Lo		Average -/Fully Armoured	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0 4	4
Currours	CAVALR Formed Lo		Average Protected	-	Charging Lancer	-	105	Melee Expert (23)	0 4	4
Retinue longbowmen	INFANTE Formed Lo		Average Protected	Experienced Powerbow	-	-	90	Stakes (10)	4 24	4
Men-at-arms	INFANTE Drilled Clo		Average Fully Armoured	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0 4	4
Billmen	INFANTF Formed Cl		Average Protected	-	Polearm	-	87	-	4 12	4
Militia billmen	INFANTF Tribal Clo		Poor Protected	-	Polearm	-	47	Combat Shy (-13)	0 20	4
Militia longbowmen	INFANTF Tribal Loc		Poor Protected	Experienced Powerbow	-	-	60	Stakes (6), Combat Shy (-13)	0 24	4
Welsh spearmen	INFANTF Tribal Loc		Average Unprotected	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0 6	4,6

YORKIST ENGLISH



Northern Border cont	INGENT								
Staves	CAVALRY	Average	-	Charging Lancer	_	115		0	1
Javes	Formed Flexible	Protected	-	Charging Lancer		110		4	7
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77		4	1
	Formed Close	Protected	-	Short Spear	Silicidwali	//	-	4	7
Billmen	INFANTRY	Average	-	Polearm		87		0	1
Dillileii	Formed Close	Protected	-	1 Oleann	-	07	-	4	4
Longbowmen	INFANTRY	Average	Experienced		_	69	Stakes (6)	0	1
Longoowmen	Formed Loose	Unprotected	Powerbow	-	-	09	Stakes (0)	4	4
Mercenary handgunners	INFANTRY	Average	Experienced			75	Combat Shy (-22)	0	1
(from 1461 CE)	Drilled Loose	Protected	Firearm	-	-	7.0		4	- 4
Replace handgunners with	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	4,6
skirmishers (from 1461 CE)	Skirmisher	Protected	Firearm	<u>-</u>	-	40	Collidat Sily (-0)	6	- 4,0
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
Guils	Skirmisher	Unprotected	Light Art		Combat Sily	130		4	<i>Δ</i>
Cannons	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	2
Camions	Skirmisher	Unprotected	Heavy Art	<u>-</u>	Shy	∠ ++	<u>-</u>	2	<i>∠</i> ,

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 Gener	ALS				САМР		Unfortified; Poor or Ave	rage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT O RY	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Border horse	CAVALRY	Average	Charge Only	Short Spear		117		4	4
Doldel Holse	Formed Loose	Protected	Crossbow	Short spear	-	11/	-	8	4
Vnichta	INFANTRY	Average	-	2-H Cut-Crush	ush -		Melee Expert (22),	0	4
Knights	Drilled Close	Fully Armoured	-	Z-M Cut-Clush	-	138	Dismountable (13)	4	4
Scottish anarman	INFANTRY	Average	-	I on a Spoor	9.00		Orb (2), Dismountable	20	4,6
Scottish spearmen	Formed Close	Protected	-	Long Spear	-	86	(10)	48	4,0
Scottish using longer pikes	INFANTRY	Average	-	Pike	Combat Shy	65	Orlo (2)	0	6
	Formed Close	Protected	-		Combat sny	03	Orb (2)	24	0
MIXED TUGS CONSISTING	о г 2/3 GENTRY A	ND CEITHERN AND 1,	/3 CEITHERN WIT	H BOW					
C 1 21	INFANTRY	Average	-		D	60	-	0	6
Gentry and ceithern	Tribal Loose	Protected	-	-	Devastating Chargers	60		12	0
Ceithern with bow	INFANTRY	Average	Charge Only		D	81		0	
Ceithein with bow	Tribal Loose	Protected	Powerbow	-	Devastating Chargers	01	-	6	
Archers	INFANTRY	Average	Experienced			90	Stakes (10)	0	4
Archers	Formed Loose	Protected	Powerbow	-	-	90	Stakes (10)	4	4
"Small folk"	INFANTRY	Poor	Unskilled	Chart Carry		25		0	4.6
Siliali TOIK	Tribal Loose	Unprotected	Javelin	Short Spear	-	20	-	14	4,6
Skirmishers	INFANTRY	Average	Experienced		Combat Chr	50		0	1.6
SKIIIIISHEIS	Skirmisher	Unprotected	Bow	-	Combat Shy	50	-	12	4,6

LATE MEDIEVAL SCOTTISH



Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art	_	Combat Sily	100	Dallicades (10)	2	
Cannons	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	2
	Skirmisher	Unprotected	Heavy Art	-	Shy	2 44	-	2	

CHANGES FROM LAST VERSION

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 Gener	ALS				САМР			Unfortified; Poor or Average		
	Түре									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATIO	N	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
Royal household knights	CAVALR Formed Cl		Superior ArmHrs/F Armoured	- -	Charging Lancer	-	180	Melee Expert (43), Dismountable (9)	2 2	2
Household knights	CAVALR Formed Lo		Average -/Fully Armoured	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0 4	4
Currours	CAVALR Formed Lo		Average Protected	-	Charging Lancer	-	105	Melee Expert (23)	0 4	4
Retinue longbowmen	INFANTE Formed Lo		Average Protected	Experienced Powerbow	-	-	90	Stakes (10)	8 24	4
Men-at-arms	INFANTE Drilled Clo		Average Fully Armoured	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0 4	4
Retinue billmen	INFANTF Formed Cl		Average Protected	-	Polearm	-	87	-	0 12	4
Militia billmen	INFANTF Tribal Clo		Poor Protected	-	Polearm	-	47	Combat Shy (-13)	0 16	4
Militia longbowmen	INFANTE Tribal Loc		Poor Protected	Experienced Powerbow	-	-	60	Stakes (6), Combat Shy (-13)	0 16	4
Mercenary handgunners	INFANTE Drilled Lo		Average Protected	Experienced Firearm	-	-	75	Combat Shy (-22)	0	4

RICHARD III ENGLISH



Northern Border troop	PS								
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	4	4
Speatifier -	Formed Close	Protected	-	Jiloit Spear	Jilleluwali			12	
Billmen	INFANTRY	Average	-	Polearm	_	87		0	1
DIMITCH	Formed Close	Protected	-	1 Oleanin		0/	-	4	
Longbowmen	INFANTRY	Average	Experienced			69	Stakes (6)	0	1
rongoowmen	Formed Loose	Unprotected			- -		Jakes (0)	4	'
Skirmishing handgunners	INFANTRY	Average	Experienced		_	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm			4 0	Compat Sny (-5)	8	4,0
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art			190	barricades (16)	2	— <i>L</i>
Connana	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	2
Cannons	Skirmisher	Unprotected	Heavy Art	-	Shy	<i>2</i> 44	-	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

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			САМР	Unfortified; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT O RY	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Vnichte	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29),	0	4
Knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	132	Dismountable (6)	4	4
Currours	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	0	4
Cullouis	Formed Loose	Protected	-	Charging Lancer	-	105	Meiee Expert (25)	4	4
Retinue longbowmen or	INFANTRY	Average	Experienced	_	_	90	Stakes (10)	4	4
Yeoman of the Guard	Formed Loose	Protected	Powerbow	_		90	Stakes (10)	16	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	_	138	Melee Expert (22),	0	4
171011-41-411113	Drilled Close	Fully Armoured	-	z-11 Cut-Crusii	_	100	Dismountable (13)	4	-
Billmen	INFANTRY	Average	-	Polearm	_	87	_	0	4
	Formed Close	Protected	-	1 Olcailli		07		12	,
Militia billmen	INFANTRY	Poor	-	Polearm	_	47	Combat Shy (-13)	0	4
	Tribal Close	Protected	-	1 Olcailli	-	17		16	
Militia longbowmen	INFANTRY	Poor	Experienced	_	_	60	Stakes (6), Combat	0	4
	Tribal Loose	Protected	Powerbow				Shy (-13)	16	<u>'</u>
Welsh spearmen	INFANTRY	Average	-	Short Spear	_	38	Melee Expert (10),	0	4,6
	Tribal Loose	Unprotected	-	Short Spear			Fleet of Foot (6)	12	-1, 0
Welsh longbowmen	INFANTRY	Average	Experienced	_	_	63	Stakes (6)	4	4
vv cisii iongoowinch	Tribal Loose	Unprotected	Powerbow	_	_	00	Stakes (0)	16	-
French pikemen with	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	6	6
halberdiers (only in 1485 CE)	Drilled Close	Protected	-	TINC	SHOVE	100	O10 (2)	12	
Replace French pikemen	INFANTRY	Average	-	Polearm		92			4
with halberds only	Drilled Close	Protected	-		-	92	-	All or none	'1
Scottish spearmen (only in	INFANTRY	Average	-	Long Spaar		86	Orb (2)	0	1
1485 CE)	Formed Close	Protected	-	Long Spear	-	80	O10(2)	4	- 4

