

A detailed illustration of a medieval battle scene. In the foreground, a knight in full plate armor, including a helmet with a visor, is engaged in combat. He holds a large shield with a red cross on a white field and a sword. He is surrounded by other soldiers in similar armor, some on horseback and some on foot. The background shows a chaotic battle with many soldiers, flags, and a large red banner. The overall style is a high-contrast, stylized illustration with a focus on the red, white, and blue colors of the armor and banners.

AUTHORISED ARMY LISTS FOR

**MORTEM
ET GLORIAM**

HOUSE OF VALOIS



ARMY LISTS

HOUSE OF VALOIS

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CREATING AN ARMY WITH THE MORTEM ET GLORIAM ARMY LISTS

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

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

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

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

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

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

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

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

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

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

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

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

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

FRIENDLY AND SCENARIO GAMES

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

HISTORICAL INTRODUCTION

On 1st February 1328 King Charles IV of France died. He left no heir but his wife was pregnant. On his deathbed, he said that if the queen bore him a son he would be king, but if she bore him a daughter then the crown would belong to Philip of Valois. Philip, Count of Valois, Anjou and Maine was Charles's first cousin and was swiftly acknowledged as king. It was unsurprising that they overlooked another possible claimant for the throne, the 16-year old King Edward III of England. He was at that time a puppet monarch, controlled by his mother Isabel and her lover Roger Mortimer, Earl of March. Isabel was Charles's sister and there was no rule forbidding inheritance through the female line. Nationality did not exist at that time. Anglo-Norman French was the first language of Edward III. Edward was also Duke of Guyenne and Count of Ponthieu and one of the twelve Peers of France.

In 1330 Edward killed Roger Mortimer and assumed full powers as King of England. In 1333, he crushed the Scots at Halidon Hill avenging the defeat of his father at Bannockburn seventeen years earlier. Scotland was a natural ally of the French. Edward had an ally in Flanders and his wife Philippa of Hainault provided some useful relations.

Between 1330 and 1337 relations deteriorated between Philip VI of France and Edward III of England. In May 1337 Philip declared Guyenne had been forfeited by Edward and engaged in a three-year campaign to seize the Duchy. In October Edward responded by claiming the throne of France. The French raided the south coast of England and the English navy retaliated by raiding France. In 1339 Edward launched the first raid by land. Devastating the French countryside in what became known as a *chevauchée*, he set a pattern that was to continue for the next one hundred and fourteen years.

In 1340 Edward won a significant naval victory at Sluys. This removed the threat of a French invasion of England, although the south coast continued to be raided by the French. In 1341 the Duke of Brittany died. The ducal succession was contested and one of the contestants, John of Montfort recognised Edward as his king, so Edward obtained an ally. Edward could now attack the French from Flanders, Brittany and Guyenne. In 1346 Edward landed in Normandy and raided the Duchy ruthlessly. He marched towards Paris looking to cross the Seine. This he achieved and then secured a crossing over the Somme. He could now retreat to Flanders if necessary, so sought a battle at Crecy. At Crecy Edward won the first of the great English victories over the French. Until Crecy the English were thought little of as soldiers. The French were considered the best knights in Europe. In one battle, the longbow became a feared weapon for the next 150 years. In 1347 a truce was agreed, but a far worse disaster was spreading across Europe. The Black Death ravaged both France and England killing about one third of the population of both countries. In 1350 Philip VI died.

Philip was succeeded by John II. The period between 1350 and 1355 was relatively peaceful but with some English successes in Brittany. Edward also acquired an ally in Charles, King of Navarre. Charles held estates in Normandy and near Paris. He had been deprived of the counties of Champagne and Angoulême. In 1355, Edward Prince of Wales - the Black Prince, led a *chevauchée* against Languedoc. In 1356 John II captured Charles. The Black

Prince led another chevauchée from Guyenne, this time north-east through Limousin and Berry. John outflanked the Black Prince and trapped his army seven miles from Poitiers. A day of negotiations failed as John II wanted the unconditional surrender of the English. This enabled the English army to prepare their position. The following day the English prepared to march away but the French attacked so the English were forced to fight. The French were drawn up in three battles. The first battle faltered in its attack and the second battle led by the Duke of Orleans (King John's brother) withdrew. The third battle led by King John fought ferociously but routed when a small detachment of English troops appeared in their rear. King John II was captured. The captive king was taken to London. Meanwhile in France central government collapsed and many bands of free companies, English, Gascon and even French deserters seized castles and terrorised the countryside. Charles, King of Navarre, was released and increased his popularity by destroying an army of jacquerie, peasants who had armed themselves in the chaos.

In 1359 Edward led a chevauchée with the intention of being crowned King of France at Rheims. The city however resisted a long siege so in 1360 after raiding Burgundy the English army headed for Paris. The French refused to fight but Edward did not feel his army was strong enough to take the city. A treaty was negotiated in which Edward renounced his claim to the French throne, released the French king in return for a huge ransom and was granted Aquitaine, about one third of France. The Black Prince was made Duke of Aquitaine. John II died in 1364 and was succeeded by his son, Charles V.

Charles proved a clever ruler. In 1364 the King of Navarre rebelled and was defeated. In the same year he outsmarted an attempt by the Count of Flanders to marry his daughter to an English prince and instead arranged a marriage to the Duke of Burgundy (his brother). In the long term the union of Flanders and Burgundy was to prove troublesome, but it prevented the English establishing another province around France.

The Black Prince was a better warrior than ruler. In 1369 Charles declared war and in November announced he had confiscated Aquitaine. The English responded by launching chevauchées in both 1369 and 1370. The French responded by refusing battle but picking off foraging parties and wearing down the English with constant surprise attacks. Ill health forced the Black Prince to leave for England in 1371 and in 1372 Aquitaine was handed over to John of Gaunt, King of Castile and Duke of Lancaster. In 1373 John led a chevauchée from Calais which reached Bordeaux after 6 months and 600 miles. It had however failed to capture a single town and only just over half the troops that left Calais arrived in Bordeaux. By the end of 1373 Aquitaine no longer existed and even Guyenne was reduced. A truce was negotiated in 1374.

In 1377 Edward III died to be succeeded by his 10-year-old son. The French raided the south coast attempting to cut the English off from Brittany and Guyenne. Conflict however continued in both Brittany and Guyenne. In 1380 Charles V died, having reconquered much of what had been lost to Edward III.

In 1380 both Richard II of England and Charles VI were minors. Warfare was not just restricted to France, there were conflicts in France, Spain, Ireland, Aquitaine and Brittany. In 1381 a war tax in England sparked a peasants' revolt. Taxation in France sparked similar unrest. In France Philip, Duke of Burgundy, was the real ruler and he quickly closed his grip on Flanders. In 1382 he won a victory at Roosebeke against the Flemish and

became Count of Flanders in 1383. The English failed to support Ghent when requested and by 1385 the Duke controlled most of the Low Countries. In 1386 the Duke prepared for an invasion of England but due to his ill-health it was eventually called off. In 1388 the Scots inflicted a defeat on the Percys at Otterburn. In 1389 a peace treaty was negotiated. In 1398 a further truce was agreed for twenty-eight years.

Events in France conspired against a lasting peace. In 1392 Charles VI suffered from madness (possibly porphyria). The Duke of Burgundy as ruler during the periods of madness diverted at least one eighth of French revenues to his own treasury. When Charles was sane, Louis, the Duke of Orleans ruled. He aimed to capture Milan to which he had a claim and wanted to use the resources of France to achieve this. The result was to lead to civil war although it took nearly two decades for fighting to break out.

In 1399 Richard II was deposed by Henry Bolingbroke, the son and heir of John of Gaunt, who established himself as Henry IV. Henry was desperately short of money as English revenues had fallen dramatically during the reign of Richard II. In 1404 the French, led by the Duke of Orleans, broke the truce and attacked Guyenne. By 1406 the French reached Bordeaux but were beaten back. In 1407 the Duke called off the attempt to capture Guyenne. In 1404 the French also agreed an alliance with Owain Glyndwr in Wales, but a French expedition was beaten back by bad weather and the small number of troops that landed in Milford Haven were of little use. Owain's uprising was doomed.

Philip, Duke of Burgundy, died in 1404, to be succeeded by his son, John the Fearless. While John supported the Pope in Rome, Louis of Orleans upheld the Pope in Avignon. France, and especially Paris, divided into two armed camps. The latter party took the name Armagnacs from their leader Bernard, Count of Armagnac. By 1411 the Burgundians controlled Paris and the Armagnacs set about blockading the capital. John sought an alliance with England, and a joint Burgundian and English force broke the blockade. In 1412 the Armagnacs employed English troops in return for ceding all of Aquitaine as it had been in 1369. The effect was to interest the English nobility in the riches to be obtained in France.

In 1413 Henry IV died and was succeeded by his son, Henry V. The young King had already put down a revolt in Wales and led the Council during his father's illness. By 1413 the Armagnacs had seized control of France. Henry set his ambition on the throne of France itself. In 1415 he set sail for France. His first target was the port of Harfleur in Normandy. It was captured after a difficult siege. The king then decided on a chevauchée. His army was already weakened, and he planned to avoid any conflict and reach Calais. The French led by the Dauphin, had decided to intercept the English. The two armies were to meet at Agincourt. The English numbered approximately 800 men-at-arms and 5,000 archers, many of them suffering from dysentery. The French may have had over 40,000 men-at-arms. The French were lured into attacking the English through a thick field of mud. The French used their standard tactics of dismounting whilst keeping small bodies of mounted troops on each wing to attack where the archers were weakest. In less than four hours the French lost some 10,000 men. The English lost perhaps 300 men, the most notable casualty was the king's cousin, the Duke of York.

Strategically the battle of Agincourt decided nothing. Diplomacy brought the Duke of Burgundy as an ally to the English. The Duke acknowledge Henry as King of France. In 1417, he sailed back to France with the objective of conquest. There was nobody to oppose him. The civil war in France

was raging worse than ever. By Spring 1418 the English had captured Lower Normandy. In January 1419 Rouen was taken. Normandy became a new English province.

John, Duke of Burgundy, was horrified by the English success. In 1419, he was murdered whilst attempting to negotiate with the Armagnacs. The new Duke, Philip the Good, allied himself with Henry. His aim was to allow the English to conquer northern France with the hope that they would leave him to rule his possessions in Burgundy and the Low Countries. A treaty was agreed with Charles VI whereby Henry V would become heir to the French Throne and Regent of France. Henry was to marry Charles's daughter.

Henry and Philip continued the conquest of northern France from the Armagnacs. In 1420 Henry entered Paris and began an English occupation that was to last for fifteen years. In 1421 the Duke of Clarence, heir to the throne, was defeated and killed by a combined French and Scottish force. It demonstrated that the English were not invincible. In 1422 the king fell ill and died.

Before he died, an heir, Henry VI was born. The King had appointed his brother, the Duke of Bedford, as provisional Regent in France, while the Duke of Gloucester was to be Regent in England. Charles VI died only six weeks after Henry, so Henry VI also became Henri II of France. The next seven years were some of the most successful for the English. This was mainly due to the Duke of Bedford and the Earl of Salisbury. The Anglo-French realm was kept entirely separate from England and largely governed by Frenchmen. Normandy was administered as a separate state by the Regent. The government of Paris was quite distinct.

From the start the realm only worked because of Burgundian support and the English and Burgundians cooperated militarily. In 1423 a victory was obtained over the Scots and Dauphinists at Cravant (Dauphinists were supporters of Charles VI's son, who was also named Charles). In 1424 Bedford completed the conquest of Anjou and Maine. Another victory against the Scots and Dauphinists was achieved at Verneuil, but not without loss. Whilst in England in 1426, the Dauphinists signed a treaty with the Duke of Brittany, but on returning to France in 1427, Bedford restored the alliance with Brittany. In 1428 English progress was slowed by a revolt in Maine. They then settled down to besiege Orleans.

Although the Dauphinist morale was very low, Dauphinist France was much richer than Plantagenet France. Morale was to be boosted by a peasant girl who claimed to have been sent by God, Joan of Arc. She convinced the Dauphin to let her lead a relief force to Orleans. The English were overstretched, and she entered Orleans at the end of April 1429. The effect on French morale was instantaneous. During 1429 the French won a series of minor victories. The maid led the army in person. She was wounded in September. She led a French army with the Dauphin to Rheims where he was crowned Charles VII. Charles's army then marched on Paris. Paris stayed loyal but Bedford was so alarmed that he temporarily gave the regency of France (except Normandy) to the Duke of Burgundy.

In May 1430, the Maid of Orleans was captured by a Burgundian soldier in a skirmish. She was handed over to the English who tried and burned her for heresy. Her execution made little difference at the time. The effect she had was to open northern France to the supporters of Charles. Champagne was lost. Maine was nearly lost and there were revolts in Normandy in both 1429 and 1431. Slowly the Regent restored the situation. In 1432 his

wife Anne of Burgundy died. Bedford married the daughter of the Count of Luxembourg, a vassal of the Duke of Burgundy the following year. This angered the Duke as the marriage had taken place without his consent.

The English were running out of money and severe taxation was leading to more unrest. In 1435 the Regent was told he had to return to Paris or the city would be lost. At the city, he fell ill and died on 20 September 1435. Less than a week later Charles VII and Philip of Burgundy signed the Treaty of Arras. England was shattered by this betrayal. The years from 1435 to 1453 became a protracted rear-guard action. England saw the King controlled by the Beaufort family and powerful barons raising their own private armies to settle disputes. In 1436 the French took Paris. In 1438 the French invaded Guyenne for the first time in twenty years.

In 1444 the Treaty of Tours was negotiated. Henry VI was married to Margaret of Anjou in return for a two-year truce. At the end of 1445 Henry agreed to give up Maine for an extension of a further two years. The truce was eventually extended until April 1450. During this time Charles VII set about reorganising the French army. French finances had been placed in good order. On 31 July 1449, the truce which had already been broken by the English collapsed when the French invaded Normandy. The invasion and the loss of Rouen caused an outcry in England, but little was done to reinforce the Norman garrisons. The English were defeated at the battle of Formigny in April 1450 and when Cherbourg surrendered in August the French had reconquered all Normandy save the Channel Islands.

Talbot's expedition of 1452 to 1453 was the final attempt by an exhausted England. On 17 July 1453, the defeat at Castillon was the last major battle of the Hundred Years' War. On 19 October 1453 Bordeaux surrendered and the war was over. At first the English regarded the loss of Normandy and Guyenne as temporary. Henry VIII still held ambitions of restoring the dual monarchy in 1523 and even after the loss of Calais in 1558 English monarchs still called themselves Kings and Queens of France until the Treaty of Amiens in 1802.

The ultimate losers were not only the Kings of England, but the Dukes of Burgundy. Charles VII regarded Philip the Good (who died in 1467) and his successor Charles the Bold as his enemies. In 1463, Philip gave up some of his territory to King Louis XI of France. That year he also created an Estates-General for the Netherlands based on the French model. The first meeting of the Estates-General was to obtain a loan for a war against France and to ensure support for the succession of his son Charles the Bold to his dominions. In 1465 Philip relinquished the government of Burgundy to Charles and Philip died in Bruges in 1467. Charles defeated two revolts by Liège in 1465 and 1467.

In 1471 the French king accused Charles of treason and seized some of the towns on the Somme. The Duke retaliated by invading France with a large army; he took possession of Nesle and massacred its inhabitants. He failed in an attack on Beauvais and had to content himself with laying waste to the countryside as far as Rouen. He eventually withdrew without attaining any useful result.

In 1474, he quarrelled with the Swiss, who supported the free towns in the Upper Rhine in their revolt against the tyranny of the ducal governor. He also antagonized René II, Duke of Lorraine, with whom he disputed the succession in the Duchy of Lorraine, which bordered many of his territories. These enemies readily joined forces against their common adversary Charles. Charles seized Nancy in November 1475 and then marched against the

Swiss. At Grandson he was attacked by the Swiss confederate army and defeated. Charles succeeded in raising a fresh army of 30,000 men that he used to fight the Morat on 22 June 1476. He was again defeated by the Swiss army, which was assisted by the cavalry of the Duke of Lorraine. On 6 October, Charles lost Nancy, which the Duke of Lorraine recovered. Charles formed a new army and arrived before the walls of Nancy. He met the joint forces of the Lorrainers and the Swiss, who had come to the relief of the town, at the Battle of Nancy on 5 January 1477. He perished in the fight. Charles left his unmarried nineteen-year-old daughter, Mary, as his heir. The French king Louis focused on seizing the Duchy of Burgundy (a French fief) whilst the Holy Roman Emperor secured the hand of Mary for his son Maximilian. As a result, much of the Burgundian territories passed to the Holy Roman Empire. This led to the border of France and Germany becoming a matter of dispute that was only resolved in 1945.



