



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

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

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

The easiest way to calculate points is to use the downloadable on-line army builder at <a href="www.mortem-et-gloriam.co.uk">www.mortem-et-gloriam.co.uk</a>. 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 Britany. 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

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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

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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 Maximillian. 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**

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

### **CAMPS**

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

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

### **UGs**

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

### **Notes**

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

## **EARLY SWISS**



### 1291 TO 1405 €E

### **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	MY COMMANDER 1		Any Professional except Legendary			DATES		1291 CE to 1405 CE			
Sub-Generals	1	-3 Any Professional			TERRAIN	<b>AIN</b> Mountains					
Internal Allied Gene	RALS				САМР		Unfortified; Poor or Av	erage			
	ТүрЕ										
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	<b>M</b> andat <del>o</del> ry	BASE	<b>OPTIONAL</b>	Min			
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Мах	UG SIZE		
Halberdiere	INFANTRY	Average	-	Polearm	Melee Expert	113	Orb (2), Barricades	24	6,8		
Halberdiers	Drilled Flexible	Protected	-	1 Oleanin	Meiee Expert	113	(40)	80			
Veteran halberdiers	INFANTRY	Superior	-	Polearm		136	Orb (3), Barricades	0	6,8		
Veterall Harberthers	Drilled Flexible	Protected	-	1 Olealiii	earm -	100	(56)	16	- 0,0		
Mounted crossbowmen	CAVALRY	Average	Experienced			70	Combat Shy (-5),	0	4,6		
Mounted Clossbowillen	Skirmisher	Protected	Crossbow	-	-	70	Dismountable (5)	6	4,0		
Crossbowmen	INFANTRY	Average	Experienced		Combat Shy	45		6	6,9		
_rossbowmen	Skirmisher	Unprotected	Crossbow	-	Combat Sily	40	-	18	0,9		
Enfants perdus	INFANTRY	Poor	Experienced		Combat Shy	Cambat Chr. 17		0	6,9		
Emants perdus	Skirmisher	Unprotected	Javelin	-	Compatibility	17	17 -	9	0,9		

### Notes

Up to 2 TuGs may use the Barricades characteristic.

### CHANGES FROM LAST VERSION

## EARLY MEDIEVAL LOW COUNTRIES



### 1297 TO 1409 €E

### **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 GENERA	<b>LS</b> 0-3	0-3 Any (see notes)		САМР		Unfortified; Poor or Average			
	Түрв								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>O</b> PTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Мах	UG SIZE
COMMUNAL CONTINGENT(S	)								
Burghers	CAVALRY Drilled Loose	Average -/Fully Armoured	-	Charging Lancer	Devastating Chargers	160	Melee Expert (29), Dismountable (6)	4	4,6
Guild crossbowmen	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	_	-	80	Combat Shy (-22)	0 12	6,8
Guildsmen	INFANTRY Formed Close	Average Protected	-	Long Spear	-	86	-	18 36	6,9
Guildsmen with plancon	INFANTRY Formed Close	Average Protected	-	2-H Cut-Crush	-	97	-	0	**see note
Archers (from 1330 CE)	INFANTRY Formed Loose	Average Unprotected	Experienced Bow	-	-	54	-	0 6	6
English longbowmen (from 1330 CE)	INFANTRY Formed Loose	Average Protected	Experienced Powerbow	-	-	90	-	0 2	***see note
White Hoods (from 1330 to 1381 CE)	INFANTRY Tribal Loose	Average Unprotected	Unskilled Javelin	Short Spear	-	40	Combat Shy (-14)	0 6	6
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	_	Combat Shy	40		0	6,9
Guns (from 1330 CE)	ARTILLERY Skirmisher	Average Unprotected	Experienced Light Art	-	Combat Shy	108	Barricades (16)	2 6	2,3

## EARLY MEDIEVAL LOW COUNTRIES



FEUDAL CONTINGENT(S)									
Feudal men-at-arms	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40),	4	4,6
	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers		Dismountable (9)	12	4,0
Downgrade men-at-arms with less armour	CAVALRY	Superior	-	Charging Lancer	Device thing Chargers	166	Melee Expert (32),	0	*see
	Formed Loose	Protected	-		Devastating Chargers	100	Dismountable (7)	8	note
Mercenany crosshowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	6,8
Mercenary crossbowmen	Drilled Loose	Protected	Crossbow	-	-	00		8	0,0
Feudal levy	INFANTRY	Poor	-	Short Spear		25		0	8,9
	Tribal Close	Unprotected	-	- Short Spear	-	23	-	9	- 0,9

#### **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 exterrnal ally may be taken.

### CHANGES FROM LAST VERSION



### 1337 TO 1414 €E

### **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. Hobilars 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



ARMY COMMANDER	1	Any Professional			DATES		1337 CE to 1414 CE		
	1	,			DATES				
SUB-GENERALS	0-3	Any			TERRAIN		Standard, Coastal		
Internal Allied Genera	ALS				САМР		Unfortified; Poor or Ave	erage	
	ТүрЕ				_				
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	Characteristics	PTS	CHARACTERISTICS	Мах	UG SIZE
English knights	CAVALRY	Average	-	Charging Lancor	Devastating Chargers	148	Dismountable (6)	0	4,6
English Kinghts	Formed Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	140	Distillountable (0)	8	4,0
Hobilars (only before 1350	CAVALRY	Average	-	Short Spear		90	Melee Expert (23),	0	4,6
CE)	Formed Loose	Protected	-	- Short Spear	-	90	Dismountable (5)	8	4,0
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush		138	Melee Expert (22),	4*	4,6,8
ivien-at-aims	Drilled Close	Fully Armoured	-	2-11 Cut-Clush	-	130	Dismountable (13)	16	4,0,0
Downgrade men-at-arms	INFANTRY	Average	-	2-H Cut-Crush		102	Melee Expert (16),		4,6,8
with less armour	Drilled Close	Protected	-	2-11 Cut-Clush	-	102	Dismountable (10)	Any	4,0,0
BEST LONGBOWMEN AND I	MEN AT ARMS (M	XED TUG, HALF WIT	H MELEE EXPERT	•)					
Retinue longbowmen with	INFANTRY	Average	Skilled		Melee Expert	141	Dismountable (10),	0	6,8
men-at-arms	Drilled Loose	Protected	Powerbow	<u>-</u>	Meiee Expert	141	Barricades (40)	6	
Retinue longbowmen	INFANTRY	Average	Skilled			125	Dismountable (10),	=	
	Drilled Loose	Protected	Powerbow	_	_	120	Barricades (40)	=	
Longbowmen and men a	T ARMS (MIXED	FuG, half with mei	LEE EXPERT)						
Longbowmen with men-at-	INFANTRY	Average	Experienced		NA alaa Eassant	106	Dismountable (10),	6	6,8
arms	Formed Loose	Protected	Powerbow	-	Melee Expert	100	Barricades (40)	24	0,0
Longbowmen	INFANTRY	Average	Experienced			90	Dismountable (10),	=	
Longbowinen	Formed Loose	Protected	Powerbow	-	- -	90	Barricades (40)	=	_
Replace mixed TuGs with	INFANTRY	Average	Experienced			90	Dismountable (10),		6.0
longbowmen	Formed Loose	Protected	Powerbow	-	-	90	Barricades (40)	Any	6,8
Downgrade longbowmen	INFANTRY	Average	Experienced			69	Dismountable (6),		6,8
without armour	Formed Loose	Unprotected	Powerbow	-	-	09	Barricades (26)	Any	- 0,8



Welsh spearmen	INFANTRY	Average	-	Short Spear		38	Melee Expert (10),	0	6,8,9
vv cisii speaiilleli	Tribal Loose	Unprotected	-	Short Spear	-	30	Fleet of Foot (6)	12	0,0,7
German spearmen (only	INFANTRY	Average	-	Long Spear	_	86	_	0	6.9
before 1350 CE)	Formed Close	Protected	-	Long Spear	_	00	_	12	0,7
Irish kerns	INFANTRY	Average	Experienced	_	_	29	Combat Shy (-4)	0	6
IIISII KCIIIS	Skirmisher	Unprotected	Javelin	_	_	27	Collibations (-4)	6	0
Bretons	INFANTRY	Average	Experienced	_	_	29	_	0	6
Dictoris	Skirmisher	Unprotected	Javelin	_	_	27	_	6	
Guns	ARTILLERY	Average	Experienced	_	Combat Shy	108	Barricades (16)	0	2
Guils	Skirmisher	Unprotected	Light Art		Combat 511y	100	Darricaucs (10)	4	
GASCON CONTINGENT									
Gascon knights	CAVALRY	Superior	-	Charging Lancar	Devastating Chargers	189		0	4
	Tribal Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	109	-	4	4
Gascon men-at-arms	INFANTRY	Average	-	2-H Cut-Crush		97	Melee Expert (16)	6	4,6
Gascoli ilicii-at-aiilis	Formed Close	Protected	-	2-11 Cut-Clush		<i>)</i> /	Miciee Expert (10)	12	<del>-1,</del> 0
Brigans	INFANTRY	Average	-	Polearm		72		0	6,8
Dilgalis	Tribal Loose	Protected	-	TOTEATTT	-	12	-	8	
Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	6	6,8
Clossoomillell	Formed Loose	Protected	Crossbow	-	-	00	Collidat 511y (-22)	8	0,0
Bidets	INFANTRY	Average	Experienced			29	Combat Shy (-4)	6	6
Dinera	Skirmisher	Unprotected	Javelin	<del>-</del>	-	ムフ	Compatibility (-4)	6	- 0

### **ALLIES**

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

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



#### 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



### 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



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 Genera	ALS				САМР		Unfortified or Flexible; F	oor or Av	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	<b>M</b> ANDAT <del>OR</del> Y	BASE	<b>OPTIONAL</b>	Min	
Name	Formation	Protection	Weaponry	<b>Weaponry</b>	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
French knights (until 1346	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	8	4,6
CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	ivielee Expert (40)	32	4,0
Dismounted French Knights	INFANTRY	Average	-	2-H Cut-Crush	Dismountable	145	Melee Expert (22)	0	6,8
(after 1346 CE)	Formed Close	Fully Armoured	-	2-11 Cut-Clusii	Distiloulitable	140	ivielee Expert (22)	48	
Mounted French knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers,	216	Melee Expert (40)	4	4,6
(after 1346 CE)	Formed Loose	-/Fully Armoured	-	Gridiging Editeer	Dismountable	210	Melee Expert (40)	24	4,0
Valet de Guerre	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	0	4,6
	Formed Loose	Protected	-	Charging Lancer	-	100	Ivielee Expert (20)	8	4,0
French crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	8	6,8
Treffer crossoowiffer	Formed Loose	Protected	Crossbow			00	Combat 511y (-22)	20	
Downgrade crossbowmen	INFANTRY	Average	Experienced			59	Combat Shy (-14)		6,8
without armour	Formed Loose	Unprotected	Crossbow	-	-	09	Combat Sily (-14)	Any	
French longbowmen	INFANTRY	Average	Experienced			90	Combat Shy (-22)	0	6
Treffell foligoowniell	Formed Loose	Protected	Powerbow			70	Combat 511y (-22)	6	
Genoese or mercenary	INFANTRY	Average	Experienced	_	_	85	Combat Shy (-22), Shield Cover & Shoot	0	6,8
crossbowmen	Drilled Loose	Protected	Crossbow				(15)	12	
Ribaulds	INFANTRY	Average	Unskilled	Short Spear		40	Combat Shy (14)	0	6,8
TADAUIUS	Tribal Loose	Unprotected	Javelin	Short spear	<u>-</u>	<del>'1</del> U	Combat Shy (-14)	16	0,8
Replace Ribaulds with	INFANTRY	Average	-	Polearm		72		0	6,8
Brigans	Tribal Loose	Protected	-	I OIEAIIII	-	14	-	8	0,0

	ADTEM	7
TA	OKILLI	L
Der	GLORIAN	1

			•	•					400
Arriere-ban	INFANTRY	Poor	Unskilled	Short Spear	_	25		0	10,12
7 Hilere-ball	Tribal Loose	Unprotected	Javelin	Short Spear	_	20	_	24	10,12
Skirmishing crossbowmen	INFANTRY	Average	Experienced	_	Combat Shy	45	_	0	6,9
JAIIIIISIIIII CIOSSOOWIIICII	Skirmisher	Unprotected	Crossbow	_	Comoat Sny	70		9	0,7
FROM 1350 CE									
Guns	ARTILLERY	Average	Experienced		Combat Shy	108	Barricades (16)	0	2
Guils	Skirmisher	Unprotected	Light Art	-	Comoat sny	100	Darricades (10)	4	
I Ingrada guna to cannons	ARTILLERY	Average	Experienced		Barricades, Combat	184			2
Upgrade guns to cannons	Skirmisher	Unprotected	Heavy Art	-	Shy	104	-	Any	<i>L</i>
BEFORE 1400 CE									
D: 1	INFANTRY	Average	Experienced			20	C 1 (C1 (A)	0	6
Bidets	Skirmisher	Unprotected	Javelin	-	-	29	Combat Shy (-4)	6	6
Pavissiers (after 1346 CE)	INFANTRY	Average	-	Short Spear	Shield Cover	77		0	6,8
Tavissiers (after 1340 CE)	Formed Close	Protected	-	Short Spear	Siliela Covei	//	-	8	0,0
FROM 1400 CE									
Additional Valet de Guerre	CAVALRY	Average	-	Changing I an ann		105	Malas Essant (22)	0	4,6
Additional valet de Guerre	Formed Loose	Protected	-	Charging Lancer	-	103	Melee Expert (23)	8	4,0
Voulgiers	INFANTRY	Average	-	Polearm		87		0	6,8
Vouigiers	Formed Close	Protected	-	1 Oleann	-	07	-	8	0,0
SCOTTISH CONTINGENT (F	ком 1418 то 1429	CE)							
Constitution of the constitution	INFANTRY	Average	-	2 II Cor Corel		100	Melee Expert (22),	4	1.6
Scottish men-at-arms	Drilled Close	Fully Armoured	-	2-H Cut-Crush	-	138	Dismountable (13)	8	4,6
Archers	INFANTRY	Average	Experienced			90	Stakes (10)	0	6,8
Archers	Formed Loose	Protected	Powerbow	-	-	90	Stakes (10)	12	0,0
Ribaulds	INFANTRY	Average	Unskilled	Short Spear		40	Combat Shy (-14)	0	6,8
14044140	Tribal Loose	Unprotected	Javelin	Short Spear		10		8	0,0
Guns	ARTILLERY	Average	Experienced		Combat Shy	108	Barricades (16)	0	2
Guillo	Skirmisher	Unprotected	Light Art		Comfout Diffy	100	Darricades (10)	2	21



### 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 characteistic.

## 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 Genera	ALS				Самр		Unfortified; Poor or Av	erage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	<b>OPTIONAL</b>	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
French, Gascon or Spanish	CAVALRY	Average	-	Charging Lancer	Devastating Chargers,	154	Melee Expert (29)	0	4,6
knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Dismountable	104	Melee Expert (29)	12	4,0
Upgrade to veteran knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers,	216	Melee Expert (40)	0	4,6
	Formed Loose	-/Fully Armoured	-	Charging Lancer	Dismountable	210	Wielee Expert (40)	6	4,0
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	_	138	Melee Expert (22),	12	4,6,8
	Drilled Close	Fully Armoured	-	2-11 Cut-Clush	_	100	Dismountable (13)	32	4,0,0
Downgrade men-at-arms	INFANTRY	Average	-	2-H Cut-Crush		102	Melee Expert (16),		4,6,8
with less armour	Drilled Close	Protected	-	2-11 Cut-Clush		102	Dismountable (10)	Any	4,0,0
Veteran men-at-arms	INFANTRY	Superior	-	2-H Cut-Crush	_	193	Dismountable (19)	0	4,6,8
veteran men-ae-amis	Drilled Close	Fully Armoured	-	2-11 Cut-Crusii	_	170	Disilioditable (17)	12	4,0,0
English longbowmen*	INFANTRY	Average	Experienced			90	Stakes (10),	8	6,8
Liigiisii lõligoowiileli	Formed Loose	Protected	Powerbow	-	-	70	Dismountable (10)	18	0,0
Crossbowmen	INFANTRY	Average	Experienced	_	_	80	Combat Shy (-22)	8	6,8
Crossoowinen	Formed Loose	Protected	Crossbow			00	Comoat Dify (22)	18	0,0
Brigans	INFANTRY	Average	-	Polearm	_	72	_	0	6,8,9
Diigans	Tribal Loose	Protected	-	1 Oleann	_	12	_	12	0,0,7
Ribaulds	INFANTRY	Average	Unskilled	Short Spear	_	40	Combat Shy (-14)	0	6,8,9
Idoadids	Tribal Loose	Unprotected	Javelin	Short Spear	_	40	Comoat Sily (-14)	12	0,0,7
Gascons, bidets or Bretons	INFANTRY	Average	Experienced	_	_	29	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Javelin		_	47	Combat Sny (-4)	9	0,7
Guns	ARTILLERY	Average	Experienced	_	Combat Shy	108	Barricades (16)	0	2
Julio	Skirmisher	Unprotected	Light Art	_	Compacing	100	Darricades (10)	4	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

## **MEDIEVAL BURGUNDIAN**



### 1363 TO 1471 €E

#### **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 fieldoms 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