EARLY TUDOR ENGLISH



							and the same of th	7	
Mercenary pikemen with	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	6
halberdiers (from 1486 CE)	Drilled Close	Protected	-	TIRE SHOVE		100	O10 (2)	6	
Mercenary crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	1
Mercenary crossbownien	Drilled Loose	Protected	Crossbow	-	-	00		4	- 4
Breton javelinmen	INFANTRY	Average	Experienced			32		0	4,6
Dieton javenninen	Skirmisher	Unprotected	Javelin	-	-	32	-	8	4,0
Mercenary handgunners	INFANTRY	Average	Experienced		-	45	Combat Shy (-5)	0	4,6
Mercenary handgumers	Skirmisher	Protected	Firearm	-		40		6	4,0
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
Guils	Skirmisher	Unprotected	Light Art	-	Collidat Sily	130	barncades (10)	2	
Cannons (from 1486 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	2
Camions (nom 1480 CE)	Skirmisher	Unprotected	Heavy Art	-	Shy	<i>2</i> 44	-	2	- 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 Gener	ALS			САМР		Unfortified; Poor or Av	erage			
	ТүрЕ				-					
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT O RY	BASE	OPTIONAL	Min		
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
Knights	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29),	0	4	
Milgilis	Formed Loose	-/Fully Armoured	-	Charging Lancer		102	Dismountable (6)	4		
Currours	CAVALRY	Average	-	Charging Lancer -		105	Melee Expert (23)	0	4	
Cullouis	Formed Loose	Protected	-	Charging Lancer		100	Ivielee Expert (25)	4		
Retinue longbowmen	INFANTRY	Average	Experienced	_	_	90	Stakes (10)	4	4	
	Formed Loose	Protected	Powerbow	_	_	70	Stakes (10)	12	-	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	_	138	Melee Expert (22),	0	4	
	Drilled Close	Fully Armoured	-	2 11 Gat Grasii	_	100	Dismountable (13)	4		
Billmen	INFANTRY	Average	-	Polearm	_	87	-	0	4	
Difficit	Formed Close	Protected	-	1 Oleanni	_			4		
Mercenary crossbowmen	INFANTRY	Average	Experienced	_	_	85	Combat Shy (-22)	0	4	
	Drilled Loose	Protected	Crossbow		_	00	Comoat Sily (-22)	4		
Mercenary pikemen with	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	6	6	
halberdiers	Drilled Close	Protected	-	TIRC	Shove	100	010 (2)	12		
Mercenary handgunners	INFANTRY	Average	Experienced			75	Combat Shy (-22)	0	4	
	Drilled Loose	Protected	Firearm		_	70	Comoat Sily (-22)	4		
Kerns	INFANTRY Average Experienced Short Spear -		_	44	Fleet of Foot (6),	10	4,6			
1/01110	Tribal Loose	Unprotected	Javelin	Jiloit Spear		44	Combat Shy (-14)	32	-1 ,0	
Mercenary handgunners	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	4,6	
iviciccitary flamugumiers	Skirmisher	Protected	Firearm	-	-	40	Combat Shy (-5)	6	-1 ,0	

32

Combat Shy (-4)

4,6

Experienced

Javelin

INFANTRY

Skirmisher

Skirmishing kerns

Average

Unprotected

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



PACTO ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - PACTO

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

CAMPS

Camps are not included in Pacto games.

UGs

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

NOTES

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

JARLS OF ORKNEY



ARMY COMMANDER		1	Any Instinctive			DATES		1014 CE to 1472 CE		
SUB-GENERALS		0-2	Any Instinctive			TERRAIN		Coastal		
Internal Allied Gener	ALS	0-2	Any Instinctive, up to	o 1 Norse, up to 1 H	ighland					
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	OPTIONAL	Min	
NAME	Formatio	N	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Siz
Orkney and Shetlander	INFANTR	Ϋ́	Superior	-	2-H Cut-Crush	Shove, Shieldwall	140	Integral Shooters (8),	0	1,2
Norse huscarls	Tribal Clo	se	Protected	-	Z-11 Cut-Clusii	Silove, Siliciawali	140	Dismountable (14)	4	1,2
Orkney and Shetlander	INFANTR	Ϋ́	Average	-	Short Spear	Shove, Shieldwall	75	Integral Shooters (6)	6	1,2
Norse hird	Tribal Clo	se	Protected	-	Short spear	Silove, Silielawali	73	integral Shooters (0)	32	1,2
ISLESMEN - MIXED TUGS	CONSISTING (of 1/2	BEST ISLESMEN A	ND 1/2 ISLESMEN						
Rect icleemen	INFANTR	Ϋ́	Average	-	2-H Cut-Crush	D	92		2	2
	Tribal Loo	se	Protected	-	2-H Cut-Crush	Devastating Chargers	92	- '	4	
Islesmen	INFANTR	Ϋ́	Average	-		Devastating Chargers	39		2	
18168111611	Tribal Loo	se	Unprotected	-	-	Devastating Chargers	39		4	
C1:::a1::	INFANTR	Ϋ́	Average	Experienced		Cambrat Char	50		0	1,2
Skirmishing archers	Skirmishe	er	Unprotected	Bow	-	Combat Shy	30	- '	4	1,2
Highlanders										
C . 11	INFANTR	Υ	Average	Charge Only		D	71		0	0
Gentry and ceithern	Tribal Loo	se	Protected	Bow		Devastating Chargers	71	-	6	2
TT:=1-1 J =1	INFANTR	Ϋ́	Average	Experienced		C	50		0	1.0
lighland archers	Skirmishe	er	Unprotected	Bow	-	Combat Shy	50	- '	2	1,2

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

KINGDOM OF THE ISLES



A G					_		4070 CP 4400 CF		1
ARMY COMMANDER	1	Any Instinctive			DATES		1079 CE to 1493 CE		
SUB-GENERALS	0-	3 Any Instinctive, Islem	nen or Highland		TERRAIN		Coastal, Mountains		
Internal Allied General	s 0-	3 Any Instinctive, up to Highland	1 Islemen, up to 1	Galwegian, 2					
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT O RY	BASE	O PTIONAL	Men	
NAME	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
ISLESMEN - MIXED TUGS CO	NSISTING OF	1/2 BEST ISLESMEN AN	ND 1/2 ISLESMEN						
Best islesmen	INFANTRY	Average	-	2 II Cut Carel	Decrease time Character	92		3	2
Best islesmen	Tribal Loose	Protected	-	2-H Cut-Crush	Devastating Chargers	92	-	12	2
Islesmen	INFANTRY	Average	-		Daysastatina Characra	39		3	
Islesifieri	Tribal Loose	Unprotected	-	-	Devastating Chargers	39	-	12	
Irish mercenaries	INFANTRY	Average	Experienced	Short Spear		50	Fleet of Foot (6)	0	1,2
msn mercenaries	Formed Loose	Unprotected	Javelin	Short Spear	-	30	rieet of root (0)	6	1,2
Highlanders									
Gentry and ceithern	INFANTRY	Average	Charge Only		Daysastatina Characra	71		0	1,2
Genuy and celulem	Tribal Loose	Protected	Bow	-	Devastating Chargers	/1	-	6	1,2
Regrade ceithern with	INFANTRY	Average	Charge Only		Devastating Chargers	81			
longbow (from 1298 CE)	Tribal Loose	Protected	Powerbow	-	Devastating Chargers	01	-	Any	
Highland archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1,2
I lightand archers	Tribal Loose	Unprotected	Bow			40	Combat Sily (-14)	4	1,2
Highland skirmishers	INFANTRY	Average	Experienced	_	Combat Shy	50	_	0	1,2
I IISIIIGIIG SKIIIIIISIICIS	Skirmisher	Unprotected	Bow	_	Collidat olly	00		4	1,4
Highland rabble	INFANTRY	Poor	Unskilled	Short Spear		25		0	2,3
Tiginalia labbic	Tribal Loose	Unprotected	Javelin	onor opear	-	20	-	6	2,0

KINGDOM OF THE ISLES



GALWEGIAN CONTINGENT (BEFORE 1161 CE)								
Galwegian warriors	INFANTRY	Average	-	Davactatin	g Chargers	39	Fleet of Foot (6)	3	1.2
	Tribal Loose	Unprotected	-	- Devastaun	g Chargers	39		6	1,2
Warriars mounted on popies	INFANTRY	Average	-	Devastating	g Chargers,	16		0	1.2
Warriors mounted on ponies	Tribal Loose	Unprotected	-	- Dismot	untable	40	-	4	1,4

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. Islemen can command highlanders.

Best islesmen and islesmen must be easily distinguished.

CHANGES FROM LAST VERSION

ANGLO NORMAN



ARMY COMMANDER	1	Any Instinctive			DATES		1087 CE to 1154 CE		
SUB-GENERALS	0-3	Any Instinctive; Up to	o 1 Professional (Fle	emish)	TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENER	RALS 0-2	Any Instinctive (from	1135 CE)						
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	О рті 0 NAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG Size
Best knights	CAVALRY	Superior	-	Charging Lancor	Devastating Chargers	166	Melee Expert (32),	0	1,2
Dest kingins	Formed Loose	Protected	-	- Charging Lancer	Devastating Chargers	100	Dismountable (7)	4	1,2
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23),	2	1,2
Milgitts	Formed Loose	Protected	-	- Charging Lancer	Devastating Chargers	110	Dismountable (5)	6	1,2
Marcher muntatores	CAVALRY	Average	-	Charging Lancer	_	115	Melee Expert (23)	0	1,2
	Formed Flexible	Protected	-	Gharging Lancer		110	Tviciec Expert (20)	2	1,2
Foot sergeants	INFANTRY	Average	-	Short Spear	Shield Cover	77	Shieldwall (5)	2	1,2
	Formed Close	Protected	-			, ,	omera wan (e)	12	1,2
Town militia	INFANTRY	Average	-	Short Spear	_	62	Combat Shy (-22)	0	1,2
	Tribal Close	Protected	-	Short Spear		02	Comode Siry (22)	6	1,2
Levied militia	INFANTRY	Poor	-	Short Spear		25		0	2,3
Levied minua	Tribal Close	Unprotected	-	Short Spear		20		12	2,0
Archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	0	1,2
Aucticis	Formed Loose	Unprotected	Bow	_		04	Combat Sily (-14)	6	1,2
Welsh foot	INFANTRY	Average	-	Short Spear		38	Melee Expert (10),	0	1,2
vv cisii 100t	Tribal Loose	Unprotected	-	Short Spear		30	Fleet of Foot (6)	6	1,2
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50	_	0	1,2
Triming archers	Skirmisher	Unprotected	Bow	-	Collidat Sily		<u>-</u>	6	1,4
Crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	1,2
C109900MIIIEII	Skirmisher	Unprotected	Crossbow	-	Combat Sily	50	-	4	1,4