MAXIMUS ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAXIMUS

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

CAMPS

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

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

UGs

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

NOTES

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

EARLY SWISS



1291 TO 1405 CE

HISTORICAL NOTES

Some point at or after 1291, the cantons of Uri, Schwyz, and Unterwalden united to defend their interests after the death of Emperor Rudolf I of Habsburg, forming the nucleus of the Old Swiss Confederacy. By 1353, the three original cantons had been joined by the cantons of Glarus and Zug and the city states of Lucerne, Zürich, and Bern, forming the "Old Federation" of eight states that persisted during much of the 15th century. At the battle of Sempach 1386, the Swiss defeated the Habsburgs, gaining increased autonomy within the Holy Roman Empire.

TROOP NOTES

Swiss armies of this period fought in a single deep block. Most successes were in difficult terrain and used field defences or surprise flank attacks. Troops were armed with axes, two-handed swords and spears but the most common weapon was the halberd. Command was run by committee, hence no option for a legendary general.

HISTORICAL ENEMIES

Early Swiss; Free Company; Feudal German; Medieval German

EARLY SWISS



ARMY COMMANDER	1	Any Professional except Legendary	DATES	1291 CE to 1405 CE
SUB-GENERALS	1-3	Any Professional	TERRAIN	Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

NAME	TYPE	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN	UG SIZE
	TRAINING AND FORMATION							MAX	
Halberdiers	INFANTRY	Average	-	Polearm	Melee Expert	113	Orb (2), Barricades (40)	24	6,8
	Drilled Flexible	Protected	-					80	
Veteran halberdiers	INFANTRY	Superior	-	Polearm	-	136	Orb (3), Barricades (56)	0	6,8
	Drilled Flexible	Protected	-					16	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-5), Dismountable (5)	0	4,6
	Skirmisher	Protected	Crossbow					6	
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	6	6,9
	Skirmisher	Unprotected	Crossbow					18	
Enfants perdus	INFANTRY	Poor	Experienced	-	Combat Shy	17	-	0	6,9
	Skirmisher	Unprotected	Javelin					9	

NOTES

Up to 2 TuGs may use the Barricades characteristic.

CHANGES FROM LAST VERSION

None.

EARLY MEDIEVAL LOW COUNTRIES



1297 TO 1409 CE

HISTORICAL NOTES

This list covers the urbanised provinces of the Low Countries - Flanders, Brabant, Hainault, Holland and the Bishopric of Liege. Flanders was incorporated into Burgundy in 1405. It also covers the communal armies of the Low Countries cities.

TROOP NOTES

The main armament of the Low Countries states was a pike. At this time the Guildsmen were not so well trained so it is treated as a long spear. Armies preferred defensive positions.

HISTORICAL ENEMIES

Early Medieval Low Countries; 100 Years War French; Medieval Burgundian; Feudal German; Medieval German; Northern Medieval French

EARLY MEDIEVAL LOW COUNTRIES



ARMY COMMANDER		1	Any (see notes)		DATES		1297 CE to 1409 CE		
SUB-GENERALS		0-2	Any (see notes)		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS		0-3	Any (see notes)		CAMP		Unfortified; Poor or Average		
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
COMMUNAL CONTINGENT(S)									
Burghers	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (29), Dismountable (6)	4	4,6
	Drilled Loose	-/Fully Armoured	-					6	
Guild crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					12	
Guildsmen	INFANTRY	Average	-	Long Spear	-	86	-	18	6,9
	Formed Close	Protected	-					36	
Guildsmen with plancon	INFANTRY	Average	-	2-H Cut-Crush	-	97	-	0	**see note
	Formed Close	Protected	-					8	
Archers (from 1330 CE)	INFANTRY	Average	Experienced	-	-	54	-	0	6
	Formed Loose	Unprotected	Bow					6	
English longbowmen (from 1330 CE)	INFANTRY	Average	Experienced	-	-	90	-	0	***see note
	Formed Loose	Protected	Powerbow					2	
White Hoods (from 1330 to 1381 CE)	INFANTRY	Average	Unskilled	Short Spear	-	40	Combat Shy (-14)	0	6
	Tribal Loose	Unprotected	Javelin					6	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
Guns (from 1330 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	2	2,3
	Skirmisher	Unprotected	Light Art					6	

EARLY MEDIEVAL LOW COUNTRIES



FEUDAL CONTINGENT(S)									
Feudal men-at-arms	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40), Dismountable (9)	4	4,6
	Formed Loose	-/Fully Armoured	-					12	
Downgrade men-at-arms with less armour	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32), Dismountable (7)	0	*see note
	Formed Loose	Protected	-					8	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow					8	
Feudal levy	INFANTRY	Poor	-	Short Spear	-	25	-	0	8,9
	Tribal Close	Unprotected	-					9	

ALLIES

French allies - Feudal French (only Feudal - Flanders before 1337 CE)

French allies - 100 Years War French (only Feudal - Flanders from 1337 CE)

German allies - Feudal German - up to 2 contingents (only Feudal - not Flanders before 1341 CE)

German allies - Medieval German - up to 2 contingents (only Feudal - not Flanders from 1341 CE)

Free Canton allies - Medieval Frisian or Dithmarschen (only Feudal - Hollander)

NOTES

*Men-at-arms with less armour may form up to 1/2 a TuG of 4 or 6 men-at-arms.

**Guildsmen with plancon may be deployed separately or 2 elements of be attached to TuGs of 6 guildsmen to create a TuG of 8.

***English longbowmen must be attached to a TuG of either 6 guildsmen or 6 archers to create a TuG of 8. Only one contingent may include English longbowmen.

A general may either be Feudal (in which case he must be Instinctive) or Communal (in which case he must be Professional and may not be Legendary). A Feudal C-in-C may have up to 1 Feudal sub-general, 1 Feudal ally general and 2 Communal ally generals. A Communal C-in-C may have up to 2 Communal sub-generals and 1 Feudal ally general. An allied general must command their own contingent. A C-in-C and sub-generals may combine their contingents. The minima and maxima apply to each contingent.

All infantry TuGs may be equipped with the Obstacles characteristic, representing ditches or similar obstacles.

Burghers and men-at-arms dismount as Formed Close, Average, Fully Armoured, 2-H Cut&Crush (or Poor if downgraded to Poor).

Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

EARLY 100 YEARS WAR ENGLISH



1337 TO 1414 CE

HISTORICAL NOTES

This list covers the overseas English armies of the Hundred Years war including the eras of the battle of Moflaix, Crecy and Poitiers.

TROOP NOTES

The main power of the army was the longbowmen throughout this period, where most levied troops were competent and strong with the weapon. In the later battles there were numerous long-standing veterans in the army. During this period the armies were used defensively with the bowmen often deployed behind ditches (Crecy) or hedges (Poitiers) - so we allow the Barricades option to reflect this more static way of fighting. English knights were not as highly regarded as their European equivalents. Foot men-at-arms were mainly armed for general melee rather than keeping mounted at bay so we classify them as 2HC&C for the right overall effect in general melee. Hobilarers were general cavalry armed with a short spear of varying standards but appeared in large numbers at the beginning of the campaigns.

HISTORICAL ENEMIES

100 Years War French; Medieval Burgundian

EARLY 100 YEARS WAR ENGLISH



ARMY COMMANDER	1	Any Professional	DATES	1337 CE to 1414 CE
SUB-GENERALS	0-3	Any	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

Type									
Name	Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base Pts	Optional Characteristics	Min Max	Uq Size
English knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	4,6
	Formed Loose	-/Fully Armoured	-					8	
Hobilar (only before 1350 CE)	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23), Dismountable (5)	0	4,6
	Formed Loose	Protected	-					8	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	4*	4,6,8
	Drilled Close	Fully Armoured	-					16	
Downgrade men-at-arms with less armour	INFANTRY	Average	-	2-H Cut-Crush	-	102	Melee Expert (16), Dismountable (10)		4,6,8
	Drilled Close	Protected	-					Any	
BEST LONGBOWMEN AND MEN AT ARMS (MIXED TUg, HALF WITH MELEE EXPERT)									
Retinue longbowmen with men-at-arms	INFANTRY	Average	Skilled	-	Melee Expert	141	Dismountable (10), Barricades (40)	0	6,8
	Drilled Loose	Protected	Powerbow					6	
Retinue longbowmen	INFANTRY	Average	Skilled	-	-	125	Dismountable (10), Barricades (40)	=	
	Drilled Loose	Protected	Powerbow					=	
LONGBOWMEN AND MEN AT ARMS (MIXED TUg, HALF WITH MELEE EXPERT)									
Longbowmen with men-at-arms	INFANTRY	Average	Experienced	-	Melee Expert	106	Dismountable (10), Barricades (40)	6	6,8
	Formed Loose	Protected	Powerbow					24	
Longbowmen	INFANTRY	Average	Experienced	-	-	90	Dismountable (10), Barricades (40)	=	
	Formed Loose	Protected	Powerbow					=	

Replace mixed TuGs with longbowmen	INFANTRY	Average	Experienced	-	-	90	Dismountable (10), Barricades (40)		6,8
	Formed Loose	Protected	Powerbow					Any	
Downgrade longbowmen without armour	INFANTRY	Average	Experienced	-	-	69	Dismountable (6), Barricades (26)		6,8
	Formed Loose	Unprotected	Powerbow					Any	

EARLY 100 YEARS WAR ENGLISH



Welsh spearmen	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	6,8,9
	Tribal Loose	Unprotected	-					12	
German spearmen (only before 1350 CE)	INFANTRY	Average	-	Long Spear	-	86	-	0	6,9
	Formed Close	Protected	-					12	
Irish kerns	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6
	Skirmisher	Unprotected	Javelin					6	
Bretons	INFANTRY	Average	Experienced	-	-	29	-	0	6
	Skirmisher	Unprotected	Javelin					6	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					4	
GASCON CONTINGENT									
Gascon knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	189	-	0	4
	Tribal Loose	-/Fully Armoured	-					4	
Gascon men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	97	Melee Expert (16)	6	4,6
	Formed Close	Protected	-					12	
Brigans	INFANTRY	Average	-	Polearm	-	72	-	0	6,8
	Tribal Loose	Protected	-					8	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	6	6,8
	Formed Loose	Protected	Crossbow					8	
Bidets	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	6	6
	Skirmisher	Unprotected	Javelin					6	

ALLIES

German allies - Feudal German (from 1339 to 1340 CE)

Flemish allies - Early Medieval Low Countries - Communal (only in 1340 CE)

EARLY 100 YEARS WAR ENGLISH



NOTES

*Minima for men-at-arms only applies if less than 12 elements of mixed TuGs of longbowmen and men-at-arms are taken. Minima in a Gascon contingent only apply if the Gascon contingent is taken.

Minima and maxima for longbowmen and men-at-arms TuGs are for the longbowmen with men-at-arms. An equal number of longbowmen without men-at-arms must be taken.

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.

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

Hobilars dismount as Formed Loose, Protected, Short Spear of equivalent quality.

The Barricades characteristic may be replaced with the Obstacles characteristic.

German and Flemish allies may be used together.

CHANGES FROM LAST VERSION

None.

100 YEARS WAR FRENCH



1337 TO 1444 CE

HISTORICAL NOTES

This list covers the French armies of the 100 Years War covering the eras of the battle of Moflaix, Crecy, Poitiers and Agincourt.

TROOP NOTES

The main power of the army was a powerful knight charge with infantry playing a supporting role. Genoese crossbowmen carried large light shields strapped to their backs. When reloading to shoot they turned their backs on the enemy. This is treated as shield cover but provides for the special rule of being able to shoot. Ribauds represent a range of peasantry and followers mainly useful for capturing or killing enemy wounded. Brigans were types more capable of hand-to-hand combat.

After the Treaty of Arras in 1435 the French were more united in wishing to expel the English, hence the change to Professional generals.

HISTORICAL ENEMIES

Early Medieval Low Countries; Early 100 Years War English; 100 Years War French; Free Company; Medieval Burgundian; Middle Swiss; Later Medieval Low Countries; Later 100 Years War English; Early Italian Condotta; Medieval German; Medieval Navarrese

100 YEARS WAR FRENCH



ARMY COMMANDER		1	Any Instinctive (until 1435), Professional (from 1435 CE)			DATES		1337 CE to 1444 CE	
SUB-GENERALS		1-3	Any Instinctive (until 1435), Professional (from 1435 CE)			TERRAIN		Standard, Coastal	
INTERNAL ALLIED GENERALS						CAMP		Unfortified or Flexible; Poor or Average	
TYPE									
TRAINING AND		QUALITY		SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
French knights (until 1346 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	8	4,6
	Formed Loose	-/Fully Armoured	-					32	
Dismounted French Knights (after 1346 CE)	INFANTRY	Average	-	2-H Cut-Crush	Dismountable	145	Melee Expert (22)	0	6,8
	Formed Close	Fully Armoured	-					48	
Mounted French knights (after 1346 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	216	Melee Expert (40)	4	4,6
	Formed Loose	-/Fully Armoured	-					24	
Valet de Guerre	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4,6
	Formed Loose	Protected	-					8	
French crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	8	6,8
	Formed Loose	Protected	Crossbow					20	
Downgrade crossbowmen without armour	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)		6,8
	Formed Loose	Unprotected	Crossbow					Any	
French longbowmen	INFANTRY	Average	Experienced	-	-	90	Combat Shy (-22)	0	6
	Formed Loose	Protected	Powerbow					6	
Genoese or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22), Shield Cover & Shoot (15)	0	6,8
	Drilled Loose	Protected	Crossbow					12	
Ribaulds	INFANTRY	Average	Unskilled	Short Spear	-	40	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Javelin					16	
Replace Ribaulds with Brigans	INFANTRY	Average	-	Polearm	-	72	-	0	6,8
	Tribal Loose	Protected	-					8	

100 YEARS WAR FRENCH



Arriere-ban	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	10,12
	Tribal Loose	Unprotected	Javelin					24	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					9	
FROM 1350 CE									
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					4	
Upgrade guns to cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat	184	-		2
	Skirmisher	Unprotected	Heavy Art		Shy			Any	
BEFORE 1400 CE									
Bidets	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6
	Skirmisher	Unprotected	Javelin					6	
Pavissiers (after 1346 CE)	INFANTRY	Average	-	Short Spear	Shield Cover	77	-	0	6,8
	Formed Close	Protected	-					8	
FROM 1400 CE									
Additional Valet de Guerre	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4,6
	Formed Loose	Protected	-					8	
Voulgiers	INFANTRY	Average	-	Polearm	-	87	-	0	6,8
	Formed Close	Protected	-					8	
SCOTTISH CONTINGENT (FROM 1418 TO 1429 CE)									
Scottish men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	4	4,6
	Drilled Close	Fully Armoured	-					8	
Archers	INFANTRY	Average	Experienced	-	-	90	Stakes (10)	0	6,8
	Formed Loose	Protected	Powerbow					12	
Ribaulds	INFANTRY	Average	Unskilled	Short Spear	-	40	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Javelin					8	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	

100 YEARS WAR FRENCH



NOTES

French knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush.

A Scottish contingent must be under the command of their own sub-general, commanding only Scots. Minima only apply if a Scottish contingent is taken.

If Scottish archers take Stakes, all Scottish archer TuGs must be equipped with stakes.

SPECIAL CHARACTERISTIC: Shield Cover & Shoot: Genoese crossbowmen with the characteristic may claim shield cover and shoot.

CHANGES FROM LAST VERSION

Shield cover & shoot characteristic.

FREE COMPANY



1357 TO 1444 CE

HISTORICAL NOTES

This list represents the Grand Free Company of the early 1360s which is the only time they field a full battle sized army. It also can form the 40,000 strong "Armagnac" mercenary army of 1444 hired by Charles VII to the Hapsburg Emperor for an invasion of Switzerland. The list can be used form any Free Company force from 1357CE to 1444CE which gathered in various sizes in the employ of medieval leaders in France, Spain and Italy. They tended to form during periods of peace and were comprised of otherwise unemployed soldiery from various nations who clustered together to find paid mercenary work or just loot the locality.

TROOP NOTES

Free Company armies were a mix of soldiers from a range of nationalities.

