



ARMY LISTS

HOLY ROMAN EMPIRE

Edited by Richard Jeffrey-Cook. Contributions from Simon Hall, Nik Gaukroger, Lee Sanders and Lance Flint. Front image by Simon Clarke.

CONTENTS

The lists are divided into three sections, Maximus, Magna and Pacto. Within each section are the following lists:

 Early Communal Italian 	1029 to 1149 CE	 Hohenstaufen German 	1268 CE
Papal Italian	1049 to 1320 CE	 Angevin Sicilian 	1268 to 1320 CE
Norman Sicilian	1072 to 1212 CE	 Aragonese Sicilian 	1282 to 1442 CE
Hungarian	1100 to 1308 CE	 Medieval German City League 	1300 to 1440 CE
Early Imperial German	1106 to 1149 CE	Early Italian Condotta	1321 to 1420 CE
Feudal German	1106 to 1340 CE	 Medieval German 	1341 to 1440 CE
 Later Communal Italian 	1150 to 1320 CE	 Kingdom of Naples 	1421 to 1493 CE
 Imperial German 	1150 to 1340 CE	Italian Condotta	1421 to 1493 CE
 Medieval Frisian or Dithmarschen 	1150 to 1500 CE	 Republic of Venice 	1421 to 1493 CE
Hohenstaufen Sicilian	1194 to 1266 CE	 Late Medieval German 	1441 to 1492 CE

CREATING AN ARMY WITH THE MORTEM ET GLORIAM ARMY LISTS

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

There are few general rules to follow:

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

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

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

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

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

- 4. If a list requires a proportion of a troop type to be upgraded or regraded, then the army as a whole must comply with this requirement. Internal allies do not have to comply these requirements. For example: ¼ to ¾ of Turcomans must be upgraded from Experienced to Skilled shooting. An internal ally might have all Experienced as long as the army as a whole has ¼ to ¾ Skilled.
- 5. They can thereafter take any troops up to the maximum to create the rest of the allied contingent. Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

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

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

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

FRIENDLY AND SCENARIO GAMES

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

Version 2022.01: 1st January 2022 © Simon Hall

HISTORICAL INTRODUCTION

Throughout this period Germany consisted of a collection of independent states comprising of four main regions; Franconia - the portion of Germany held by the Franks - Saxony, Swabia and Bavaria. The title of Emperor was first used by the Frankish king Charlemagne when he was crowned by Pope Leo III on 25th December 800. It was revived in 962 by Otto I, fashioning himself after Charlemagne. Through the conquests of Otto, the Emperors also controlled large parts of northern Italy.

The term "Holy Roman Empire" was not used until the 13th century. The office of Holy Roman Emperor was traditionally elective. The German prince-electors, the highest-ranking noblemen and three Archbishops elected one of their peers as "King of the Romans". To become Emperor, he needed to be crowned by the Pope. Many of the kings were never crowned Emperor.

The main powers in the Empire were the nobility; the church and the free cities. The nobility was under no obligation to supply contingents to the Imperial armies except in the feudal holdings of the King or Emperor. Only the princes of the church, appointed by the King, owed him military service. Any other contributions needed the approval of the Imperial Diet or parliament. This generally required extensive negotiation and/or bribery.

The electors generally preferred a weak king who was no threat to their own power base. On occasion, the electors chose two different candidates resulting in a civil war.

During the 12th and 13th centuries many cities were granted free status by the Emperor. These "imperial free cities" were no longer controlled by the local lord. On occasions these cities would combine to form a City League. The most notable was the Hanseatic league which controlled much of the trade in Northern Europe and the Baltic. It became powerful enough to fight and win a war against the Danish.

Pope John XII and Otto I ratified the Diploma Ottonianum by which the Emperor guaranteed the independence of the Papal states. Over the next two centuries, popes and emperors squabbled over a variety of issues. The Guelphs and Ghibellines were factions supporting the Pope and the Holy Roman Emperor, respectively. The division developed its own dynamic in the politics of medieval Italy, and it persisted long after the direct confrontation between Emperor and Pope had ceased. By 1300, the Papal States, along with the rest of the Italian principalities, were effectively independent.

The failure of negotiations between Emperor Louis IV and the papacy led in 1338 to the declaration at Rhense by six electors to the effect that election by all or the majority of the electors automatically conferred the royal title and rule over the empire, without papal confirmation. As result, the monarch was no longer subject to papal approbation and became increasingly dependent on the favour of the electors. Between 1346 and 1378 Emperor Charles IV of Luxembourg, king of Bohemia, sought to restore the imperial authority. The Golden Bull of 1356 stipulated that in future the

© Simon Hall

Version 2022.01: 1st January 2022

emperor was to be chosen by four secular electors and three spiritual electors. The secular electors were the King of Bohemia, the Count Palatine of the Rhine, the Duke of Saxony, and the Margrave of Brandenburg; the three spiritual electors were the Archbishops of Mainz, Trier, and Cologne.

Around 1350 Germany along with the rest of Europe was ravaged by the Black Death.