		Any Instinctive		DATES TERRAIN		1363 CE to 1471 CE Standard, Mountains				
		Any Instinctive								
		0-2	Any Instinctive (Frenc	(English)	САМР		Unfortified or Fortified; Poor or Average			
	ТүрЕ									
	TRAINING AN	D	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Mįin	
NAME	Formation		Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Burgundian knights	CAVALRY	•	Superior	-	Charging Lancer	-	184	Dismountable (9)	4	4,6
Durgunalan Kingnts	Formed Loo	se	-/Fully Armoured	-	Charging Lancer		104		12	
Coustilliers and valets *	CAVALRY	•	Average	-	Charging Lancer	-	105	Dismountable (5)	4	4,6
Coustillers and valets	Formed Loo	se	Protected	-	Charging Lancer				8	4,0
Italian knights	CAVALRY		Average	-	Charging Lancer	Devastating Chargers,	167	Melee Expert (29)	0	4
	Drilled Loos	se	-/Fully Armoured	-		Dismountable			4	<del></del>
Dismounted knights	INFANTRY	7	Average	-	2-H Cut-Crush	Dismountable	145	Melee Expert (22)	0	6,8
	Formed Clos	se	Fully Armoured	-					18	0,0
Mounted crossbowmen	INFANTRY	7	Average	Experienced	-	-	85	Combat Shy (-22),	0	6,8
Woulted Clossoowilleli	Drilled Loos	se	Protected	Crossbow				Dismountable (10)	8	
Burgundian, Picard or Low	INFANTRY	7	Average	Experienced			80	Combat Shy (-22)	6	6,8
Countries crossbowmen	Formed Loo	se	Protected	Crossbow	-	-	00	Collidat Sily (-22)	24	0,0
Downgrade crossbowmen	INFANTRY	7	Average	Experienced			59	Combat Shy (-14)		6,8
without armour	Formed Loo	se	Unprotected	Crossbow	-	-	09	Combat Sify (-14)	Any	0,0
Upgrade crossbowmen to longbowmen (from 1431	INFANTRY	7	Average	Experienced		-	90	Stakes (10), Dismountable (10)		6,8
CE)	Formed Loo	se	Protected	Powerbow					Up to 2/3	0,0
Low Countries pikemen	INFANTRY	7	Average	-	Pike	Shove	100	Orb (2)	0	8
	Drilled Clos	se	Protected	-					16	0
Swiss pikemen (only from	INFANTRY	7	Average	-	Pike	Shove	100	Orb (2)	0	8
1465 CE)	Drilled Clos	se	Protected	-	TIKE	SHOVE	100	O10 (2)	8	O
Villaga larry	INFANTRY	7	Poor	Unskilled	Chart Char		25		0	6
Village levy	Tribal Loos	e	Unprotected	Javelin	Short Spear	-		-	6	- 0

## MEDIEVAL BURGUNDIAN

T	ADDEM
L	ORTEM
BT	'GLORIAM

Skirmishing handgunners	INFANTRY	Average	Experienced			40	Combat Shy (-5)	0	6
(from 1431 CE)	Skirmisher	Protected	Firearm	-	-	40	Compat Sny (-3)	6	_ 0
Guns (from 1431 CE)	ARTILLERY	Average	Experienced		Combat Shy	108	Barricades (16)	2	2,3
	Skirmisher	Unprotected	Light Art					6	- <i>∠,</i> 5
FRENCH CONTINGENT									
Error of moon of arms	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers,	216	Melee Expert (40)	4	4,6
French men-at-arms	Formed Loose	-/Fully Armoured	-		Dismountable			6	- 4,0
ENGLISH CONTINGENT (FR	ом <mark>1420 то 1435</mark>	CE)							
E1:-1	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22),	4	4 4,6
English men-at-arms	Drilled Close	Fully Armoured	-				Dismountable (13)	6	
Longbowmen and men a	T ARMS (MIXED T	u <b>G</b> , half with mel	ee expert)						
Longbowmen with men-at- arms	INFANTRY	Average	Experienced		Melee Expert	106	Stakes (10),	3	6,8
	Formed Loose	Protected	Powerbow				Dismountable (10)	6	- 0,8
English longbowmen	INFANTRY	Average	Experienced			90	Stakes (10),	3	
	Formed Loose	Protected	Powerbow	_	-	<i>5</i> 0	Dismountable (10)	6	_
Notes									

### NOTES

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

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

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

## 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 SUB-GENERALS 1-3 INTERNAL ALLIED GENERALS		Any Professional exc	DATES		1405 CE to 1473 CE				
		Any Professional		TERRAIN		Mountains			
					Самр		Unfortified; Poor or Av	verage	
	ТүрЕ				_				
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	<b>M</b> ANDAT <b>0</b> RY	BASE	<b>OPTIONAL</b>	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Mounted crossbowmen	CAVALRY	Average	Experienced		-	130	Melee Expert (23)	0	4,6
iviounted chossoominen	Drilled Loose	Protected	Crossbow	-				6	
Pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove	100	Orb (2), Barricades	16	8
rikemen and naiderdiers	Drilled Close	Protected	-	TIKE			(40)	64	
Halberdiers	INFANTRY	Average	-	Polearm	Melee Expert	113	Orb (2), Barricades	16	4,6,8
	Drilled Flexible	Protected	-				(40)	48	
Verteran halberdiers	INFANTRY	Superior	-	Polearm	-	136	Orb (3), Barricades	0	4,6,8
verterall flatberulers	Drilled Flexible	Protected	-				(56)	8	
Handgunners supporting	INFANTRY	Average	Experienced	Pike	Shove	110	Orb (2), Barricades		*see
pike	Drilled Close	Protected	Firearm				(40)		note
Handgunners supporting	INFANTRY	Average	Experienced	Polearm	-	107	Orb (2), Barricades		*see
halberdiers	Drilled Flexible	Protected	Firearm				(40)		note
Regrade mounted	CAVALRY	Average	Experienced		-	70	Combat Shy (-5),		4,6
crossbowmen as skirmishers	Skirmisher	Protected	Crossbow				Dismountable (5)	All or none	
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	6	6,9
Crossoowinen	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	· <u>-</u>				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

## 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 SUB-GENERALS 0		1	Any (see notes)		DATES TERRAIN CAMP		1410 CE to 1478 CE			
		0-2	Any (see notes)				Standard, Coastal Unfortified; Poor or Average			
Internal Allied Genera	LS	0-3	Any (see notes)							
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min	
NAME	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
COMMUNAL CONTINGENT										
Purchara	CAVALR	Y	Average	-	Charging Lancar	Daniel Classic	160	Melee Expert (29),	4	4,6
Burghers	Drilled Loc	se	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	100	Dismountable (6)	6	4,0
Guild crossbowmen	INFANTR	Y	Average	Experienced	_	-	80	Combat Shy (-22)	0	6,8
Guild Clossbowillell	Formed Lo	ose	Protected	Crossbow					12	
Guildsmen	INFANTR		Average	-	Pike	Shove	100	Orb (2)	16	8
Guildsilleil	Drilled Clo	se	Protected	-					72	
Guildsmen with halberds	INFANTR		Average	-	Polearm	-	92	- 0 8	0	4,6
	Drilled Clo	se	Protected	-					8	., 0
Longbowmen	INFANTR		Average	Experienced		-	90	Dismountable (10),	0	4,6
Longoowinen	Formed Lo	ose	Protected	Powerbow				Barricades (40)	6	1,0
Guns (from 1330 CE)	ARTILLEF		Average	Experienced		Combat Shy	108	Barricades (16)	0	2,3
Guils (Holli 1000 CL)	Skirmishe	r	Unprotected	Light Art					6	2,0
FEUDAL CONTINGENT										
Feudal men-at-arms	CAVALR	Y	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40),	4	4,6
reudai men-at-ams	Formed Lo	ose	-/Fully Armoured	-				Dismountable (9)	12	
Downgrade men-at-arms	CAVALR	Y	Superior	-	Charaina I an aar	Davingtoting Chargers	166	Melee Expert (32),	0	*see
with less armour	Formed Lo	ose	Protected	-	Charging Lancer	Devastating Chargers	100	Dismountable (7)	8	note
Mercenary crossbowmen	INFANTR	Y	Average	Experienced	_	-	85	Combat Shy (-22)	0	6,8
iviciccitary crossoowinen	Drilled Loc	se	Protected	Crossbow				Compatibility (-22)	8	0,0
Feudal levy	INFANTR		Poor	-	Short Spear	_	25	_	0	8,9
reugai levy	Tribal Clo	se	Unprotected	-	- Short Spear		40		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



## 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



ARMY COMMANDER	1	Any Professional			DATES		1415 CE to 1453 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Coastal		
Internal Allied Genera	LS				Самр		Unfortified; Poor or Av	rerage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min	
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
English knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	4,6
Liigiisii Kiigiits	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Distributitable (0)	6	4,0
BEST LONGBOWMEN AND M	EN AT ARMS (M	XED TUG, HALF WIT	H MELEE EXPERT	)					
Retinue longbowmen with	INFANTRY	Average	Skilled		Malaa E	141	Stakes (10),	0	6.0
men-at-arms	Drilled Loose	Protected	Powerbow	-	Melee Expert	141	Dismountable (10)	6	6,8
Detinue langhayynan	INFANTRY	Average	Skilled			125	Stakes (10),	=	
Retinue longbowmen	Drilled Loose	Protected	Powerbow	-	-	120	Dismountable (10)	=	
LONGBOWMEN AND MEN AT	F ARMS (MIXED	FuG, half with mei	LEE EXPERT)						
Longbowmen with men-at-	INFANTRY	Average	Experienced		М. А. Л	106	Stakes (10),	6	6.0
arms	Formed Loose	Protected	Powerbow		Melee Expert	106	Dismountable (10)	24	6,8
I	INFANTRY	Average	Experienced			90	Stakes (10),	=	
Longbowmen	Formed Loose	Protected	Powerbow	-	-	90	Dismountable (10)	=	
Replace mixed TuGs with	INFANTRY	Average	Experienced			00	Stakes (10),		6.0
longbowmen	Formed Loose	Protected	Powerbow		-	90	Dismountable (10)	Any	6,8
Downgrade longbowmen	INFANTRY	Average	Experienced			69	Stakes (6),		6,8
without armour	Formed Loose	Unprotected	Powerbow	-	-	09	Dismountable (6)	Up to half	0,0
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush		138	Melee Expert (22),	0	4,6
Ivien-at-anns —	Drilled Close	Fully Armoured	-	Z-M Cut-Clush	-	130	Dismountable (13)	6	4,0
Billmen (only from 1423 CE)	INFANTRY	Average	-	Polearm		87		0	4,6,8
Dimileir (Office HOIII 1420 CE)	Formed Close	Protected	-	1 Olcallii	-	0/	<u>-</u>	16	<del>-</del> 7,0,0
Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	6,8
C103300 WIIICII	Formed Loose	Protected	Crossbow	-	-	50	Compact only (-22)	8	0,0



Irish kerns	INFANTRY	Average	Experienced			29	Combat Shy (-4)	0	6
IIISII KEIIIS	Skirmisher	Unprotected	Javelin	<u>-</u>	-	49	Collidat Sily (-4)	6	
Welsh spearmen	INFANTRY	Average	-	Short Spear		38	Melee Expert (10),	0	6,8,9
vveisii speaiiiieii	Tribal Loose	Unprotected	-	Short Spear	-	30	Fleet of Foot (6)	9	0,0,9
Breton javelinmen	INFANTRY	Average	Experienced			29		0	6
	Skirmisher	Unprotected	Javelin	· <u>-</u>	-	49	-	6	- 0
Cupa	ARTILLERY	Average	Experienced		Combat Shy	108	Barricades (16)	0	2
Guns	Skirmisher	Unprotected	Light Art	<u>-</u>	Combat sny	100	Darricades (10)	4	2
Upgrade guns to cannons	ARTILLERY	Average	Experienced		Barricades, Combat	184			2
	Skirmisher	Unprotected	Heavy Art	<u>-</u>	Shy		-	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.



## 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



ARMY COMMANDER	1	Any Professional			DATES		1418 CE to 1429 CE		
SUB-GENERALS	0-3	Any			TERRAIN		Standard		
Internal Allied Gener	ALS				САМР		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
SCOTTISH CONTINGENT									
Scottish men-at-arms	INFANTRY	Average	-	2-H Cut-Crush		138	Melee Expert (22),	4	160
Scottish men-at-arms	Drilled Close	Fully Armoured	-	2-H Cut-Crusn	. <del>-</del>	158	Dismountable (13)	12	4,6,8
Men-at-arms with less	INFANTRY	Average	-	2-H Cut-Crush		102	Melee Expert (16),	0	4,6,8
armour	Drilled Close	Protected	-	Z-11 Cut-Clusii	-	102	Dismountable (10)	12	4,0,0
Archers	INFANTRY	Average	Experienced			90	Stakes (10)	12	6,8
7 ticlicis	Formed Loose	Protected	Powerbow	_		<i></i>	Stakes (10)	36	
Archers with less armour	INFANTRY	Average	Experienced			69	Stakes (6)	0	6.8
7 deficis with less affilour	Formed Loose	Unprotected	Powerbow		_	07	Stakes (0)	24	
Ribaulds	INFANTRY	Average	Unskilled	Short Spear		40	Combat Shy (-14)	0	6,8
INDAUIGS	Tribal Loose	Unprotected	Javelin	Short Spear	_	40	Combat Sily (-14)	16	0,0
ARTILLERY TRAIN									
Guns	ARTILLERY	Average	Experienced		Combat Shy	108	Barricades (16)	0	2
Gniiz	Skirmisher	Unprotected	Light Art	_	Collidat Sily	100	Datification (10)	4	— <u></u>
Upgrade guns to cannons	ARTILLERY	Average	Experienced		Barricades, Combat	184			2
Opgrade guils to carmons	Skirmisher	Unprotected	Heavy Art	-	Shy	104	-	Any	4



FRENCH CONTINGENT										
French knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers,	216	Melee Expert (40)	0	4,6	
Tienen kingnis	Formed Loose	-/Fully Armoured	-	Charging Lancer	Dismountable	210	Meice Expert (40)	6	4,0	
Dismounted French knights	INFANTRY	Average	-	2-H Cut-Crush	Dismountable	145	Melee Expert (22)	0	6,8	
Distribution French Kingha	Formed Close	Fully Armoured	-	2 11 Gut Grusii	Distiloultable	1 10	Tviciec Expert (22)	16	0,0	
Valet de Guerre	CAVALRY	Average	-	Charging Lancer	_	105	Melee Expert (23)	0	4,6	
vaict de Gueire	Formed Loose	Protected	-	Charging Lancer		100	Tvicice Expert (20)	8	7,0	
French crossbowmen	INFANTRY	Average	Experienced		<u> </u>	80	Combat Shy (-22)	0	6,8	
	Formed Loose	Protected	Crossbow	_	_	00	Compat 511y (-22)	8	0,0	
Downgrade crossbowmen	INFANTRY	Average	Experienced	_	_	59	Combat Shy (-14)		6,8	
without armour	Formed Loose	Unprotected	Crossbow	-	_	07	Comoat 511y (-14)	Any		
Genoese or mercenary	INFANTRY	Average	Experienced	_	_	85	Combat Shy (-22), Shield Cover & Shoot	0	6,8	
crossbowmen	Drilled Loose	Protected	Crossbow				(15)	8	0,0	
Ribaulde	INFANTRY	Average	Unskilled	Short Spear		40	Combat Shy (-14)	0	6,8	
Ribaulds	Tribal Loose	Unprotected	Javelin	Short Spear	-	40	Compatibily (-14)	8	0,0	
Replace ribaulds with	INFANTRY	Average	-	Polearm		72		0	6,8	
brigans	Tribal Loose	Protected	-	I OICAIIII	-	14	-	8	0,8	
									ı	

#### **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, Mou	ıntains	
Internal Allied Genera	LS					САМР		Unfortified or Fortified;	Poor or Av	verage
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	<b>OPTIONAL</b>	Min	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	Characteristics	PTS	Characteristics	Max	UG Size
MIXED TUG COMPRISING 1	/2 GENDARN	[ES AI	ND $1/2$ COUSTILLIERS	5						
Ordonnance men-at-arms	CAVALR	Y	Superior	-	Charging Lancer	Devastating Chargers,	233	Melee Expert (43)	4	4,6
	Drilled Clo	ose	ArmHrs/F Armoured	-	Charging Lancer	Dismountable	200	Melee Expert (43)	12	4,0
Ordonnance coustilliers	CAVALR	Y	Average	-		Devastating Chargers,	123	Melee Expert (29)	=	
Ordonnance cousumers	Drilled Clo	ose	-/Fully Armoured	-	<u>-</u>	Dismountable	123	Wielee Expert (29)	=	
Downgrade coustilliers and	CAVALR	Y	Average	-	_	Devastating Chargers,	98	Melee Expert (23)		
valet-de-guerre with less armour	Drilled Clo	ose	Protected	-		Dismountable	,,,	Tyleice Expert (20)	Any	
Dismount men-at-arms and	INFANTR	Y	Average	-	2-H Cut-Crush		138	Malaa Francist (22)		6,8
coustilliers	Drilled Clo	ose	Fully Armoured	-	2-H Cut-Crush	-	150	Melee Expert (22)	Any	0,8
Savoyard or Italian knights	CAVALR	Y	Average	-	Charging I an agr	Devastating Chargers	160	Melee Expert (31),	0	4
Savoyard of Italian Kinghts	Drilled Clo	ose	ArmHrs/F Armoured	-	Charging Lancer	Devastating Chargers	100	Dismountable (7)	4	4
Feudal knights	CAVALR	Y	Superior	-	Charging I an aar	Devastating Chargers,	216	Melee Expert (40)	0	4
reudai kiligilis	Formed Lo	ose	-/Fully Armoured	-	Charging Lancer	Dismountable	210	ivielee Expert (40)	4	4
Ordonnance archers	INFANTR	Ϋ́	Average	Experienced			95	Stakes (10),	8	6,8
	Drilled Loc	ose	Protected	Powerbow	- -	<del>-</del>	7U	Dismountable (10)	36	
Francs-archers (only from	INFANTR	Ϋ́	Poor	Experienced		Combat Shr	41	Stalean (1)	0	6,8
1448 CE)	Tribal Loo	se	Unprotected	Powerbow	- -	Combat Shy	41	Stakes (4)	24	