HISTORICAL ENEMIES

Early Swiss; 100 Years War French; Middle Swiss; Early Italian Condotta; Medieval Castilian

FREE COMPANY



ARMY COMMANDER		1	Any Professional		DATES		1357 CE to 1444 CE			
SUB-GENERALS		1-3	Any Professional		TERRAIN		Standard, Coastal			
INTERNAL ALLIED GENERALS					CAMP		Unfortified; Poor or Average			
TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL		MELEE		MANDATORY		
FORMATION		PROTECTION		WEAPONRY		WEAPONRY		CHARACTERISTICS		
NAME						PTS		OPTIONAL		
								MIN		
								MAX		
								UG SIZE		
French, Gascon or Spanish knights		CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Dismountable	154	Melee Expert (29)	0	4,6
		Formed Loose	-/Fully Armoured	-					12	
Upgrade to veteran knights		CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	216	Melee Expert (40)	0	4,6
		Formed Loose	-/Fully Armoured	-					6	
Men-at-arms		INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	12	4,6,8
		Drilled Close	Fully Armoured	-					32	
Downgrade men-at-arms with less armour		INFANTRY	Average	-	2-H Cut-Crush	-	102	Melee Expert (16), Dismountable (10)		4,6,8
		Drilled Close	Protected	-					Any	
Veteran men-at-arms		INFANTRY	Superior	-	2-H Cut-Crush	-	193	Dismountable (19)	0	4,6,8
		Drilled Close	Fully Armoured	-					12	
English longbowmen*		INFANTRY	Average	Experienced	-	-	90	Stakes (10), Dismountable (10)	8	6,8
		Formed Loose	Protected	Powerbow					18	
Crossbowmen		INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	8	6,8
		Formed Loose	Protected	Crossbow					18	
Brigans		INFANTRY	Average	-	Polearm	-	72	-	0	6,8,9
		Tribal Loose	Protected	-					12	
Ribaulds		INFANTRY	Average	Unskilled	Short Spear	-	40	Combat Shy (-14)	0	6,8,9
		Tribal Loose	Unprotected	Javelin					12	
Gascons, bidets or Bretons		INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
		Skirmisher	Unprotected	Javelin					9	
Guns		ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
		Skirmisher	Unprotected	Light Art					4	

FREE COMPANY



NOTES

Men-at-arms and longbowmen may pass through each other in the Movement Phase without causing KaBs on either.
Knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush (Poor if downgraded to Poor).
*Stakes can only be taken after 1415, and if taken all such TuGs must take them.

CHANGES FROM LAST VERSION

None.

MEDIEVAL BURGUNDIAN



1363 TO 1471 CE

HISTORICAL NOTES

The Duchy of Burgundy was annexed by the French throne in 1004. During the Hundred Years' War, King John II of France gave the duchy to his youngest son, Philip the Bold, rather than leaving it for his successor on the French throne. The duchy soon became a major rival to the throne, because the Dukes of Burgundy succeeded in assembling an empire stretching from Switzerland to the North Sea, in large part by marriage. The Burgundian territories consisted of a number of fiefdoms on both sides of the (then largely symbolic) border between the Kingdom of France and the Holy Roman Empire. Its economic heartland was in the Low Countries, particularly Flanders and Brabant. The court was based in Dijon. From 1407 to 1435 the civil war between the House of Orleans (Armagnac faction) and the House of Burgundy helped the English to seize almost half of France.

TROOP NOTES

Generals remain instinctive later than English or French generals. This represents the poorer leadership of Burgundian forces.

HISTORICAL ENEMIES

Early Medieval Low Countries; Early 100 Years War English; 100 Years War French; Later Medieval Low Countries; Later 100 Years War English; French Ordonnance; Medieval German

MEDIEVAL BURGUNDIAN



ARMY COMMANDER		1	Any Instinctive	DATES		1363 CE to 1471 CE			
SUB-GENERALS		0-3	Any Instinctive	TERRAIN		Standard, Mountains			
INTERNAL ALLIED GENERALS		0-2	Any Instinctive (French) or Professional (English)	CAMP		Unfortified or Fortified; Poor or Average			
NAME	TYPE		SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION							
Burgundian knights	CAVALRY	Superior	-	Charging Lancer	-	184	Dismountable (9)	4	4,6
	Formed Loose	-/Fully Armoured	-					12	
Coustilliers and valets *	CAVALRY	Average	-	Charging Lancer	-	105	Dismountable (5)	4	4,6
	Formed Loose	Protected	-					8	
Italian knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Dismountable	167	Melee Expert (29)	0	4
	Drilled Loose	-/Fully Armoured	-					4	
Dismounted knights	INFANTRY	Average	-	2-H Cut-Crush	Dismountable	145	Melee Expert (22)	0	6,8
	Formed Close	Fully Armoured	-					18	
Mounted crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22), Dismountable (10)	0	6,8
	Drilled Loose	Protected	Crossbow					8	
Burgundian, Picard or Low Countries crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	6	6,8
	Formed Loose	Protected	Crossbow					24	
Downgrade crossbowmen without armour	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)		6,8
	Formed Loose	Unprotected	Crossbow					Any	
Upgrade crossbowmen to longbowmen (from 1431 CE)	INFANTRY	Average	Experienced	-	-	90	Stakes (10), Dismountable (10)		6,8
	Formed Loose	Protected	Powerbow					Up to 2/3	
Low Countries pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	8
	Drilled Close	Protected	-					16	
Swiss pikemen (only from 1465 CE)	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	8
	Drilled Close	Protected	-					8	
Village levy	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	6
	Tribal Loose	Unprotected	Javelin					6	

MEDIEVAL BURGUNDIAN



Skirmishing handgunners (from 1431 CE)	INFANTRY Skirmisher	Average Protected	Experienced Firearm	-	-	40	Combat Shy (-5)	0 6	6
Guns (from 1431 CE)	ARTILLERY Skirmisher	Average Unprotected	Experienced Light Art	-	Combat Shy	108	Barricades (16)	2 6	2,3
FRENCH CONTINGENT									
French men-at-arms	CAVALRY Formed Loose	Superior -/Fully Armoured	- -	Charging Lancer	Devastating Chargers, Dismountable	216	Melee Expert (40)	4 6	4,6
ENGLISH CONTINGENT (FROM 1420 TO 1435 CE)									
English men-at-arms	INFANTRY Drilled Close	Average Fully Armoured	- -	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	4 6	4,6
LONGBOWMEN AND MEN AT ARMS (MIXED TUG, HALF WITH MELEE EXPERT)									
Longbowmen with men-at-arms	INFANTRY Formed Loose	Average Protected	Experienced Powerbow	-	Melee Expert	106	Stakes (10), Dismountable (10)	3 6	6,8
English longbowmen	INFANTRY Formed Loose	Average Protected	Experienced Powerbow	-	-	90	Stakes (10), Dismountable (10)	3 6	

NOTES

From 1420 at least half the Burgundian knights must be downgraded to Average.

* Coustilliers and valets may be deployed as a separate TUG (not French) or form up to 1/2 of a TuG with knights.

Knights and knights with coustilliers and valets dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush. Coustilliers and valets deployed as a separate TuG may not dismount.

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

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

English men-at-arms and longbowmen may pass through each other in the Movement Phase without causing KaBs on either.

CHANGES FROM LAST VERSION

None.

MIDDLE SWISS



1405 TO 1473 CE

HISTORICAL NOTES

The Swiss were able to take advantage of the weakness of the Hapsburgs with the Tyrolean line controlling Further Austria from their court at Innsbruck. This allowed the confederacy to grow. Zürich was expelled from the Confederation from 1440 to 1450 due to a conflict over the territory of Toggenburg (the Old Zürich War). The Swiss also extended their influence at the expense of the Duchy of Milan.

TROOP NOTES

After 1400 the Swiss used increasing numbers of pikemen in response to the Austrian tactic of dismounting their men-at-arms. However in 1422 an army still contained less than 1/3 pikemen. The halberdiers both protected the flanks of the pikemen and to join in the melee if the pike column lost momentum. Command was still run by committee, hence no option for a legendary general.

HISTORICAL ENEMIES

100 Years War French; Free Company; Burgundian Ordonnance; Early Italian Condotta; Medieval German; Italian Condotta

MIDDLE SWISS



ARMY COMMANDER		1	Any Professional except Legendary			DATES		1405 CE to 1473 CE	
SUB-GENERALS		1-3	Any Professional			TERRAIN		Mountains	
INTERNAL ALLIED GENERALS						CAMP		Unfortified; Poor or Average	
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	130	Melee Expert (23)	0	4,6
	Drilled Loose	Protected	Crossbow					6	
Pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove	100	Orb (2), Barricades (40)	16	8
	Drilled Close	Protected	-					64	
Halberdiers	INFANTRY	Average	-	Polearm	Melee Expert	113	Orb (2), Barricades (40)	16	4,6,8
	Drilled Flexible	Protected	-					48	
Verteran halberdiers	INFANTRY	Superior	-	Polearm	-	136	Orb (3), Barricades (56)	0	4,6,8
	Drilled Flexible	Protected	-					8	
Handgunners supporting pike	INFANTRY	Average	Experienced	Pike	Shove	110	Orb (2), Barricades (40)		*see note
	Drilled Close	Protected	Firearm						
Handgunners supporting halberdiers	INFANTRY	Average	Experienced	Polearm	-	107	Orb (2), Barricades (40)		*see note
	Drilled Flexible	Protected	Firearm						
Regrade mounted crossbowmen as skirmishers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-5), Dismountable (5)		4,6
	Skirmisher	Protected	Crossbow					All or none	
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	6	6,9
	Skirmisher	Unprotected	Crossbow					18	
Handgunners *	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6
	Skirmisher	Protected	Firearm					8	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	

MIDDLE SWISS



NOTES

* Handgunners can be a separate SuG or up to 2 can be included into each pike or halberd TuGs by adding "Experienced/Firearm" to those troops. There are two ways to represent this: 1) ideally replace 1 pike or halberd with a handgunner, or 2) to avoid rebasing place a handgunner skirmish base in front of the file containing them. Crossbows and handgunners can be mixed in infantry SuGs if so desired.

CHANGES FROM LAST VERSION

None.

LATER MEDIEVAL LOW COUNTRIES



1410 TO 1478 CE

HISTORICAL NOTES

This list covers the urbanised provinces of the Low Countries - Brabant, Hainault, Holland and the Bishopric of Liege until incorporated into Burgundy in 1430, 1436, 1436 and 1468 respectively. The list also covers the communal armies of the Low Countries cities until the united Low Countries fielded a communal army to support Maximilian I of Hapsburg in his struggle against France for his Burgundian inheritance.

TROOP NOTES

The main armament of the Low Countries states remained the pike.

HISTORICAL ENEMIES

100 Years War French; Medieval Burgundian; Later Medieval Low Countries; Burgundian Ordonnance

LATER MEDIEVAL LOW COUNTRIES



ARMY COMMANDER		1	Any (see notes)		DATES		1410 CE to 1478 CE		
SUB-GENERALS		0-2	Any (see notes)		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS		0-3	Any (see notes)		CAMP		Unfortified; Poor or Average		
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
COMMUNAL CONTINGENT									
Burghers	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (29), Dismountable (6)	4	4,6
	Drilled Loose	-/Fully Armoured	-					6	
Guild crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow		12				
Guildsmen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	16	8
	Drilled Close	Protected	-					72	
Guildsmen with halberds	INFANTRY	Average	-	Polearm	-	92	-	0	4,6
	Drilled Close	Protected	-					8	
Longbowmen	INFANTRY	Average	Experienced	-	-	90	Dismountable (10), Barricades (40)	0	4,6
	Formed Loose	Protected	Powerbow		6				
Guns (from 1330 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2,3
	Skirmisher	Unprotected	Light Art					6	
FEUDAL CONTINGENT									
Feudal men-at-arms	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40), Dismountable (9)	4	4,6
	Formed Loose	-/Fully Armoured	-					12	
Downgrade men-at-arms with less armour	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32), Dismountable (7)	0	*see note
	Formed Loose	Protected	-					8	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow		8				
Feudal levy	INFANTRY	Poor	-	Short Spear	-	25	-	0	8,9
	Tribal Close	Unprotected	-					9	

LATER MEDIEVAL LOW COUNTRIES



NOTES

*Men-at-arms with less armour may form up to 1/2 of a TuG of 4 or 6 men-at-arms.

A general may either be Feudal (in which case he must be Instinctive) or Communal (in which case he must be Professional and may not be Legendary). A Feudal C-in-C may have up to 1 Feudal sub-general, 1 Feudal ally general and 2 Communal ally generals. A Communal C-in-C may have up to 2 Communal sub-generals and 1 Feudal ally general. A Feudal C-in-C cannot be taken after 1468. An allied general must command their own contingent. A C-in-C and sub-generals may combine their contingents.

All infantry TuGs may be equipped with the Obstacles characteristics, representing ditches.

Burghers and men-at-arms dismount as Formed Close, Average, Fully Armoured, 2-H Cut&Crush (or Poor if downgraded to Poor).

CHANGES FROM LAST VERSION

None.

LATER 100 YEARS WAR ENGLISH



1415 TO 1453 CE

HISTORICAL NOTES

This list covers the English armies of the later 100 Years War.

TROOP NOTES

The stake was an innovation to help protect the longbowmen. Its effectiveness was proven at Agincourt. During this period, the proportion of men-at-arms decreased and were replaced with billmen, generally less well armoured but equipped with the bill.

HISTORICAL ENEMIES

100 Years War French; Medieval Burgundian; Scottish in France; French Ordonnance; Medieval Castilian

LATER 100 YEARS WAR ENGLISH



ARMY COMMANDER	1	Any Professional	DATES	1415 CE to 1453 CE
SUB-GENERALS	0-3	Any Professional	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

Type									
Name	Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base Pts	Optional Characteristics	Min Max	Uq Size
English knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	4,6
	Formed Loose	-/Fully Armoured	-					6	
BEST LONGBOWMEN AND MEN AT ARMS (MIXED TUG, HALF WITH MELEE EXPERT)									
Retinue longbowmen with men-at-arms	INFANTRY	Average	Skilled	-	Melee Expert	141	Stakes (10), Dismountable (10)	0	6,8
	Drilled Loose	Protected	Powerbow					6	
Retinue longbowmen	INFANTRY	Average	Skilled	-	-	125	Stakes (10), Dismountable (10)	=	
	Drilled Loose	Protected	Powerbow					=	
LONGBOWMEN AND MEN AT ARMS (MIXED TUG, HALF WITH MELEE EXPERT)									
Longbowmen with men-at-arms	INFANTRY	Average	Experienced	-	Melee Expert	106	Stakes (10), Dismountable (10)	6	6,8
	Formed Loose	Protected	Powerbow					24	
Longbowmen	INFANTRY	Average	Experienced	-	-	90	Stakes (10), Dismountable (10)	=	
	Formed Loose	Protected	Powerbow					=	

Replace mixed TuGs with longbowmen	INFANTRY	Average	Experienced	-	-	90	Stakes (10), Dismountable (10)		6,8
	Formed Loose	Protected	Powerbow					Any	
Downgrade longbowmen without armour	INFANTRY	Average	Experienced	-	-	69	Stakes (6), Dismountable (6)		6,8
	Formed Loose	Unprotected	Powerbow					Up to half	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0	4,6
	Drilled Close	Fully Armoured	-					6	
Billmen (only from 1423 CE)	INFANTRY	Average	-	Polearm	-	87	-	0	4,6,8
	Formed Close	Protected	-					16	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					8	

LATER 100 YEARS WAR ENGLISH



Irish kerns	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6
	Skirmisher	Unprotected	Javelin					6	
Welsh spearmen	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	6,8,9
	Tribal Loose	Unprotected	-					9	
Breton javelinmen	INFANTRY	Average	Experienced	-	-	29	-	0	6
	Skirmisher	Unprotected	Javelin					6	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					4	
Upgrade guns to cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-		2
	Skirmisher	Unprotected	Heavy Art					Any	

ALLIES

Burgundian allies - Medieval Burgundian (from 1422 to 1431 CE)

NOTES

Minima and maxima for longbowmen and men-at-arms TuGs are for the longbowmen with men-at-arms. An equal number of longbowmen without men-at-arms must be taken. 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.

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

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

CHANGES FROM LAST VERSION

Added note for dismounted knights.

SCOTTISH IN FRANCE



1418 TO 1429 CE

HISTORICAL NOTES

This list covers Scottish armies on the continent. On occasion they formed part of a French army (where they are a contingent in the 100 Years War French list) but at other times Scottish commanders led armies that included French troops.

TROOP NOTES

Scottish armies that were raised to fight on the continent were recruited in a similar approach to English armies.