From 1438 the Habsburgs, who controlled most of the southeast of the Empire, maintained a constant grip on the position of the Holy Roman Emperor. During his reign from 1493 to 1519, Maximilian I tried to reform the Empire but was frustrated by the continued territorial fragmentation of the Empire. Through his marriage to Mary of Burgundy the Habsburgs eventually acquired control of the Low Countries. The growth of Habsburg power became a threat to the Swiss. The Swabian War of 1499 resulted in the Swiss defeating Maximilian at the Battle of Dornoch and confirmed their independence.

In 1197 the German emperors of the Hohenstaufen line inherited the kingdom of Sicily. In 1266 Charles of Anjou conquered the kingdom but they were ousted from the island of Sicily by the Aragonese.

In the 14th century, Northern Italy and upper Central Italy were divided into warring city-states, the most powerful being Milan, Florence, Pisa, Siena, Genoa, Ferrara, Mantua, Verona and Venice. During the 15th century, the most powerful city-states annexed their smaller neighbours. Florence, Milan and Venice emerge as the dominant players, and these three powers finally set aside their differences and agreed to the Peace of Lodi in 1454. he foreign invasions of Italy known as the Italian Wars began with the 1494 invasion by France that wreaked widespread devastation on Northern Italy and ended the independence of many of the city-states. Originally arising from dynastic disputes over the Duchy of Milan and the Kingdom of Naples, the wars rapidly became a general struggle for power and territory among their various participants including the King of France and Maximilian I, Holy Roman Emperor.

Version 2022.01: 1st January 2022 © Simon Hall



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 COMMUNAL ITALIAN



1029 TO 1149 €E

HISTORICAL NOTES

During this period many urban Italian Republics established their autonomy by taking advantage of the disputes between the Papacy and the Holy Roman Emperor. Communes supporting the Pope became known as "Guelfs", those supporting the Emperor as "Ghibellines". Smaller towns tended to protect their independence by taking the opposite side to their larger neighbours.

TROOP NOTES

In the towns of Northern Italy, the city militia was the nucleus of military organisation. The contado, the surrounding rural districts, supplemented the troops of the commune. A Superior camp represents a Carroccio and its guard.

HISTORICAL ENEMIES

North African Dynasties; Early Croatian; Later Nikephorian Byzantine; Early Feudal French; Norman; Early Holy Roman Empire; Early Hungarian; Early Communal Italian; Papal Italian; Early Imperial German; Feudal French

EARLY COMMUNAL ITALIAN



Army Commander		1	Any Instinctive			DATES		1029 CE to 1149 CE		
SUB-GENERALS		0-1	Any Instinctive			TERRAIN		Coastal, Standard, Mo	untains	
Internal Allied Genera	ALS	1-3	Any Instinctive			САМР		Unfortified; Poor, Aver	age or Supe	erior
	ТүрЕ					•				
	TRAINING A	ND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	O PTIONAL	Min	
NAME	Formatio	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Contadini knights and	CAVALR	Y	Superior	-	Charging Lancer		147	Dismountable (7)	0	4,6
sergeants	Formed Lo	ose	Protected	-	Charging Lancer		14/	Distributitable (7)	8	4,0
Communal knights and	CAVALR	Y	Average	-	Charging Lancer		105	Dismountable (5)	4	4,6
sergeants	Formed Lo	ose	Protected	-	Charging Lancer	-	100	Distributitable (5)	12	4,0
Militia caearmea	INFANTR	Y	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	12	6,8
1ilitia spearmen	Formed Cl	ose	Protected	-	Short Spear	Sinciawan	//	Collidat Jily (-22)	48	0,0
Mercenary spearmen	INFANTR	Y	Average	-	Short Spear	Shieldwall	82		0	6,8
iviercenary speamien	Drilled Clo	ose	Protected	-	31101t Spear	Silielawali	02	-	12	0,0
Mercenary crossbowmen	INFANTR	Y	Average	Experienced			85	Combat Shy (-22)	0	6,8
ivicicellary crossoowillen	Drilled Loc	ose	Protected	Crossbow			00	Collidat Jily (-22)	8	0,0
Contadini spearmen	INFANTR	Y	Poor	-	Short Spear	Shieldwall	47	Combat Shy (-13)	6	6,8
Contaum speamen	Formed Cl	ose	Protected	-	31101t Spear	Siliciawali	47	Collidat Sily (-13)	48	0,0
Crossbowmen	INFANTR	Y	Average	Experienced			59	Combat Shy (-14)	0	6,8
C108800WIIIEII	Formed Lo	ose	Unprotected	Crossbow	-	-	39	Collidat Sily (-14)	16	0,0
Skirmishing crossbowmen	INFANTR	Ϋ́	Average	Experienced		Combat Shir	45		0	6,9
Skiiiiisiiiig Ciossoowiiieii	Skirmishe	er	Unprotected	Crossbow	_	Combat Shy	43	-	18	0,9
Nomes										1

NOTES

Knights and sergeants dismount as Protected, Formed Close, Short Spear, Sheildwall of the same grade.