# FRENCH ORDONNANCE



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Spearmen (only before 1466	INFANTRY	Average	-	Short Spear	Shieldwall	77		0	6,8
CE)	Formed Close	Protected	-	Short spear	Silieluwali	//	-	16	0,0
Pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove	95	Orb (2)	0	8
(from 1466 CE)	Formed Close	Protected	-	TIKE	311076	90	O10 (2)	16	
Crossbowmen	INFANTRY	Average	Experienced			59	Combat Shy (-14)	6	6,8
Clossoowilleli	Formed Loose	Unprotected	Crossbow	_		07	Comoat Sily (-14)	16	0,0
Upgrade crossbowmen with	INFANTRY	Average	Experienced			80	Combat Shy (-22)		6,8
better armour	Formed Loose	Protected	Crossbow	-		00	Collidat 511y (-22)	Any	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	_	Combat Shy	45		0	6,9
	Skirmisher	Unprotected	Crossbow	_	Combat Sily	40	_	9	0,7
Skirmishing handgunners	INFANTRY	Average	Experienced			40	Combat Shy (-5)	0	6,9
Skinnishing handgumers	Skirmisher	Protected	Firearm	-	-	40	Combat sily (-0)	9	0,9
Bidets	INFANTRY	Average	Experienced			29	Combat Shy (-4)	0	6,9
Didets	Skirmisher	Unprotected	Javelin	-	-	Δ <i>)</i>	Combat Sily (-4)	9	0,9
Cunc	ARTILLERY	Average	Experienced		Combat Shy	108	Barricades (16)	0	2,3
Guns	Skirmisher	Unprotected	Light Art	-	Collidat Sily	100	Dallicades (10)	9	2,3
Upgrade guns to cannons	ARTILLERY	Average	Experienced		Barricades, Combat	184		0	2
	Skirmisher	Unprotected	Heavy Art	Shy	104	-	6		
The state of the s									

#### **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

## **BURGUNDIAN ORDONNANCE**



## 1471 TO 1477 €E

#### **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 Gener	RALS				Самр		Unfortified or Fortified;	Poor or Av	rerage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>O</b> PTIONAL	Min	
Name	Formation	Protection	Weaponry	<b>Weaponry</b>	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
MIXED TUG COMPRISING	1/2 GENDARMES	AND 1/2 COUSTILLIERS	S						
Household gendarmes	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers,	233	Melee Expert (43)	0	4
1 louselloid gelidalilles	Drilled Close	ArmHrs/F Armoured	-	Charging Lancer	Dismountable	200	Meice Expert (40)	2	4
Household coustilliers	CAVALRY	Superior	-	_	Devastating Chargers,	138	Melee Expert (32)	=	
	Drilled Close	Protected	-		Dismountable	100	Tricice Expert (02)	=	
MIXED TUG COMPRISING	1/2 GENDARMES	AND $1/2$ COUSTILLIERS	S						
Ordonnance gendarmes	CAVALRY	Average	-	Charging Lancer	Devastating Chargers,	167	Melee Expert (31)	2	4,6
Ordonnance gendarmes	Drilled Close	ArmHrs/F Armoured	-		Dismountable	107	Tylelee Expert (01)	10	1,0
Ordonnance coustilliers	CAVALRY	Average	-	_	Devastating Chargers,	98	Melee Expert (23)	=	
	Drilled Close	Protected	-		Dismountable		a and the (11)	=	
MIXED TUG COMPRISING	1/2 GENDARMES	AND 1/2 COUSTILLIERS	S						
Feudal knights	CAVALRY	Average	-	Charging Lancer	_	132	Dismountable (6)	0	4,6
- Cudai Kingita	Formed Loose	-/Fully Armoured	-	Charging Lancer		102	Distributiuote (0)	3	1,0
Coustilliers and valets	CAVALRY	Average	-	Charging Lancer	<del>-</del>	105	Dismountable (5)	=	
Godbamers and varets	Formed Loose	Protected	-	Granging Larreer		100	Distribution (e)	=	
Italian men-at-arms	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31),	0	4
	Drilled Close	ArmHrs/F Armoured	-	Charging Lancer	Devastating Chargers	100	Dismountable (7)	4	4
Ordonnance mounted	INFANTRY	Average	Experienced	_	Dismountable	105	Stakes (10)	8	4,6
longbowmen	Drilled Loose	Protected	Powerbow			100		24	.,.
Ordonnance mounted	INFANTRY	Average	Experienced	_	Dismountable	95	-	0	4,6
crossbowmen	Drilled Loose	Protected	Crossbow		- AUAAA WAATUU AV			6	-,-

## **BURGUNDIAN ORDONNANCE**

T	ORTEM
TA	OKILIV
Da	GLORIAM

Ordonnance pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	8	8
	Drilled Close	Protected	-	TIKE	SHOVE	100	O10 (2)	24	0
Ordonnance longbowmen	INFANTRY	Average	Experienced			95	Stakes (10)	4	4,6
	Drilled Loose	Protected	Powerbow	<u>-</u>	-	90	Stakes (10)	6	4,0
Ordonnance crossbowmen	INFANTRY	Average	Experienced			85		6	4,6
	Drilled Loose	Protected	Crossbow	<u>-</u>	-	00	-	8	4,0
Ordonnance handgunners	INFANTRY	Average	Experienced			75		4	4,6
	Drilled Loose	Protected	Firearm	<u>-</u>	-	70	-	8	4,0
Low Countries pikemen	INFANTRY	Poor	-	Pike	Shove	60	Orb (1)	0	8
Low Countries pikemen	Drilled Close	Protected	-	TIKE	SHOVE	00	O10 (1)	16	0
Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow	-	-	00	Combat Sny (-22)	8	0,0
Mounted skirmishing	CAVALRY	Average	Experienced			70	Combat Shy (-5),	0	4,6
crossbowmen	Skirmisher	Protected	Crossbow	-	-	70	Dismountable (5)	6	4,0
Guns	ARTILLERY	Average	Experienced		Combat Shy	108	Barricades (16)	0	2,3
Guils	Skirmisher	Unprotected	Light Art	<del>-</del>	Combat sny	100	Dallicades (10)	4	2,3
Heavier guns on field	ARTILLERY	Average	Experienced		Combat Shy	168	Barricades (16)	2	2,3
mounts	Skirmisher	Unprotected	Heavy Art	<del>-</del>	Combat sny	100	Darricades (10)	4	2,3
REPLACE PIKEMEN AND LO	ONGBOWMEN WITH	MIXED TUG COMP	RISING 4 PIKEMEI	N AND 4 LONGE	OWMEN				
Ordonnance pikemen	INFANTRY	Average	-	Pike	Combat Shy	70	Orb (2)		8
	Drilled Close	Protected	-	TIKE	Combat sily	70	O10 (2)	Any	O
Longhovemen	INFANTRY	Average	Unskilled			77			
Longbowmen	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

## **EDWARD IV ENGLISH**



## 1475 TO 1483 €E

#### **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 diid 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 Gener	ALS				Самр		Unfortified; Poor or Av	erage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	<b>M</b> ANDAT <del>O</del> RY	BASE	<b>O</b> PTIONAL	Min	
Name	Formation	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Royal household knights	CAVALRY	Superior	-	Charging Lancer		180	Melee Expert (43),	0	2
Noyal Household Killgills	Formed Close	ArmHrs/F Armoured	-	Charging Lancer	-	100	Dismountable (9)	2	
Household knights	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29),	0	4,6
	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	132	Dismountable (6)	6	4,0
BEST LONGBOWMEN AND	MEN AT ARMS (M	XED TUG, HALF WITH	H MELEE EXPERT	)					
Men-at-arms and retinue	INFANTRY	Average	Skilled		Melee Expert	141	Stakes (10),	0	6,8
longbowmen	Drilled Loose	Protected	Powerbow	-	Meiee Expert	141	Dismountable (10)	6	0,0
D 1	INFANTRY	Average	Skilled			125	Stakes (10),	=	
Retinue longbowmen	Drilled Loose	Protected	Powerbow	-	-	125	Dismountable (10)	=	
Longbowmen and men A	AT ARMS (MIXED '	FuG, half with mel	EE EXPERT)						
Men-at-arms and	INFANTRY	Average	Experienced		Melee Expert	106	Stakes (10),	6	6,8
longbowmen	Formed Loose	Protected	Powerbow	-	Meiee Expert	100	Dismountable (10)	24	0,0
Langharrenan	INFANTRY	Average	Experienced			90	Stakes (10),	=	
Longbowmen	Formed Loose	Protected	Powerbow	-	-	90	Dismountable (10)	=	
	INFANTRY	Average	-	0.11.6. 6. 1		100	Melee Expert (22),	0	1.6
Men-at-arms	Drilled Close	Fully Armoured	-	2-H Cut-Crush	-	138	Dismountable (13)	6	4,6
חיוו	INFANTRY	Average	-	Polearm		87		0	1.60
Billmen	Formed Close	Protected	-	Polearm	-	8/	-	18	4,6,8
Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	6,8
CIOSSOOMIIICII	Formed Loose	Protected	Crossbow	<del>-</del>	<del>-</del>			8	0,0
Mercenary pikemen (from	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	8
1480 CE)	Drilled Close	Protected	-	TIKE	311016	100	O10(2)	8	O

## **EDWARD IV ENGLISH**

M	ORTEM
ET	GLORIAM

Mercenary handgunners	INFANTRY	Average	Experienced			75	Combat Shy (-22)	0	6,8
(from 1480 CE)	Drilled Loose	Protected	Firearm	- -	-	7.0	Combat Sily (-22)	8	0,0
Guns	ARTILLERY	Average	Experienced	- Combat Shy		108	Parricadas (16)	0	2
	Skirmisher	Unprotected	Light Art		Collidat Sily	100	Barricades (16)	4	Δ
Upgrade guns to cannons	ARTILLERY	Average	Experienced	Barrica	des, Combat	184			2
	Skirmisher	Unprotected	Heavy Art	Shy		104	-	Any	4

#### 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



# MAGNA ARMY LISTS

## **CALCULATING POINTS**

Army points are calculated as follows:

### GENERALS - MAGNA

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

### **CAMPS**

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

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

### **UGs**

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

### **Notes**

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

# **EARLY SWISS**



ARMY COMMANDER		1	Any Professional exc	ept Legendary		DATES		1291 CE to 1405 CE		
SUB-GENERALS		1-3	Any Professional			TERRAIN		Mountains		
Internal Allied Gene	RALS					САМР		Unfortified; Poor or Average		
	ТүрЕ									
	TRAINING AN	TD C	QUALITY	SHOOTING SKILL	MELEE	<b>M</b> ANDAT <del>OR</del> Y	BASE	<b>OPTIONAL</b>	Min	
NAME	Formation		Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
Halbordiere	INFANTRY	7	Average	-	Polearm	Melee Expert	113	Orb (2), Barricades	16	4
lalberdiers	Drilled Flexib	ole	Protected	-		Meiee Expert	113	(40)	56	4
Veteran halberdiers	INFANTRY	[	Superior	-	Polearm		136	Orb (3), Barricades	0	1
Veterali Haiberdiers	Drilled Flexib	ole	Protected	-	1 Oleanni	-	150	(56)	12	<del></del>
Mounted crossbowmen	CAVALRY	7	Average	Experienced			85	Combat Shy (-5),	0	1
Mounted Clossoowillen	Skirmisher		Protected	Crossbow	-	-	00	Dismountable (5)	4	4
Crossbowmen	INFANTRY	7	Average	Experienced		Combat Shy	58		4	4,6
C102200MIIIEII	Skirmisher		Unprotected	Crossbow	-	Collidat Sily	50	-	12	4,0
Enfants perdus	INFANTRY	7	Poor	Experienced		Combat Shy	Carabat Shar	0		4,6
Liliano perdus	Skirmisher		Unprotected	Javelin	-	Combat Sily	20	20 - 6	- 4,0	

### **NOTES**

Up to 2 TuGs may use the Barricades characteristic.

### CHANGES FROM LAST VERSION

# 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 GENERA	<b>LS</b> 0-3	Any (see notes)			САМР		Unfortified; Poor or Av	rerage	
	ТүрЕ	•							
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>О</b> рті <b>0</b> NAL	Mįin	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
COMMUNAL CONTINGENT(S	)								
Burghers	CAVALRY Drilled Loose	Average -/Fully Armoured	-	Charging Lancer	Devastating Chargers	160	Melee Expert (29), Dismountable (6)	4 4	4
Guild crossbowmen	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	_	-	80	Combat Shy (-22)	0	4
Guildsmen	INFANTRY Formed Close	Average Protected	-	Long Spear	-	86	-	12 24	4,6
Guildsmen with plancon	INFANTRY Formed Close	Average Protected	-	2-H Cut-Crush	-	97	-	0 6	**see note
Archers (from 1330 CE)	INFANTRY Formed Loose	Average Unprotected	Experienced Bow	-	-	54	-	0 4	4
English longbowmen (from 1330 CE)	INFANTRY Formed Loose	Average Protected	Experienced Powerbow		-	90	-	0 2	***see note
White Hoods (from 1330 to 1381 CE)	INFANTRY Tribal Loose	Average Unprotected	Unskilled Javelin	Short Spear	-	40	Combat Shy (-14)	0 4	4
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow		Combat Shy	50		0 6	4,6
Guns (from 1330 CE)	ARTILLERY Skirmisher	Average Unprotected	Experienced Light Art	-	Combat Shy	138	Barricades (16)	2 4	2

## EARLY MEDIEVAL LOW COUNTRIES



FEUDAL CONTINGENT(S)									
Feudal men-at-arms	CAVALRY	Superior	-	Charging Lancar	Devastating Chargers	207	Melee Expert (40),	2	1
redual men-at-amis	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	8	4
Downgrade men-at-arms with less armour	CAVALRY	Superior	-	Charging Lancer	Device tating Chargers	166	Melee Expert (32),	0	*see
	Formed Loose	Protected	-		Devastating Chargers	100	Dismountable (7)	6	note
Mercenary crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	1
Mercenary crossoowinen	Drilled Loose	Protected	Crossbow	-	-	00	Compatibility (-22)	4	4
Feudal levy	INFANTRY	Poor	-	Short Spear		25		0	6
	Tribal Close	Unprotected	-	31101t Speat	-	40	-	6	0

#### **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 exterrnal ally may be taken.

### CHANGES FROM LAST VERSION

# EARLY 100 YEARS WAR ENGLISH



ARMY COMMANDER	1	Any Professional			DATES		1337 CE to 1414 CE		
SUB-GENERALS	0-3	,			TERRAIN		Standard, Coastal		
		Ally			_ ```		<u> </u>		
Internal Allied Genera	ALS				САМР		Unfortified; Poor or Ave	erage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	<b>OPTIONAL</b>	Min	
NAME	Formation	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG SIZE
English knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	4
Liigiisii Kiigiits	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Disiliountable (0)	4	
Hobilars (only before 1350	CAVALRY	Average	-	Short Spear		90	Melee Expert (23),	0	4
CE)	Formed Loose	Protected	-	Short Spear		70	Dismountable (5)	4	<del></del>
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush		138	Melee Expert (22),	4*	1
	Drilled Close	Fully Armoured	-	2-11 Cut-Clush		100	Dismountable (13)	12	<del>-</del>
Downgrade men-at-arms	INFANTRY	Average	-	2-H Cut-Crush		102	Melee Expert (16),		4
with less armour	Drilled Close	Protected	-	2-11 Cut-Clush	-	102	Dismountable (10)	Any	<del>- 4</del>
BEST LONGBOWMEN AND I	MEN AT ARMS (M	IXED TUG, HALF WIT	H MELEE EXPERT	•)					
Retinue longbowmen with	INFANTRY	Average	Skilled		Melee Expert	141	Dismountable (10),	0	4
men-at-arms	Drilled Loose	Protected	Powerbow		Meiee Expert	141	Barricades (40)	4	- 4
Retinue longbowmen	INFANTRY	Average	Skilled			125	Dismountable (10),	=	
	Drilled Loose	Protected	Powerbow	-	-	120	Barricades (40)	=	
Longbowmen and men a	T ARMS (MIXED	TuG, half with mei	LEE EXPERT)						
Longbowmen with men-at-	INFANTRY	Average	Experienced		λ 4 . 1 Г	106	Dismountable (10),	4	4
arms	Formed Loose	Protected	Powerbow	-	Melee Expert	100	Barricades (40)	16	4
Tl	INFANTRY	Average	Experienced			90	Dismountable (10),	=	
Longbowmen	Formed Loose	Protected	Powerbow	-	<del>-</del>	90	Barricades (40)	=	_
Replace mixed TuGs with	INFANTRY	Average	Experienced			90	Dismountable (10),		4
longbowmen	Formed Loose	Protected	Powerbow	-	-	90	Barricades (40)	Any	<del>-</del> 4
Downgrade longbowmen	INFANTRY	Average	Experienced			60	Dismountable (6),	•	1
without armour	Formed Loose	Unprotected	Powerbow	-	<del>-</del>	69	Barricades (26)	Any	<del>-</del> 4

# EARLY 100 YEARS WAR ENGLISH



Welsh spearmen	INFANTRY	Average	-	Short Spear		38	Melee Expert (10),	0	4,6
	Tribal Loose	Unprotected	-	Short Spear	-	30	Fleet of Foot (6)	8	4,0
German spearmen (only	INFANTRY	Average	-	Long Spear		86		0	4,6
before 1350 CE)	Formed Close	Protected	-	Long Spear			-	8	4,0
Irish kerns	INFANTRY	Average	Experienced	_	_	32	Combat Shy (-4)	0	Л
111511 KC1115	Skirmisher	Unprotected	Javelin	_		02	Combat Sily (-4)	4	7
Bretons	INFANTRY	Average	Experienced			32		0	1
Dietolis	Skirmisher	Unprotected	Javelin	-	-	32	-	4	4
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art	-	Collidat Sily	130	Darricaues (10)	4	Δ
GASCON CONTINGENT									
Casaan kaishta	CAVALRY	Superior	-	Charging I an aar	Derrocksking Chargers	189		0	1
Gascon knights	Tribal Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	109	-	4	4
Gascon men-at-arms	INFANTRY	Average	-	2-H Cut-Crush		97	Melee Expert (16)	4	1
Gascon men-ar-anns	Formed Close	Protected	-	Z-M Cut-Clush	-	97	Meiee Expert (10)	8	4
Prigne	INFANTRY	Average	-	Polearm		72		0	Д
Brigans	Tribal Loose	Protected	-	I Olealili	-	14	-	4	4
Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	4	1
Clossoomilien	Formed Loose	Protected	Crossbow	-	-	00	Combat Sily (-22)	4	4
Bidets	INFANTRY	Average	Experienced			32	Combat Shy (-4)	4	1
Dinera	Skirmisher	Unprotected	Javelin	-	-	34	Combat Sily (-4)	4	- 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.