HISTORICAL ENEMIES

Later 100 Years War English

SCOTTISH IN FRANCE



ARMY COMMANDER		1	Any Professional		DATES		1418 CE to 1429 CE		
SUB-GENERALS		0-3	Any		TERRAIN		Standard		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Flexible; Poor or Average		
SCOTTISH CONTINGENT									
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
SCOTTISH CONTINGENT									
Scottish men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	4	4,6,8
	Drilled Close	Fully Armoured	-					12	
Men-at-arms with less armour	INFANTRY	Average	-	2-H Cut-Crush	-	102	Melee Expert (16), Dismountable (10)	0	4,6,8
	Drilled Close	Protected	-					12	
Archers	INFANTRY	Average	Experienced	-	-	90	Stakes (10)	12	6,8
	Formed Loose	Protected	Powerbow					36	
Archers with less armour	INFANTRY	Average	Experienced	-	-	69	Stakes (6)	0	6,8
	Formed Loose	Unprotected	Powerbow					24	
Ribaulds	INFANTRY	Average	Unskilled	Short Spear	-	40	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Javelin					16	
ARTILLERY TRAIN									
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					4	
Upgrade guns to cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-		2
	Skirmisher	Unprotected	Heavy Art					Any	

SCOTTISH IN FRANCE



FRENCH CONTINGENT									
French knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	216	Melee Expert (40)	0	4,6
	Formed Loose	-/Fully Armoured	-					6	
Dismounted French knights	INFANTRY	Average	-	2-H Cut-Crush	Dismountable	145	Melee Expert (22)	0	6,8
	Formed Close	Fully Armoured	-					16	
Valet de Guerre	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4,6
	Formed Loose	Protected	-					8	
French crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					8	
Downgrade crossbowmen without armour	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)		6,8
	Formed Loose	Unprotected	Crossbow					Any	
Genoese or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22), Shield Cover & Shoot (15)	0	6,8
	Drilled Loose	Protected	Crossbow					8	
Ribaulds	INFANTRY	Average	Unskilled	Short Spear	-	40	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Javelin					8	
Replace ribaulds with brigans	INFANTRY	Average	-	Polearm	-	72	-	0	6,8
	Tribal Loose	Protected	-					8	

NOTES

A Scottish general must command Scottish troops. A French general must command French troops. Any general may command artillery. The C-in-C must be Scottish.

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

French knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush.

SPECIAL CHARACTERISTIC: Shield Cover & Shoot: Genoese crossbowmen with the characteristic may claim shield cover and shoot.

CHANGES FROM LAST VERSION

Shield cover & shoot characteristic.

FRENCH ORDONNANCE

1445 TO 1480 CE

HISTORICAL NOTES

This list covers the French armies from the Ordonnance reforms instigated in 1445. In 1446 twenty companies had been raised. By 1445 the English, having been abandoned by the Burgundians, were fighting a rear-guard action in France. By 1450 the French under their capable king Charles VII had reconquered Normandy. By 1453 Bordeaux had been captured and Guyenne was incorporated into France. Charles VII died in 1461 and was succeeded by Louis XI. Louis was able to isolate Burgundy from Edward IV of England and signed the Treaty of Picquigny in 1475 which officially ended the Hundred Years' War. After the death of Charles the Bold he seized numerous Burgundian territories including Burgundy proper.

TROOP NOTES

The Ordonnance of 1445 raised 15 companies of 100 lances. A lance comprised 1 men-at-arms, 1 coustillier and either 3 archers or 2 archers and a valet-de-guerre. They were paid both in war and peace and a real attempt made to enforce discipline and avoid living off the land. Coustilliers were more lightly equipped as were valet-de-guerre. The archers rode to battle but fought on foot. Crossbowmen and handgunners were used to protect the flanks of the army or skirmish in front of the army.

8,000 francs-archers were first raised by an edict in 1448. Every parish had to contribute either a longbowmen or a crossbowmen. They were paid only in wartime but exempt from taxes during peace. Advances in gunpowder followed the invention of the powdermill in 1429. The French developed the largest artillery train in Europe.

HISTORICAL ENEMIES

Medieval Burgundian; Later 100 Years War English; Burgundian Ordonnance; Edward IV English; Italian Condotta; Late Medieval German; Medieval Castilian; Later Burgundian

FRENCH ORDONNANCE



ARMY COMMANDER		1	Any Professional		DATES		1445 CE to 1480 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Fortified; Poor or Average		

	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
MIXED TUG COMPRISING 1/2 GENDARMES AND 1/2 COUSTILLIERS									
Ordonnance men-at-arms	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	233	Melee Expert (43)	4	4,6
	Drilled Close	ArmHrs/F Armoured	-					12	
Ordonnance coustilliers	CAVALRY	Average	-	-	Devastating Chargers, Dismountable	123	Melee Expert (29)	=	
	Drilled Close	-/Fully Armoured	-					=	
Downgrade coustilliers and valet-de-guerre with less armour	CAVALRY	Average	-	-	Devastating Chargers, Dismountable	98	Melee Expert (23)		
	Drilled Close	Protected	-					Any	

Dismount men-at-arms and coustilliers	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22)		6,8
	Drilled Close	Fully Armoured	-					Any	
Savoyard or Italian knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0	4
	Drilled Close	ArmHrs/F Armoured	-					4	
Feudal knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	216	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Ordonnance archers	INFANTRY	Average	Experienced	-	-	95	Stakes (10), Dismountable (10)	8	6,8
	Drilled Loose	Protected	Powerbow					36	
Francs-archers (only from 1448 CE)	INFANTRY	Poor	Experienced	-	Combat Shy	41	Stakes (4)	0	6,8
	Tribal Loose	Unprotected	Powerbow					24	

FRENCH ORDONNANCE



Spearmen (only before 1466 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	6,8
	Formed Close	Protected	-					16	
Pikemen and halberdiers (from 1466 CE)	INFANTRY	Average	-	Pike	Shove	95	Orb (2)	0	8
	Formed Close	Protected	-					16	
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	6	6,8
	Formed Loose	Unprotected	Crossbow					16	
Upgrade crossbowmen with better armour	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)		6,8
	Formed Loose	Protected	Crossbow					Any	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					9	
Skirmishing handgunners	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					9	
Bidets	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Javelin					9	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2,3
	Skirmisher	Unprotected	Light Art					9	
Upgrade guns to cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					6	

ALLIES

Milanese allies - Italian Condotta (only Royal Army in 1465 CE)

Swiss allies - Middle Swiss (only Rebel Army in 1465 CE)

NOTES

Minima and maxima for ordonnance men-at-arms and coustillier TuGs are for the men-at-arms. An equal number of coustilliers must be taken.

There must be at least as many ordonnance archers as ordonnance men-at-arms and coustilliers in the army.

Mounted men-at-arms and coustilliers, Feudal and Italian knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush (Poor if downgraded to Poor).

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

CHANGES FROM LAST VERSION

None.

BURGUNDIAN ORDONNANCE



1471 TO 1477 CE

HISTORICAL NOTES

This list covers Burgundian armies after the reforms of Charles the Bold until his death at Nancy in 1477.

TROOP NOTES

The deterioration in the quality of Feudal troops and the unreliability of contingents from the Low Countries led Charles to institute a new regular army using the best troops and ideas from all over Europe. The Ordonnance specified that each gendarme was supported by a coustillier, a valet (unarmed) and three mounted longbowmen. The mounted archers were ordered on occasion to combine with pikes in a mixed formation. Each lance also included a pikemen, a crossbowmen and a handgunner. Campaign records suggest that there was difficulty in obtaining enough missile men and this was made up with extra pikemen.

HISTORICAL ENEMIES

Middle Swiss; Later Medieval Low Countries; French Ordonnance; Late Medieval German; Late Swiss

BURGUNDIAN ORDONNANCE



ARMY COMMANDER		1	Any Professional		DATES		1471 CE to 1477 CE			
SUB-GENERALS		1-3	Any Professional		TERRAIN		Standard, Mountains			
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Fortified; Poor or Average			

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
MIXED TUG COMPRISING 1/2 GENDARMES AND 1/2 COUSTILLIERS										
Household gendarmes	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	233	Melee Expert (43)	0	4	
	Drilled Close	ArmHrs/F Armoured	-					2		
Household coustilliers	CAVALRY	Superior	-	-	Devastating Chargers, Dismountable	138	Melee Expert (32)	=		
	Drilled Close	Protected	-					=		
MIXED TUG COMPRISING 1/2 GENDARMES AND 1/2 COUSTILLIERS										
Ordonnance gendarmes	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Dismountable	167	Melee Expert (31)	2	4,6	
	Drilled Close	ArmHrs/F Armoured	-					10		
Ordonnance coustilliers	CAVALRY	Average	-	-	Devastating Chargers, Dismountable	98	Melee Expert (23)	=		
	Drilled Close	Protected	-					=		
MIXED TUG COMPRISING 1/2 GENDARMES AND 1/2 COUSTILLIERS										
Feudal knights	CAVALRY	Average	-	Charging Lancer	-	132	Dismountable (6)	0	4,6	
	Formed Loose	-/Fully Armoured	-					3		
Coustilliers and valets	CAVALRY	Average	-	Charging Lancer	-	105	Dismountable (5)	=		
	Formed Loose	Protected	-					=		

Italian men-at-arms	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0	4	
	Drilled Close	ArmHrs/F Armoured	-					4		
Ordonnance mounted longbowmen	INFANTRY	Average	Experienced	-	Dismountable	105	Stakes (10)	8	4,6	
	Drilled Loose	Protected	Powerbow					24		
Ordonnance mounted crossbowmen	INFANTRY	Average	Experienced	-	Dismountable	95	-	0	4,6	
	Drilled Loose	Protected	Crossbow					6		

BURGUNDIAN ORDONNANCE



Ordonnance pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	8	8
	Drilled Close	Protected	-					24	
Ordonnance longbowmen	INFANTRY	Average	Experienced	-	-	95	Stakes (10)	4	4,6
	Drilled Loose	Protected	Powerbow					6	
Ordonnance crossbowmen	INFANTRY	Average	Experienced	-	-	85	-	6	4,6
	Drilled Loose	Protected	Crossbow					8	
Ordonnance handgunners	INFANTRY	Average	Experienced	-	-	75	-	4	4,6
	Drilled Loose	Protected	Firearm					8	
Low Countries pikemen	INFANTRY	Poor	-	Pike	Shove	60	Orb (1)	0	8
	Drilled Close	Protected	-					16	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					8	
Mounted skirmishing crossbowmen	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-5), Dismountable (5)	0	4,6
	Skirmisher	Protected	Crossbow					6	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2,3
	Skirmisher	Unprotected	Light Art					4	
Heavier guns on field mounts	ARTILLERY	Average	Experienced	-	Combat Shy	168	Barricades (16)	2	2,3
	Skirmisher	Unprotected	Heavy Art					4	
REPLACE PIKEMEN AND LONGBOWMEN WITH MIXED TUG COMPRISING 4 PIKEMEN AND 4 LONGBOWMEN									
Ordonnance pikemen	INFANTRY	Average	-	Pike	Combat Shy	70	Orb (2)		8
	Drilled Close	Protected	-					Any	
Longbowmen	INFANTRY	Average	Unskilled	-	-	77	-		
	Drilled Loose	Protected	Powerbow					=	

NOTES

Minima and maxima for ordonnance gendarmes and coustillier TuGs are for the gendarmes. An equal number of coustilliers must be taken.
 For every TuGs of ordonnance gendarmes and coustilliers there must be between 1 and 2 TuGs of mounted ordonnance longbowmen or combined longbowmen and pikemen.
 Gendarmes, knights, coustilliers and Italian men-at-arms dismount as Drilled Close, Average, Fully Armoured, 2-H Cut & Crush (Poor if downgraded to Poor).
 If stakes are taken, all TuGs must be so equipped.

CHANGES FROM LAST VERSION

None.

EDWARD IV ENGLISH



1475 TO 1483 CE

HISTORICAL NOTES

This list covers the English army that invaded France in 1475 and the army that invaded Scotland in 1482. The 1475 campaign had been planned in some detail. Edward had arranged alliances with the dukes of Burgundy, Brittany and the Count of St. Pol. Edward collected a large army, which included contingents provided by his brothers Clarence and Gloucester. This was probably the largest English army to invade France during the Middle Ages. The campaign achieved very little. The Duke of Burgundy was distracted by the siege of Neuss and eventually turned up without his army. The Count of St. Pol refused to give Edward access to St. Quentin as promised. Edward found himself fighting alone. In these circumstances he agreed the Treaty of Picquigny with Louis XI. The terms included a seven year long truce, an annual payment of 50,000 crowns to Edward and a marriage between the Dauphin and Edward's daughter Elizabeth. Edward was happy with this outcome, but some of his supporters are said to have grumbled about the peaceful end of the campaign.

TROOP NOTES

The armies raised for foreign expeditions did not draw on local levies but were recruited using a similar approach to that taken in the Hundred Years War.

HISTORICAL ENEMIES

Late Medieval Scottish; French Ordonnance

EDWARD IV ENGLISH



ARMY COMMANDER	1	Any Professional	DATES	1475 CE to 1482 CE
SUB-GENERALS	1-3	Any Professional	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

NAME	TYPE	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UQ SIZE
	TRAINING AND								
Royal household knights	CAVALRY	Superior	-	Charging Lancer	-	180	Melee Expert (43), Dismountable (9)	0	2
	Formed Close	ArmHrs/F Armoured	-					2	
Household knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0	4,6
	Formed Loose	-/Fully Armoured	-					6	
BEST LONGBOWMEN AND MEN AT ARMS (MIXED TUG, HALF WITH MELEE EXPERT)									
Men-at-arms and retinue longbowmen	INFANTRY	Average	Skilled	-	Melee Expert	141	Stakes (10), Dismountable (10)	0	6,8
	Drilled Loose	Protected	Powerbow					6	
Retinue longbowmen	INFANTRY	Average	Skilled	-	-	125	Stakes (10), Dismountable (10)	=	
	Drilled Loose	Protected	Powerbow					=	
LONGBOWMEN AND MEN AT ARMS (MIXED TUG, HALF WITH MELEE EXPERT)									
Men-at-arms and longbowmen	INFANTRY	Average	Experienced	-	Melee Expert	106	Stakes (10), Dismountable (10)	6	6,8
	Formed Loose	Protected	Powerbow					24	
Longbowmen	INFANTRY	Average	Experienced	-	-	90	Stakes (10), Dismountable (10)	=	
	Formed Loose	Protected	Powerbow					=	

Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0	4,6
	Drilled Close	Fully Armoured	-					6	
Billmen	INFANTRY	Average	-	Polearm	-	87	-	0	4,6,8
	Formed Close	Protected	-					18	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					8	
Mercenary pikemen (from 1480 CE)	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	8
	Drilled Close	Protected	-					8	

EDWARD IV ENGLISH



Mercenary handgunners (from 1480 CE)	INFANTRY	Average	Experienced	-	-	75	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Firearm					8	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					4	
Upgrade guns to cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat	184	-		2
	Skirmisher	Unprotected	Heavy Art		Shy			Any	

NOTES

Minima and maxima for men-at-arms and longbowmen TuGs are for the men-at-arms and longbowmen. An equal number of longbowmen without men-at-arms must be taken.

If stakes are taken, all TuGs must have the longbowmen so equipped.

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

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.

SPECIAL RULES: 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.

CHANGES FROM LAST VERSION

None.



MAGNA ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAGNA

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

CAMPS

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

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

UGs

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

NOTES

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

EARLY SWISS



ARMY COMMANDER	1	Any Professional except Legendary	DATES	1291 CE to 1405 CE
SUB-GENERALS	1-3	Any Professional	TERRAIN	Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

NAME	TYPE	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	TRAINING AND								
Halberdiers	INFANTRY	Average	-	Polearm	Melee Expert	113	Orb (2), Barricades (40)	16	4
	Drilled Flexible	Protected	-					56	
Veteran halberdiers	INFANTRY	Superior	-	Polearm	-	136	Orb (3), Barricades (56)	0	4
	Drilled Flexible	Protected	-					12	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	85	Combat Shy (-5), Dismountable (5)	0	4
	Skirmisher	Protected	Crossbow					4	
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	4	4,6
	Skirmisher	Unprotected	Crossbow					12	
Enfants perdus	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	4,6
	Skirmisher	Unprotected	Javelin					6	

NOTES

Up to 2 TuGs may use the Barricades characteristic.

CHANGES FROM LAST VERSION

None.