ANGLO NORMAN



FLEMISH CONTINGENT	(King Stephen from	1135 то 1154 СЕ)	
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Flemish knights	CAVALRY	Superior	-	Charging Lancer Dev	vastating Chargers	166	Melee Expert (32),	2	1.2
	Formed Loose	Protected	-	Gharging Lancer Dev	vabaang Ghargerb	100	Dismountable (7)	2	
Flemish mercenary foot	INFANTRY	Average	-	Long Span		96		2	1.2
	Formed Close	Protected	-	Long Spear	-	00	-	6	1,4

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

MEDIEVAL WELSH



ARMY COMMANDER		1	Any Instinctive			DATES		1094 CE to 1410 CE		
Sub-Generals		0-1	Any Instinctive			TERRAIN		Coastal, Mountains		
Internal Allied Genera	LS	0-3	Any Instinctive (up to	1 Marcher, 2 Wels	sh)					
	ТүрЕ					•				
	TRAINING AN	Ð	QUALITY	SHOOTING SKILL	MELEE	M andat o ry	BASE	OPTIONAL	Min	
NAME	Formation		PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Uchelwyr	CAVALRY	r	Superior	Experienced		Melee Expert	157		0	1,2
Ocherwyr	Formed Loo	se	Protected	Javelin	-	Meice Expert	107	-	8	1,2
Regrade uchelwyr (from	CAVALRY	,	Average	-	Charging Lancer	Melee Expert	128		0	1,2
1150 CE)	Formed Loo		Protected	-	Charging Lancer	Ivicice Expert	120	-	2	1,2
Upgrade uchelwyr in armour	CAVALRY	,	Average	-	Charging Lancer	_	132	Melee Expert (29)	0	1,2
(from 1150 CE)	Formed Loo		-/Fully Armoured	-	Charging Lancer		102	Tviciec Expert (27)	2	1,2
Welsh spearmen	INFANTRY		Average	-	Short Spear	_	38	Fleet of Foot (6)	6	1,2
	Tribal Loos		Unprotected	-	Bilore Bpear				30	1,2
Best Welsh spearmen	INFANTRY		Average	-	Short Spear	_	38	Melee Expert (10),	4	1,2
	Tribal Loos		Unprotected	-	Bilore B pear			Fleet of Foot (6)	12	1,2
Cynan or Merioneth	INFANTRY		Average	Experienced	Short Spear	_	44	Melee Expert (10),	0	1,2
spearmen	Tribal Loos		Unprotected	Javelin	Short Spear		11	Fleet of Foot (6)	6	1,2
Welsh archers	INFANTRY		Average	Experienced	_	_	48	Fleet of Foot (6),	4	1,2
	Tribal Loos		Unprotected	Bow			10	Combat Shy (-14)	28	1,2
Upgrade archers (before	INFANTRY		Average	Experienced	_	_	63	Fleet of Foot (6),		1,2
1200 CE)	Tribal Loos		Unprotected	Powerbow				Combat Shy (-14)	Up to half	1,2
Upgrade archers (from 1200	INFANTRY		Average	Experienced	_	_	63	Fleet of Foot (6),		1,2
CE)	Tribal Loos		Unprotected	Powerbow				Combat Shy (-14)	All	1,2
Welsh javelinmen	INFANTRY		Average	Experienced	_	_	32	Melee Expert (8)	0	1,2
	Skirmisher		Unprotected	Javelin			02	Ivided Expert (0)	12	1,4
Skirmishing archers	INFANTRY		Average	Experienced	_	Combat Shy	50	_	0	1,2
Distributing dictions	Skirmisher		Unprotected	Bow		Comode only			12	1,4

MEDIEVAL WELSH



MARCHER CONTINGENT	Marcher contingent (from 1150 CE)												
TuGs 1/2 knights and	1/2 SERGEANTS												
Knights	CAVALRY	Average	-	Charging Lancar	Devastating Chargers	148	Melee Expert (29)	1	2				
Kiligitis	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Melee Expert (29)	1					
Sarganta	CAVALRY	Average	-		Devastating Chargers	93	Melee Expert (23)	=					
Sergeants	Formed Loose	Protected	-	<u>-</u>	Devastating Chargers	90	Melee Expert (20)	=					
Marcher muntatores	CAVALRY	Average	-	Charging Inncor		115	Melee Expert (23)	0	1,2				
Marcher mundatores	Formed Flexible	Protected	-	Charging Lancer	-	115	Melee Expert (23)	2	1,2				
Marcher anonymen	INFANTRY	Average	-	Short Spear		44	Melee Expert (10)	2	1,2				
Marcher spearmen	Formed Loose	Unprotected	-	- Short Spear	r -		ivielee Expert (10)	4	1,2				

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

FEUDAL SCOTTISH



ARMY COMMANDER		1	Any Instinctive			DATES		1124 CE to 1305 CE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Coastal, Mountains		
Internal Allied Gener	RALS	0-1	Any Instinctive (up to	1 Galwegian)						
	Түрв									
	TRAINING AN	D	QUALITY	SHOOTING SKILL	Melee	M ANDAT O RY	BASE	O PTIONAL	Min	
Name	Formation		Ркотестіон	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG Size
Vnjahta and corporate	CAVALRY	•	Average	-	Charging I an aar		105	Devastating Chargers	2	1.2
Knights and sergeants	Formed Loo	se	Protected	-	Charging Lancer	-	103	(13), Melee Expert (23)	4	1,2
Larrian d Casta vasaman	INFANTRY	7	Average	-	I and Char		50	Orb (1), Dismountable	10	1,2
Lowland Scots yeomen	Tribal Clos	е	Unprotected	-	Long Spear	-	30	(6)	30	1,2
Upgrade yeomen	INFANTRY	7	Average	-	I on a Choor		76	Orb (2), Dismountable	0	*see
Opgrade yeomen	Tribal Clos	е	Protected	-	Long Spear	-	70	(10)	6	note
Archarc	INFANTRY	7	Average	Experienced			48	Combat Shy (-14)	0	1,2
Archers	Tribal Loos	е	Unprotected	Bow	-	-	40	Combat Sily (-14)	4	1,2
"Small folk"	INFANTRY	7	Poor	Unskilled	Short Spear		25		0	2,3
SIIIaii IOIK	Tribal Loos	e	Unprotected	Javelin	Short spear	-	20	-	8	
Skirmishers	INFANTRY	7	Average	Experienced		Combat Shy	50		0	1,2
SKIIIIIISIIEIS	Skirmisher		Unprotected	Bow	-	Combat sny	30	-	6	1,2
Gentry and ceithern	INFANTRY	7	Average	Charge Only		Devastating Chargers	71		0	2
Genuy and Centieni	Tribal Loos	e	Protected	Bow	-	Devastating Chargers	/ 1	-	4	
Highland archers	INFANTRY	7	Average	Experienced			48	Combat Shy (-14)	0	1,2
rigiliand archers	Tribal Loos	е	Unprotected	Bow	-	-	40	Combat Sny (-14)	4	1,2
Highland skirmishers	INFANTRY	7	Average	Experienced		Combat Shy	50		0	1,2
i iigiiiallu skiilliisileis	Skirmisher		Unprotected	Bow	<u>-</u>	Collidat Sily	50	-	4	1,4
Highland rabble	INFANTRY	7	Poor	Unskilled	Chart Char		25		0	2,3
riigilialiu taudie	Tribal Loos	е	Unprotected	Javelin	Short Spear	- 25	20	-	6	<i>−</i> ∠,5

FEUDAL SCOTTISH



GALWEGIAN CONTINGENT (ве го ке 1162 СЕ)								
Galwegian warriors	INFANTRY	Average	-	_	Devastating Chargers	39	Fleet of Foot (6)	4	1.2
	Tribal Loose	Unprotected	-		Devastating Chargers			6	1,2
Warriors mounted on popies	INFANTRY	Average	-		Devastating Chargers,	16		0	1.2
Warriors mounted on ponies	Tribal Loose	Unprotected	-		Dismountable	40	-	4	1,4

ALLIES

Islemen allies - Kingdom of the Isles

NOTES

Up to 3 TuGs may take the Obstacles characteristic.

CHANGES FROM LAST VERSION

Corrected note on upgraded yeomen.

^{*} 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.

FEUDAL ENGLISH



ARMY COMMANDER	1	Λ			Dames		1154 CE to 1320 CE		
		Any			DATES				
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENER	RALS								
	ТүрЕ								
	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
Noyai nouschold kingilis	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Meice Expert (40)	2	1,2
TuGs 1/2 knights and 1	/2 SERGEANTS								
V. : 1	CAVALRY	Average	-	Classia Issue	Daniel Classic	148	M.1. F. (20)	1	2
Knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	4	
Corconnts	CAVALRY	Average	-		Devastating Chargers	93	Melee Expert (23)	=	
Sergeants	Formed Loose	Protected	-	-	Devastating Chargers	95	Meiee Expert (25)	=	
Flemish knights	CAVALRY	Average	-	Charging I an aar	Devastating Chargers	160	Melee Expert (29)	0	1,2
rieimsii kingiits	Drilled Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	100	Meiee Expert (29)	2	1,2
Marcher muntatores	CAVALRY	Average	-	Charging Lancer		115	Melee Expert (23)	0	1,2
Iviaichei muntatores	Formed Flexible	Protected	-	Charging Lancer	-	110	Meiee Expert (23)	2	1,2
Replace muntatores with	CAVALRY	Average	-	Short Spear		90	Melee Expert (23),		1,2
hobilars	Formed Loose	Protected	-	31101t Spear		70	Dismountable (5)	All or none	1,2
Welsh mercenary cavalry	CAVALRY	Average	-	Charging Lancer	Melee Expert	128	_	0	1,2
vveisii ilieleellaly eavally	Formed Loose	Protected	-	Charging Lancer	Tviciec Expert	120		2	1,2
Marcher spearmen	INFANTRY	Average	-	Short Spear	<u>-</u>	44	Melee Expert (10)	0	1,2
	Formed Loose	Unprotected	-	Short Spear		77	ividice Expert (10)	4	1,2
Mercenary crossbowmen	INFANTRY	Average	Experienced	_	_	85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow				Control only (22)	4	1,4
Archers	INFANTRY	Average	Experienced	_	_	54	Combat Shy (-14)	0	1,2
1 HOHOIS	Formed Loose	Unprotected	Bow	-	-	UT	Comfout only (-14)	8	1,4