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

# 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 Genera	ALS				САМР		Unfortified or Flexible; F	oor or Ave	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	<b>M</b> ANDAT <del>O</del> RY	BASE	<b>OPTIONAL</b>	Men	
Name	Formation	Ркотестіон	<b>Weaponry</b>	<b>Weaponry</b>	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
French knights (until 1346	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	8	4
CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Tvicice Expert (40)	24	
Dismounted French Knights	INFANTRY	Average	-	2-H Cut-Crush	Dismountable	145	Melee Expert (22)	0	4
(after 1346 CE)	Formed Close	Fully Armoured	-	2-11 Cut-Clusii	Distilountable	140	Melee Expert (22)	32	<del>- 4</del>
Mounted French knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers,	216	Melee Expert (40)	4	1
(after 1346 CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer	Dismountable	210	Meiee Expert (40)	16	- 4
Valet de Cinerre	CAVALRY	Average	-	Chanaina I an ann		105	Malaa E (22)	0	4
	Formed Loose	Protected	-	Charging Lancer	<del>-</del>	103	Melee Expert (23)	4	_ 4
French crossbowmen	INFANTRY	Average	Experienced			80	C1 C1 ( 22)	4	4
French crossdowmen	Formed Loose	Protected	Crossbow	-	-	80	Combat Shy (-22)	16	_ 4
Downgrade crossbowmen	INFANTRY	Average	Experienced			59	C 1 (C1 ( 1 4)		4
without armour	Formed Loose	Unprotected	Crossbow	-	-	59	Combat Shy (-14)	Any	4
Europh landarium	INFANTRY	Average	Experienced			90	C1 C1 ( 22)	0	4
French longbowmen	Formed Loose	Protected	Powerbow	-	-	90	Combat Shy (-22)	4	_ 4
Genoese or mercenary	INFANTRY	Average	Experienced	_	_	85	Combat Shy (-22), Shield Cover & Shoot	0	4
crossbowmen	Drilled Loose	Protected	Crossbow			00	(15)	8	7
Ribaulds	INFANTRY	Average	Unskilled	Chart Char		40	Combat Shy (14)	0	1
Nibauids	Tribal Loose	Unprotected	Javelin	Short Spear	-	40	Combat Shy (-14)	12	4
Replace Ribaulds with	INFANTRY	Average	-	Polearm		72		0	4
Brigans	Tribal Loose	Protected	-	roleann	-	14	-	4	<del>-</del> 4

# 100 YEARS WAR FRENCH

D D	<b>'GLORIAM</b>

Arriere-ban				•	•	•				400
Skimishing crossbowmen	Arriere-han		Poor	Unskilled	Short Spear	_	25		0	6
Skimishing crossbowmen   Skimisher   Unprotected   Crossbow   Combat Shy   58	7 Hilere-ball		Unprotected	Javelin	Short Spear	_	20	_	16	
Crossbow	Skirmishing crosshowmen		Average	Experienced	_	Combat Shy	58	_	0	4.6
Combat Shy   138   Barricades (16)   0   2		Skirmisher	Unprotected	Crossbow	_	Comoat Sily		_	6	7,0
Skirmisher Unprotected Light Art Upgrade guns to cannons  ARTILLERY Average Experienced Heavy Art Shy  Berroade guns to cannons  Berroade guns to cannons  Skirmisher Unprotected Heavy Art Shy  Berroade guns to cannons  Skirmisher Unprotected Heavy Art Shy  Any  Berroade guns to cannons  INFANTRY Average Experienced Skirmisher Unprotected Javelin Shy 4  Pavissiers (after 1346 CE)  From 1340 CE  Additional Valet de Guerre Formed Loose Protected - Charging Lancer Shy 14  Voulgiers Formed Loose Protected - Charging Lancer Structure St	FROM 1350 CE									
Skirmisher   Unprotected   Light Art   Average   Experienced   Barricades, Combat   Shy   244   Anny   2	Cups	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
Skirmisher   Unprotected   Heavy Art   Shy   244	Guiis	Skirmisher	Unprotected	Light Art		Combat Sily	100	Darricades (10)	4	<i></i>
Before 1400 CE	Ungrade guns to cannons	ARTILLERY	Average	Experienced		Barricades, Combat	244			2
INFANTRY   Average   Experienced   Skirmisher   Unprotected   Javelin   Shirt Spear   Shield Cover   To	——————————————————————————————————————	Skirmisher	Unprotected	Heavy Art	-	Shy	244	-	Any	
Skirmisher   Unprotected   Javelin   32   Combat Shy (-4)   4	BEFORE 1400 CE									
Skimisher Unprotected Javelin  Pavissiers (after 1346 CE)  Fromed Close Protected  Average  Formed Loose Formed Close Protected  Average  Formed Close Protected  Average  Polearm  Average  Average  Formed Close Protected  Average  Experienced  Formed Loose Protected  Average  Avera	Pidota	INFANTRY	Average	Experienced			20	Combat Shy (1)	0	4
Formed Close   Protected   - Short Spear   Shield Cover   //   - 4	bluets	Skirmisher	Unprotected	Javelin		-	32	Combat sily (-4)	4	4
Formed Close   Protected   Formed Close   Protected   Formed Loose   Protected   Formed Loose   Protected   Formed Loose   Protected   Formed Loose   Protected   Formed Close   Form	Pavissiers (after 1346 CE)	INFANTRY	Average	-	Short Spear	Shield Cover	77		0	1
Additional Valet de Guerre Formed Loose Protected INFANTRY Formed Close Protected Polearm Pole		Formed Close	Protected	-	Bilore spear	Silicia Cover	//	_	4	<del>-</del>
Additional Valet de Guerre Formed Loose Protected - Charging Lancer - Charging Lancer - Charging Lancer - Tobs Melee Expert (23) - 4  4  Voulgiers  INFANTRY Average Formed Close Protected - Polearm - Scottish men-at-arms INFANTRY Average - Drilled Close Fully Armoured - Archers  INFANTRY Average Experienced Formed Loose Protected Powerbow - Ribaulds INFANTRY Average Unskilled Tribal Loose Unprotected Javelin  ARTILLERY Average Experienced Formed Loose Fully Areage Unskilled Javelin  Combat Shy  138  Repricedes (16)  ARTICLERY  Repricedes (16)  ARRICAGE  Combat Shy  138  Repricedes (16)  ARRICAGE  Combat Shy  138  Repricedes (16)  ARRICAGE  Combat Shy  Combat	FROM 1400 CE									
Voulgiers Protected - 87 - 4  Voulgiers Promed Close Protected - Polearm - 87 - 0 4  SCOTTISH CONTINGENT (FROM 1418 TO 1429 CE)  Scottish men-at-arms Prilled Close Fully Armoured - 2-H Cut-Crush - 138 Melee Expert (22), 4 4 4  Archers Promed Loose Protected Powerbow - 90 Stakes (10) 8  Ribaulds Prilled Close Unprotected Javelin Short Spear - 40 Combat Shy (-14) 4  Curse ARTILLERY Average Experienced Formbat Shy 138 Barricades (16) 0 2	Additional Valet de Cuerre	CAVALRY	Average	-	Charging Lancar		105	Malaa Expart (23)	0	1
Formed Close Protected - Polearm - 87  SCOTTISH CONTINGENT (FROM 1418 TO 1429 CE)  Scottish men-at-arms INFANTRY Average - 2-H Cut-Crush - 138 Melee Expert (22), 4 4 4  Drilled Close Fully Armoured - 138 Melee Expert (22), 4 4 4  Archers INFANTRY Average Experienced Formed Loose Protected Powerbow - 90 Stakes (10) 8  Ribaulds INFANTRY Average Unskilled Short Spear - 40 Combat Shy (-14) 4  Curs ARTILLERY Average Experienced Formed Loose Unprotected Short Spear - 138 Barricades (16) 0 2	Additional valet de Guerre	Formed Loose	Protected	-	Charging Lancer		100	Tviciec Expert (20)	4	<del>-</del>
Scottish men-at-arms  INFANTRY Drilled Close Formed Loose Fully Armoured Formed Loose Fromed Loose Fr	Voulgiers	INFANTRY	Average	-	Polearm		87		0	1
Scottish men-at-arms    INFANTRY	v ourgrers	Formed Close	Protected	-	1 Oleann		07	_	4	<del>-</del>
Scottish men-at-arms  Drilled Close Fully Armoured  INFANTRY Average Formed Loose Protected Ribaulds  Archers  Drilled Close Fully Armoured  - 138 Dismountable (13) 4  Average Formed Loose Protected Powerbow  Short Spear  - 40 Combat Shy (-14)  ARTILLERY Average Experienced  ARTILLERY Average Experienced  Combat Shy  Combat Shy  Arricades (16)  ARTICLERY  Average  Combat Shy  Arricades (16)  ARTICLERY  Average  Combat Shy  Arricades (16)  ARRICADINA  ARRICADINA  Combat Shy  Arricades (16)  ARRICADINA  Combat Shy  Arricades (16)	SCOTTISH CONTINGENT (F	ком 1418 то 1429	CE)							
Archers    Drilled Close   Fully Armoured   Fully Arerage   Experienced   Fully Armoured   Fully Armoured   Fully Armoured   Fully Arerage   Fully Armoured   Fully Armoured   Fully Armoured   Fully Arerage   Fully Armoured   Fully Armoured   Fully Arerage   Fully Armoured   Fully Arerage   Fully Armoured   Full	Coattigh man at arms	INFANTRY	Average	-	2 II Cut Couch		120	Melee Expert (22),	4	4
Formed Loose Protected Powerbow - 90 Stakes (10) 8  Ribaulds INFANTRY Average Unskilled Short Spear - 40 Combat Shy (-14) 4  ARTILLERY Average Experienced Combat Shy 138 Barricades (16) 0 2	Scotusii illeli-at-alliis	Drilled Close	Fully Armoured	-	Z-M Cut-Clush	-	130	Dismountable (13)	4	4
Ribaulds    INFANTRY   Average   Unskilled   Short Spear   40   Combat Shy (-14)   4	Archers	INFANTRY	Average	Experienced			90	Stakes (10)	0	1
Ribaulds Tribal Loose Unprotected Javelin Short Spear - 40 Combat Shy (-14) 4  ARTILLERY Average Experienced Combat Shy 138 Barricades (16) 2	7 deficis		Protected	Powerbow		-	70	Stakes (10)	8	
ARTILLERY Average Experienced Combat Shy 138 Barricades (16)	Rihaulds		Average	Unskilled	Short Spear	_	40	Combat Shy (-14)	0	4
Compat Shy 138 Barricades (16)	14044143		Unprotected	Javelin			<del></del>	Comoat only (*14)	4	
Skirmisher Unprotected Light Art Compatibility For Barneaucs (10) 2	Guns					Combat Shy	138	Barricades (16)		2.
		Skirmisher	Unprotected	Light Art		Control Sity	100	Darricades (10)	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 Genera	ALS				Самр		Unfortified; Poor or Av	erage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	<b>OPTIONAL</b>	Min	
NAME	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	ЖАЖ	UG Size
French, Gascon or Spanish	CAVALRY	Average	-	Charging Lancer	Devastating Chargers,	15/	Malaa Expart (20)	0	1
knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Dismountable	104	Melee Expert (29)	8	<del></del>
Ungrada to yataran knjahta	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers,	216	Malaa Expart (10)	0	1
Men-at-arms	Formed Loose	-/Fully Armoured	-	- Charging Lancer	Dismountable	210	Meiee Expert (40)	4	<del>-</del> 4
Man at arms	INFANTRY	Average	-	2-H Cut-Crush		120	Melee Expert (22),	8	1
	Drilled Close	Fully Armoured	-	2-11 Cut-Clusii	-	130	Dismountable (13)	20	<del>-</del> 4
Downgrade men-at-arms	INFANTRY	Average	-	2-H Cut-Crush		102	Melee Expert (16),		1
with less armour	Drilled Close	Protected	-	2-11 Cut-Clusii	-	102	Dismountable (10)	Any	<del>-</del> 4
Veteran men-at-arms	INFANTRY	Superior	-	2-H Cut-Crush		102	Dismountable (10)	0	1
Veterali illeli-at-aillis	Drilled Close	Fully Armoured	-	2-11 Cut-Clusii	- 193		190	CHARACTERISTICS   MAX   UQ SIZE	
English longbowmen*	INFANTRY	Average	Experienced			90	Stakes (10),	4	1
English fongoownien	Formed Loose	Protected	Powerbow	<u>-</u>	-	90	Dismountable (10)	12	<del></del>
Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (22)	4	1
Clossoowilleli	Formed Loose	Protected	Crossbow	-	-	00	Combat Sily (-22)	12	<del></del>
Brigans	INFANTRY	Average	-	Polearm		72		0	16
Dilgails	Tribal Loose	Protected	-	1 Oleann	-	12	-	8	4,0
Ribaulds	INFANTRY	Average	Unskilled	Short Spear		40	Combat Shy (-14)	0	4,6
Modulus	Tribal Loose	Unprotected	Javelin	31101t Spear	-	40	Combat Sily (-14)	8	4,0
Gascons, bidets or Bretons	INFANTRY	Average	Experienced			32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin	<u>-</u>	<u>-</u>	<i>J</i> 2/	Controat 511y (-4)	6	<del>4,</del> 0
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
uns	Skirmisher	Unprotected	Light Art		Collidat Sily	130	Dallicaues (10)	4	<i>L</i>

# 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

# MEDIEVAL BURGUNDIAN



ARMY COMMANDER	1	Any Instinctive			DATES		1363 CE to 1471 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Mountains		
Internal Allied Genera	LS 0-2	Any Instinctive (Frenc	h) or Professional	(English)	Самр		Unfortified or Fortified	; Poor or Ave	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	MANDATORY	BASE	<b>O</b> PTIONAL	Mŧn	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
Burgundian knights	CAVALRY	Superior	-	Charging Lancer		184	Dismountable (9)	2	4
	Formed Loose	-/Fully Armoured	-	Charging Lancer	_	104	Distributitable (7)	8	
Coustilliers and valets *	CAVALRY	Average	-	Charging Lancer	_	105	Dismountable (5)	2	4
	Formed Loose	Protected	-	Charging Lancer		100	Distributitable (0)	6	
Italian knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers,	167	Melee Expert (29)	0	4
	Drilled Loose	-/Fully Armoured	-	Charging Lancer	Dismountable	107	Tvicice Expert (27)	4	<u>'</u>
Dismounted knights	INFANTRY	Average	-	2-H Cut-Crush	Dismountable	145	Melee Expert (22)	0	4
	Formed Close	ormed Close Fully Armoured -	Z-11 Gut-Crusii	Dismountable	140	Wielee Expert (22)	12		
Mounted crossbowmen	INFANTRY	Average	Experienced	_	_	85	Combat Shy (-22),	0	4
	Drilled Loose	Protected	Crossbow				Dismountable (10)	4	, 
Burgundian, Picard or Low	INFANTRY	Average	Experienced	į.	_	80	Combat Shy (-22)	4	4
Countries crossbowmen	Formed Loose	Protected	Crossbow				Goineat Biry ( 22)	16	<u>'</u>
Downgrade crossbowmen	INFANTRY	Average	Experienced	į.	_	59	Combat Shy (-14)		4
without armour	Formed Loose	Unprotected	Crossbow					Any	
Upgrade crossbowmen to longbowmen (from 1431	INFANTRY	Average	Experienced	_	-	90	Stakes (10),		4
CE)	Formed Loose	Protected	Powerbow			, ,	Dismountable (10)	Up to 2/3	,
Low Countries pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	6
Low Countries pixemen	Drilled Close	Protected	-	TIRC	Shove	100	010 (2)	12	
Swiss pikemen (only from	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	6
1465 CE)	Drilled Close	Protected	-	TINC	J110 V C	100	O10 (2)	6	
Village levy	INFANTRY	Poor	Unskilled	Short Spear		25		0	4
vinage ievy	Tribal Loose	Unprotected	Javelin	Difort Spear	-	20	-	4	<del>-</del>

# **MEDIEVAL BURGUNDIAN**



Skirmishing handgunners	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	1
(from 1431 CE)	Skirmisher	Protected	Firearm	-	-	43	Combat Sny (-3)	4	4
Guns (from 1431 CE)	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	2	2
	Skirmisher	Unprotected	Light Art	-	Compatibility	130		4	<i>L</i>
FRENCH CONTINGENT									
French men-at-arms	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers,	216	Melee Expert (40)	4	1
	Formed Loose	-/Fully Armoured	-		Dismountable			4	<del>- 4</del>
ENGLISH CONTINGENT (FR	ом 1420 то 1435	CE)							
English men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22),	4	1
English men-at-anns	Drilled Close	Fully Armoured	-				Dismountable (13)	4	- 4
LONGBOWMEN AND MEN A	T ARMS (MIXED T	u <b>G</b> , half with mel	EE EXPERT)						
Longbowmen with men-at-	INFANTRY	Average	Experienced		Melee Expert	106	Stakes (10),	2	1
arms	Formed Loose	Protected	Powerbow	-	Meiee Expert	100	Dismountable (10)	4	_ 4
English longbowmen	INFANTRY	Average	Experienced			90	Stakes (10),	2	
Engusti tongoowinen	Formed Loose	Protected	Powerbow	-	-	20	Dismountable (10)	4	
Notes									

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

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

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

# MIDDLE SWISS



ARMY COMMANDER		Any Professional except Legendary			DATES		1405 CE to 1473 CE			
SUB-GENERALS	1-3	Any Professional	TERRAIN		Mountains					
Internal Allied General	ALS				САМР		Unfortified; Poor or Average			
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	<b>OPTIONAL</b>	Min		
Name	FORMATION	PROTECTION	Weaponry	Weaponry	Characteristics	PTS	Characteristics	Max	UG SIZE	
Mounted crossbowmen	CAVALRY	Average	Experienced	-		130	Melee Expert (23)	0	4	
	Drilled Loose	Protected	Crossbow		-	150		4	4	
Pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove	100	Orb (2), Barricades	12	6	
	Drilled Close	Protected	-				(40)	48		
Halberdiers	INFANTRY	Average	-	Polearm	Melee Expert	113	Orb (2), Barricades	8	4	
	Drilled Flexible	Protected	-			110	(40)	32		
Verteran halberdiers	INFANTRY	Superior	-	Polearm	-	136	Orb (3), Barricades	0	4	
verteran naroerdiers	Drilled Flexible	Protected	-				(56)	4		
Handgunners supporting	INFANTRY	Average	Experienced	Pike	Shove	110	Orb (2), Barricades		*see	
pike	Drilled Close	Protected	Firearm			110	(40)		note	
Handgunners supporting	INFANTRY	Average	Experienced	Polearm	-	107	Orb (2), Barricades		*see	
halberdiers	Drilled Flexible	Protected	Firearm	Tolcariii			(40)		note	
Regrade mounted	CAVALRY	Average	Experienced	_	_	85	Combat Shy (-5),		4	
crossbowmen as skirmishers	Skirmisher	Protected	Crossbow				Dismountable (5)	All or none		
Crossbowmen	INFANTRY	Average	Experienced	_	Combat Shy	58	-	4	4,6	
Grossoowinen	Skirmisher	Unprotected	Crossbow		Goillout Bily			12		
Handgunners *	INFANTRY	Average	Experienced	_	_	45	Combat Shy (-5)	0	4	
	Skirmisher	Protected	Firearm		<u>-</u>	70	Compacibily (-0)	4		
Guns	ARTILLERY	Average	Experienced	_	Combat Shy	138	Barricades (16)	0	2	
	Skirmisher	Unprotected	Light Art		Compatibily	100	Dallicades (10)	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