EARLY MEDIEVAL LOW COUNTRIES



ARMY COMMANDER		1	Any (see notes)		DATES		1297 CE to 1409 CE		
SUB-GENERALS		0-2	Any (see notes)		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS		0-3	Any (see notes)		CAMP		Unfortified; Poor or Average		
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
COMMUNAL CONTINGENT(S)									
Burghers	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (29), Dismountable (6)	4	4
	Drilled Loose	-/Fully Armoured	-					4	
Guild crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					8	
Guildsmen	INFANTRY	Average	-	Long Spear	-	86	-	12	4,6
	Formed Close	Protected	-					24	
Guildsmen with plancon	INFANTRY	Average	-	2-H Cut-Crush	-	97	-	0	**see note
	Formed Close	Protected	-					6	
Archers (from 1330 CE)	INFANTRY	Average	Experienced	-	-	54	-	0	4
	Formed Loose	Unprotected	Bow					4	
English longbowmen (from 1330 CE)	INFANTRY	Average	Experienced	-	-	90	-	0	***see note
	Formed Loose	Protected	Powerbow					2	
White Hoods (from 1330 to 1381 CE)	INFANTRY	Average	Unskilled	Short Spear	-	40	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Javelin					4	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Guns (from 1330 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	2	2
	Skirmisher	Unprotected	Light Art					4	

EARLY MEDIEVAL LOW COUNTRIES



FEUDAL CONTINGENT(S)									
Feudal men-at-arms	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40), Dismountable (9)	2	4
	Formed Loose	-/Fully Armoured	-					8	
Downgrade men-at-arms with less armour	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32), Dismountable (7)	0	*see note
	Formed Loose	Protected	-					6	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					4	
Feudal levy	INFANTRY	Poor	-	Short Spear	-	25	-	0	6
	Tribal Close	Unprotected	-					6	

ALLIES

French allies - Feudal French (only Feudal - Flanders before 1337 CE)

French allies - 100 Years War French (only Feudal - Flanders from 1337 CE)

German allies - Feudal German - up to 2 contingents (only Feudal - not Flanders before 1341 CE)

German allies - Medieval German - up to 2 contingents (only Feudal - not Flanders from 1341 CE)

Free Canton allies - Medieval Frisian or Dithmarschen (only Feudal - Hollander)

NOTES

*Men-at-arms with less armour may form up to 1/2 a TuG of 4 men-at-arms.

**Guildsmen with plancon may be deployed separately in a TuG of 4, or 2 elements attached to TuGs of 4 guildsmen to create a TuG of 6.

***English longbowmen must be attached to a TuG of either 4 guildsmen or 4 archers to create a TuG of 6. Only one contingent may include English longbowmen.

A general may either be Feudal (in which case he must be Instinctive) or Communal (in which case he must be Professional and may not be Legendary). A Feudal C-in-C may have up to 1 Feudal sub-general, 1 Feudal ally general and 2 Communal ally generals. A Communal C-in-C may have up to 2 Communal sub-generals and 1 Feudal ally general. An allied general must command their own contingent. A C-in-C and sub-generals may combine their contingents. The minima and maxima apply to each contingent.

All infantry TuGs may be equipped with the Obstacles characteristic, representing ditches or similar obstacles.

Burghers and men-at-arms dismount as Formed Close, Average, Fully Armoured, 2-H Cut&Crush (or Poor if downgraded to Poor).

Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

EARLY 100 YEARS WAR ENGLISH



ARMY COMMANDER	1	Any Professional	DATES	1337 CE to 1414 CE
SUB-GENERALS	0-3	Any	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

Type									
Name	Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base Pts	Optional Characteristics	Min Max	Uq Size
English knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Hobilar (only before 1350 CE)	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23), Dismountable (5)	0	4
	Formed Loose	Protected	-					4	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	4*	4
	Drilled Close	Fully Armoured	-					12	
Downgrade men-at-arms with less armour	INFANTRY	Average	-	2-H Cut-Crush	-	102	Melee Expert (16), Dismountable (10)		4
	Drilled Close	Protected	-					Any	
BEST LONGBOWMEN AND MEN AT ARMS (MIXED TUg, HALF WITH MELEE EXPERT)									
Retinue longbowmen with men-at-arms	INFANTRY	Average	Skilled	-	Melee Expert	141	Dismountable (10), Barricades (40)	0	4
	Drilled Loose	Protected	Powerbow					4	
Retinue longbowmen	INFANTRY	Average	Skilled	-	-	125	Dismountable (10), Barricades (40)	=	
	Drilled Loose	Protected	Powerbow					=	
LONGBOWMEN AND MEN AT ARMS (MIXED TUg, HALF WITH MELEE EXPERT)									
Longbowmen with men-at-arms	INFANTRY	Average	Experienced	-	Melee Expert	106	Dismountable (10), Barricades (40)	4	4
	Formed Loose	Protected	Powerbow					16	
Longbowmen	INFANTRY	Average	Experienced	-	-	90	Dismountable (10), Barricades (40)	=	
	Formed Loose	Protected	Powerbow					=	

Replace mixed TuGs with longbowmen	INFANTRY	Average	Experienced	-	-	90	Dismountable (10), Barricades (40)		4
	Formed Loose	Protected	Powerbow					Any	
Downgrade longbowmen without armour	INFANTRY	Average	Experienced	-	-	69	Dismountable (6), Barricades (26)		4
	Formed Loose	Unprotected	Powerbow					Any	

EARLY 100 YEARS WAR ENGLISH



Welsh spearmen	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	4,6
	Tribal Loose	Unprotected	-					8	
German spearmen (only before 1350 CE)	INFANTRY	Average	-	Long Spear	-	86	-	0	4,6
	Formed Close	Protected	-					8	
Irish kerns	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Javelin					4	
Bretons	INFANTRY	Average	Experienced	-	-	32	-	0	4
	Skirmisher	Unprotected	Javelin					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					4	
GASCON CONTINGENT									
Gascon knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	189	-	0	4
	Tribal Loose	-/Fully Armoured	-					4	
Gascon men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	97	Melee Expert (16)	4	4
	Formed Close	Protected	-					8	
Brigans	INFANTRY	Average	-	Polearm	-	72	-	0	4
	Tribal Loose	Protected	-					4	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	4	4
	Formed Loose	Protected	Crossbow					4	
Bidets	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	4	4
	Skirmisher	Unprotected	Javelin					4	

ALLIES

German allies - Feudal German (from 1339 to 1340 CE)

Flemish allies - Early Medieval Low Countries - Communal (only in 1340 CE)

EARLY 100 YEARS WAR ENGLISH



NOTES

*Minima for men-at-arms only applies if less than 8 elements of mixed TuGs of longbowmen and men-at-arms are taken. Minima in a Gascon contingent only apply if the Gascon contingent is taken.

Minima and maxima for longbowmen and men-at-arms TuGs are for the longbowmen with men-at-arms. An equal number of longbowmen without men-at-arms must be taken.

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.

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

Hobilaris dismount as Formed Loose, Protected, Short Spear of equivalent quality.

The Barricades characteristic may be replaced with the Obstacles characteristic.

German and Flemish allies may be used together.

CHANGES FROM LAST VERSION

None.

100 YEARS WAR FRENCH



ARMY COMMANDER		1	Any Instinctive (until 1435), Professional (from 1435 CE)			DATES		1337 CE to 1444 CE	
SUB-GENERALS		1-3	Any Instinctive (until 1435), Professional (from 1435 CE)			TERRAIN		Standard, Coastal	
INTERNAL ALLIED GENERALS						CAMP		Unfortified or Flexible; Poor or Average	
TYPE									
TRAINING AND									
QUALITY									
SHOOTING SKILL									
MELEE									
MANDATORY									
BASE									
OPTIONAL									
MIN									
MAX									
UG SIZE									
French knights (until 1346 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	8	4
	Formed Loose	-/Fully Armoured	-					24	
Dismounted French Knights (after 1346 CE)	INFANTRY	Average	-	2-H Cut-Crush	Dismountable	145	Melee Expert (22)	0	4
	Formed Close	Fully Armoured	-					32	
Mounted French knights (after 1346 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	216	Melee Expert (40)	4	4
	Formed Loose	-/Fully Armoured	-					16	
Valet de Guerre	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4
	Formed Loose	Protected	-					4	
French crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	4	4
	Formed Loose	Protected	Crossbow					16	
Downgrade crossbowmen without armour	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)		4
	Formed Loose	Unprotected	Crossbow					Any	
French longbowmen	INFANTRY	Average	Experienced	-	-	90	Combat Shy (-22)	0	4
	Formed Loose	Protected	Powerbow					4	
Genoese or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22), Shield Cover & Shoot (15)	0	4
	Drilled Loose	Protected	Crossbow					8	
Ribaulds	INFANTRY	Average	Unskilled	Short Spear	-	40	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Javelin					12	
Replace Ribaulds with Brigans	INFANTRY	Average	-	Polearm	-	72	-	0	4
	Tribal Loose	Protected	-					4	

100 YEARS WAR FRENCH



Arriere-ban	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	6
	Tribal Loose	Unprotected	Javelin					16	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					6	
FROM 1350 CE									
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					4	
Upgrade guns to cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-		2
	Skirmisher	Unprotected	Heavy Art					Any	
BEFORE 1400 CE									
Bidets	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Javelin					4	
Pavissiers (after 1346 CE)	INFANTRY	Average	-	Short Spear	Shield Cover	77	-	0	4
	Formed Close	Protected	-					4	
FROM 1400 CE									
Additional Valet de Guerre	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4
	Formed Loose	Protected	-					4	
Voulgiers	INFANTRY	Average	-	Polearm	-	87	-	0	4
	Formed Close	Protected	-					4	
SCOTTISH CONTINGENT (FROM 1418 TO 1429 CE)									
Scottish men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	4	4
	Drilled Close	Fully Armoured	-					4	
Archers	INFANTRY	Average	Experienced	-	-	90	Stakes (10)	0	4
	Formed Loose	Protected	Powerbow					8	
Ribaulds	INFANTRY	Average	Unskilled	Short Spear	-	40	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Javelin					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	

100 YEARS WAR FRENCH



NOTES

French knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush.

A Scottish contingent must be under the command of their own sub-general, commanding only Scots. Minima only apply if a Scottish contingent is taken.

If Scottish archers take Stakes, all Scottish archer TuGs must be equipped with stakes.

SPECIAL CHARACTERISTIC: Shield Cover & Shoot: Genoese crossbowmen with the characteristic may claim shield cover and shoot.

CHANGES FROM LAST VERSION

Shield cover & shoot characteristic.

FREE COMPANY



ARMY COMMANDER		1	Any Professional		DATES		1357 CE to 1444 CE		
SUB-GENERALS		1-3	Any Professional		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS					CAMP		Unfortified; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
French, Gascon or Spanish knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Dismountable	154	Melee Expert (29)	0	4
	Formed Loose	-/Fully Armoured	-					8	
Upgrade to veteran knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	216	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	8	4
	Drilled Close	Fully Armoured	-					20	
Downgrade men-at-arms with less armour	INFANTRY	Average	-	2-H Cut-Crush	-	102	Melee Expert (16), Dismountable (10)		4
	Drilled Close	Protected	-					Any	
Veteran men-at-arms	INFANTRY	Superior	-	2-H Cut-Crush	-	193	Dismountable (19)	0	4
	Drilled Close	Fully Armoured	-					8	
English longbowmen*	INFANTRY	Average	Experienced	-	-	90	Stakes (10), Dismountable (10)	4	4
	Formed Loose	Protected	Powerbow					12	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	4	4
	Formed Loose	Protected	Crossbow					12	
Brigans	INFANTRY	Average	-	Polearm	-	72	-	0	4,6
	Tribal Loose	Protected	-					8	
Ribaulds	INFANTRY	Average	Unskilled	Short Spear	-	40	Combat Shy (-14)	0	4,6
	Tribal Loose	Unprotected	Javelin					8	
Gascons, bidets or Bretons	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					6	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					4	

FREE COMPANY



NOTES

Men-at-arms and longbowmen may pass through each other in the Movement Phase without causing KaBs on either.
Knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush (Poor if downgraded to Poor).
*Stakes can only be taken after 1415, and if taken all such TuGs must take them.

CHANGES FROM LAST VERSION

None.

MEDIEVAL BURGUNDIAN



ARMY COMMANDER		1	Any Instinctive		DATES		1363 CE to 1471 CE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Mountains		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive (French) or Professional (English)		CAMP		Unfortified or Fortified; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Burgundian knights	CAVALRY	Superior	-	Charging Lancer	-	184	Dismountable (9)	2	4
	Formed Loose	-/Fully Armoured	-					8	
Coustilliers and valets *	CAVALRY	Average	-	Charging Lancer	-	105	Dismountable (5)	2	4
	Formed Loose	Protected	-					6	
Italian knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Dismountable	167	Melee Expert (29)	0	4
	Drilled Loose	-/Fully Armoured	-					4	
Dismounted knights	INFANTRY	Average	-	2-H Cut-Crush	Dismountable	145	Melee Expert (22)	0	4
	Formed Close	Fully Armoured	-					12	
Mounted crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22), Dismountable (10)	0	4
	Drilled Loose	Protected	Crossbow					4	
Burgundian, Picard or Low Countries crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	4	4
	Formed Loose	Protected	Crossbow					16	
Downgrade crossbowmen without armour	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)		4
	Formed Loose	Unprotected	Crossbow					Any	
Upgrade crossbowmen to longbowmen (from 1431 CE)	INFANTRY	Average	Experienced	-	-	90	Stakes (10), Dismountable (10)		4
	Formed Loose	Protected	Powerbow					Up to 2/3	
Low Countries pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	6
	Drilled Close	Protected	-					12	
Swiss pikemen (only from 1465 CE)	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	6
	Drilled Close	Protected	-					6	
Village levy	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	4
	Tribal Loose	Unprotected	Javelin					4	

MEDIEVAL BURGUNDIAN



Skirmishing handgunners (from 1431 CE)	INFANTRY Skirmisher	Average Protected	Experienced Firearm	-	-	45	Combat Shy (-5)	0 4	4
Guns (from 1431 CE)	ARTILLERY Skirmisher	Average Unprotected	Experienced Light Art	-	Combat Shy	138	Barricades (16)	2 4	2
FRENCH CONTINGENT									
French men-at-arms	CAVALRY Formed Loose	Superior -/Fully Armoured	- -	Charging Lancer	Devastating Chargers, Dismountable	216	Melee Expert (40)	4 4	4
ENGLISH CONTINGENT (FROM 1420 TO 1435 CE)									
English men-at-arms	INFANTRY Drilled Close	Average Fully Armoured	- -	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	4 4	4
LONGBOWMEN AND MEN AT ARMS (MIXED TUG, HALF WITH MELEE EXPERT)									
Longbowmen with men-at-arms	INFANTRY Formed Loose	Average Protected	Experienced Powerbow	-	Melee Expert	106	Stakes (10), Dismountable (10)	2 4	4
English longbowmen	INFANTRY Formed Loose	Average Protected	Experienced Powerbow	-	-	90	Stakes (10), Dismountable (10)	2 4	

NOTES

From 1420 at least half the Burgundian knights must be downgraded to Average.

* Coustilliers and valets may be deployed as a separate TUG (not French) or form up to 1/2 of a TuG with knights.

Knights and knights with coustilliers and valets dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush. Coustilliers and valets deployed as a separate TuG may not dismount.

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

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

English men-at-arms and longbowmen may pass through each other in the Movement Phase without causing KaBs on either.

CHANGES FROM LAST VERSION

None.

MIDDLE SWISS



ARMY COMMANDER		1	Any Professional except Legendary			DATES		1405 CE to 1473 CE	
SUB-GENERALS		1-3	Any Professional			TERRAIN		Mountains	
INTERNAL ALLIED GENERALS						CAMP		Unfortified; Poor or Average	
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	130	Melee Expert (23)	0	4
	Drilled Loose	Protected	Crossbow					4	
Pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove	100	Orb (2), Barricades (40)	12	6
	Drilled Close	Protected	-					48	
Halberdiers	INFANTRY	Average	-	Polearm	Melee Expert	113	Orb (2), Barricades (40)	8	4
	Drilled Flexible	Protected	-					32	
Verteran halberdiers	INFANTRY	Superior	-	Polearm	-	136	Orb (3), Barricades (56)	0	4
	Drilled Flexible	Protected	-					4	
Handgunners supporting pike	INFANTRY	Average	Experienced	Pike	Shove	110	Orb (2), Barricades (40)		*see note
	Drilled Close	Protected	Firearm						
Handgunners supporting halberdiers	INFANTRY	Average	Experienced	Polearm	-	107	Orb (2), Barricades (40)		*see note
	Drilled Flexible	Protected	Firearm						
Regrade mounted crossbowmen as skirmishers	CAVALRY	Average	Experienced	-	-	85	Combat Shy (-5), Dismountable (5)		4
	Skirmisher	Protected	Crossbow					All or none	
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	4	4,6
	Skirmisher	Unprotected	Crossbow					12	
Handgunners *	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4
	Skirmisher	Protected	Firearm					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	

MIDDLE SWISS



NOTES

* Handgunners can be a separate SuG or up to 2 can be included into each pike or halberd TuGs by adding "Experienced/Firearm" to those troops. There are two ways to represent this: 1) ideally replace 1 pike or halberd with a handgunner, or 2) to avoid rebasing place a handgunner skirmish base in front of the file containing them. Crossbows and handgunners can be mixed in infantry SuGs if so desired.

CHANGES FROM LAST VERSION

None.