FEUDAL ENGLISH



INFANTRY	Average	Experienced			60		0	1,2
Formed Loose	Unprotected	Powerbow	- -	-	09	-	12	1,2
INFANTRY	Average	Experienced			90		0	1,2
Formed Loose	Protected	Powerbow	<u>-</u>	-	90	-	6	1,2
INFANTRY	Average	-	Short Spear		72	Shieldswall (5)	0	1,2
Formed Close	Protected	-	31101t Spear	-	12	Siliciawali (0)	4	1,2
INFANTRY	Average	-	Long Spans		96		0	1,2
Formed Close	Protected	-	Long Spean	-	00	-	4	1,2
INFANTRY	Average	-	Short Spear		30	Melee Expert (10),	0	1,2
Tribal Loose	Unprotected	-	31101t Spear	-	30	Fleet of Foot (6)	4	1,2
INFANTRY	Poor	-	Chart Char		20	Combat Chr. (12)	0	2,3
Tribal Close	Protected	-	Short Spear	-	30	Compatibily (-13)	12	2,3
INFANTRY	Average	Experienced		Combat Shir	50		0	1,2
Skirmisher	Unprotected	Bow	- -	Collidat Sily	30	-	4	1,2
INFANTRY	Average	Experienced			22	Combat Shy (1)	0	1,2
Skirmisher	Unprotected	Javelin	-	-	34	Compat Sily (-4)	4	1,4
	Formed Loose INFANTRY Formed Loose INFANTRY Formed Close INFANTRY Formed Close INFANTRY Tribal Loose INFANTRY Tribal Close INFANTRY Skirmisher INFANTRY	Formed Loose INFANTRY Average Formed Loose INFANTRY Average Formed Close INFANTRY Average Formed Close INFANTRY Average Formed Close INFANTRY Average Formed Close INFANTRY Formed Close INFANTRY Average Tribal Loose INFANTRY Tribal Close INFANTRY Average INFANTRY Average INFANTRY Average INFANTRY Average INFANTRY Average Skirmisher Unprotected INFANTRY Average	Formed Loose Unprotected Powerbow INFANTRY Average Experienced Formed Loose Protected Powerbow INFANTRY Average - Formed Close Protected - INFANTRY Average - Formed Close Protected - INFANTRY Average - INFANTRY Average - INFANTRY Poor - Tribal Loose Unprotected - INFANTRY Poor - Tribal Close Protected - INFANTRY Poor - Tribal Close Protected - INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced	Formed Loose INFANTRY Average Formed Loose INFANTRY Average Formed Close INFANTRY Formed Close INFANTRY Average Formed Close INFANTRY Average Formed Close INFANTRY Average Formed Close INFANTRY Average INFANTRY Average INFANTRY Formed Close INFANTRY Average INFANTRY Average INFANTRY Foor Tribal Close INFANTRY Average INFANTRY Foor Frotected INFANTRY Average INFANTRY Average Experienced INFANTRY Average Experienced INFANTRY Average Experienced Experienced	Formed Loose Unprotected Powerbow INFANTRY Average Experienced Formed Loose Protected Powerbow INFANTRY Average - Short Spear - INFANTRY Average - Long Spear - INFANTRY Average - Short Spear - INFANTRY Poor - Short Spear - INFANTRY Poor - Short Spear - INFANTRY Average Experienced - Combat Shy INFANTRY Average Experienced Bow INFANTRY Average Experienced	Formed Loose Unprotected Powerbow INFANTRY Average Experienced Formed Loose Protected Powerbow INFANTRY Average - Short Spear - 72 Formed Close Protected - Long Spear - 86 INFANTRY Average - Short Spear - 38 Tribal Loose Unprotected - Short Spear - 38 INFANTRY Poor - Short Spear - 38 INFANTRY Average Experienced - Short Spear - 38 INFANTRY Average Experienced - 38 INFANTRY Average Experienced - 38 INFANTRY Average Experienced - 33 INFANTRY Average Experienced - 33	Formed Loose Unprotected Powerbow INFANTRY Average Experienced Powerbow INFANTRY Average - Short Spear - 72 Shieldwall (5) INFANTRY Average - Long Spear - 86 INFANTRY Average - Short Spear - 38 Melee Expert (10), Fleet of Foot (6) INFANTRY Poor - Short Spear - 38 Combat Shy (-13) INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced - 32 Combat Shy (-4)	Formed Loose Unprotected Powerbow 12 INFANTRY Average Experienced Powerbow 90 INFANTRY Average Protected Powerbow 90 INFANTRY Average Short Spear 72 INFANTRY Average 1 INFANTRY Average 1 INFANTRY Average 9 Formed Close Protected 9 INFANTRY Average 9 INFANTRY Poor 1 INFANTRY Poor 1 INFANTRY Poor 2 INFANTRY Poor 3 INFANTRY Poor 3 INFANTRY Average Experienced 9 INFANTRY Average Experienced 1 INFANTRY Average 1 INFANTRY A

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.

Hobilars dismount as equivalent infantry.

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

CHANGES FROM LAST VERSION

LATER NORSE-IRISH



ARMY COMMANDER		1	Any Instinctive			DATES		1168 CE to 1300 CE		
SUB-GENERALS		0-1	Any Instinctive			TERRAIN		Coastal		
Internal Allied Genera	LS	1-3	Any Instinctive (up to	1 Ostmen)						
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	M andat o ry	BASE	OPTIONAL	Min	
Name	FORMATIO	N	Ркотестіон	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Nobles and retainers	INFANTR Formed Flex		Superior Protected	-	2-H Cut-Crush	-	143	Dismountable (14), Integral Shooters (8)	0 6	1,2
Regrade Nobles and retainers	INFANTR Formed Clo		Superior Protected	-	2-H Cut-Crush	Shieldwall	143	Dismountable (14), Integral Shooters (8)	All or none	1,2
Foreign Gaels	INFANTR Formed Clo		Average Protected	-	2-H Cut-Crush	-	97	-	0 4	1,2
Warriors	INFANTR Tribal Loo		Average Unprotected	-	2-H Cut-Crush	-	54	Fleet of Foot (6)	6 40	1,2
Mercenaries	INFANTR Formed Loc		Average Unprotected	Experienced Javelin	Short Spear	-	50	Fleet of Foot (6)	0 4	1,2
Kerns	INFANTR Skirmishe		Average Unprotected	Experienced Javelin		-	32	Combat Shy (-4)	0 14	1,2
Levies	INFANTR Skirmishe		Poor Unprotected	Experienced Javelin	_	Combat Shy	20	-	4 14	2,3
Archers	INFANTR Skirmishe		Average Unprotected	Experienced Bow		Combat Shy	50	-	0 2	1,2
Slingers	INFANTR Skirmishe		Average Unprotected	Experienced Sling	_	Combat Shy	43	-	0 2	1,2

LATER NORSE-IRISH



Mixed TuG consisting of 1/2 Ostmen and 1/2 Archers

Ostmen	INFANTRY	Average	Charge Only	Short Spear		60		0	2
Osulieli	Tribal Loose	Protected	Bow	Short Spear	-	00	-	3	2
Ostmen archers	INFANTRY	Average	Charge Only			61		0	
Osumen archers	Tribal Loose	Protected	Bow	-	-	01	-	3	

ALLIES

OSTMEN CONTINGENT

Norman allies - Feudal English (before 1205 CE)

NOTES

A command cannot contain more than one TuG of nobles.

CHANGES FROM LAST VERSION

EARLY ANGLO-IRISH



ARMY COMMANDER		1	Any Instinctive			DATES		1169 CE to 1349 CE		
Sub-Generals		0-1	Any Instinctive			TERRAIN		Coastal		
Internal Allied Gener	RALS	0-2	Any Instinctive							
	Түре	0 2	The modern of							
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATIO		Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG Size
TuGs 1/2 knights and 1			(-(-,,	
1045 1/2 1(1141115 1110 1	CAVALR		Average	_					1	
Knights	Formed Lo		-/Fully Armoured	_	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	4	2
	CAVALR		Average	-					=	
Sergeants	Formed Lo		Protected	-	-	Devastating Chargers	93	Melee Expert (23)	=	
	INFANTE	RΥ	Average	Experienced					4	
Colonist archers	Formed Lo		Unprotected	Bow	-	-	54	Combat Shy (-14)	8	1,2
Upgrade colonist archers	INFANTE		Average	Experienced						4.0
(before 1206 CE)	Formed Lo	ose	Unprotected	Powerbow	-	-	69	-	Up to half	1,2
Upgrade colonist archers	INFANTE	Ϋ́	Average	Experienced			C O			
(from 1206 CE)	Formed Lo	ose	Unprotected	Powerbow	-	-	69	-	Any	1,2
Caraannta	INFANTE	RΥ	Average	-	Short Spear		72	Shieldwall (5)	2	1,2
Sergeants	Formed Cl	ose	Protected	-	Short spear	-	12	Smeidwaii (3)	6	1,2
Sersenaigh	INFANTE	Ϋ́	Average	-	2-H Cut-Crush		97		0	1,2
Sersenargh	Formed Cl	ose	Protected	-	Z-11 Cut-Clusii	-	21	-	4	1,2
Irish kerns	INFANTE		Average	Experienced	_	_	32	Combat Shy (-4)	0	1,2
III3II KCIII3	Skirmish	er	Unprotected	Javelin	_		02	Collibat Sily (-4)	12	1,2
ONLY BEFORE 1206 CE										
Walah an anggar	INFANTI	Ϋ́	Average	-	Chart Cross		38	Melee Expert (10),	0	1.2
Welsh spearmen	Tribal Loc	se	Unprotected	-	Short Spear	-	38	Fleet of Foot (6)	4	1,2
Welsh javelinmen	INFANTE	RΥ	Average	Experienced			32	Melee Expert (8)	0	1,2
vv cisii javeiiiiiiieii	Skirmish	er	Unprotected	Javelin	_ <u>-</u>	-	34	ivielee exheri (0)	4	1,4