# LATER MEDIEVAL LOW COUNTRIES



ARMY COMMANDER		1	Any (see notes)			DATES		1410 CE to 1478 CE		
Sub-Generals Internal Allied Generals		0-2	Any (see notes)			TERRAIN		Standard, Coastal		
		0-3	Any (see notes)		САМР		Unfortified; Poor or Average			
	ТүрЕ					•				
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	<b>M</b> ANDAT <b>OR</b> Y	BASE	<b>O</b> PTIONAL	Min	
Name	Formation	1	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	<b>M</b> AX	UG SIZE
COMMUNAL CONTINGENT										
Burghers	CAVALRY	7	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (29),	4	4
	Drilled Loo	se	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	100	Dismountable (6)	4	
Guild crossbowmen	INFANTR'		Average	Experienced		-	80	Combat Shy (-22)	0	4
Cana crossed winen	Formed Loc	se	Protected	Crossbow					8	'
Guildsmen	INFANTR'		Average	-	Pike	Shove	100	Orb (2)	12	6
	Drilled Clo	se	Protected	-					48	0
Guildsmen with halberds	INFANTR'		Average	-	Polearm	-	92	-	0	4
dandsinen with harverds	Drilled Clo	se	Protected	-					4	<u>'</u>
Longbowmen	INFANTR'		Average	Experienced	-	-	90	Dismountable (10),	0	4
Longoowmen	Formed Loc	se	Protected	Powerbow				Barricades (40)	4	'
Guns (from 1330 CE)	ARTILLER		Average	Experienced	_	Combat Shy	138	Barricades (16)	0	2
Guils (Holli 1000 CL)	Skirmishe	r	Unprotected	Light Art			100		4	
FEUDAL CONTINGENT										
Feudal men-at-arms	CAVALRY	7	Superior	-	Classia, Isaasa	Devastating Chargers	207	Melee Expert (40),	4	4
reudai men-at-arms	Formed Loc	se	-/Fully Armoured	-	Charging Lancer		207	Dismountable (9)	8	4
Downgrade men-at-arms	CAVALRY	7	Superior	-	Charaina I an aar	Devastating Chargers	166	Melee Expert (32),	0	*see
with less armour	Formed Loc	se	Protected	-	Charging Lancer	Devastating Chargers	100	Dismountable (7)	6	note
Mercenary crossbowmen	INFANTR'	Y	Average	Experienced			85	Combat Shy (-22)	0	4
iviciccitaly clossoowifieli	Drilled Loo	se	Protected	Crossbow	<u>-</u>	-	OU	Compat Sny (-22)	4	4
Feudal levy	INFANTR'	Y	Poor	-	Short Spear	_	25	_	0	6
1 cadal levy	Tribal Clos	e	Unprotected	-	onore spear	-	40	-	6	U

## 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



ARMY COMMANDER	1	Any Professional			DATES		1415 CE to 1453 CE		
SUB-GENERALS	0-	Any Professional		TERRAIN		Standard, Coastal			
Internal Allied Genera	ALS				САМР		Unfortified; Poor or Average		
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	<b>OPTIONAL</b>	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
English knights	CAVALRY	Average	-	Charging Lancer	Daynetating Chargers	148	Dismountable (6)	0	4
LIISIIIII KIIISIIW	Formed Loose	-/Fully Armoured	-		Devastating Chargers	140	Distributitable (0)	4	<del>-</del>
BEST LONGBOWMEN AND M	JEN AT ARMS (M	IXED TUG, HALF WIT	н мегее ехрект						
Retinue longbowmen with	INFANTRY	Average	Skilled		Mala - E	141	Stakes (10),	0	4
men-at-arms	Drilled Loose	Protected	Powerbow	-	Melee Expert	141	Dismountable (10)	4	4
Retinue longbowmen	INFANTRY	Average	Skilled		-	125	Stakes (10),	=	
Reuniue longdowinen	Drilled Loose	Protected	Powerbow				Dismountable (10)	=	
Longbowmen and men a	T ARMS (MIXED	TuG, half with me	LEE EXPERT)						
Longbowmen with men-at-	INFANTRY	Average	Experienced		N A - 1	106	Stakes (10),	4	4
arms	Formed Loose	Protected	Powerbow	-	Melee Expert	106	Dismountable (10)	16	4
I l	INFANTRY	Average	Experienced	_	-	90	Stakes (10),	=	
Longbowmen	Formed Loose	Protected	Powerbow			90	Dismountable (10)	=	
Replace mixed TuGs with	INFANTRY	Average	Experienced			00	Stakes (10),		4
longbowmen	Formed Loose	Protected	Powerbow		-	90	Dismountable (10)	Any	4
Downgrade longbowmen	INFANTRY	Average	Experienced			69	Stakes (6),		4
without armour	Formed Loose	Unprotected	Powerbow	-	-	09	Dismountable (6)	Up to half	4
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush		138	Melee Expert (22),	0	4
ivien-at-amis	Drilled Close	Fully Armoured	-	2-A Cut-Clush	-	138	Dismountable (13)	4	4
Billmen (only from 1423 CE)	INFANTRY	Average	-	Polearm		87		0	4
	Formed Close	Protected	-	I Oleanin	-			12	<del></del>
Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (22)	0	4
CIOSSOCWIIIEII	Formed Loose	Protected	Crossbow	-	-	80	Combat Shy (-22)	4	4



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),	0	4,6
	Tribal Loose	Unprotected	-			30	Fleet of Foot (6)	6	4,0
Breton javelinmen	INFANTRY	Average	Experienced	-	-	32	-	0	1
	Skirmisher	Unprotected	Javelin			32		4	4
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art	-				4	4
Upgrade guns to cannons	ARTILLERY	Average	Experienced		Barricades, Combat	244	-		2
	Skirmisher	Unprotected	Heavy Art	- -	Shy			Any	<i>-</i> Z

#### **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.



ARMY COMMANDER 1 SUB-GENERALS 0-3		Any Professional			DATES		1418 CE to 1429 CE		
		Any		TERRAIN		Standard			
Internal Allied Gener	ALS				Самр		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>O</b> PTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG Size
SCOTTISH CONTINGENT									
Scottish men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22),	4	4
	Drilled Close	Fully Armoured	-				Dismountable (13)	8	
Men-at-arms with less	INFANTRY	Average	-	2-H Cut-Crush		102	Melee Expert (16),	0	1
armour	Drilled Close	Protected	-	Z-11 Cut-Clusii		102	Dismountable (10)	8	<del></del>
Archers	INFANTRY	Average	Experienced	_	-	90	Stakes (10)	8	4
Archers	Formed Loose	Protected	Powerbow			,,,		24	
Archers with less armour	INFANTRY	Average	Experienced	-	-	69	Stakes (6)	0	4
Archers with less affilour	Formed Loose	Unprotected	Powerbow			0)		16	
Ribaulds	INFANTRY	Average	Unskilled	Short Spear	-	40	Combat Shy (-14)	0	1
Idoauius	Tribal Loose	Unprotected	Javelin	Short Spear				12	- 4
ARTILLERY TRAIN									
Cuna	ARTILLERY	Average	Experienced		Combat Chy	138	Parmiandan (16)	0	2
Guns	Skirmisher	Unprotected	Light Art	-	Combat Shy	138	Barricades (16)	4	
Ungrade guns to cannons	ARTILLERY	Average	Experienced		Barricades, Combat	244			2
Upgrade guns to cannons	Skirmisher	Unprotected	Heavy Art	<u>-</u>	Shy		-	Any	

### SCOTTISH IN FRANCE



FRENCH CONTINGENT									
French knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers,	216	Melee Expert (40)	0	1
TICHCH KHIGHG	Formed Loose	-/Fully Armoured	-		Dismountable	<i>Z</i> 10	Tyletee Expert (40)	4	
Dismounted French knights	INFANTRY	Average	-	2-H Cut-Crush	Dismountable	145	Melee Expert (22)	0	4
Distribution Felicii kiligilis	Formed Close	Fully Armoured	-	2-11 Cut-Clusii	Distillutitable	140	IVICICE LAPCIT (22)	12	
Valet de Guerre	CAVALRY	Average	-	Charging Lancer	_	105	Melee Expert (23)	0	4
valet de Guelle	Formed Loose	Protected	-			100		4	<del></del>
French crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	1
TICHEH CLOSSOOMHICH	Formed Loose	Protected	Crossbow					4	4
Downgrade crossbowmen	INFANTRY	Average	Experienced			59	Combat Shy (-14)		4
without armour	Formed Loose	Unprotected	Crossbow			JJ	Combat Sily (-14)	Any	<del></del>
Genoese or mercenary	INFANTRY	Average	Experienced			85	Combat Shy (-22), Shield Cover & Shoot	0	4
crossbowmen	Drilled Loose	Protected	Crossbow				(15)	4	
Ribaulds	INFANTRY	Average	Unskilled	Short Spear		40	Combat Shy (-14)	0	1
1/10au1u5	Tribal Loose	Unprotected	Javelin			<del></del>		4	<del></del>
Replace ribaulds with	INFANTRY	Average	-	Polearm		72		0	1
brigans	Tribal Loose	Protected	-	Polearm	-	14		4	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	O	-3 Any Professional			TERRAIN		Standard, Coastal, Mou	ıntains		
Internal Allied Genera	LS				САМР		Unfortified or Fortified	; Poor or Av	rerage	
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	<b>M</b> ANDAT <b>OR</b> Y	BASE	<b>O</b> PTIONAL	Min		
NAME	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size	
MIXED TUG COMPRISING 1	/2 GENDARMES	S AND 1/2 COUSTILLIER	s							
Ordonnance men-at-arms	CAVALRY	Superior	-	Charging Langur	Devastating Chargers,	233	Malaa Errmant (12)	2	4	
Ordonnance men-at-arms	Drilled Close	ArmHrs/F Armoured	-	Charging Lancer	Dismountable	255	Melee Expert (43)	8	4	
Ordonnance coustilliers	CAVALRY	Average	-		Devastating Chargers,	123	Melee Expert (29)	=		
Ordonnance coustimers =	Drilled Close	-/Fully Armoured	-	-	Dismountable	123	Melee Expert (29)	=		
Downgrade coustilliers and valet-de-guerre with less	CAVALRY	Average	-	_	Devastating Chargers,	98	Melee Expert (23)			
armour	Drilled Close	Protected	-	_	Dismountable	,,,	wielee Expert (20)	Any		
Dismount men-at-arms and	INFANTRY	Average	-	0 II C C		100	M.1 T (22)		4	
coustilliers	Drilled Close	Fully Armoured	-	2-H Cut-Crush	-	138	Melee Expert (22)	Any	4	
Savoyard or Italian knights	CAVALRY	Average	-	Charging Inncar	Devastating Chargers	160	Melee Expert (31),	0	Δ	
Savoyard of Italian Kinglits	Drilled Close	ArmHrs/F Armoured	-	Charging Lancer	Devastating Chargers	100	Dismountable (7)	4	4	
Feudal knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers,	216	Melee Expert (40)	0	4	
reddai kiligilis	Formed Loose	-/Fully Armoured	-	Charging Lancer	Dismountable	210	Meiee Expert (40)	4	4	
Ordonnance archers	INFANTRY	Average	Experienced			95	Stakes (10),	4	4	
Ordonnance archers	Drilled Loose	Protected	Powerbow	<u>-</u>	<del>-</del>	<i>7</i> ∪ 	Dismountable (10)	24	<del>'</del>	
Francs-archers (only from	INFANTRY	Poor	Experienced		Combat Shy	41	Stakes (1)	0	4	
1448 CE)	Tribal Loose	Unprotected	Powerbow		Comoat sny	41	1 Stakes (4)	16	<del>'1</del>	

### FRENCH ORDONNANCE



Spearmen (only before 1466	INFANTRY	Average	-	Short Spear	Shieldwall	77		0	1
CE)	Formed Close	Protected	-	Short Spear	Silieiuwaii	//	-	12	4
Pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove	95	Orb (2)	0	6
(from 1466 CE)	Formed Close	Protected	-	TIKE	SHOVE	90	O10 (2)	12	
Crossbowmen	INFANTRY	Average	Experienced			59	Combat Shy (-14)	4	1
Clossoowilleli	Formed Loose	Unprotected	Crossbow	-	-	09	Compatibility (-14)	12	4
Upgrade crossbowmen with	INFANTRY	Average	Experienced			80	Combat Shy (-22)		1
better armour	Formed Loose	Protected	Crossbow	<u>-</u>	-	00	Compatibility (-22)	Any	4
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	4,6
Skiimisimig crossoowinen	Skirmisher	Unprotected	Crossbow		Combat Sily	50	-	6	4,0
Skirmishing handgunners	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	4,6
Skiimisiinig nanagumiers	Skirmisher	Protected	Firearm	<u>-</u>	-	40	Collidat Sily (-3)	6	4,0
Bidets	INFANTRY	Average	Experienced			32	Combat Shy (-4)	0	4,6
bluets	Skirmisher	Unprotected	Javelin	<u>-</u>	-	32	Collidat Sily (-4)	6	4,0
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
Guils	Skirmisher	Unprotected	Light Art	-	Combat sily	130	Darricades (10)	6	4
Ungrada guns to cannons	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	2
Upgrade guns to cannons		Shy	444	<del>-</del>	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

## BURGUNDIAN ORDONNANCE



ARMY COMMANDER	1	1 Any Professional DATES					1471 CE to 1477 CE		
SUB-GENERALS	1-	3 Any Professional			TERRAIN		Standard, Mountains		
Internal Allied Gener	<b>KALS</b>				Самр		Unfortified or Fortified	Poor or Av	verage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>O</b> PTIONAL	Mŧn	
Name	Formation	Protection	Weaponry	<b>Weaponry</b>	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
MIXED TUG COMPRISING	1/2 GENDARMES	AND 1/2 COUSTILLIERS	S						
Household gendarmes	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers,	233	Melee Expert (43)	0	4
Tiousenoid gendamiles	Drilled Close	ArmHrs/F Armoured	-	Charging Lancer	Dismountable	233	Meiee Expert (43)	2	4
Household coustilliers	CAVALRY	Superior	-	_	Devastating Chargers,	138	Melee Expert (32)	=	
1 loasenoia coasameis	Drilled Close	Protected	-		Dismountable	100	Tvicice Expert (02)	=	
MIXED TUG COMPRISING	1/2 GENDARMES	AND 1/2 COUSTILLIERS	S						
Ordonnance gendarmes	CAVALRY	Average	-	Charging Lancer	Devastating Chargers,	167	Melee Expert (31)	2	1
Ordonnance gendamies	Drilled Close	ArmHrs/F Armoured	-	- Charging Lancer	Dismountable	107	Meice Expert (31)	6	4
Ordonnance coustilliers	CAVALRY	Average	-	_	Devastating Chargers,	98	Melee Expert (23)	=	
Ordonnance coustiners	Drilled Close	Protected	-		Dismountable	,,	Tvicice Expert (20)	=	
MIXED TUG COMPRISING	1/2 GENDARMES	AND 1/2 COUSTILLIERS	S						
Feudal knights	CAVALRY	Average	-	Charging Lancer		132	Dismountable (6)	0	4
Teddal Killgills	Formed Loose	-/Fully Armoured	-	- Charging Lancer	-	102	Distributitable (0)	2	4
Coustilliers and valets	CAVALRY	Average	-	Charging Lancer	_	105	Dismountable (5)	=	
Godsumers and varets	Formed Loose	Protected	-	Charging Lancer		100	Distributiuote (0)	=	
Te-1:	CAVALRY	Average	-	Chansina I an ass	D	160	Melee Expert (31),	0	4
Italian men-at-arms	Drilled Close	ArmHrs/F Armoured	-	Charging Lancer	Devastating Chargers	100	Dismountable (7)	4	4
Ordonnance mounted	INFANTRY	Average	Experienced	_	Dismountable	105	Stakes (10)	8	4
longbowmen	Drilled Loose	Protected	Powerbow		Distilouillaule	100	stakes (10)	16	<del>-</del>
Ordonnance mounted	INFANTRY	Average	Experienced	_	Dismountable	95		0	4
crossbowmen	Drilled Loose	Protected	Crossbow		Distillouitmole	,,,		4	,