LATER MEDIEVAL LOW COUNTRIES



ARMY COMMANDER		1	Any (see notes)		DATES		1410 CE to 1478 CE			
SUB-GENERALS		0-2	Any (see notes)		TERRAIN		Standard, Coastal			
INTERNAL ALLIED GENERALS		0-3	Any (see notes)		CAMP		Unfortified; Poor or Average			
CONTINGENT										
NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
COMMUNAL CONTINGENT										
Burghers	CAVALRY		Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (29), Dismountable (6)	4	4
	Drilled Loose		-/Fully Armoured	-					4	
Guild crossbowmen	INFANTRY		Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose		Protected	Crossbow					8	
Guildsmen	INFANTRY		Average	-	Pike	Shove	100	Orb (2)	12	6
	Drilled Close		Protected	-					48	
Guildsmen with halberds	INFANTRY		Average	-	Polearm	-	92	-	0	4
	Drilled Close		Protected	-					4	
Longbowmen	INFANTRY		Average	Experienced	-	-	90	Dismountable (10), Barricades (40)	0	4
	Formed Loose		Protected	Powerbow					4	
Guns (from 1330 CE)	ARTILLERY		Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher		Unprotected	Light Art					4	
FEUDAL CONTINGENT										
Feudal men-at-arms	CAVALRY		Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40), Dismountable (9)	4	4
	Formed Loose		-/Fully Armoured	-					8	
Downgrade men-at-arms with less armour	CAVALRY		Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32), Dismountable (7)	0	*see note
	Formed Loose		Protected	-					6	
Mercenary crossbowmen	INFANTRY		Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose		Protected	Crossbow					4	
Feudal levy	INFANTRY		Poor	-	Short Spear	-	25	-	0	6
	Tribal Close		Unprotected	-					6	

LATER MEDIEVAL LOW COUNTRIES



NOTES

*Men-at-arms with less armour may form 1/2 of a TuG of 4 men-at-arms.

A general may either be Feudal (in which case he must be Instinctive) or Communal (in which case he must be Professional and may not be Legendary). A Feudal C-in-C may have up to 1 Feudal sub-general, 1 Feudal ally general and 2 Communal ally generals. A Communal C-in-C may have up to 2 Communal sub-generals and 1 Feudal ally general. A Feudal C-in-C cannot be taken after 1468. An allied general must command their own contingent. A C-in-C and sub-generals may combine their contingents.

All infantry TuGs may be equipped with the Obstacles characteristics, representing ditches.

Burghers and men-at-arms dismount as Formed Close, Average, Fully Armoured, 2-H Cut&Crush (or Poor if downgraded to Poor).

CHANGES FROM LAST VERSION

None.

LATER 100 YEARS WAR ENGLISH



ARMY COMMANDER	1	Any Professional	DATES	1415 CE to 1453 CE
SUB-GENERALS	0-3	Any Professional	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
English knights	CAVALRY		Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	4
	Formed Loose		-/Fully Armoured	-					4	

BEST LONGBOWMEN AND MEN AT ARMS (MIXED TUG, HALF WITH MELEE EXPERT)

Retinue longbowmen with men-at-arms	INFANTRY	Average	Skilled	-	Melee Expert	141	Stakes (10), Dismountable (10)	0	4
	Drilled Loose	Protected	Powerbow					4	
Retinue longbowmen	INFANTRY	Average	Skilled	-	-	125	Stakes (10), Dismountable (10)	=	
	Drilled Loose	Protected	Powerbow					=	

LONGBOWMEN AND MEN AT ARMS (MIXED TUG, HALF WITH MELEE EXPERT)

Longbowmen with men-at-arms	INFANTRY	Average	Experienced	-	Melee Expert	106	Stakes (10), Dismountable (10)	4	4
	Formed Loose	Protected	Powerbow					16	
Longbowmen	INFANTRY	Average	Experienced	-	-	90	Stakes (10), Dismountable (10)	=	
	Formed Loose	Protected	Powerbow					=	

Replace mixed TuGs with longbowmen	INFANTRY	Average	Experienced	-	-	90	Stakes (10), Dismountable (10)		4
	Formed Loose	Protected	Powerbow					Any	
Downgrade longbowmen without armour	INFANTRY	Average	Experienced	-	-	69	Stakes (6), Dismountable (6)		4
	Formed Loose	Unprotected	Powerbow					Up to half	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0	4
	Drilled Close	Fully Armoured	-					4	
Billmen (only from 1423 CE)	INFANTRY	Average	-	Polearm	-	87	-	0	4
	Formed Close	Protected	-					12	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					4	

LATER 100 YEARS WAR ENGLISH



Irish kerns	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Javelin					4	
Welsh spearmen	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	4,6
	Tribal Loose	Unprotected	-					6	
Breton javelinmen	INFANTRY	Average	Experienced	-	-	32	-	0	4
	Skirmisher	Unprotected	Javelin					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					4	
Upgrade guns to cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-		2
	Skirmisher	Unprotected	Heavy Art					Any	

ALLIES

Burgundian allies - Medieval Burgundian (from 1422 to 1431 CE)

NOTES

Minima and maxima for longbowmen and men-at-arms TuGs are for the longbowmen with men-at-arms. An equal number of longbowmen without men-at-arms must be taken. 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.

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

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

CHANGES FROM LAST VERSION

Added note for dismounted knights.

SCOTTISH IN FRANCE



ARMY COMMANDER		1	Any Professional		DATES		1418 CE to 1429 CE			
SUB-GENERALS		0-3	Any		TERRAIN		Standard			
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Flexible; Poor or Average			
SCOTTISH CONTINGENT										
NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Scottish men-at-arms	INFANTRY		Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	4	4
	Drilled Close		Fully Armoured	-					8	
Men-at-arms with less armour	INFANTRY		Average	-	2-H Cut-Crush	-	102	Melee Expert (16), Dismountable (10)	0	4
	Drilled Close		Protected	-					8	
Archers	INFANTRY		Average	Experienced	-	-	90	Stakes (10)	8	4
	Formed Loose		Protected	Powerbow					24	
Archers with less armour	INFANTRY		Average	Experienced	-	-	69	Stakes (6)	0	4
	Formed Loose		Unprotected	Powerbow					16	
Ribaulds	INFANTRY		Average	Unskilled	Short Spear	-	40	Combat Shy (-14)	0	4
	Tribal Loose		Unprotected	Javelin					12	
ARTILLERY TRAIN										
Guns	ARTILLERY		Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher		Unprotected	Light Art					4	
Upgrade guns to cannons	ARTILLERY		Average	Experienced	-	Barricades, Combat Shy	244	-		2
	Skirmisher		Unprotected	Heavy Art					Any	

SCOTTISH IN FRANCE



FRENCH CONTINGENT									
French knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	216	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Dismounted French knights	INFANTRY	Average	-	2-H Cut-Crush	Dismountable	145	Melee Expert (22)	0	4
	Formed Close	Fully Armoured	-					12	
Valet de Guerre	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4
	Formed Loose	Protected	-					4	
French crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					4	
Downgrade crossbowmen without armour	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)		4
	Formed Loose	Unprotected	Crossbow					Any	
Genoese or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22), Shield Cover & Shoot (15)	0	4
	Drilled Loose	Protected	Crossbow					4	
Ribaulds	INFANTRY	Average	Unskilled	Short Spear	-	40	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Javelin					4	
Replace ribaulds with brigans	INFANTRY	Average	-	Polearm	-	72	-	0	4
	Tribal Loose	Protected	-					4	

NOTES

A Scottish general must command Scottish troops. A French general must command French troops. Any general may command artillery. The C-in-C must be Scottish.

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

French knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush.

SPECIAL CHARACTERISTIC: Shield Cover & Shoot: Genoese crossbowmen with the characteristic may claim shield cover and shoot.

CHANGES FROM LAST VERSION

Shield cover & shoot characteristic.

FRENCH ORDONNANCE



ARMY COMMANDER	1	Any Professional	DATES	1445 CE to 1480 CE
SUB-GENERALS	0-3	Any Professional	TERRAIN	Standard, Coastal, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
MIXED TUG COMPRISING 1/2 GENDARMES AND 1/2 COUSTILLIERS										

Ordonnance men-at-arms	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	233	Melee Expert (43)	2	4
	Drilled Close	ArmHrs/F Armoured	-					8	
Ordonnance coustilliers	CAVALRY	Average	-	-	Devastating Chargers, Dismountable	123	Melee Expert (29)	=	
	Drilled Close	-/Fully Armoured	-					=	
Downgrade coustilliers and valet-de-guerre with less armour	CAVALRY	Average	-	-	Devastating Chargers, Dismountable	98	Melee Expert (23)		Any
	Drilled Close	Protected	-						

Dismount men-at-arms and coustilliers	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22)		4
	Drilled Close	Fully Armoured	-					Any	
Savoyard or Italian knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0	4
	Drilled Close	ArmHrs/F Armoured	-					4	
Feudal knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	216	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Ordonnance archers	INFANTRY	Average	Experienced	-	-	95	Stakes (10), Dismountable (10)	4	4
	Drilled Loose	Protected	Powerbow					24	
Francs-archers (only from 1448 CE)	INFANTRY	Poor	Experienced	-	Combat Shy	41	Stakes (4)	0	4
	Tribal Loose	Unprotected	Powerbow					16	

FRENCH ORDONNANCE



Spearmen (only before 1466 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	4
	Formed Close	Protected	-					12	
Pikemen and halberdiers (from 1466 CE)	INFANTRY	Average	-	Pike	Shove	95	Orb (2)	0	6
	Formed Close	Protected	-					12	
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	4	4
	Formed Loose	Unprotected	Crossbow					12	
Upgrade crossbowmen with better armour	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)		4
	Formed Loose	Protected	Crossbow					Any	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					6	
Skirmishing handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					6	
Bidets	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					6	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					6	
Upgrade guns to cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					4	

ALLIES

Milanese allies - Italian Condotta (only Royal Army in 1465 CE)

Swiss allies - Middle Swiss (only Rebel Army in 1465 CE)

NOTES

Minima and maxima for ordonnance men-at-arms and coustillier TuGs are for the men-at-arms. An equal number of coustilliers must be taken.

There must be at least as many ordonnance archers as ordonnance men-at-arms and coustilliers in the army.

Mounted men-at-arms and coustilliers, Feudal and Italian knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush (Poor if downgraded to Poor).

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

CHANGES FROM LAST VERSION

None.

BURGUNDIAN ORDONNANCE



ARMY COMMANDER		1	Any Professional		DATES		1471 CE to 1477 CE			
SUB-GENERALS		1-3	Any Professional		TERRAIN		Standard, Mountains			
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Fortified; Poor or Average			

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
MIXED TUĞ COMPRISING 1/2 GENDARMES AND 1/2 COUSTILLIERS										
Household gendarmes	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	233	Melee Expert (43)	0	4	
	Drilled Close	ArmHrs/F Armoured	-					2		
Household coustilliers	CAVALRY	Superior	-	-	Devastating Chargers, Dismountable	138	Melee Expert (32)	=		
	Drilled Close	Protected	-					=		
MIXED TUĞ COMPRISING 1/2 GENDARMES AND 1/2 COUSTILLIERS										
Ordonnance gendarmes	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Dismountable	167	Melee Expert (31)	2	4	
	Drilled Close	ArmHrs/F Armoured	-					6		
Ordonnance coustilliers	CAVALRY	Average	-	-	Devastating Chargers, Dismountable	98	Melee Expert (23)	=		
	Drilled Close	Protected	-					=		
MIXED TUĞ COMPRISING 1/2 GENDARMES AND 1/2 COUSTILLIERS										
Feudal knights	CAVALRY	Average	-	Charging Lancer	-	132	Dismountable (6)	0	4	
	Formed Loose	-/Fully Armoured	-					2		
Coustilliers and valets	CAVALRY	Average	-	Charging Lancer	-	105	Dismountable (5)	=		
	Formed Loose	Protected	-					=		

Italian men-at-arms	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0	4	
	Drilled Close	ArmHrs/F Armoured	-					4		
Ordonnance mounted longbowmen	INFANTRY	Average	Experienced	-	Dismountable	105	Stakes (10)	8	4	
	Drilled Loose	Protected	Powerbow					16		
Ordonnance mounted crossbowmen	INFANTRY	Average	Experienced	-	Dismountable	95	-	0	4	
	Drilled Loose	Protected	Crossbow					4		

BURGUNDIAN ORDONNANCE



Ordonnance pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	6	6
	Drilled Close	Protected	-					18	
Ordonnance longbowmen	INFANTRY	Average	Experienced	-	-	95	Stakes (10)	4	4
	Drilled Loose	Protected	Powerbow					4	
Ordonnance crossbowmen	INFANTRY	Average	Experienced	-	-	85	-	4	4
	Drilled Loose	Protected	Crossbow					4	
Ordonnance handgunners	INFANTRY	Average	Experienced	-	-	75	-	4	4
	Drilled Loose	Protected	Firearm					4	
Low Countries pikemen	INFANTRY	Poor	-	Pike	Shove	60	Orb (1)	0	6
	Drilled Close	Protected	-					12	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					4	
Mounted skirmishing crossbowmen	CAVALRY	Average	Experienced	-	-	85	Combat Shy (-5), Dismountable (5)	0	4
	Skirmisher	Protected	Crossbow					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					4	
Heavier guns on field mounts	ARTILLERY	Average	Experienced	-	Combat Shy	228	Barricades (16)	2	2
	Skirmisher	Unprotected	Heavy Art					4	

REPLACE PIKEMEN AND LONGBOWMEN WITH MIXED TUG

Ordonnance pikemen	INFANTRY	Average	Unskilled	Pike	Combat Shy	90	Orb (2)		6
	Drilled Close	Protected	Powerbow					Any	

NOTES

Minima and maxima for ordonnance gendarmes and coustillier TuGs are for the gendarmes. An equal number of coustilliers must be taken. For every TuGs of ordonnance gendarmes and coustilliers there must be between 1 and 2 TuGs of mounted ordonnance longbowmen or combined longbowmen and pikemen. Gendarmes, knights, coustilliers and Italian men-at-arms dismount as Drilled Close, Average, Fully Armoured, 2-H Cut & Crush (Poor if downgraded to Poor). If stakes are taken, all TuGs must be so equipped.

CHANGES FROM LAST VERSION

None.

EDWARD IV ENGLISH



ARMY COMMANDER	1	Any Professional	DATES	1475 CE to 1482 CE
SUB-GENERALS	1-3	Any Professional	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

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

Royal household knights	CAVALRY Formed Close	Superior ArmHrs/F Armoured	- -	Charging Lancer	-	180	Melee Expert (43), Dismountable (9)	0 2	2
Household knights	CAVALRY Formed Loose	Average -/Fully Armoured	- -	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0 4	4

BEST LONGBOWMEN AND MEN AT ARMS (MIXED TUG, HALF WITH MELEE EXPERT)

Men-at-arms and retinue longbowmen	INFANTRY Drilled Loose	Average Protected	Skilled Powerbow	-	Melee Expert	141	Stakes (10), Dismountable (10)	0 4	4
Retinue longbowmen	INFANTRY Drilled Loose	Average Protected	Skilled Powerbow	-	-	125	Stakes (10), Dismountable (10)	= =	

LONGBOWMEN AND MEN AT ARMS (MIXED TUG, HALF WITH MELEE EXPERT)

Men-at-arms and longbowmen	INFANTRY Formed Loose	Average Protected	Experienced Powerbow	-	Melee Expert	106	Stakes (10), Dismountable (10)	4 16	4
Longbowmen	INFANTRY Formed Loose	Average Protected	Experienced Powerbow	-	-	90	Stakes (10), Dismountable (10)	= =	

Men-at-arms	INFANTRY Drilled Close	Average Fully Armoured	- -	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0 4	4
Billmen	INFANTRY Formed Close	Average Protected	- -	Polearm	-	87	-	0 12	4
Crossbowmen	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	-	-	80	Combat Shy (-22)	0 4	4
Mercenary pikemen (from 1480 CE)	INFANTRY Drilled Close	Average Protected	- -	Pike	Shove	100	Orb (2)	0 6	6

EDWARD IV ENGLISH



Mercenary handgunners (from 1480 CE)	INFANTRY	Average	Experienced	-	-	75	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Firearm					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					4	
Upgrade guns to cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat	244	-		2
	Skirmisher	Unprotected	Heavy Art		Shy			Any	

NOTES

SPECIAL RULES: 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.

Minima and maxima for men-at-arms and longbowmen TuGs are for the men-at-arms and longbowmen. An equal number of longbowmen without men-at-arms must be taken.

If stakes are taken, all TuGs must have the longbowmen so equipped.

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

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

CHANGES FROM LAST VERSION

None.



PACTO ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - PACTO

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

CAMPS

Camps are not included in Pacto games.