EARLY ANGLO-IRISH



MIXED TUG CONSISTING	of 1/2 Ostmen an	d 1/2 Archers							
Ostman	INFANTRY	Average	Charge Only	Short Spear		68		0	2
Ostmen	Tribal Loose	Protected	Bow	Silon spear	-	00	-	1	Δ
Ostman archare	INFANTRY	Average	Charge Only			61		0	
Ostmen archers	Tribal Loose	Protected	Bow		-	01	-	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

MEDIEVAL IRISH



ARMY COMMANDER		1	Any Instinctive			DATES		1300 CE to 1500 CE		
SUB-GENERALS		0-1	Any Instinctive			TERRAIN		Coastal, Forest		
Internal Allied Genera	ALS	1-3	Any Instinctive (up to	1 Anglo-Irish, up t	o 1 Antrim-Scots)					
	Түре									
	TRAINING AN	Ð	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
NAME	FORMATION		Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Anglo-Irish "spears"	CAVALRY	•	Superior	-	Charging Lancer	_	147	_	0	1,2
- Inglo man spears	Formed Loo		Protected	-	Charging Lancer		1 17		2	1,2
Irish cavalry	CAVALRY		Average	Experienced	Short Spear	_	77	Dismountable (3)	2	1,2
	Formed Flexi		Unprotected	Javelin	Short Spear		, ,	Distributiuote (0)	8	1,2
Best galloglaich	INFANTRY		Superior	-	2-H Cut-Crush	_	136	_	0	1,2
	Formed Clo		Protected	-	2 11 000 010011				4	
Galloglaich	INFANTRY		Average	-	2-H Cut-Crush	-	97	-	0	1,2
	Formed Clo	se	Protected	-					8	-,-
Replace galloglaich with armoured kerns (only from	INFANTRY	7	Average	Experienced	Short Spear	_	73	_		1,2
1399 CE)	Formed Loo	se	Protected	Javelin	onore opear		70		Any	1,2
Kerns	INFANTRY	7	Average	Experienced	Short Spear		44	Fleet of Foot (6),	0	1,2
Kenis	Tribal Loos	е	Unprotected	Javelin	Short Spear	-	44	Combat Shy (-14)	16	1,2
"Rising out"	INFANTRY	7	Poor	-	Short Spear		25		0	2,3
	Tribal Clos		Unprotected	-	Short Spear		20	_	20	2,0
Skirmishing kerns	INFANTRY		Average	Experienced	į.	_	32	Combat Shy (-4)	3	1,2
	Skirmisher		Unprotected	Javelin	_		02	Collibat Sily (-4)	15	1,2
Archers	INFANTRY		Average	Experienced		Combat Shy	50	_	0	1,2
1 HOLLOID	Skirmisher		Unprotected	Bow		Control only			6	1,4
Slingers	INFANTRY		Average	Experienced		Combat Shy	43	_	0	1,2
	Skirmisher	•	Unprotected	Sling		Controde only	10		4	1,2

MEDIEVAL IRISH



Anglo-Irish contingen	Ŧ								
Anglo-Irish "spears"	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	2	1,2
Aligio-ilisii speais	Formed Loose	Protected	-	Charging Lancer	-	100	Meiee Expert (23)	4	1,2
Θ Ν Ł Υ FR Θ Μ 1315 ΤΘ 1318	CE (EDWARD BRU	JCE AS C-IN-C)							
Men-at-Arms	INFANTRY	Average	-	2-H Cut-Crush		138	Melee Expert (22),	1	1,2
IVICII-at-AIIIIS	Drilled Close	Fully Armoured	-	Z-H Cut-Clush	-	130	Dismountable (13)	2	1,2
Scottish yeomen	INFANTRY	Average	-	Long Spear		56	Orb (1), Dismountable	4	1,2
	Formed Close	Unprotected	-	Long Spear	-	50	(6)	10	1,2
Upgrade yeomen	INFANTRY	Average	-	Long Spear		86	Orb (2), Dismountable		
opgiade yeomen	Formed Close	Protected	-	Long Spear	-	00	(10)	Any	
ANTRIM SCOTS CONTINGE	nt (only from 13	99 CE)							
Antrim Scots	INFANTRY	Average	-		Daynatating Chargers	39		4	1,2
	Tribal Loose	Unprotected	-		Devastating Chargers	39	-	8	1,4

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

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 Gener	ALS	0-1	Any Instinctive (Frenc	ch)		-				
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG Size
Hobilars	CAVALR		Average	-	Short Spear	-	90	Melee Expert (23),	0	1,2
	Formed Lo		Protected	-	onore opear			Dismountable (5)	2	
Men-at-arms	INFANTE	Ϋ́	Average	-	2-H Cut-Crush	_	138	Melee Expert (22),	2	1,2
IVICII-at-aiiiis	Drilled Clo	ose	Fully Armoured	-	2-11 Cut-Crush	_	100	Dismountable (13)	4	1,2
Lowland Scots yeomen	INFANTE	ΥY	Average	-	Long Spear	_	56	Orb (1), Dismountable	10	1,2
Lowland Scots yeomen	Formed Cl	ose	Unprotected	-	Long Spear		00	(6)	30	1,2
Upgrade yeomen	INFANTE	Υ	Average	-	Long Spear		86	Orb (2), Dismountable		1,2
opgiade yeomen	Formed Cl	ose	Protected	-	Long Spear		00	(10)	Any	1,2
Archers	INFANTE	Υ	Average	Experienced			90		0	1,2
Aucticis	Formed Lo	ose	Protected	Powerbow	-	-	70	-	4	1,4
Replace yeoman as archers	INFANTF	Υ	Average	Unskilled			51		0	1,2
(from 1429 to 1437 CE)	Formed Lo	ose	Unprotected	Powerbow	-	-	01	-	12	1,2
"Small folk"	INFANTF	Ϋ́	Poor	Unskilled	Short Spear		25		0	2,3
Siliali loik	Tribal Loc	se	Unprotected	Javelin	Short spear	-	20	-	6	2,3
Skirmishers	INFANTF	Υ	Average	Experienced		Combat Shy	50		0	1,2
אנווווואנוכוז	Skirmish	er	Unprotected	Bow	<u>-</u>	Combat sily			6	1,4
Guns (from 1456 CE)	ARTILLER	RY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Guila (110111 1400 CE)	Skirmish	er	Unprotected	Light Art	-	Combat Shy	150	Datticaues (10)	1	1

MEDIEVAL SCOTTISH



CONSISTING OF 1/2	2 BEST ISLESMEN AN	D 1/2 ISLESMEN						
INFANTRY	Average	-	2 H Cut Cruch Do	avactating Chargers	92		1	2
Tribal Loose	Protected	-	Z-11 Cut-Clush De	evastating Chargers	94	-	2	
INFANTRY	Average	-	D	avactating Chargers	30		1	
Tribal Loose	Unprotected	-	De	evastating Chargers	39	-	2	
INFANTRY	Average	Charge Only	D	avactating Chargers	01		0	2
Tribal Loose	Protected	Powerbow	- De	evastating Chargers	01	-	4	
INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Skirmisher	Unprotected	Bow	-	Collidat Sily	30	-	2	1,4
NLY IN 1385 CE)								
G OF 1/2 MEN-AT-AI	RMS AND 1/2 VALET	de Guerre						
CAVALRY	Superior	-	Charging Innon Do	over the a Chargora	207	Malaa Exmant (40)	1	2
Formed Loose	-/Fully Armoured	-	Charging Lancer De	evastaung Chargers	207	Meiee Expert (40)	1	
CAVALRY	Average	-	Charging Innon Do	overstation of Chargory	110	Malaa Erroant (22)	=	
Formed Loose	Protected	-	- Charging Lancer De	evastaurig Chargers	110	ivielee Expert (25)	=	
INFANTRY	Average	Experienced			05	Cambat Chry (22)	1	1.0
Drilled Loose	Protected	Crossbow	-	-	80	Compat Sny (-22)	2	1,2
	INFANTRY Tribal Loose INFANTRY Tribal Loose INFANTRY Tribal Loose INFANTRY Skirmisher NLY IN 1385 CE) G OF 1/2 MEN-AT-AF CAVALRY Formed Loose CAVALRY Formed Loose INFANTRY	INFANTRY Tribal Loose INFANTRY Tribal Loose INFANTRY Tribal Loose INFANTRY Average Tribal Loose INFANTRY Average Tribal Loose INFANTRY Average INFANTRY Skirmisher Vunprotected INFANTRY Skirmisher Vunprotected INFANTRY Superior Formed Loose CAVALRY Formed Loose Formed Loose INFANTRY Average Formed Loose INFANTRY Average Formed Loose INFANTRY Average	INFANTRY Average - Tribal Loose Protected - INFANTRY Average - Tribal Loose Unprotected - INFANTRY Average Charge Only Tribal Loose Protected Powerbow INFANTRY Average Experienced Skirmisher Unprotected Bow NLY IN 1385 CE) G OF 1/2 MEN-AT-ARMS AND 1/2 VALET DE GUERRE CAVALRY Superior - Formed Loose -/Fully Armoured - CAVALRY Average - Formed Loose Protected - INFANTRY Average - Formed Loose Protected -	Tribal Loose Protected - INFANTRY Average - Tribal Loose Unprotected - INFANTRY Average Charge Only Tribal Loose Protected Powerbow INFANTRY Average Experienced Skirmisher Unprotected Bow NLY IN 1385 CE) G OF 1/2 MEN-AT-ARMS AND 1/2 VALET DE GUERRE CAVALRY Superior - Formed Loose -/Fully Armoured - CAVALRY Average - CAVALRY Average - Charging Lancer De GUERRE Charging Lancer De GUERRE Charging Lancer De GUERRE Charging Lancer De GUERRE Experienced - INFANTRY Average - Formed Loose Protected -	INFANTRY Average - Devastating Chargers INFANTRY Average - Devastating Chargers INFANTRY Average - Devastating Chargers INFANTRY Average Charge Only Tribal Loose Protected Powerbow - Devastating Chargers INFANTRY Average Experienced Skirmisher Unprotected Bow - Combat Shy INFANTRY Superior - Charging Lancer Formed Loose Protected - Charging Lancer Formed Loose Protected - Charging Lancer Formed Loose Protected - Charging Lancer Devastating Chargers Experienced - Charging Lancer Devastating Chargers CAVALRY Average - Charging Lancer Devastating Chargers Experienced - Charging Lancer Devastating Chargers	INFANTRY Average - 2-H Cut-Crush Devastating Chargers 92 INFANTRY Average - Devastating Chargers 39 INFANTRY Average Charge Only Tribal Loose Protected Powerbow Devastating Chargers 81 INFANTRY Average Experienced Skirmisher Unprotected Bow Combat Shy 50 INFANTRY Superior - Charging Lancer Devastating Chargers 207 Formed Loose -/Fully Armoured - Charging Lancer Devastating Chargers 207 INFANTRY Average Experienced - Charging Lancer Devastating Chargers 207 CAVALRY Superior - Charging Lancer Devastating Chargers 207 CAVALRY Average - Charging Lancer Devastating Chargers 207 INFANTRY Average Experienced - Charging Lancer Devastating Chargers 207 INFANTRY Average Experienced - Charging Lancer Devastating Chargers 207	INFANTRY Average Tribal Loose Protected - INFANTRY Average Tribal Loose Unprotected - INFANTRY Average Tribal Loose Unprotected - INFANTRY Average Charge Only Tribal Loose Protected Powerbow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Superior - Formed Loose -Fully Armoured - CAVALRY Superior - Formed Loose Frotected - CAVALRY Average - CAVALRY - CAVAL	INFANTRY Average - 2-H Cut-Crush Devastating Chargers 92 - 1 Tribal Loose Protected - Devastating Chargers 99 - 1 INFANTRY Average - Devastating Chargers 39 - 1 INFANTRY Average Charge Only Tribal Loose Protected Powerbow - Devastating Chargers 81 - 0 INFANTRY Average Experienced Skirmisher Unprotected Bow - Combat Shy 50 - 0 Skirmisher Unprotected Bow - Charging Lancer Devastating Chargers 207 Melee Expert (40) 1 Formed Loose -Fully Armoured - Charging Lancer Devastating Chargers 118 Melee Expert (23) = 1 INFANTRY Average Experienced - Charging Lancer Devastating Chargers 118 Melee Expert (23) = 1 INFANTRY Average Experienced - Charging Lancer Devastating Chargers 118 Melee Expert (23) = 1 INFANTRY Average Experienced - 85 Combat Shy (-22)