### **BURGUNDIAN ORDONNANCE**



FANTRY	٨						-	
	Average	-	Pike	Shove	100	Orb (2)	6	6
lled Close	Protected	-	TIRC	Shove	100	010 (2)	18	
FANTRY	Average	Experienced	_	_	95	Stakes (10)	4	
lled Loose	Protected	Powerbow	_	_	70	Stakes (10)	4	
FANTRY	Average	Experienced	_	_	85	_	4	
lled Loose	Protected	Crossbow	_	_	00	_	4	
FANTRY	Average	Experienced			75		4	4
lled Loose	Protected	Firearm	- -	-	70	-	4	4
FANTRY	Poor	-	Pika	Shove	60	Orb (1)	0	6
lled Close	Protected	-	TIKE	SHOVE	00	O10 (1)	12	Ü
FANTRY	Average	Experienced			90	Combat Shy (22)	0	4
med Loose	Protected	Crossbow	<del>-</del>	-	00	Compatibility (-22)	4	4
AVALRY	Average	Experienced			95	Combat Shy (-5),	0	1
cirmisher	Protected	Crossbow	<u>-</u>	-	00	Dismountable (5)	4	<del></del>
TILLERY	Average	Experienced		Combat Shy	120	Barricados (16)	0	2
cirmisher	Unprotected	Light Art	- -	Combat Sily	130	Dallicaues (10)	4	2
TILLERY	Average	Experienced		Combat Shy	228	Barricados (16)	2	2
cirmisher	Unprotected	Heavy Art	<u>-</u>	Combat Sily	220	Datticaues (10)	4	
WMEN WITH	MIXED TUG							
FANTRY	Average	Unskilled	Pika	Combat Shy	90	Orb (2)		6
lled Close	Protected	Powerbow	TIKE	Combat sily	70	O10 (2)	Any	
	FANTRY led Loose FANTRY led Loose FANTRY led Loose FANTRY lled Close FANTRY med Loose AVALRY irmisher TILLERY irmisher TILLERY irmisher TILLERY	FANTRY Average led Loose Protected FANTRY Average led Loose Protected FANTRY Average led Loose Protected FANTRY Poor led Close Protected FANTRY Average med Loose Protected AVALRY Average irmisher Protected TILLERY Average irmisher Unprotected	FANTRY Average Experienced led Loose Protected Powerbow FANTRY Average Experienced led Loose Protected Crossbow FANTRY Average Experienced led Loose Protected Firearm FANTRY Poor led Close Protected - FANTRY Average Experienced FANTRY Average Experienced med Loose Protected Crossbow AVALRY Average Experienced irmisher Protected Crossbow TILLERY Average Experienced irmisher Unprotected Light Art TILLERY Average Experienced irmisher Unprotected Heavy Art  WMEN WITH MIXED TUG  FANTRY Average Unskilled	Iled Close FANTRY Average Iled Loose FANTRY Poor FANTRY Poor Iled Close Frotected Firearm FANTRY Average Iled Close Frotected Firearm FANTRY Average Index	Average   Experienced   FANTRY   Average   Experienced	FANTRY   Average   Experienced   -   95	Hed Close Protected FANTRY Average Experienced Powerbow Protected Protect	The company of the

#### **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

# **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 GENER	ALS				Самр		Unfortified; Poor or Av	erage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	<b>M</b> ANDAT <del>OR</del> Y	BASE	<b>O</b> PTIONAL	Min	
NAME	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
Royal household knights	CAVALRY	Superior	-	Charging Lancer		180	Melee Expert (43),	0	2
	Formed Close	ArmHrs/F Armoured	-	Charging Lancer	-	100	Dismountable (9)	2	
Household knights	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29),	0	4
Tiousenoid kingins	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	132	Dismountable (6)	4	4
BEST LONGBOWMEN AND	MEN AT ARMS (M	XED TUG, HALF WITH	H MELEE EXPERT	)					
Men-at-arms and retinue	Infantry	Average	Skilled		N 4 - 1 T	141	Stakes (10),	0	4
longbowmen	Drilled Loose	Protected	Powerbow	-	Melee Expert	141	Dismountable (10)	4	4
D 1 1	INFANTRY	Average	Skilled			105	Stakes (10),	=	
Retinue longbowmen	Drilled Loose	Protected	Powerbow	-	-	125	Dismountable (10)	=	
Longbowmen and men A	AT ARMS (MIXED '	FuG, half with mel	EE EXPERT)						
Men-at-arms and	INFANTRY	Average	Experienced		Melee Expert	106	Stakes (10),	4	4
longbowmen	Formed Loose	Protected	Powerbow	-	Meiee Expert	100	Dismountable (10)	16	4
Longhorryman	INFANTRY	Average	Experienced			90	Stakes (10),	=	
Longbowmen	Formed Loose	Protected	Powerbow	-	-	90	Dismountable (10)	=	
	INFANTRY	Average	-	0.11.6. 6. 1		100	Melee Expert (22),	0	4
Men-at-arms	Drilled Close	Fully Armoured	-	2-H Cut-Crush	-	138	Dismountable (13)	4	4
חיוו	INFANTRY	Average	-	D 1		07		0	4
Billmen	Formed Close	Protected	-	Polearm	-	87	-	12	4
Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	4
C109900MIIIGII	Formed Loose	Protected	Crossbow	<del>-</del>	<del>-</del>			4	<del></del>
Mercenary pikemen (from	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	6
1480 CE)	Drilled Close	Protected	-	TIKE	SHOVE	100	O10(2)	6	

### **EDWARD IV ENGLISH**



Mercenary handgunners	INFANTRY	Average	Experienced			75	Combat Shy (-22)	0	1
(from 1480 CE)	Drilled Loose	Protected	Firearm	-	-	70	Collidat Sily (-22)	4	4
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
Guiis	Skirmisher	Unprotected	Light Art	-	Collidat Sily	130	Dallicades (10)	4	Δ
I Ingrada guns to cannons	ARTILLERY	Average	Experienced		Barricades, Combat	244			2
Upgrade guns to cannons	Skirmisher	Unprotected	Heavy Art	-	Shy	Z <del>44</del>	-	Any	Δ

#### 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



# PACTO ARMY LISTS

### **CALCULATING POINTS**

Army points are calculated as follows:

#### **GENERALS - PACTO**

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

#### **CAMPS**

Camps are not included in Pacto games.

### **UGs**

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

#### NOTES

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

## **EARLY SWISS**



ARMY COMMANDER	RMY COMMANDER 1		ept Legendary		DATES		1291 CE to 1405 CE				
SUB-GENERALS	1-3	Any Professional			TERRAIN		Mountains				
INTERNAL ALLIED GENER	(ALS										
	ТүрЕ										
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	<b>OPTIONAL</b>	Min			
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE		
Halberdiers	INFANTRY	Average	-	Polearm	Melee Expert	113	Orb (2), Barricades	6	1,2		
riaiderdiers	Drilled Flexible	Protected	-	1 Oleanni	Meiee Expert	113	(40)	28	1,2		
Veteran halberdiers	INFANTRY	Superior	-	Polearm		136	Orb (3), Barricades	0	1,2		
veteran naroerdiers	Drilled Flexible	Protected	-	roleann	-	150	(56)	6	1,2		
Mounted crossbowmen	CAVALRY	Average	Experienced			85	Combat Shy (-5),	0	1,2		
Montifed Closspowillell	Skirmisher	Protected	Crossbow	-	-	00	Dismountable (5)	2	1,2		
Crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		2	1,2		
Closspowillell	Skirmisher	Unprotected	Crossbow	-	Combat sny	30	-	6	1,2		
Infanta nardua	INFANTRY	Poor	Experienced		Combat Shy	20		0	2,3		
Enfants perdus	Skirmisher	Unprotected	Javelin	-	Compatibily	20	-	3	۷,0		

Up to 2 TuGs may use the Barricades characteristic.

#### CHANGES FROM LAST VERSION

# EARLY MEDIEVAL LOW COUNTRIES



ADAGY COMMANDED		1	A (			D		1007 CF + 1400 CF		
ARMY COMMANDER		1	Any (see notes)			DATES		1297 CE to 1409 CE		
SUB-GENERALS		0-2	Any (see notes)			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERA	ALS	0-3	Any (see notes)							
	ТүрЕ		<u>'</u>							
	TRAINING	AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>O</b> PTIONAL	Min	
Name	Formati	0N	Ркотестю	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
COMMUNAL CONTINGENT(S	s)									
D 1	CAVALI	RY	Average	-	Cl · I	D	1.00	Melee Expert (29),	2	0
Burghers	Drilled Lo	ose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	160	Dismountable (6)	2	2
Guild crossbowmen	INFANT	RY	Average	Experienced			80	Combat Shy (-22)	0	1,2
Guild Clossoowilleli	Formed L	oose	Protected	Crossbow	-	-	00	Collidat Sily (-22)	4	1,2
Guildsmen	INFANT	RY	Average	-	Long Spear		86		6	1,2
Guildsilleii	Formed C	lose	Protected	-	Long Spear	-	-	-	12	1,2
Guildsmen with plancon	INFANT	RY	Average	-	2-H Cut-Crush		97		0	**see
Gunusmen with planeon	Formed C	lose	Protected	-	Z-11 Cut-Clusii		<i>)</i> /		3	note
Archers (from 1330 CE)	INFANT	RY	Average	Experienced			54		0	1,2
Alteriers (Horri 1990 CE)	Formed L	oose	Unprotected	Bow	_		U <del>4</del>		2	
English longbowmen (from	INFANT	RY	Average	Experienced			90		0	***see
1330 CE)	Formed L	oose	Protected	Powerbow	_		70		1	note
White Hoods (from 1330 to	INFANT	RY	Average	Unskilled	Short Spear		40	Combat Shy (-14)	0	1,2
1381 CE)	Tribal Lo	ose	Unprotected	Javelin	Short Spear		40	Combat Sily (-14)	2	1,2
Skirmishers	INFANT	RY	Average	Experienced	<u>_</u>	Combat Shy	50		0	1,2
OMITIMORICIS	Skirmisł	ıer	Unprotected	Bow	-	Compatibility		<u>-</u>	4	1,4
Guns (from 1330 CE)	ARTILLE	RY	Average	Experienced	<u>_</u>	Combat Shy	138	Barricades (16)	1	1
Guils (HOIII 1000 CL)	Skirmish	ier	Unprotected	Light Art	-	Comoat sny	100	Dallicaucs (10)	2	1

### EARLY MEDIEVAL LOW COUNTRIES



FEUDAL CONTINGENT(S)								
Feudal men-at-arms	CAVALRY	Superior	-	Charging Lancer Devastating Chargers		Melee Expert (40),	2	1.2
redual men-at-amis	Formed Loose	-/Fully Armoured - Charging Lancer Devastating Chargers		207	Dismountable (9)	4	1,2	
Downgrade men-at-arms	CAVALRY	Superior	-	Charging Lancer Devastating Chargers	166	Melee Expert (32),	0	*see
with less armour	Formed Loose	Protected	-	Charging Lancer Devastating Chargers	100	Dismountable (7)	3	note
Mercenary crossbowmen	INFANTRY	Average	Experienced		85	Combat Shy (-22)	0	1 2
Wercenary crossoowinen	Drilled Loose	Protected	Crossbow			Collidat 511y (-22)	4	1,2
Foundal layer	INFANTRY	Poor	-	Short Spear -	25		0	2,3
Feudal levy	Tribal Close	Unprotected	-	- Short Spear -	40	-	3	۷,3

#### **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 exterrnal ally may be taken.

#### CHANGES FROM LAST VERSION

# EARLY 100 YEARS WAR ENGLISH



co 1414 CE Coastal	
TIONAL ME	in
CTERISTICS MA	AX UG SIZE
untable (6)	1,2
4	1,2
Expert (23), 0	1,2
untable (5) 4	1,2
Expert (22), 4*	1,2
ıntable (13) 6	) )
Expert (16),	1,2
ıntable (10) An	1,2
ntable (10), 0	2
ades (40) 2	2
ntable (10), =	=
ades (40) =	=
ntable (10), 2	2
ades (40) 8	2
ntable (10), =	=
ades (40) =	=
ntable (10),	1.0
ades (40) An	1,2
untable (6),	1,2
ades (26) An	1 ')
	untable (5)  Expert (22), Intable (13)  Expert (16), Intable (10)  Ar  Intable (10), I

# EARLY 100 YEARS WAR ENGLISH



									-
Welsh spearmen	INFANTRY	Average	-	Short Spear	_	38	Melee Expert (10),	0	1,2
vv cisii speaiiiieii	Tribal Loose	Unprotected	-	Short Spear	-	30	Fleet of Foot (6)	4	1,2
German spearmen (only	INFANTRY	Average	-	Long Spear	_	86	_	0	1,2
before 1350 CE)	Formed Close	Protected	-	Long Spear		00	_	4	1,2
Irish kerns	INFANTRY	Average	Experienced	_	_	32	Combat Shy (-4)	0	1,2
IIISII KCIIIS	Skirmisher	Unprotected	Javelin	_		02	Combat Sily (-4)	2	1,2
Bretons	INFANTRY	Average	Experienced			32		0	1,2
Dictoris	Skirmisher	Unprotected	Javelin			02		2	1,2
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Guiis	Skirmisher	Unprotected	Light Art	-	Collidat Sily	130	Dallicades (10)	2	1
GASCON CONTINGENT									
Gascon knights	CAVALRY	Superior	-	Charging Lancar	Devastating Chargers	189		0	1,2
Gascon Kingins	Tribal Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	109	-	2	1,4
Gascon men-at-arms	INFANTRY	Average	-	2-H Cut-Crush		97	Melee Expert (16)	2	1,2
Gascon men-ar-anns	Formed Close	Protected	-	2-11 Cut-Clush	-	97	Meiee Expert (10)	4	1,2
Brigans	INFANTRY	Average	-	Polearm		72		0	1,2
Dilgails	Tribal Loose	Protected	-	TOTEATTT	-	12	-	4	1,4
Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	2	1,2
CIO2200MIIIGII	Formed Loose	Protected	Crossbow	_ <u>-</u>	-	00	Collidat Sily (-22)	4	1,4
Bidets	INFANTRY	Average	Experienced			32	Combat Chy (1)	2	1,2
Diucis	Skirmisher	Unprotected	Javelin	_	-	5∠	Combat Shy (-4)	2	1,4
			<b>,</b>						

#### **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.

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

# 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 Genera	ALS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	<b>M</b> ANDAT <del>O</del> RY	BASE	<b>OPTIONAL</b>	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
French knights (until 1346	CAVALRY	Superior	-	Charging Lancor	Devastating Chargers	207	Melee Expert (40)	2	1,2
CE)	Formed Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	207	Meiee Expert (40)	12	1,2
Dismounted French Knights	INFANTRY	Average	-	2-H Cut-Crush	Dismountable	145	Melee Expert (22)	0	1,2
(after 1346 CE)	Formed Close	Fully Armoured	-	2-n Cut-Crush	Dismountable	140	ivielee Expert (22)	16	1,2
Mounted French knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers,	216	Melee Expert (40)	2	1,2
(after 1346 CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer	Dismountable	210	Meiee Expert (40)	8	1,2
Valot do Cuerro	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	0	1,2
Valet de Guerre	Formed Loose	Protected	-	Charging Lancer	-	100	Meiee Expert (23)	4	1,2
French crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	2	1,2
riench crossoowinen	Formed Loose	Protected	Crossbow	<del>-</del>	-	00	Compat 511y (-22)	6	1,2
Downgrade crossbowmen	INFANTRY	Average	Experienced			59	Combat Shy (-14)		1,2
without armour	Formed Loose	Unprotected	Crossbow	<u>-</u>	-	J9	Compatibility (-14)	Any	1,2
French longbowmen	INFANTRY	Average	Experienced			90	Combat Shy (-22)	0	1,2
Treffell foligoowifieli	Formed Loose	Protected	Powerbow	-	-	90	Compatibility (-22)	2	1,2
Genoese or mercenary	INFANTRY	Average	Experienced	į.	_	85	Combat Shy (-22), Shoot & Shield Cover	0	1,2
crossbowmen	Drilled Loose	Protected	Crossbow			00	(15)	4	1,2
Ribaulds	INFANTRY	Average	Unskilled	Short Spear		40	Combat Shy (-14)	0	1,2
Muduius	Tribal Loose	Unprotected	Javelin	Short spear	<u>-</u>	40		6	1,4
Replace Ribaulds with	INFANTRY	Average	-	Polearm		72		0	1,2
Brigans	Tribal Loose	Protected	-	I Oleallil	-	14	-	4	1,4