UGs

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

NOTES

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

EARLY SWISS



ARMY COMMANDER	1	Any Professional except Legendary	DATES	1291 CE to 1405 CE
SUB-GENERALS	1-3	Any Professional	TERRAIN	Mountains
INTERNAL ALLIED GENERALS				

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Halberdiers	INFANTRY	Average	-	Polearm	Melee Expert	113	Orb (2), Barricades (40)	6	28	1,2
	Drilled Flexible	Protected	-							
Veteran halberdiers	INFANTRY	Superior	-	Polearm	-	136	Orb (3), Barricades (56)	0	6	1,2
	Drilled Flexible	Protected	-							
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	85	Combat Shy (-5), Dismountable (5)	0	2	1,2
	Skirmisher	Protected	Crossbow							
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	2	6	1,2
	Skirmisher	Unprotected	Crossbow							
Enfants perdus	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	3	2,3
	Skirmisher	Unprotected	Javelin							

NOTES

Up to 2 TuGs may use the Barricades characteristic.

CHANGES FROM LAST VERSION

None.

EARLY MEDIEVAL LOW COUNTRIES



ARMY COMMANDER		1	Any (see notes)		DATES		1297 CE to 1409 CE		
SUB-GENERALS		0-2	Any (see notes)		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS		0-3	Any (see notes)						
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
COMMUNAL CONTINGENT(S)									
Burghers	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (29), Dismountable (6)	2	2
	Drilled Loose	-/Fully Armoured	-					2	
Guild crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Guildsmen	INFANTRY	Average	-	Long Spear	-	86	-	6	1,2
	Formed Close	Protected	-					12	
Guildsmen with plancon	INFANTRY	Average	-	2-H Cut-Crush	-	97	-	0	**see note
	Formed Close	Protected	-					3	
Archers (from 1330 CE)	INFANTRY	Average	Experienced	-	-	54	-	0	1,2
	Formed Loose	Unprotected	Bow					2	
English longbowmen (from 1330 CE)	INFANTRY	Average	Experienced	-	-	90	-	0	***see note
	Formed Loose	Protected	Powerbow					1	
White Hoods (from 1330 to 1381 CE)	INFANTRY	Average	Unskilled	Short Spear	-	40	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Javelin					2	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Guns (from 1330 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	1	1
	Skirmisher	Unprotected	Light Art					2	

EARLY MEDIEVAL LOW COUNTRIES



FEUDAL CONTINGENT(S)									
Feudal men-at-arms	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40), Dismountable (9)	2	1,2
	Formed Loose	-/Fully Armoured	-					4	
Downgrade men-at-arms with less armour	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32), Dismountable (7)	0	*see note
	Formed Loose	Protected	-					3	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow					4	
Feudal levy	INFANTRY	Poor	-	Short Spear	-	25	-	0	2,3
	Tribal Close	Unprotected	-					3	

ALLIES

French allies - Feudal French (only Feudal - Flanders before 1337 CE)

French allies - 100 Years War French (only Feudal - Flanders from 1337 CE)

German allies - Feudal German - up to 2 contingents (only Feudal - not Flanders before 1341 CE)

German allies - Medieval German - up to 2 contingents (only Feudal - not Flanders from 1341 CE)

Free Canton allies - Medieval Frisian or Dithmarschen (only Feudal - Hollander)

NOTES

*Men-at-arms with less armour may be included in a TuG of 2 men-at-arms.

**Guildsmen with plancon may be deployed separately or 1 element attached to 1 guildsmen to create a TuG of 2.

***English longbowmen must be attached to a TuG of 1 guildsmen to create a TuG of 2. Only one contingent may include English longbowmen.

A general may either be Feudal (in which case he must be Instinctive) or Communal (in which case he must be Professional and may not be Legendary). A Feudal C-in-C may have up to 1 Feudal sub-general, 1 Feudal ally general and 2 Communal ally generals. A Communal C-in-C may have up to 2 Communal sub-generals and 1 Feudal ally general. An allied general must command their own contingent. A C-in-C and sub-generals may combine their contingents. The minima and maxima apply to each contingent.

All infantry TuGs may be equipped with the Obstacles characteristic, representing ditches or similar obstacles.

Burghers and men-at-arms dismount as Formed Close, Average, Fully Armoured, 2-H Cut&Crush (or Poor if downgraded to Poor).

Only one external ally may be taken.

CHANGES FROM LAST VERSION

None.

EARLY 100 YEARS WAR ENGLISH



ARMY COMMANDER		1	Any Professional		DATES		1337 CE to 1414 CE		
SUB-GENERALS		0-3	Any		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS									

	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
English knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	1,2
	Formed Loose	-/Fully Armoured	-					4	
Hobilar (only before 1350 CE)	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23), Dismountable (5)	0	1,2
	Formed Loose	Protected	-					4	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	4*	1,2
	Drilled Close	Fully Armoured	-					6	
Downgrade men-at-arms with less armour	INFANTRY	Average	-	2-H Cut-Crush	-	102	Melee Expert (16), Dismountable (10)		1,2
	Drilled Close	Protected	-					Any	
BEST LONGBOWMEN AND MEN AT ARMS (MIXED TUg, HALF WITH MELEE EXPERT)									
Retinue longbowmen with men-at-arms	INFANTRY	Average	Skilled	-	Melee Expert	141	Dismountable (10), Barricades (40)	0	2
	Drilled Loose	Protected	Powerbow					2	
Retinue longbowmen	INFANTRY	Average	Skilled	-	-	125	Dismountable (10), Barricades (40)	=	
	Drilled Loose	Protected	Powerbow					=	
LONGBOWMEN AND MEN AT ARMS (MIXED TUg, HALF WITH MELEE EXPERT)									
Longbowmen with men-at-arms	INFANTRY	Average	Experienced	-	Melee Expert	106	Dismountable (10), Barricades (40)	2	2
	Formed Loose	Protected	Powerbow					8	
Longbowmen	INFANTRY	Average	Experienced	-	-	90	Dismountable (10), Barricades (40)	=	
	Formed Loose	Protected	Powerbow					=	

Replace mixed TuGs with longbowmen	INFANTRY	Average	Experienced	-	-	90	Dismountable (10), Barricades (40)		1,2
	Formed Loose	Protected	Powerbow					Any	
Downgrade longbowmen without armour	INFANTRY	Average	Experienced	-	-	69	Dismountable (6), Barricades (26)		1,2
	Formed Loose	Unprotected	Powerbow					Any	

EARLY 100 YEARS WAR ENGLISH



Welsh spearmen	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	1,2
	Tribal Loose	Unprotected	-					4	
German spearmen (only before 1350 CE)	INFANTRY	Average	-	Long Spear	-	86	-	0	1,2
	Formed Close	Protected	-					4	
Irish kerns	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					2	
Bretons	INFANTRY	Average	Experienced	-	-	32	-	0	1,2
	Skirmisher	Unprotected	Javelin					2	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					2	
GASCON CONTINGENT									
Gascon knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	189	-	0	1,2
	Tribal Loose	-/Fully Armoured	-					2	
Gascon men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	97	Melee Expert (16)	2	1,2
	Formed Close	Protected	-					4	
Brigans	INFANTRY	Average	-	Polearm	-	72	-	0	1,2
	Tribal Loose	Protected	-					4	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	2	1,2
	Formed Loose	Protected	Crossbow					4	
Bidets	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	2	1,2
	Skirmisher	Unprotected	Javelin					2	

ALLIES

German allies - Feudal German (from 1339 to 1340 CE)

Flemish allies - Early Medieval Low Countries - Communal (only in 1340 CE)

EARLY 100 YEARS WAR ENGLISH



NOTES

*Minima for men-at-arms only applies if less than 4 elements of mixed TuGs of longbowmen and men-at-arms are taken. Minima in a Gascon contingent only apply if the Gascon contingent is taken.

Minima and maxima for longbowmen and men-at-arms TuGs are for the longbowmen with men-at-arms. An equal number of longbowmen without men-at-arms must be taken.

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.

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

Hobilaris dismount as Formed Loose, Protected, Short Spear of equivalent quality.

The Barricades characteristic may be replaced with the Obstacles characteristic.

German and Flemish allies may be used together.

CHANGES FROM LAST VERSION

None.

100 YEARS WAR FRENCH



ARMY COMMANDER		1	Any Instinctive (until 1435), Professional (from 1435 CE)		DATES		1337 CE to 1444 CE		
SUB-GENERALS		1-3	Any Instinctive (until 1435), Professional (from 1435 CE)		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
French knights (until 1346 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	2	1,2
	Formed Loose	-/Fully Armoured	-					12	
Dismounted French Knights (after 1346 CE)	INFANTRY	Average	-	2-H Cut-Crush	Dismountable	145	Melee Expert (22)	0	1,2
	Formed Close	Fully Armoured	-					16	
Mounted French knights (after 1346 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	216	Melee Expert (40)	2	1,2
	Formed Loose	-/Fully Armoured	-					8	
Valet de Guerre	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	1,2
	Formed Loose	Protected	-					4	
French crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	2	1,2
	Formed Loose	Protected	Crossbow					6	
Downgrade crossbowmen without armour	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)		1,2
	Formed Loose	Unprotected	Crossbow					Any	
French longbowmen	INFANTRY	Average	Experienced	-	-	90	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Powerbow					2	
Genoese or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22), Shoot & Shield Cover (15)	0	1,2
	Drilled Loose	Protected	Crossbow					4	
Ribaulds	INFANTRY	Average	Unskilled	Short Spear	-	40	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Javelin					6	
Replace Ribaulds with Brigans	INFANTRY	Average	-	Polearm	-	72	-	0	1,2
	Tribal Loose	Protected	-					4	

100 YEARS WAR FRENCH



Arriere-ban	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	2,3
	Tribal Loose	Unprotected	Javelin					8	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					4	
FROM 1350 CE									
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					2	
Upgrade guns to cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat	244	-		1
	Skirmisher	Unprotected	Heavy Art		Shy			Any	
BEFORE 1400 CE									
Bidets	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					2	
Pavissiers (after 1346 CE)	INFANTRY	Average	-	Short Spear	Shield Cover	77	-	0	1,2
	Formed Close	Protected	-					4	
FROM 1400 CE									
Additional Valet de Guerre	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	1,2
	Formed Loose	Protected	-					4	
Voulgiers	INFANTRY	Average	-	Polearm	-	87	-	0	1,2
	Formed Close	Protected	-					4	
SCOTTISH CONTINGENT (FROM 1418 TO 1429 CE)									
Scottish men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	2	1,2
	Drilled Close	Fully Armoured	-					4	
Archers	INFANTRY	Average	Experienced	-	-	90	Stakes (10)	0	1,2
	Formed Loose	Protected	Powerbow					4	
Ribaulds	INFANTRY	Average	Unskilled	Short Spear	-	40	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Javelin					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	

100 YEARS WAR FRENCH



NOTES

French knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush.

A Scottish contingent must be under the command of their own sub-general, commanding only Scots. Minima only apply if a Scottish contingent is taken.

If Scottish archers take Stakes, all Scottish archer TuGs must be equipped with stakes.

SPECIAL CHARACTERISTIC: Shield Cover & Shoot: Genoese crossbowmen with the characteristic may claim shield cover and shoot.

CHANGES FROM LAST VERSION

Shield cover & shoot characteristic.

FREE COMPANY



ARMY COMMANDER		1	Any Professional		DATES		1357 CE to 1444 CE		
SUB-GENERALS		1-3	Any Professional		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
French, Gascon or Spanish knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Dismountable	154	Melee Expert (29)	0	1,2
	Formed Loose	-/Fully Armoured	-					4	
Upgrade to veteran knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	216	Melee Expert (40)	0	1,2
	Formed Loose	-/Fully Armoured	-					2	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	4	1,2
	Drilled Close	Fully Armoured	-					12	
Downgrade men-at-arms with less armour	INFANTRY	Average	-	2-H Cut-Crush	-	102	Melee Expert (16), Dismountable (10)		1,2
	Drilled Close	Protected	-					Any	
Veteran men-at-arms	INFANTRY	Superior	-	2-H Cut-Crush	-	193	Dismountable (19)	0	1,2
	Drilled Close	Fully Armoured	-					4	
English longbowmen*	INFANTRY	Average	Experienced	-	-	90	Stakes (10), Dismountable (10)	2	1,2
	Formed Loose	Protected	Powerbow					6	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	2	1,2
	Formed Loose	Protected	Crossbow					6	
Brigans	INFANTRY	Average	-	Polearm	-	72	-	0	1,2
	Tribal Loose	Protected	-					4	
Ribaulds	INFANTRY	Average	Unskilled	Short Spear	-	40	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Javelin					4	
Gascons, bidets or Bretons	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					2	

FREE COMPANY



NOTES

Men-at-arms and longbowmen may pass through each other in the Movement Phase without causing KaBs on either.
Knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush (Poor if downgraded to Poor).
*Stakes can only be taken after 1415, and if taken all such TuGs must take them.

CHANGES FROM LAST VERSION

None.

MEDIEVAL BURGUNDIAN



ARMY COMMANDER		1	Any Instinctive		DATES		1363 CE to 1471 CE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Mountains		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive (French) or Professional (English)						
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Burgundian knights	CAVALRY	Superior	-	Charging Lancer	-	184	Dismountable (9)	1	1,2
	Formed Loose	-/Fully Armoured	-					4	
Coustilliers and valets *	CAVALRY	Average	-	Charging Lancer	-	105	Dismountable (5)	1	1,2
	Formed Loose	Protected	-					4	
Italian knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Dismountable	167	Melee Expert (29)	0	1,2
	Drilled Loose	-/Fully Armoured	-					2	
Dismounted knights	INFANTRY	Average	-	2-H Cut-Crush	Dismountable	145	Melee Expert (22)	0	1,2
	Formed Close	Fully Armoured	-					6	
Mounted crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22), Dismountable (10)	0	1,2
	Drilled Loose	Protected	Crossbow					4	
Burgundian, Picard or Low Countries crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	2	1,2
	Formed Loose	Protected	Crossbow					8	
Downgrade crossbowmen without armour	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)		1,2
	Formed Loose	Unprotected	Crossbow					Any	
Upgrade crossbowmen to longbowmen (from 1431 CE)	INFANTRY	Average	Experienced	-	-	90	Stakes (10), Dismountable (10)		1,2
	Formed Loose	Protected	Powerbow					Up to 2/3	
Low Countries pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	3
	Drilled Close	Protected	-					6	
Swiss pikemen (only from 1465 CE)	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	3
	Drilled Close	Protected	-					3	
Village levy	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	2
	Tribal Loose	Unprotected	Javelin					2	

MEDIEVAL BURGUNDIAN



Skirmishing handgunners (from 1431 CE)	INFANTRY Skirmisher	Average Protected	Experienced Firearm	-	-	45	Combat Shy (-5)	0 2	1,2
Guns (from 1431 CE)	ARTILLERY Skirmisher	Average Unprotected	Experienced Light Art	-	Combat Shy	138	Barricades (16)	1 2	1
FRENCH CONTINGENT									
French men-at-arms	CAVALRY Formed Loose	Superior -/Fully Armoured	- -	Charging Lancer	Devastating Chargers, Dismountable	216	Melee Expert (40)	2 2	1,2
ENGLISH CONTINGENT (FROM 1420 TO 1435 CE)									
English men-at-arms	INFANTRY Drilled Close	Average Fully Armoured	- -	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	2 2	1,2
LONGBOWMEN AND MEN AT ARMS (MIXED TUG, HALF WITH MELEE EXPERT)									
Longbowmen with men-at-arms	INFANTRY Formed Loose	Average Protected	Experienced Powerbow	-	Melee Expert	106	Stakes (10), Dismountable (10)	1 2	2
English longbowmen	INFANTRY Formed Loose	Average Protected	Experienced Powerbow	-	-	90	Stakes (10), Dismountable (10)	1 2	

NOTES

From 1420 at least half the Burgundian knights must be downgraded to Average.

* Coustilliers and valets may be deployed as a separate TUG (not French) or form up to 1/2 of a TuG with knights.

Knights and knights with coustilliers and valets dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush. Coustilliers and valets deployed as a separate TuG may not dismount.

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

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

English men-at-arms and longbowmen may pass through each other in the Movement Phase without causing KaBs on either.

CHANGES FROM LAST VERSION

None.