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

MEDIEVAL ENGLISH



ARMY COMMANDER	1	Any Professional			DATES		1320 CE to 1454 CE		1
Sub-Generals	1-3	Any Professional			TERRAIN		Standard, Coastal		
Internal Allied Genera	ALS				-				
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
Paraltal Installar	CAVALRY	Average	-	Chamina I aman	Daniel Chaman	148	D:(6)	0	1.0
English knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	4	1,2
Hobilars (only before 1350	CAVALRY	Average	-	C1 C		90	Melee Expert (23),	0	1.0
CE)	Formed Loose	Protected	-	Short Spear	-	90	Dismountable (5)	4	1,2
Northern border staves	CAVALRY	Average	-	Chanaina I an ann		115		0	1.0
Northern border staves	Formed Flexible	Protected	-	Charging Lancer	-	113	-	2	1,2
N.A	INFANTRY	Average	-	2-H Cut-Crush		138	Melee Expert (22),	2	1.0
Men-at-arms	Drilled Close	Fully Armoured	-	2-H Cut-Crusn	-	138	Dismountable (13)	6	1,2
Downgrade men-at-arms	INFANTRY	Average	-	2-H Cut-Crush		102	Melee Expert (16),		1,2
with less armour	Drilled Close	Protected	-	2-H Cut-Crush	-	102	Dismountable (10)	Any	1,2
C	INFANTRY	Average	-	Clarat Caras		72	C1: -1 J11 (E)	0	1.0
Spearmen	Formed Close	Protected	-	Short Spear	-	12	Shieldwall (5)	4	1,2
Replace spearmen with	INFANTRY	Average	-	Polearm		87			1,2
billmen (only from 1423 CE)	Formed Close	Protected	-	roleann	-	0/	-	All	1,2
Longhorrmon	INFANTRY	Average	Experienced			90		4	1,2
Longbowmen	Formed Loose	Protected	Powerbow	-	-	90	-	8	− 1,∠
Downgrade longbowmen	INFANTRY	Average	Experienced			69			1,2
without armour	Formed Loose	Unprotected	Powerbow	-	-	09	-	Any	1,2
Militia (anly from 1422 CE)	INFANTRY	Poor	-	Chart Char		38	Combat Shy (-13)	0	2,3
Militia (only from 1423 CE)	Tribal Close	Protected	-	Short Spear	-	30	Combat Sily (-15)	6	
Replace militia with billmen	INFANTRY	Poor	-	Polearm		47	Combat Shy (-13)		2,3
(only from 1423 CE)	Tribal Close	Protected	-	roleann	-	4/	Compat Sny (-13)	All	<i>−</i> ∠,3
N A:1:4:= 1	INFANTRY	Poor	Experienced			50	C	0	2.2
Militia longbowmen	Tribal Loose	Unprotected	Powerbow	-	-	50	Combat Shy (-9)	6	2,3

MEDIEVAL ENGLISH



Welsh spearmen	INFANTRY	Average	-	Short Spear		38	Melee Expert (10),	0	1,2
weish speamien	Tribal Loose	Unprotected	-	Short spear	-	30	Fleet of Foot (6)	4	1,2
Welsh Longbowmen	INFANTRY	Average	Experienced			63		0	1,2
Weish Longoownien	Tribal Loose	Unprotected	Powerbow	-	-	03	-	4	1,2
Northern border spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77		0	1,2
Northern border spearmen	Formed Close	Protected	-	31101t Spear	Siliciawali	//	-	4	1,2
Northern border billmen	INFANTRY	Average	-	Polearm		87		0	1,2
(only after 1423 CE)	Formed Close	Protected	-	TOTEATTT	-	07	-	2	1,2
Northern border	INFANTRY	Average	Experienced			63		0	1,2
longbowmen	Tribal Loose	Unprotected	Powerbow	-	-	0.5	-	4	1,2
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Skillinstillig arctiers	Skirmisher	Unprotected	Bow	-	Combat Sily	50	-	4	1,2
Skirmishing javelinmen	INFANTRY	Average	Experienced			32	Combat Shy (-4)	0	1,2
Skirmsting javenimien	Skirmisher	Unprotected	Javelin	-	-	02	Collidat Sily (-4)	4	1,2
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Guiis	Skirmisher	Unprotected	Light Art	· -	Combat Sily	130	Dallicades (10)	1	1
Cannons (from 1415 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	1
Camions (nom 1410 CE)	Skirmisher	Unprotected	Heavy Art	<u>-</u>	Shy	<i>∆</i> 44	-	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

ANGLO-IRISH



ARMY COMMANDER		1	Any Professional(Roy	al Official) or Instir	nctive(Anglo-Irish)	DATES		1350 CE to 1500 CE		
SUB-GENERALS		0-1	Any Professional(Roy	al Official) or Instir	nctive(Anglo-Irish)	TERRAIN		Standard, Coastal		
Internal Allied Genera	ALS	0-2	Any Instinctive							
	ТүрЕ									
	TRAINING AN	ID	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	O PTIONAL	Min	
Name	FORMATION	r	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
English knights	CAVALRY	7	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	1,2
Liigiisii Kiiigiits	Formed Loo	se	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	170	Distributitable (0)	2	1,2
IRISH MEN-AT-ARMS - TUG	s 1/2 KNIGH	S AN	ND 1/2 SERGEANTS							
V. : al. to	CAVALRY	7	Average	-	Chamina I an ann	Decrease in a Changan	1.40	Malaa E (20)	1	2
Knights	Formed Loo	se	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	148	Melee Expert (29)	2	
Corgonna	CAVALRY	7	Average	-		Devastating Chargers	93	Melee Expert (23)	=	
Sergeants	Formed Loo	se	Protected	-	-	Devastating Chargers	93	Meiee Expert (23)	=	
Replace men-at-arms with	CAVALRY	7	Superior	-	Charaina I an aar		147			1,2
"spears" (only from 1400 CE)	Formed Loo	se	Protected	-	Charging Lancer	-	14/	-	All	1,2
Anglo-Irish "spears"	CAVALRY	7	Superior	-	Charging Lancer		147		0	1,2
Aligio-ilisti spears	Formed Loo	se	Protected	-	Charging Lancer	-	147	-	2	1,2
Hobilars	CAVALRY	7	Average	-	Short Spear		90	Melee Expert (23),	0	1,2
1 IOUIIais	Formed Loo	se	Protected	-	Short Spear		70	Dismountable (5)	2	1,2
Replace hobilars with irish	CAVALRY	7	Average	Experienced	Short Spear		77	Dismountable (3)		1,2
cavalry (only from 1400 CE)	Formed Flexi	ble	Unprotected	Javelin	Short Spear		//	Distributitable (5)	All	1,2
Irish cavalry	CAVALRY		Average	Experienced	Short Spear		77	Dismountable (3)	0	1,2
mon cavally	Formed Flexi		Unprotected	Javelin	Jiloit Speai	<u>-</u>	//	Distributitable (3)	2	1,4
Galloglaich	INFANTR	Z	Average	-	2-H Cut-Crush	_	97	_	0	1,2
Ganogiaich	Formed Clo	se	Protected	-	2-11 Cut-Clusii	-) /	-	6	1,4