# 100 YEARS WAR FRENCH

MODEEN	7
MORTEN ET GLORIAN	Ш
ET GLORIAN	۲I

Arrice-ban   Arr					•	•				400
NFANTRY   Average   Experienced   Severage   Seperated   Severage   Seperated   Separated   Separate	Arriere-han		Poor	Unskilled	Short Spear	_	25		0	23
Skirmishing crossbownein   Skirmisher   Unprotected   Crossbow   Combat Shy   58	7 Hilere-ball		Unprotected	Javelin	Short Spear	_	20	_	8	2,0
Prom 1350 CE	Skirmishing crosshovemen		Average	Experienced	_	Combat Shy	58	_	0	1.2
ARTILLERY   Average   Experienced   Light Art   Combat Shy   138   Barricades (16)   2   1		Skirmisher	Unprotected	Crossbow		Comoat Sny	00	_	4	1,2
Combat Shy   138   Barricades (16)   2   1	FROM 1350 CE									
Digrade guns to cannons	Cups	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Degrade guns to cannons   Skirmisher   Unprotected   Heavy Art   Shy   244	Guiis	Skirmisher	Unprotected	Light Art		Combat Sily	100	Darricades (10)	2	1
Before 1400 CE	Ungrade guns to cannons	ARTILLERY	Average	Experienced		Barricades, Combat	244			1
Didest	——————————————————————————————————————	Skirmisher	Unprotected	Heavy Art	-	Shy	244	-	Any	1
Skirmisher   Unprotected   Javelin	BEFORE 1400 CE									
Skirmisher Unprotected Javelin  Pavissiers (after 1346 CE) Promed Close Protected  Additional Valet de Guerre  CAVALRY Formed Loose Protected  Protected  Average Formed Close Protected  Charging Lancer Formed Loose Protected  Polearm  Po	Pidota	INFANTRY	Average	Experienced			20	Combat Shy (1)	0	1.2
Formed Close	bidets	Skirmisher	Unprotected	Javelin		-	32	Combat Sily (-4)	2	1,2
Formed Close	Pavissiers (after 1346 CF)	INFANTRY	Average	-	Short Spear	Shield Cover	77	_	0	1.2
Additional Valet de Guerre Formed Loose Protected Formed Loose Protected Formed Loose Protected Formed Close Formed Close Formed Close Formed Close Formed Close Formed Close Fully Armoured Formed Close Fully Armoured Formed Close Fully Armoured Formed Close Fully Armoured Formed Close Formed Close Fully Armoured Formed Close Formed Close Formed Close Fully Armoured Formed Loose Formed Loose Formed Loose Formed Loose Formed Loose Formed Loose Formed Close Formed Cl	1 avissicis (artei 1040 CL)	Formed Close	Protected	-	Short Spear	Sincia Gover	//	_	4	1,2
Additional Valet de Guerre Formed Loose Protected - Charging Lancer - 105 Melee Expert (23) 4 1,2  Voulgiers  INFANTRY Average Formed Close Protected - Polearm - 87 - 0 1,2  Scottish men-at-arms INFANTRY Average - 2-H Cut-Crush - 138 Melee Expert (22), 2 Dismountable (13) 4 1,2  Archers  INFANTRY Average Experienced Formed Loose Protected Powerbow - 90 Stakes (10) 4 1,2  Archers INFANTRY Average Unskilled Tribal Loose Unprotected Javelin  ARTILLERY Average Experienced Formed Loose Further Combat Shy (-14) Average Experienced Formed Loose Formed Loose Further Combat Shy (-14) Average Experienced Formed Loose Formed Loose Further Combat Shy (-14) Average Experienced Formed Loose Further Charging Lancer - 105 Melee Expert (22) A 1,2  - 40 Combat Shy (-14) - 1,2	FROM 1400 CE									
Voulgiers    INFANTRY	Additional Valet de Cuerre	CAVALRY	Average	-	Charging Lancar		105	Malaa Expart (23)	0	1.2
Formed Close Protected - Polearm - 87  SCOTTISH CONTINGENT (FROM 1418 TO 1429 CE)  Scottish men-at-arms INFANTRY Average - 2-H Cut-Crush - 138 Melee Expert (22), Dismountable (13) 4  Archers INFANTRY Average Experienced 90 Stakes (10) 4  Ribaulds INFANTRY Average Unskilled Tribal Loose Unprotected Javelin Short Spear - 40 Combat Shy (-14) 4  Curse ARTILLERY Average Experienced Combat Shy 138 Barricades (16) 0  1,2  Curse Combat Shy 138 Barricades (16) 0  1,2	Additional valet de Guerre	Formed Loose	Protected	-	Charging Lancer	-	105	Melee Expert (23)	4	1,2
Scottish men-at-arms	Voulgiers	INFANTRY	Average	-	Polearm		87		0	1.2
Scottish men-at-arms    INFANTRY   Average   -	Vouigiers	Formed Close	Protected	-	1 Oleann	-	07	-	4	1,2
Scottish men-at-arms  Drilled Close Fully Armoured  INFANTRY Average Formed Loose Formed Loose Ribaulds  INFANTRY Average Vinselin  INFANTRY Average Vinselin  Short Spear ARTILLERY Average Experienced Short Spear ARTILLERY  Average Experienced Combat Shy  138  Ribaulds  1,2  4  1,2  4  1,2  4  1,2  Combat Shy  138  Rarricades (16)  1,2  4  1,2  1,2  1,2  1,3  1,4  1,5  1,5  1,6  1,7  1,8  1,8  1,8  1,8  1,8  1,8  1,8	SCOTTISH CONTINGENT (F	ком 1418 то 1429	CE)							
Archers    Dismountable (13)   4	Coattigh man at arms	INFANTRY	Average	-	2 II Cut Couch		120	Melee Expert (22),	2	1.0
Archers  Formed Loose Protected Powerbow  Ribaulds  INFANTRY Average Unskilled Short Spear - 40 Combat Shy (-14)  ARTILLERY Average Experienced  Curs.  Combat Shy 138 Barricades (16)	Scotusti men-at-aims	Drilled Close	Fully Armoured	-	Z-M Cut-Clusii	-	130	Dismountable (13)	4	1,4
Ribaulds    INFANTRY   Average   Unskilled   Short Spear   40   Combat Shy (-14)   4   1,2	Archers		Average		_	_	90	Stakes (10)	0	1.2
Ribaulds Tribal Loose Unprotected Javelin Short Spear - 40 Combat Shy (-14) 4 1,2  ARTILLERY Average Experienced Combat Shy 138 Barricades (16) 1	Auchers		Protected	Powerbow		_	70	Stakes (10)	4	1,2
ARTILLERY Average Experienced Combat Shy 138 Barricades (16)	Ribaulds				Short Spear	_	40	Combat Shy (-14)	0	1 2
Compat Shy 138 Barricades (16)	1404440		Unprotected	Javelin	Diloit opear		10	Comout only (*14)	4	1,2
Skirmisher Unprotected Light Art	Guns			•	_	Combat Shy	138	Barricades (16)	0	1
		Skirmisher	Unprotected	Light Art			100	Darrieddes (10)	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 & shott 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 Genera	ALS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min	
Name	Formation	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
French, Gascon or Spanish	CAVALRY	Average	-	Charging Lancer	Devastating Chargers,	154	Melee Expert (29)	0	1,2
knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Dismountable	104	Wielee Expert (27)	4	1,4
Upgrade to veteran knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers,	216	Melee Expert (40)	0	1,2
——————————————————————————————————————	Formed Loose	-/Fully Armoured	-	Charging Lancer	Dismountable	210	Wielee Expert (40)	2	1,2
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	<u>-</u>	138	Melee Expert (22),	4	1,2
Ivicii-at-aiiiis	Drilled Close	Fully Armoured	-	Z-11 Cut-Clusii		100	Dismountable (13)	12	1,2
Downgrade men-at-arms	INFANTRY	Average	-	2-H Cut-Crush		102	Melee Expert (16),		1,2
with less armour	Drilled Close	Protected	-	Z-11 Cut-Clusii		102	Dismountable (10)	Any	1,2
Veteran men-at-arms	INFANTRY	Superior	-	2-H Cut-Crush		193	Dismountable (19)	0	1,2
veteran men-at-anns	Drilled Close	Fully Armoured	-	Z-11 Cut-Clusii		170	Distilloulitable (17)	4	1,2
English longbowmen*	INFANTRY	Average	Experienced			90	Stakes (10),	2	1,2
Liigiisii ioligoowiiicii	Formed Loose	Protected	Powerbow			<i></i>	Dismountable (10)	6	1,2
Crossbowmen	INFANTRY	Average	Experienced	_	<u>-</u>	80	Combat Shy (-22)	2	1,2
Clossoowilleli	Formed Loose	Protected	Crossbow	_	_		Comoat Sily (-22)	6	1,2
Brigans	INFANTRY	Average	-	Polearm		72		0	1,2
Dilgalis	Tribal Loose	Protected	-	TOICAIIII		12		4	1,2
Ribaulds	INFANTRY	Average	Unskilled	Short Spear		40	Combat Shy (-14)	0	1,2
Noaulus	Tribal Loose	Unprotected	Javelin	Short Spear		40	Comoat sily (-14)	4	1,2
Gascons, bidets or Bretons	INFANTRY	Average	Experienced			32	Combat Shy (-4)	0	1,2
Gascons, olucts of Dictors	Skirmisher	Unprotected	Javelin	-	<u>-</u>	04	Compat 511y (-4)	4	1,∠
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Gaire	Skirmisher	Unprotected	Light Art	-	Compatibility	100	Darricades (10)	2	1

### 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

# MEDIEVAL BURGUNDIAN



ARMY COMMANDER		Any Instinctive			DATES		1363 CE to 1471 CE		
SUB-GENERALS	0	3 Any Instinctive			TERRAIN		Standard, Mountains		
INTERNAL ALLIED GENERA	<b>LS</b> 0	2 Any Instinctive (Frenc	ch) or Professional	(English)					
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min	
Name	FORMATION	Ркотестю	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
Burgundian knights	CAVALRY	Superior	-	Charging Lancer		184	Dismountable (9)	1	1,2
	Formed Loose	-/Fully Armoured	-	Charging Lancer	_	104	Distributitable (7)	4	1,2
Coustilliers and valets *	CAVALRY	Average	-	Charging Lancer		105	Dismountable (5)	1	1,2
	Formed Loose	Protected	-	Charging Lancer	_	100	Distributitable (b)	4	1,2
Italian knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers,	167	Melee Expert (29)	0	1,2
Transan Kingirus	Drilled Loose	-/Fully Armoured	-	Charging Lancer	Dismountable	107	Ivicice Expert (27)	2	1,2
Dismounted knights	INFANTRY	Average	-	2-H Cut-Crush	Dismountable	145	Melee Expert (22)	0	1,2
Distributiled knights	Formed Close	Fully Armoured	-	Z-11 Cut-Crusii	Distillountable	140	Meiee Expert (22)	6	1,2
Mounted crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22),	0	1,2
iviounted crossbownnen	Drilled Loose	Protected	Crossbow	_	-	0.0	Dismountable (10)	4	1,2
Burgundian, Picard or Low	INFANTRY	Average	Experienced			80	Combat Shy (-22)	2	1,2
Countries crossbowmen	Formed Loose	Protected	Crossbow		-	80	Collidat Sily (-22)	8	1,2
Downgrade crossbowmen	INFANTRY	Average	Experienced			59	Combat Shy (-14)		1,2
without armour	Formed Loose	Unprotected	Crossbow		-	Jy	Combat 3ny (-14)	Any	1,2
Upgrade crossbowmen to longbowmen (from 1431	INFANTRY	Average	Experienced	_	_	90	Stakes (10),		1,2
CE)	Formed Loose	Protected	Powerbow			, ,	Dismountable (10)	Up to 2/3	1,2
I Ctui nile-n	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	3
Low Countries pikemen	Drilled Close	Protected	-	rike	Shove	100	Of (2)	6	5
Swiss pikemen (only from	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	3
1465 CE)	Drilled Close	Protected	-	FIKE	SHOVE	100	O10 ( <i>2</i> )	3	- 3
Village lever	INFANTRY	Poor	Unskilled	Short Spear		25		0	2
Village levy	Tribal Loose	Unprotected	Javelin	- Short Spear	-	23	-	2	- <i>L</i>

### **MEDIEVAL BURGUNDIAN**



Skirmishing handgunners	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	1.0
(from 1431 CE)	Skirmisher	Protected	Firearm	-	-	43	Combat Sny (-3)	2	1,2
Guns (from 1431 CE)	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	1	1
Guils (HOIII 1431 CE)	Skirmisher	Unprotected	Light Art	-	Combat Sily	130	Dallicades (10)	2	1
FRENCH CONTINGENT									
French men-at-arms	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers,	216	Melee Expert (40)	2	1,2
Tiench men-at-anns	Formed Loose	-/Fully Armoured	-	Charging Lancer	Dismountable	210	Meiee Expert (40)	2	1,2
ENGLISH CONTINGENT (FR	ом <b>1420</b> то <b>1435</b>	CE)							
English men-at-arms	INFANTRY	Average	-	2-H Cut-Crush		138	Melee Expert (22),	2	1,2
English men-at-amis	Drilled Close	Fully Armoured	-		-	130	Dismountable (13)	2	1,2
Longbowmen and men a	T ARMS (MIXED TO	u <b>G</b> , half with mel	EE EXPERT)						
Longbowmen with men-at-	INFANTRY	Average	Experienced		Melee Expert	106	Stakes (10),	1	2
arms	Formed Loose	Protected	Powerbow	-	Meiee Expert	100	Dismountable (10)	2	
English langhayyman	INFANTRY	Average	Experienced			90	Stakes (10),	1	
English longbowmen	Formed Loose	Protected	Powerbow	-	-	90	Dismountable (10)	2	
Notes									

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

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

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

# MIDDLE SWISS



ARMY COMMANDER		1 Any Professional exc	ept Legendary		DATES		1405 CE to 1473 CE		
SUB-GENERALS	1	-3 Any Professional			TERRAIN		Mountains		
Internal Allied Genera	ALS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Mounted crossbowmen	CAVALRY	Average	Experienced			130	Malas Exmant (22)	0	1,2
Mounted crossbowmen	Drilled Loose	Protected	Crossbow	-	-	150	Melee Expert (23)	2	1,2
Pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove	100	Orb (2), Barricades	6	3
r ikemen and narberdiers	Drilled Close	Protected	-	rike	SHOVE	100	(40)	24	3
Halberdiers	INFANTRY	Average	-	Polearm	Melee Expert	113	Orb (2), Barricades	4	1,2
Tidiberdiers	Drilled Flexible	Protected	-	1 Oleann	Meiee Expert	113	(40)	16	1,4
Verteran halberdiers	INFANTRY	Superior	-	Polearm		136	Orb (3), Barricades	0	1,2
verterall harbertrers	Drilled Flexible	Protected	-	1 Oleanin	-	130	(56)	4	1,4
Handgunners supporting	INFANTRY	Average	Experienced	Pike	Shove	110	Orb (2), Barricades		*see
pike	Drilled Close	Protected	Firearm	TIKE	SHOVE	110	(40)		note
Handgunners supporting	INFANTRY	Average	Experienced	Polearm		107	Orb (2), Barricades		*see
halberdiers	Drilled Flexible	Protected	Firearm	1 Oleann	-	107	(40)		note
Regrade mounted	CAVALRY	Average	Experienced			85	Combat Shy (-5),		1,2
crossbowmen as skirmishers	Skirmisher	Protected	Crossbow	-	-	00	Dismountable (5)	All or none	1,2
Crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		2	1,2
Crossoowinen	Skirmisher	Unprotected	Crossbow		Collidat Sily	50		6	1,2
Handgunners *	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	1,2
1 Ianugumens	Skirmisher	Protected	Firearm		<u>-</u>	40	Compat 511y (-5)	4	1,4
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Guits	Skirmisher	Unprotected	Light Art	-	Compatibily	100	Datticaues (10)	1	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

# 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 GENERA	ALS	0-3	Any (see notes)							
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min	
Name	FORMATIO	N	PROTECTION	Weaponry	Weaponry	Characteristics	PTS	Characteristics	Max	UG SIZE
COMMUNAL CONTINGENT										
Burghers	CAVALR	Y	Average	-	Charging Lancar	Devastating Chargers	160	Melee Expert (29),	2	1,2
Durghers	Drilled Loc	ose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	100	Dismountable (6)	2	1,2
Guild crossbowmen	INFANTR	Y	Average	Experienced			80	Combat Shy (-22)	0	1,2
Guild Clossbowilleli	Formed Loc	ose	Protected	Crossbow	-	-	80	Compatibility (-22)	4	1,2
Guildsmen	INFANTR	Y	Average	-	Pike	Shove	100	Orb (2)	6	3
Guildsilleil	Drilled Clo	se	Protected	-	TIKE	SHOVE	100	O10 (2)	24	
Guildsmen with halberds	INFANTR	Y	Average	-	Polearm		92		0	1,2
Gunusinen with halverus	Drilled Clo	se	Protected	-	Tolcalli		74		4	1,2
Longbowmen	INFANTR	Y	Average	Experienced			90	Dismountable (10),	0	1,2
Longoowmen	Formed Loc	ose	Protected	Powerbow	-	-	90	Barricades (40)	2	1,2
Guns (from 1330 CE)	ARTILLER	Ϋ́	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Gulis (Holli 1550 CL)	Skirmishe	er	Unprotected	Light Art	_	Combat sily	100	Darricades (10)	2	1
FEUDAL CONTINGENT										
D 11	CAVALR	Y	Superior	-		D : C1	207	Melee Expert (40),	2	1.0
Feudal men-at-arms	Formed Loc	ose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	4	1,2
Downgrade men-at-arms	CAVALR	Y	Superior	-	Classia Issue	D	166	Melee Expert (32),	0	*see
with less armour	Formed Loc	ose	Protected	-	Charging Lancer	Devastating Chargers	166	Dismountable (7)	3	note
N. A	INFANTR	Y	Average	Experienced			05	C1 Ch ( 00)	0	1.0
Mercenary crossbowmen	Drilled Loc	ose	Protected	Crossbow	-	-	85	Combat Shy (-22)	4	1,2
Equidal large	INFANTR	Y	Poor	-	Chart Crass		25		0	2,3
Feudal levy	Tribal Clo	se	Unprotected	-	Short Spear	-	23	- '	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

# 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 Genera	LS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>O</b> PTIONAL	Min	
Name	FORMATION	Ркотестіон	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
English knishte	CAVALRY	Average	-	Chamaina I an ann	D	148	Diamanna la la (6)	0	1.0
English knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	2	1,2
BEST LONGBOWMEN AND M	jen at arms (mix	XED TUG, HALF WITH	H MELEE EXPERT	)					
Retinue longbowmen with	INFANTRY	Average	Skilled		м 1 г.	1 11	Stakes (10),	0	2
men-at-arms	Drilled Loose	Protected	Powerbow		Melee Expert	141	Dismountable (10)	2	2
D. (1) 1 1	INFANTRY	Average	Skilled			105	Stakes (10),	=	
Retinue longbowmen	Drilled Loose	Protected	Powerbow		-	125	Dismountable (10)	=	
Longbowmen and men a	f arms (mixed T	UG, HALF WITH MEI	ее ехрект)						
Longbowmen with men-at-	INFANTRY	Average	Experienced		М. 1	106	Stakes (10),	2	0
arms	Formed Loose	Protected	Powerbow		Melee Expert	106	Dismountable (10)	8	2
I amala assura an	INFANTRY	Average	Experienced			90	Stakes (10),	=	
Longbowmen	Formed Loose	Protected	Powerbow	-	-	90	Dismountable (10)	=	
Replace mixed TuGs with	INFANTRY	Average	Experienced			00	Stakes (10),		4.0
longbowmen	Formed Loose	Protected	Powerbow		-	90	Dismountable (10)	Any	1,2
Downgrade longbowmen	INFANTRY	Average	Experienced			69	Stakes (6),		1,2
without armour	Formed Loose	Unprotected	Powerbow	-	-	09	Dismountable (6)	Up to half	1,2
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush		138	Melee Expert (22),	0	1,2
IVIEII-at-aiiiis	Drilled Close	Fully Armoured	-	Z-M Cut-Clush	-	150	Dismountable (13)	2	1,2
Billmen (only from 1423 CE)	INFANTRY	Average	-	Polearm	_	87	_	0	1,2
	Formed Close	Protected	-	I OICAIIII	<u>-</u>	0/	<u>-</u>	6	1,∠
Crossbowmen	INFANTRY	Average	Experienced	_	_	80	Combat Shy (-22)	0	1,2
C103300WIIICII	Formed Loose	Protected	Crossbow	-	-	00	Collidat 511y (-22)	4	1,4