MIDDLE SWISS



ARMY COMMANDER		1	Any Professional except Legendary			DATES		1405 CE to 1473 CE			
SUB-GENERALS		1-3	Any Professional			TERRAIN		Mountains			
INTERNAL ALLIED GENERALS											
TYPE		TRAINING AND		QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE		
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	130	Melee Expert (23)	0	1,2		
	Drilled Loose	Protected	Crossbow					2			
Pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove	100	Orb (2), Barricades (40)	6	3		
	Drilled Close	Protected	-					24			
Halberdiers	INFANTRY	Average	-	Polearm	Melee Expert	113	Orb (2), Barricades (40)	4	1,2		
	Drilled Flexible	Protected	-					16			
Verteran halberdiers	INFANTRY	Superior	-	Polearm	-	136	Orb (3), Barricades (56)	0	1,2		
	Drilled Flexible	Protected	-					4			
Handgunners supporting pike	INFANTRY	Average	Experienced	Pike	Shove	110	Orb (2), Barricades (40)		*see note		
	Drilled Close	Protected	Firearm								
Handgunners supporting halberdiers	INFANTRY	Average	Experienced	Polearm	-	107	Orb (2), Barricades (40)		*see note		
	Drilled Flexible	Protected	Firearm								
Regrade mounted crossbowmen as skirmishers	CAVALRY	Average	Experienced	-	-	85	Combat Shy (-5), Dismountable (5)		1,2		
	Skirmisher	Protected	Crossbow					All or none			
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	2	1,2		
	Skirmisher	Unprotected	Crossbow					6			
Handgunners *	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2		
	Skirmisher	Protected	Firearm					4			
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1		
	Skirmisher	Unprotected	Light Art					1			

MIDDLE SWISS



NOTES

* Handgunners can be a separate SuG or up to 2 can be included into each pike or halberd TuGs by adding "Experienced/Firearm" to those troops. There are two ways to represent this: 1) ideally replace 1 pike or halberd with a handgunner, or 2) to avoid rebasing place a handgunner skirmish base in front of the file containing them. Crossbows and handgunners can be mixed in infantry SuGs if so desired.

CHANGES FROM LAST VERSION

None.

LATER MEDIEVAL LOW COUNTRIES



ARMY COMMANDER		1	Any (see notes)		DATES		1410 CE to 1478 CE			
SUB-GENERALS		0-2	Any (see notes)		TERRAIN		Standard, Coastal			
INTERNAL ALLIED GENERALS		0-3	Any (see notes)							
NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE
COMMUNAL CONTINGENT										
Burghers	CAVALRY		Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (29), Dismountable (6)	2	1,2
	Drilled Loose		-/Fully Armoured	-					2	
Guild crossbowmen	INFANTRY		Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose		Protected	Crossbow					4	
Guildsmen	INFANTRY		Average	-	Pike	Shove	100	Orb (2)	6	3
	Drilled Close		Protected	-					24	
Guildsmen with halberds	INFANTRY		Average	-	Polearm	-	92	-	0	1,2
	Drilled Close		Protected	-					4	
Longbowmen	INFANTRY		Average	Experienced	-	-	90	Dismountable (10), Barricades (40)	0	1,2
	Formed Loose		Protected	Powerbow					2	
Guns (from 1330 CE)	ARTILLERY		Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher		Unprotected	Light Art					2	
FEUDAL CONTINGENT										
Feudal men-at-arms	CAVALRY		Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40), Dismountable (9)	2	1,2
	Formed Loose		-/Fully Armoured	-					4	
Downgrade men-at-arms with less armour	CAVALRY		Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32), Dismountable (7)	0	*see note
	Formed Loose		Protected	-					3	
Mercenary crossbowmen	INFANTRY		Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose		Protected	Crossbow					4	
Feudal levy	INFANTRY		Poor	-	Short Spear	-	25	-	0	2,3
	Tribal Close		Unprotected	-					3	

LATER MEDIEVAL LOW COUNTRIES



NOTES

*Men-at-arms with less armour may form 1/2 of a TuG of 2 men-at-arms.

A general may either be Feudal (in which case he must be Instinctive) or Communal (in which case he must be Professional and may not be Legendary). A Feudal C-in-C may have up to 1 Feudal sub-general, 1 Feudal ally general and 2 Communal ally generals. A Communal C-in-C may have up to 2 Communal sub-generals and 1 Feudal ally general. A Feudal C-in-C cannot be taken after 1468. An allied general must command their own contingent. A C-in-C and sub-generals may combine their contingents.

All infantry TuGs may be equipped with the Obstacles characteristics, representing ditches.

Burghers and men-at-arms dismount as Formed Close, Average, Fully Armoured, 2-H Cut&Crush (or Poor if downgraded to Poor).

CHANGES FROM LAST VERSION

None.

LATER 100 YEARS WAR ENGLISH



ARMY COMMANDER		1	Any Professional		DATES		1415 CE to 1453 CE			
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal			
INTERNAL ALLIED GENERALS										

	TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN		
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
English knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	1,2	
	Formed Loose	-/Fully Armoured	-					2		
BEST LONGBOWMEN AND MEN AT ARMS (MIXED TUg, HALF WITH MELEE EXPERT)										
Retinue longbowmen with men-at-arms	INFANTRY	Average	Skilled	-	Melee Expert	141	Stakes (10), Dismountable (10)	0	2	
	Drilled Loose	Protected	Powerbow					2		
Retinue longbowmen	INFANTRY	Average	Skilled	-	-	125	Stakes (10), Dismountable (10)	=		
	Drilled Loose	Protected	Powerbow					=		
LONGBOWMEN AND MEN AT ARMS (MIXED TUg, HALF WITH MELEE EXPERT)										
Longbowmen with men-at-arms	INFANTRY	Average	Experienced	-	Melee Expert	106	Stakes (10), Dismountable (10)	2	2	
	Formed Loose	Protected	Powerbow					8		
Longbowmen	INFANTRY	Average	Experienced	-	-	90	Stakes (10), Dismountable (10)	=		
	Formed Loose	Protected	Powerbow					=		

Replace mixed TuGs with longbowmen	INFANTRY	Average	Experienced	-	-	90	Stakes (10), Dismountable (10)		1,2	
	Formed Loose	Protected	Powerbow					Any		
Downgrade longbowmen without armour	INFANTRY	Average	Experienced	-	-	69	Stakes (6), Dismountable (6)		1,2	
	Formed Loose	Unprotected	Powerbow					Up to half		
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0	1,2	
	Drilled Close	Fully Armoured	-					2		
Billmen (only from 1423 CE)	INFANTRY	Average	-	Polearm	-	87	-	0	1,2	
	Formed Close	Protected	-					6		
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2	
	Formed Loose	Protected	Crossbow					4		

LATER 100 YEARS WAR ENGLISH



Irish kerns	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					2	
Welsh spearmen	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	1,2
	Tribal Loose	Unprotected	-					4	
Breton javelinmen	INFANTRY	Average	Experienced	-	-	32	-	0	1,2
	Skirmisher	Unprotected	Javelin					2	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					2	
Upgrade guns to cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-		1
	Skirmisher	Unprotected	Heavy Art					Any	

ALLIES

Burgundian allies - Medieval Burgundian (from 1422 to 1431 CE)

NOTES

Minima and maxima for longbowmen and men-at-arms TuGs are for the longbowmen with men-at-arms. An equal number of longbowmen without men-at-arms must be taken. 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.

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

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

CHANGES FROM LAST VERSION

Added note for dismounted knights.

SCOTTISH IN FRANCE



ARMY COMMANDER		1	Any Professional		DATES		1418 CE to 1429 CE		
SUB-GENERALS		0-3	Any		TERRAIN		Standard		
INTERNAL ALLIED GENERALS									
SCOTTISH CONTINGENT									
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
SCOTTISH CONTINGENT									
Scottish men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	2	1,2
	Drilled Close	Fully Armoured	-					4	
Men-at-arms with less armour	INFANTRY	Average	-	2-H Cut-Crush	-	102	Melee Expert (16), Dismountable (10)	0	1,2
	Drilled Close	Protected	-					4	
Archers	INFANTRY	Average	Experienced	-	-	90	Stakes (10)	4	1,2
	Formed Loose	Protected	Powerbow					12	
Archers with less armour	INFANTRY	Average	Experienced	-	-	69	Stakes (6)	0	1,2
	Formed Loose	Unprotected	Powerbow					8	
Ribaulds	INFANTRY	Average	Unskilled	Short Spear	-	40	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Javelin					6	
ARTILLERY TRAIN									
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					2	
Upgrade guns to cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-		1
	Skirmisher	Unprotected	Heavy Art					Any	

SCOTTISH IN FRANCE



FRENCH CONTINGENT									
French knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	216	Melee Expert (40)	0	1,2
	Formed Loose	-/Fully Armoured	-					2	
Dismounted French knights	INFANTRY	Average	-	2-H Cut-Crush	Dismountable	145	Melee Expert (22)	0	1,2
	Formed Close	Fully Armoured	-					6	
Valet de Guerre	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	1,2
	Formed Loose	Protected	-					4	
French crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Downgrade crossbowmen without armour	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)		1,2
	Formed Loose	Unprotected	Crossbow					Any	
Genoese or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22), Shield Cover & Shoot (15)	0	1,2
	Drilled Loose	Protected	Crossbow					4	
Ribaulds	INFANTRY	Average	Unskilled	Short Spear	-	40	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Javelin					4	
Replace ribaulds with brigans	INFANTRY	Average	-	Polearm	-	72	-	0	1,2
	Tribal Loose	Protected	-					4	

NOTES

A Scottish general must command Scottish troops. A French general must command French troops. Any general may command artillery. The C-in-C must be Scottish.

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

French knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush.

SPECIAL CHARACTERISTIC: Shield Cover & Shoot: Genoese crossbowmen with the characteristic may claim shield cover and shoot.

CHANGES FROM LAST VERSION

Shield cover & shoot characteristic.

FRENCH ORDONNANCE



ARMY COMMANDER		1	Any Professional		DATES		1445 CE to 1480 CE			
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal, Mountains			
INTERNAL ALLIED GENERALS										

	TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN		
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
MIXED TUG COMPRISING 1/2 GENDARMES AND 1/2 COUSTILLIERS										
Ordonnance men-at-arms	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	233	Melee Expert (43)	1	2	
	Drilled Close	ArmHrs/F Armoured	-					4		
Ordonnance coustilliers	CAVALRY	Average	-	-	Devastating Chargers, Dismountable	123	Melee Expert (29)	=		
	Drilled Close	-/Fully Armoured	-					=		
Downgrade coustilliers and valet-de-guerre with less armour	CAVALRY	Average	-	-	Devastating Chargers, Dismountable	98	Melee Expert (23)			
	Drilled Close	Protected	-					Any		

Dismount men-at-arms and coustilliers	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22)		1,2	
	Drilled Close	Fully Armoured	-					Any		
Savoyard or Italian knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0	1,2	
	Drilled Close	ArmHrs/F Armoured	-					2		
Feudal knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	216	Melee Expert (40)	0	1,2	
	Formed Loose	-/Fully Armoured	-					2		
Ordonnance archers	INFANTRY	Average	Experienced	-	-	95	Stakes (10), Dismountable (10)	2	1,2	
	Drilled Loose	Protected	Powerbow					12		
Francs-archers (only from 1448 CE)	INFANTRY	Poor	Experienced	-	Combat Shy	41	Stakes (4)	0	2,3	
	Tribal Loose	Unprotected	Powerbow					8		

FRENCH ORDONNANCE



Spearmen (only before 1466 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	1,2
	Formed Close	Protected	-					6	
Pikemen and halberdiers (from 1466 CE)	INFANTRY	Average	-	Pike	Shove	95	Orb (2)	0	3
	Formed Close	Protected	-					6	
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	2	1,2
	Formed Loose	Unprotected	Crossbow					6	
Upgrade crossbowmen with better armour	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)		1,2
	Formed Loose	Protected	Crossbow					Any	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					4	
Skirmishing handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm					4	
Bidets	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					3	
Upgrade guns to cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art					2	

ALLIES

Milanese allies - Italian Condotta (only Royal Army in 1465 CE)

Swiss allies - Middle Swiss (only Rebel Army in 1465 CE)

NOTES

Minima and maxima for ordonnance men-at-arms and coustillier TuGs are for the men-at-arms. An equal number of coustilliers must be taken.

There must be at least as many ordonnance archers as ordonnance men-at-arms and coustilliers in the army.

Mounted men-at-arms and coustilliers, Feudal and Italian knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush (Poor if downgraded to Poor).

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

CHANGES FROM LAST VERSION

None.

BURGUNDIAN ORDONNANCE



ARMY COMMANDER		1	Any Professional		DATES		1471 CE to 1477 CE			
SUB-GENERALS		1-3	Any Professional		TERRAIN		Standard, Mountains			
INTERNAL ALLIED GENERALS										

BURGUNDIAN ORDONNANCE



Ordonnance pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	3	3
	Drilled Close	Protected	-					9	
Ordonnance longbowmen	INFANTRY	Average	Experienced	-	-	95	Stakes (10)	2	1,2
	Drilled Loose	Protected	Powerbow					2	
Ordonnance crossbowmen	INFANTRY	Average	Experienced	-	-	85	-	2	1,2
	Drilled Loose	Protected	Crossbow					4	
Ordonnance handgunners	INFANTRY	Average	Experienced	-	-	75	-	2	1,2
	Drilled Loose	Protected	Firearm					4	
Low Countries pikemen	INFANTRY	Poor	-	Pike	Shove	60	Orb (1)	0	3
	Drilled Close	Protected	-					6	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Mounted skirmishing crossbowmen	CAVALRY	Average	Experienced	-	-	85	Combat Shy (-5), Dismountable (5)	0	1,2
	Skirmisher	Protected	Crossbow					2	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					2	
Heavier guns on field mounts	ARTILLERY	Average	Experienced	-	Combat Shy	228	Barricades (16)	1	1
	Skirmisher	Unprotected	Heavy Art					2	

REPLACE PIKEMEN AND LONGBOWMEN WITH MIXED TUG

Ordonnance pikemen	INFANTRY	Average	Unskilled	Pike	Combat Shy	90	Orb (2)		3
	Drilled Close	Protected	Powerbow					Any	

NOTES

Minima and maxima for ordonnance gendarmes and coustillier TuGs are for the gendarmes. An equal number of coustilliers must be taken.
 For every TuGs of ordonnance gendarmes and coustilliers there must be between 1 and 2 TuGs of mounted ordonnance longbowmen or combined longbowmen and pikemen.
 Gendarmes, knights, coustilliers and Italian men-at-arms dismount as Drilled Close, Average, Fully Armoured, 2-H Cut & Crush (Poor if downgraded to Poor).
 If stakes are taken, all TuGs must be so equipped.

CHANGES FROM LAST VERSION

None.

EDWARD IV ENGLISH



ARMY COMMANDER		1	Any Professional		DATES		1475 CE to 1482 CE		
SUB-GENERALS		1-3	Any Professional		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS									
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE
Royal household knights	CAVALRY	Superior	-	Charging Lancer	-	180	Melee Expert (43), Dismountable (9)	0	1
	Formed Close	ArmHrs/F Armoured	-					1	
Household knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0	1,2
	Formed Loose	-/Fully Armoured	-					2	
BEST LONGBOWMEN AND MEN AT ARMS (MIXED TUG, HALF WITH MELEE EXPERT)									
Men-at-arms and retinue longbowmen	INFANTRY	Average	Skilled	-	Melee Expert	141	Stakes (10), Dismountable (10)	0	2
	Drilled Loose	Protected	Powerbow					2	
Retinue longbowmen	INFANTRY	Average	Skilled	-	-	125	Stakes (10), Dismountable (10)	=	
	Drilled Loose	Protected	Powerbow					=	
LONGBOWMEN AND MEN AT ARMS (MIXED TUG, HALF WITH MELEE EXPERT)									
Men-at-arms and longbowmen	INFANTRY	Average	Experienced	-	Melee Expert	106	Stakes (10), Dismountable (10)	2	2
	Formed Loose	Protected	Powerbow					8	
Longbowmen	INFANTRY	Average	Experienced	-	-	90	Stakes (10), Dismountable (10)	=	
	Formed Loose	Protected	Powerbow					=	

Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0	1,2
	Drilled Close	Fully Armoured	-					2	
Billmen	INFANTRY	Average	-	Polearm	-	87	-	0	1,2
	Formed Close	Protected	-					6	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Mercenary pikemen (from 1480 CE)	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	3
	Drilled Close	Protected	-					3	

EDWARD IV ENGLISH



Mercenary handgunners (from 1480 CE)	INFANTRY	Average	Experienced	-	-	75	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Firearm					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					2	
Upgrade guns to cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat	244	-		1
	Skirmisher	Unprotected	Heavy Art		Shy			Any	

NOTES

SPECIAL RULES: Royal Household Knights may be combined with Knights in a TuG of 2.

Minima and maxima for men-at-arms and longbowmen TuGs are for the men-at-arms and longbowmen. An equal number of longbowmen without men-at-arms must be taken.

If stakes are taken, all TuGs must have the longbowmen so equipped.

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

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

CHANGES FROM LAST VERSION

None.