ANGLO-IRISH



English archers	INFANTRY	Average	Experienced		_	90	Dismountable (10)	0	1,2
English archers	Formed Loose	Protected	Powerbow	<u>-</u>	-	90	Distilouitable (10)	4	1,2
Colonist archers	INFANTRY	Average	Experienced			69		4	1,2
Colonist archers	Formed Loose	Unprotected	Powerbow	<u>-</u>	-	09	-	8	1,2
Sergeants	INFANTRY	Average	-	Short Spear		72	Shieldwall (5)	2	1,2
Seigeants	Formed Close	Protected	-	31101t Spear	-	12	Silielawali (0)	6	1,2
Replace sergeants with	INFANTRY	Average	-	Polearm	_	87			1,2
billmen (only from 1423 CE)	Formed Close	Protected	-	1 Olealill	-	07	-	All	1,4
Kerns	INFANTRY	Average	Experienced	Short Spear		44	Fleet of Foot (6),	0	1,2
Kellis	Tribal Loose	Unprotected	Javelin	Short Spear	-	44	Combat Shy (-14)	12	1,4
Skirmishing kerns	INFANTRY	Average	Experienced			32	Combat Shy (-4)	0	1,2
Skinnishing kemis	Skirmisher	Unprotected	Javelin	· <u>-</u>	-	32	Collidat Sily (-4)	12	1,4
Archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Archers	Skirmisher	Unprotected	Bow	· <u>-</u>	Combat Sny	50	-	4	1,4
Guns (only from 1400 CE)	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Guils (Only Iron 1400 CE)	Skirmisher	Unprotected	Light Art	<u>-</u>	Combat Sny	130	Danicades (10)	1	1
Cannons (only from 1423	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	1
CE)	Skirmisher	Unprotected	Heavy Art	· <u>-</u>	Shy	444	-	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

LANCASTRIAN ENGLISH



ARMY COMMANDER		Any Professional			DATES		1455 CE to 1471 CE		
SUB-GENERALS	0	-2 Any Professional			TERRAIN		Standard, Coastal		
Internal Allied Gener	ALS 0	-2 Any Professional							
	ТүрЕ	<u>'</u>							
	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),	0	1
Noyal Household Killgilts	Formed Close	ArmHrs/F Armoured	-	Charging Lancer	-	100	Dismountable (9)	1	1
Household knights	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29),	0	1,2
1 louselloid kilights	Formed Loose	-/Fully Armoured	-	Charging Lancer		102	Dismountable (6)	2	1,2
Currours	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	0	1,2
Cultours	Formed Loose	Protected	-	Charging Lancer	-	100	Wielee Expert (23)	2	1,2
Retinue longbowmen	INFANTRY	Average	Experienced			90	Stakes (10)	2	1,2
Rediffue foligoowifieri	Formed Loose	Protected	Powerbow	-	-	90	Stakes (10)	12	1,2
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush		138	Melee Expert (22),	0	1,2
Ivien-at-ains	Drilled Close	Fully Armoured	-	2-11 Cut-Clusii	-	130	Dismountable (13)	4	1,2
Billmen	INFANTRY	Average	-	Polearm		87		2	1,2
Dillileii	Formed Close	Protected	-	1 Olealiii	-	07	- · · · · · · · · · · · · · · · · · · ·	6	1,2
Militia billmen	INFANTRY	Poor	-	Polearm		47	Combat Shy (-13)	0	2,3
ivinitia diminen	Tribal Close	Protected	-	1 Olealiii	-	4/	Compatibility (-13)	12	
Militia longbowmen	INFANTRY	Poor	Experienced			60	Stakes (6), Combat	0	2,3
Militia foligoowilleli	Tribal Loose	Protected	Powerbow	<u>-</u>	-	00	Shy (-13)	14	
Welsh spearmen	INFANTRY	Average	-	Short Spear		38	Melee Expert (10),	0	1,2
weisii speaiilleli	Tribal Loose	Unprotected	-	Short spear	-	30	Fleet of Foot (6)	4	1,2
Welsh longbowmen	INFANTRY	Average	Experienced			63	Stakes (6)	0	1,2
Weisii lollgoowilleli	Tribal Loose	Unprotected	Powerbow	-	-	03	Stakes (0)	4	1,2
Mercenary crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	1,2
intercellary crossoomillell	Drilled Loose	Protected	Crossbow		-	00	Collidat Sily (-22)	4	1,4
Mercenary handgunners	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	1,2
ivicicellary manugumiers	Skirmisher	Protected	Firearm	-	-	40	Compatibily (-0)	2	1,4

LANCASTRIAN ENGLISH



Northern Border conti	INGENT								
Staves	CAVALRY	Average	-	Charging Lancer	_	115		0	1,2
Javes	Formed Flexible	Protected	-	Charging Lancer		110		2	1,2
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77		2	1,2
	Formed Close	Protected	-	Short Spear	Siliciawali	//	_	4	1,2
Billmen	INFANTRY	Average	-	Polearm	_	87	_	0	1,2
Diffillen	Formed Close	Protected	-	1 Olcailli		07		2	1,2
Longbowmen	INFANTRY	Average	Experienced		_	69	Stakes (6)	0	1,2
Longoowinen	Formed Loose	Unprotected	Powerbow	<u>-</u>		07	Stakes (0)	4	1,2
IRISH CONTINGENT									
Kerns	INFANTRY	Average	Experienced	Short Spear		44	Fleet of Foot (6),	0	1,2
Kerris	Tribal Loose	Unprotected	Javelin	Short Spear	-	44	Combat Shy (-14)	6	1,4
Skirmishing kerns	INFANTRY	Average	Experienced			32	Combat Shy (-4)	2	1,2
Skiiilisiiilig keilis	Skirmisher	Unprotected	Javelin	-	-	32	Combat Sify (-4)	6	1,2
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Guita	Skirmisher	Unprotected	Light Art		Comoat sny	130	Dallicaues (10)	2	1
Cannons	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	1
Califiolis	Skirmisher	Unprotected	Heavy Art		Shy	<i>∆</i> 11	-	1	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

YORKIST ENGLISH



ARMY COMMANDER		1	Any Professional			DATES		1455 CE to 1483 CE		
SUB-GENERALS		0-2	Any Professional			TERRAIN		Standard, Coastal		
Internal Allied Gener	ALS	0-2	Any Professional							
	ТүрЕ									
	TRAINING A	AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
NAME	FORMATIO	ÐΝ	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Мах	UG Size
Royal household knights	CAVALF Formed C		Superior ArmHrs/F Armoured	-	Charging Lancer	-	180	Melee Expert (43), Dismountable (9)	0	1
Household knights	CAVALF Formed Lo		Average -/Fully Armoured	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0 2	1,2
Currours	CAVALF Formed Lo		Average Protected	-	Charging Lancer	-	105	Melee Expert (23)	0 2	1,2
Retinue longbowmen	INFANTI Formed Lo		Average Protected	Experienced Powerbow	-	-	90	Stakes (10)	2 12	1,2
Men-at-arms	INFANTI Drilled Cl		Average Fully Armoured	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0 4	1,2
Billmen	INFANTI Formed C		Average Protected	-	Polearm	-	87	-	2 6	1,2
Militia billmen	INFANTI Tribal Clo		Poor Protected	-	Polearm	-	47	Combat Shy (-13)	0 12	2,3
Militia longbowmen	INFANTI Tribal Loc		Poor Protected	Experienced Powerbow	-		60	Stakes (6), Combat Shy (-13)	0 14	2,3
Welsh spearmen	INFANTI Tribal Loc		Average Unprotected	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0 4	1,2

YORKIST ENGLISH



Northern Border cont	INGENT								
Staves	CAVALRY	Average	-	Charging Lancer	_	115		0	1,2
Staves	Formed Flexible	Protected	-	Charging Lancer	-	110	-	2	1,2
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77		2	1,2
Speamen	Formed Close	Protected	-	31101t Spear	Siliciuwali	//	-	4	1,2
Billmen	INFANTRY	Average	-	Polearm		87		0	1,2
Biiiiieii	Formed Close	Protected	-	1 Olcailli		07		2	1,2
Longbowmen	INFANTRY	Average	Experienced			69	Stakes (6)	0	1,2
Longoowmen	Formed Loose	Unprotected	Powerbow	_		07	Stakes (0)	4	1,2
Mercenary handgunners	INFANTRY	Average	Experienced			75	Combat Shy (-22)	0	1,2
(from 1461 CE)	Drilled Loose	Protected	Firearm	-	-	7.0	Collidat Sily (-22)	4	1,4
Replace handgunners with	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	1,2
skirmishers (from 1461 CE)	Skirmisher	Protected	Firearm	-	-	40	Combat sily (-0)	4	1,2
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Guils	Skirmisher	Unprotected	Light Art	-	Compat sily	130	Dallicades (10)	2	1
Cannons	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	1
Callions	Skirmisher	Unprotected	Heavy Art	-	Shy	<i>2</i> 44	-	1	1
Notes									