### LATER 100 YEARS WAR ENGLISH



Irish kerns	INFANTRY	Average	Experienced		_	32	Combat Shy (-4)	0	1,2
IIISII KEIIIS	Skirmisher	Unprotected	Javelin	-	-	32	Combat Sily (-4)	2	1,2
Welsh spearmen	INFANTRY	Average	-	Short Spear		38	Melee Expert (10),	0	1,2
Weish speamien	Tribal Loose	Unprotected	-	Short Spear	-	30	Fleet of Foot (6)	4	1,4
Breton javelinmen	INFANTRY	Average	Experienced			32		0	1,2
Dieton javemimen	Skirmisher	Unprotected	Javelin	<u>-</u>	-	32	-	2	1,4
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Guiis	Skirmisher	Unprotected	Light Art	-	Combat Sny	130	Dallicades (10)	2	1
Ungrade guns to cannons	ARTILLERY	Average	Experienced		Barricades, Combat	244			1
Upgrade guns to cannons	Skirmisher	Unprotected	Heavy Art	-	Shy	∠ <del>11</del>	- -	Any	1

#### **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 GENER	ALS								
	ТүрЕ				_				
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	<b>OPTIONAL</b>	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG SIZE
SCOTTISH CONTINGENT									
Caractal management	INFANTRY	Average	-	2 II C C		100	Melee Expert (22),	2	1.0
Scottish men-at-arms	Drilled Close	Fully Armoured	-	2-H Cut-Crush	-	138	Dismountable (13)	4	1,2
Men-at-arms with less	INFANTRY	Average	-	2-H Cut-Crush		102	Melee Expert (16),	0	1,2
armour	Drilled Close	Protected	-	Z-11 Cut-Clusii	-	102	Dismountable (10)	4	1,4
Archers	INFANTRY	Average	Experienced	_	_	90	Stakes (10)	4	1,2
7 Hellers	Formed Loose	Protected	Powerbow		-	70	Stakes (10)	12	1,2
Archers with less armour	INFANTRY	Average	Experienced	_	_	69	Stakes (6)	0	1,2
7 deficis with less affiled	Formed Loose	Unprotected	Powerbow				Stakes (0)	8	1,2
Ribaulds	INFANTRY	Average	Unskilled	Short Spear	_	40	Combat Shy (-14)	0	1,2
Idodulus	Tribal Loose	Unprotected	Javelin	Short Spear	_	70	Combat Sily (-14)	6	1,2
ARTILLERY TRAIN									
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Guiiz	Skirmisher	Unprotected	Light Art	-	Combat Sny	130	Dailicades (10)	2	_ 1
Upgrade guns to cannons	ARTILLERY	Average	Experienced		Barricades, Combat	244			1
operade guils to califiolis	Skirmisher	Unprotected	Heavy Art	-	Shy	477	-	Any	1

### SCOTTISH IN FRANCE



FRENCH CONTINGENT									
French knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers,	216	Melee Expert (40)	0	1,2
	Formed Loose	-/Fully Armoured	-	Charging Lancel	Dismountable	210		2	1,4
Dismounted French knights	INFANTRY	Average	-	2-H Cut-Crush	Dismountable	145	Melee Expert (22)	0	1,2
Distribution Helicii Kilikiit	Formed Close	Fully Armoured	-	2-11 Cut-Clusii	Distributitable	140		6	1,4
Valet de Guerre	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	0	1,2
varet de Guerre	Formed Loose	Protected	_			100		4	1,4
French crossbowmen	INFANTRY	Average	Experienced	-		80	Combat Shy (-22)	0	1,2
TTEHCH CLOSSOOWIHEH	Formed Loose	Protected	Crossbow					4	1,4
Downgrade crossbowmen	INFANTRY	Average	Experienced			59	Combat Shy (-14)		1,2
without armour	Formed Loose	Unprotected	Crossbow			39		Any	1,4
Genoese or mercenary	INFANTRY	Average	Experienced			85	Combat Shy (-22), Shield Cover & Shoot	0	1,2
crossbowmen	Drilled Loose	Protected	Crossbow				(15)	4	
Ribaulds	INFANTRY	Average	Unskilled	Short Spear		40	Combat Shy (-14)	0	1,2
Kibauids	Tribal Loose	Unprotected	Javelin			40		4	1,4
Replace ribaulds with	INFANTRY	Average	-	Polearm		72		0	1,2
brigans	Tribal Loose	Protected	-	i oigaiii	<del>-</del>	14	-	4	1,2
									V

#### **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			Any Professional			DATES		1445 CE to 1480 CE Standard, Coastal, Mountains			
SUB-GENERALS		0-3 Any Professional			Terrain						
Internal Allied Genera	LS										
	ТүрЕ										
	TRAINING AN	D	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>O</b> PTIONAL	Min		
NAME	Formation		PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG Size	
MIXED TUG COMPRISING 1	/2 GENDARMI	ES AI	ND 1/2 COUSTILLIERS	3							
Ordonnance men-at-arms	CAVALRY	•	Superior	-	Charging Lancer	Devastating Chargers,	233	Melee Expert (43)	1	2	
Ordonnance men-at-arms	Drilled Clos	se	ArmHrs/F Armoured	-	Charging Lancer	Dismountable			4		
Ordonnance coustilliers	CAVALRY	•	Average	-	_	Devastating Chargers, Dismountable	123	Melee Expert (29)	=		
	Drilled Clos	se .	-/Fully Armoured	-					=		
Downgrade coustilliers and valet-de-guerre with less	CAVALRY		Average	-		Devastating Chargers, Dismountable	98	Melee Expert (23)			
armour	Drilled Clos	se	Protected	-			, ,		Any		
Dismount men-at-arms and	INFANTRY	7	Average	-	2-H Cut-Crush	-	138	Melee Expert (22)		1.0	
coustilliers	Drilled Clos	e	Fully Armoured	-	2-H Cut-Crush				Any	1,2	
Savoyard or Italian knights	CAVALRY		Average	-	Charging Lancar	Devastating Chargers	160	Melee Expert (31),	0	1,2	
Savoyard of Italian Kinghts	Drilled Clos	se	ArmHrs/F Armoured	-	Charging Lancer	Devastating Chargers	100	Dismountable (7)	2	1,2	
Feudal knights	CAVALRY		Superior	-	Charging Lancer	Devastating Chargers,	216	Melee Expert (40)	0	1,2	
reddai kiligilis	Formed Loo	se	-/Fully Armoured	-	Charging Lancer	Dismountable	210	Meiee Expert (40)	2	1,2	
Ordonnance archers	INFANTRY	7	Average	Experienced		<u> </u>	95	Stakes (10),	2	1,2	
Ordonnance archers	Drilled Loos	se	Protected	Powerbow	-	<del>-</del>	<i>7</i> ∪	Dismountable (10)	12	1,4	
Francs-archers (only from	INFANTRY	7	Poor	Experienced		Combat Shy	//1	41 Stakes (4)	0	2,3	
1448 CE)	Tribal Loos	е	Unprotected	Powerbow	- -	Compat sny	41		8	— ∠,S	

### FRENCH ORDONNANCE



CE) Formed Close Protected - 6  Pikemen and halberdiers (from 1466 CE) Formed Close Protected - Pike Shove 95 Orb (2) 6  Crossbowmen INFANTRY Average Experienced - 59 Combat Shy (-14) 6	C / 1 1 C 4466								
CE) Formed Close Protected - 6  Pikemen and halberdiers (from 1466 CE) Formed Close Protected - Pike Shove 95 Orb (2) 6  Crossbowmen INFANTRY Average Experienced - 59 Combat Shy (-14) 6	Spearmen (only before 1466	INFANTRY Averag	е -	Short Spear	Shioldswall	77		0	1,2
(from 1466 CE) Formed Close Protected - Pike Shove 95 Orb (2) 6  Crossbowmen Formed Loose Unprotected Crossbow - 59 Combat Shy (-14) 6	CE)	Formed Close Protect	d -	Short Spear	Siliciawali	//		6	1,2
(From 1466 CE) Formed Close Protected -  Crossbowmen INFANTRY Average Experienced - 59 Combat Shy (-14) 6 1, Formed Loose Unprotected Crossbow	Pikemen and halberdiers	INFANTRY Averag	е -	Dilea	Chava	05	Orb (2)	0	3
Crossbowmen Formed Loose Unprotected Crossbow 59 Combat Shy (-14) 6	(from 1466 CE)	Formed Close Protect	d -	TIKE	SHOVE	90	O10 (2)	6	3
Formed Loose Unprotected Crossbow 6	C	INFANTRY Averag	e Experienced			50	Combat Shy (14)	2	1,2
TATELLA TENEVALUE DE LA CONTRACTORIA DE LA CONTRACT	Clossoowilleli	Formed Loose Unprote	ted Crossbow	-	-	39	Collidat Sily (-14)	6	1,2
Upgrade crossbowmen with INFANTRY Average Experienced - 80 Combat Shy (-22)	Upgrade crossbowmen with	INFANTRY Averag	e Experienced			90	Combat Shir (22)		1,2
better armour Formed Loose Protected Crossbow Any	better armour	Formed Loose Protect	d Crossbow		-	00	Collidat Sily (-22)	Any	1,4
Skirmishing crossbowmen  Skirmishing crossbowmen  - Combat Shy 58 - 1,	Skirmishing crossbowmen	INFANTRY Averag	e Experienced	-	Combat Shy	50	-	0	1,2
Skirmisher Unprotected Crossbow 4		Skirmisher Unprote	ted Crossbow			50		4	1,2
Skirmishing handgunners  INFANTRY  Average  Experienced  - 45 Combat Shy (-5)  1,	Skirmiching handgunners	INFANTRY Averag	e Experienced		-	15	Combat Shy (5)	0	1,2
Skirmisher Protected Firearm	Skiminshing handgumers	Skirmisher Protect	d Firearm			40	Collidat Sily (-3)	4	1,4
Bidets Experienced 52 Combat Shy (-4) 1,	Didata	INFANTRY Averag	e Experienced			20	Combat Shy (-4)	0	1,2
Skirmisher Unprotected Javelin Javelin	bluets	Skirmisher Unprote	ted Javelin		-	34		4	1,2
Guns - Combat Shy 138 Barricades (16) 1	Cuna	ARTILLERY Averag	e Experienced		Combat Chy	138	Barricades (16)	0	1
Skirmisher Unprotected Light Art	Guns	Skirmisher Unprote	ted Light Art	-	Collidat Sily			3	1
Upgrade guns to cannons  ARTILLERY Average Experienced  Barricades, Combat 244 -	Ungrade guns to cannons	ARTILLERY Averag	e Experienced		Barricades, Combat	0.4.4	-	0	1
Skirmisher Unprotected Heavy Art Shy	Upgrade guns to cannons	Skirmisher Unprote	ted Heavy Art	<del>-</del>	Shy	444		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

## BURGUNDIAN ORDONNANCE



ARMY COMMANDER	1	Any Professional			DATES		1471 CE to 1477 CE			
Sub-Generals		<u> </u>			TERRAIN		Standard, Mountains			
	1-3	7 mry 1 roressionar			· EXXXIII		Standard, Modifiants			
INTERNAL ALLIED GENER	ALS									
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	<b>OPTIONAL</b>	Min		
NAME	Formation	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	MAX	UG Size	
MIXED TUG COMPRISING	1/2 GENDARMES A	ND $1/2$ COUSTILLIERS	3							
Household gendarmes	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers,	233	Melee Expert (43)	0	2	
Tio doctional generalities	Drilled Close	ArmHrs/F Armoured	-	Charging Lancer	Dismountable		Tvielee Expert (10)	1		
Household coustilliers	CAVALRY	Superior	-	_	Devastating Chargers,	138	Melee Expert (32)	=		
	Drilled Close	Protected	-	_	Dismountable	100		=		
MIXED TUG COMPRISING	1/2 GENDARMES A	ND $1/2$ COUSTILLIERS	S							
Ordonnance gendarmes	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Dismountable	167	Melee Expert (31)	1	2	
	Drilled Close	ArmHrs/F Armoured	-			107	Melee Expert (31)	4		
Ordonnance coustilliers	CAVALRY	Average	-	-	Devastating Chargers,	98	Melee Expert (23)	=		
Ordonnance codsumers	Drilled Close	Protected	-		Dismountable	70	Tviciec Expert (20)	=		
MIXED TUG COMPRISING	1/2 GENDARMES A	ND $1/2$ COUSTILLIERS	6							
P f . 1 1	CAVALRY	Average	-	C1 : I	-	132	Dismountable (6)	0	2	
Feudal knights	Formed Loose	-/Fully Armoured	-	Charging Lancer				1	2	
Coustilliers and valets	CAVALRY	Average	-	Charging I anger		105	Dismountable (5)	=		
Cousumers and valets	Formed Loose	Protected	-	Charging Lancer	-	103	Dismountable (3)	=		
T. 1:	CAVALRY	Average	-	Cl I	D	4.60	Melee Expert (31),	0	1.0	
Italian men-at-arms	Drilled Close	ArmHrs/F Armoured	-	Charging Lancer	Devastating Chargers	160	Dismountable (7)	2	1,2	
Ordonnance mounted	INFANTRY	Average	Experienced		Dismountable	105	Stakes (10)	2	1,2	
longbowmen	Drilled Loose	Protected	Powerbow		Dismountable	103	Stakes (10)	8		
Ordonnance mounted	INFANTRY	Average	Experienced		Dismountable	95		0	1,2	
crossbowmen	Drilled Loose	Protected	Crossbow	-	Distilouillable	95	-	2	1,4	

### **BURGUNDIAN ORDONNANCE**



Ordonnance pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	3	3
Ordonnance pikemen	Drilled Close	Protected	-	TIRC	SHOVE	100	010 (2)	9	
Ordonnance longbowmen	INFANTRY	Average	Experienced	_	_	95	Stakes (10)	2	1,2
	Drilled Loose	Protected	Powerbow	_	_	70	Stakes (10)	2	1,2
Ordonnance crossbowmen	INFANTRY	Average	Experienced	_	_	85	_	2	1,2
	Drilled Loose	Protected	Crossbow			00	_	4	1,2
Ordonnance handgunners	INFANTRY	Average	Experienced			75		2	1,2
Ordonnance nandgumers	Drilled Loose	Protected	Firearm	-	-	7.0	-	4	1,2
Low Countries pikemen	INFANTRY	Poor	-	Pike	Shove	60	Orb (1)	0	3
	Drilled Close	Protected	-		Shove	00	010 (1)	6	3
Crossbowmen	INFANTRY	Average	Experienced	-		80	Combat Shy (-22)	0	1,2
Crossbowinen	Formed Loose	Protected	Crossbow			00		4	1,2
Mounted skirmishing	CAVALRY	Average	Experienced			85	Combat Shy (-5),	0	1,2
crossbowmen	Skirmisher	Protected	Crossbow	-	-	00	Dismountable (5)	2	1,2
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Parriandon (16)	0	1
Guils	Skirmisher	Unprotected	Light Art	<u>-</u>	Collidat Sily	130	Barricades (16)	2	1
Heavier guns on field	ARTILLERY	Average	Experienced		Combat Shy	228	Barricades (16)	1	1
mounts	Skirmisher	Unprotected	Heavy Art	<u>-</u>	Collidat Sily	220	barncades (10)	2	1
REPLACE PIKEMEN AND LO	ONGBOWMEN WITH	MIXED TUG							
Ordonnanco nikomon	INFANTRY	Average	Unskilled	Dilea	Combat Shir	pat Shy 90	Orb (2)		3
Ordonnance pikemen	Drilled Close	Protected	Powerbow	rike	Pike Combat Shy			Any	- s 

#### 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

# **EDWARD IV ENGLISH**



							1 155 OR 1 155 51			
ARMY COMMANDER	1	Any Professional			DATES		1475 CE to 1482 CE			
Sub-Generals		Any Professional			TERRAIN		Standard, Coastal			
Internal Allied Gener	ALS									
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>O</b> PTIONAL	Min		
Name	FORMATION	Protection	Weaponry	Weaponry	Characteristics	PTS	Characteristics	Max	UG Size	
Royal household knights	CAVALRY	Superior	-	Charging Lancer		180	Melee Expert (43),	0	1	
Moyal Household Kilights	Formed Close	ArmHrs/F Armoured	-	Charging Lancer	-	100	Dismountable (9)	1	1	
Household knights	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29),	0	1,2	
Tiousenoid kingins	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	102	Dismountable (6)	2	1,4	
BEST LONGBOWMEN AND	men at arms (me	XED TUG, HALF WITH	H MELEE EXPERT	)						
Men-at-arms and retinue	INFANTRY	Average	Skilled		M. 1	141	Stakes (10),	0	2	
longbowmen	Drilled Loose	Protected	Powerbow	-	Melee Expert	141	Dismountable (10)	2	2	
D.,	INFANTRY	Average	Skilled	-		105	Stakes (10),	=		
Retinue longbowmen	Drilled Loose	Protected	Powerbow		-	125	Dismountable (10)	=		
Longbowmen and men A	AT ARMS (MIXED T	UG, HALF WITH MEL	ее ехрект)							
Men-at-arms and	INFANTRY	Average	Experienced		M 1 F	106	Stakes (10),	2	2	
longbowmen	Formed Loose	Protected	Powerbow		Melee Expert	expert 106	106	Dismountable (10)	8	2
T 1	INFANTRY	Average	Experienced			00	Stakes (10),	=		
Longbowmen	Formed Loose	Protected	Powerbow		-	90	Dismountable (10)	=		
	INFANTRY	Average	-				Melee Expert (22),	0		
Men-at-arms	Drilled Close	Fully Armoured	-	2-H Cut-Crush	-	138	Dismountable (13)	2	1,2	
D.II	INFANTRY	Average	-	D 1				0	4.0	
Billmen	Formed Close	Protected	-	Polearm	-	87	-	6	1,2	
C	INFANTRY	Average	Experienced			00	C 1 C1 ( 22)	0	1.0	
Crossbowmen	Formed Loose	Protected	Crossbow	-	-	80	Combat Shy (-22)	4	1,2	
Mercenary pikemen (from	INFANTRY	Average	-	D:1	C1	100	O1. (2)	0	3	
1480 CE)	Drilled Close	Protected	-	Pike	Shove	100	Orb (2)	3	3	

### **EDWARD IV ENGLISH**



Mercenary handgunners	INFANTRY	Average	Experienced			75	Combat Shy (-22)	0	1.2
(from 1480 CE)	Drilled Loose	Protected	Firearm	-	-	70	Combat 3ny (-22)	4	1,2
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art	- -	Combat Sny			2	1
Upgrade guns to cannons	ARTILLERY	Average	Experienced		Barricades, Combat	244			1
	Skirmisher	Unprotected	Heavy Art	- -	Shy	<i>2</i> 44	-	Any	1

#### 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