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

LATE MEDIEVAL SCOTTISH



ARMY COMMANDER		1	Any Professional			DATES		1474 CE to 1487 CE		
Sub-Generals		0-3	Any Professional			Terrain		Coastal, Mountains	MEN CS MAX UG SE 2 1,2 4 22), 0 1,2 13) 2 1,2	
Internal Allied Gener	ALS									
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO	N	PROTECTION	Weaponry	Weaponry	Characteristics	PTS	CHARACTERISTICS	MAX	UG Size
Border horse	CAVALR'	Y	Average	Charge Only	Short Spear		117		2	1.2
border morse	Formed Lo	ose	Protected	Crossbow	Short Spear	-	11/	-	4	1,2
Vniahta	INFANTR	Y	Average	-	2-H Cut-Crush		138	Melee Expert (22),	0	1.0
Knights	Drilled Clo	se	Fully Armoured	-	Z-M Cut-Clush	-	150	Dismountable (13)	2	1,2
Castish an arms on	INFANTR	Y	Average	-	I and Char		86	Orb (2), Dismountable	8	1.0
Scottish spearmen	Formed Clo	ose	Protected	-	Long Spear	-	00	(10)	24	1,2
Coottigh wains langue miles	INFANTR	Y	Average	-	Pike	Cambat Chy	65	Orlo (2)	0	2
Scottish using longer pikes	Formed Clo	ose	Protected	-	rike	Combat Shy	03	Orb (2)	12	_ 5
Gentry and ceithern	INFANTR	Y	Average	Charge Only		Devastating Chargers	81		0	2
Genuy and Centieni	Tribal Loo	se	Protected	Powerbow	-	Devastating Chargers	01	-	4	
Archers	INFANTR	Y	Average	Experienced			90	Stakes (10)	0	1,2
Alcheis	Formed Lo	ose	Protected	Powerbow	-	-	90	Stakes (10)	4	1,2
"Small folk"	INFANTR	Y	Poor	Unskilled	Short Spear		25		0	2,3
Siliali IOIK	Tribal Loo	se	Unprotected	Javelin	Short spear	-	20	-	6	
Skirmishers	INFANTR	Y	Average	Experienced		Cambat Chy	50		0	1,2
SKIIIIISIIEIS	Skirmishe	r	Unprotected	Bow	-	Combat Shy	30	-	6	1,2
Guns	ARTILLER	Y	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Guns	Skirmishe	r	Unprotected	Light Art	-	Combat sny	150	Danicades (10)	1	1
Cannons	ARTILLER	Y	Average	Experienced		Barricades, Combat	244		0	1
Cannons	Skirmishe	r	Unprotected	Heavy Art	_	Shy	<i>2</i> 44	-	1	1

Changes from last version

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 Gener	RALS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
NAME	Formation	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG Size
Royal household knights	CAVALRY	Superior	-	Charging Lancer	-	180	Melee Expert (43),	1	1
	Formed Close	ArmHrs/F Armoured	-	0 0			Dismountable (9)	1	
Household knights	CAVALRY Formed Loose	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0	1,2
		-/Fully Armoured	-				Dismountable (0)	2	
Currours	CAVALRY Formed Loose	Average Protected	- -	Charging Lancer	-	105	Melee Expert (23)	0 2	1,2
	INFANTRY	Average	Experienced					4	
Retinue longbowmen	Formed Loose	Protected	Powerbow	-	-	90	Stakes (10)	12	1,2
	INFANTRY	Average	-	0116.6.1		100	Melee Expert (22),	0	1.0
Men-at-arms	Drilled Close	Fully Armoured	-	2-H Cut-Crush	-	138	Dismountable (13)	4	1,2
Retinue billmen	INFANTRY	Average	-	Polearm		87		0	1,2
Retinue ollimen	Formed Close	Protected	-	roleann	-	87	-	6	1,2
Militia billmen	INFANTRY	Poor	-	Polearm		47	C1 (12)	0	2,3
Milita oliimen	Tribal Close	Protected	-	roleann	-	4/	Combat Shy (-13)	8	2,5
Militia longbowmen	INFANTRY	Poor	Experienced			60	Stakes (6), Combat	0	2,3
	Tribal Loose	Protected	Powerbow	-	-		Shy (-13)	8	∠,∪
Mercenary handgunners	INFANTRY	Average	Experienced	_		75	Combat Shy (-22)	0	1,2
iviciccitally manugumiers	Drilled Loose	Protected	Firearm	-	-	70	Collidat 511y (-22)	4	1,4

RICHARD III ENGLISH



Northern Border troop	PS								
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77		2	1,2
Speatifieri	Formed Close	Protected	-		Jilleluwali			6	1,2
Billmen	INFANTRY	Average	-	Polearm	_	87		0	1,2
DIMITEM	Formed Close	Protected	-	1 Oleanin				2	1,2
Longbowmen	INFANTRY	Average	Experienced		_	69	Stakes (6)	0	1,2
TOHEOMINEH	Formed Loose	Unprotected	Powerbow				JIAKES (U)	4	1,2
Skirmishing handgunners	INFANTRY	Average	Experienced		_	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm			40		4	1,2
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art			130	Dallicades (10)	1	1
Cannons	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	1
Callifolis	Skirmisher	Unprotected	Heavy Art	_	Shy	<i>2</i> 44	-	1	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

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 Genera	LS										
	ТүрЕ										
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min			
Name	Formation	Protection	Weaponry	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size		
TZ + 1	CAVALRY	Average	-			4.00	Melee Expert (29),	0			
Knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	132	Dismountable (6)	2	1,2		
C	CAVALRY	Average	-	C1 . I		4.05	A. 1 E (00)	0	1.0		
Currours	Formed Loose	Protected	-	Charging Lancer	-	105	Melee Expert (23)	2	1,2		
Retinue longbowmen or	INFANTRY	Average	Experienced			00	C+-1 (4.0)	2	1.0		
Yeoman of the Guard	Formed Loose	Protected	Powerbow	-	-	90	Stakes (10)	8	1,2		
N.A	INFANTRY	Average	-	0 II C C 1		138	Melee Expert (22),	0	1.0		
Men-at-arms	Drilled Close	Fully Armoured	-	2-H Cut-Crush	-	138	Dismountable (13)	4	1,2		
Billmen	INFANTRY	Average	-	Polearm		87		0	1,2		
billmen	Formed Close	Protected	-	roleann	-	87	-	6	1,2		
Militia billmen	INFANTRY	Poor	-	Polearm		47	Combat Shy (-13)	0	2,3		
Militia bilimen	Tribal Close	Protected	-	roleam	-	4/	Compat Sny (-15)	8	2,5		
Militia longbowmen	INFANTRY	Poor	Experienced			60	Stakes (6), Combat	0	2,3		
Militia longbowillen	Tribal Loose	Protected	Powerbow	-	-	00	Shy (-13)	8	2,3		
Welsh spearmen	INFANTRY	Average	-	Short Spear		38	Melee Expert (10),	0	1,2		
weish speamen	Tribal Loose	Unprotected	-	31101t Spear	-	30	Fleet of Foot (6)	6	1,2		
Welsh longbowmen	INFANTRY	Average	Experienced			63	Stakes (6)	2	1,2		
Weish foligoowillen	Tribal Loose	Unprotected	Powerbow	-	-	03	Stakes (0)	8	1,2		
French pikemen with	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	3	3		
halberdiers (only in 1485 CE)	Drilled Close	Protected	-	TIKE	311076	100	O10 (2)	6	3		
Replace French pikemen	INFANTRY	Average	-	Polearm		92			1,2		
with halberds only	Drilled Close	Protected	-	1 Olealiii		フ <i>ム</i> 		All or none	1,4		
Scottish spearmen (only in	INFANTRY	Average	-	Long Spear		86	Orb (2)	0	1,2		
1485 CE)	Formed Close	Protected	-	- rong spear	-	00	010 (2)	2	1,4		

EARLY TUDOR ENGLISH



Mercenary pikemen with	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	3
halberdiers (from 1486 CE)	Drilled Close	Protected	-			100		3	
Mercenary crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	1,2
Mercenary crossbownien	Drilled Loose	Protected	Crossbow				Compat Sily (-22)	4	1,4
Breton javelinmen	INFANTRY	Average	Experienced			32		0	1,2
Dieton Javenninen	Skirmisher	Unprotected	Javelin					4	1,4
Mercenary handgunners	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	1,2
iviercenary nanugumiers	Skirmisher	Protected	Firearm	<u>-</u>		4 0		4	1,4
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Guiis	Skirmisher	Unprotected	Light Art	<u>-</u>		130	Dallicaues (10)	1	1
Cannons (from 1496 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	1
Cannons (from 1486 CE)	Skirmisher	Unprotected	Heavy Art	-	Shy	<i>2</i> 44	-	1	_ 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 Gener	ALS				_					
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	M _{IN}		
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG SIZE	
Knights	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29),	0	1,2	
Kiligitts	Formed Loose	-/Fully Armoured	-	- Charging Lancer	-	102	Dismountable (6)	2	1,2	
Currours	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	0	1,2	
Cullouis	Formed Loose	Protected	-	- Charging Lancer	-	103	Meiee Expert (25)	2		
Retinue longbowmen	INFANTRY	Average	Experienced			90	Stakes (10)	2	1,2	
Reunue longoowmen	Formed Loose	Protected	Powerbow	-	-	90	Stakes (10)	6	1,4	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush		138	Melee Expert (22),	0	1,2	
Men-at-aims	Drilled Close	Fully Armoured	-	Z-A Cut-Clush	-	150	Dismountable (13)	2	1,4	
Billmen	INFANTRY	Average	-	Polearm		87		0	1,2	
Diffilleff	Formed Close	Protected	-	1 Olealiii	-	07	-	4	1,2	
Mercenary crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	1,2	
Mercenary crossbowmen	Drilled Loose	Protected	Crossbow	-	-	00	Combat Sily (-22)	4		
Mercenary pikemen with	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	3	3	
halberdiers	Drilled Close	Protected	-	TIKE	SHOVE	100	O10 (2)	6	_ 3	
Mercenary handgunners	INFANTRY	Average	Experienced			75	Combat Shy (-22)	0	1,2	
Mercenary nanagumiers	Drilled Loose	Protected	Firearm	-	-	73	Combat Sily (-22)	4		
Kerns	INFANTRY	Average	Experienced	Short Spear		44	Fleet of Foot (6),	4	1,2	
Kellis	Tribal Loose	Unprotected	Javelin	- Short Spear	-	44	Combat Shy (-14)	16	1,2	
Mercenary handgunners	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	1,2	
intercentary manugumners	Skirmisher	Protected	Firearm			40	Collidat Sily (-0)	4		
Skirmishing kerns	INFANTRY	Average	Experienced			32	Combat Shy (-4)	2	1,2	
orminging kems	Skirmisher	Unprotected	Javelin	<u>-</u>	-	3∠	Control Sity (-4)	12	1,4	

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