CHANGES FROM LAST VERSION

PAPAL ITALIAN



1049 **₹0** 1320 **€E**

HISTORICAL NOTES

This list covers the period from the accession of Leo IX until the rise of the condottieri.

TROOP NOTES

The Papacy could only rely on small forces from its own lands and had to rely on contingents from Perugia, the Romagna, the Ancona marches, Tuscany, Spoleto and its neighbours. The communes did not regard themselves as being under any obligation to supply trrops and might supply money for the employment of mercenaries. Mercenaries of various origins were employed throughout this period.

HISTORICAL ENEMIES

Norman; Early Holy Roman Empire; Early Communal Italian; Norman Sicilian; Early Imperial German; Later Communal Italian; Imperial German; Angevin Sicilian; Aragonese Sicilian

PAPAL ITALIAN



ARMY COMMANDER	1	Any Instinctive			DATES		1049 CE to 1320 CE	049 CE to 1320 CE		
SUB-GENERALS	0-1	Any Instinctive			TERRAIN		Coastal, Standard, Mou	ıntains		
Internal Allied Genera	ALS				Самр		Unfortified; Poor, Aver	age or Supe	rior	
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT OR Y	BASE	OPTIONAL	Min		
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
Feudal knights (before 1150	CAVALRY	Superior	-	Charging Lancer	_	147	Dismountable (7)	4	4,6	
CE)	Formed Loose	Protected	-	Charging Lancer		1 17	Dismodifiable (7)	12	1,0	
MIXED TUG COMPRISING 1	/2 KNIGHTS AND	1/2 SERGEANTS (FRE	ом 1150 CE)							
Contadini knights	CAVALRY	Superior	-	Charging I an aar		184	Melee Expert (40)	2	4,6	
Contadini knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	104	Meiee Expert (40)	6	4,0	
Contadini sergeants	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	=		
Contadini sergeants	Formed Loose	Protected	-	Charging Lancer	-	14/	Meiee Expert (32)	=		
Compliance (1) (complete)	CAVALRY	Poor	-	Cl. and Conserve		ΕΛ	Μ.Δ.1 Γ	0	1.6	
Swabians (before 1072 CE)	Formed Loose	Protected	-	Short Spear	-	54	Melee Expert (14)	12	4,6	
Dismount Swabians	INFANTRY	Superior	-	Short Spear		94	Melee Expert (22)		4,6	
Distributit Swabiaris	Formed Loose	Protected	-	31101t Spear	-	7 4	Meiee Expert (22)	Any	4,0	
Mercenary knights (from	CAVALRY	Average	-	Charging Lancer	Devastating Chargers,	167	Melee Expert (29)	0	4	
1198 CE)	Drilled Loose	-/Fully Armoured	-	Charging Lancer	Dismountable	107	Ividice Expert (27)	4		
French mercenary knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	224	Melee Expert (40)	0	4,6	
(from 1250 CE)	Drilled Loose	-/Fully Armoured	-	Charging Lancer	Devastading Chargers	221	Tylelee Expert (10)	6	1,0	
German mercenary knights	CAVALRY	Average	-	Charging Lancer	_	144	Dismountable (6)	0	4,6	
(from 1250 CE)	Drilled Loose	-/Fully Armoured	-	Gharging Lancer			210111041144016 (0)	10	1,0	
Mercenary spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	82	-	0	6,8	
	Drilled Close	Protected	-	3110110 2 2 2 2 2 2				8	0,0	
Mercenary crossbowmen	INFANTRY	Average	Experienced	_	-	85	Combat Shy (-22)	0	6,8	
	Drilled Loose	Protected	Crossbow					8	-,-	

PAPAL ITALIAN

M	OR		M
ET	GLO	RI/	M

Roman militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
	Formed Close	Protected	-	Short Spear	Siliciawali	//	Collidat 511y (-22)	8	0,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6.0
	Skirmisher	Unprotected	Bow	-	Compat Sily	40	-	18	6,9

ALLIES

Early Communal Italian Allies - up to 3 contingents (to 1149 CE)

Later Communal Italian Allies - up to 3 contingents (from 1150 CE)

Norman allies (before 1072 CE)

Imperialist allies - Early Imperial German (before 1072 CE)

Byzantine allies - Later Nikephorian Byzantine (before 1072 CE)

Lombard allies - Lombard Principalities (before 1072 CE)

Norman Sicilian allies (from 1072 CE)

Notes

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

Mercenary knights before 1150 dismount as Formed Close, Protected, Short Spear of the same quality. Knights from 1150 dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality.

Norman allies cannot be used with Imperialist, Byzantine or Lombard allies.

CHANGES FROM LAST VERSION

NORMAN SICILIAN



1072 TO 1212 €E

HISTORICAL NOTES

This covers Sicily from Norman conquest until death of William II. It also covers rebellions against Frederick's II rule until 1212.

TROOP NOTES

Experience fighting horse archers both for and against the Byzantines encouraged the adoption of full mail armour. The Saracens from whom the Normans took Sicily became loyal troops.

HISTORICAL ENEMIES

North African Dynasties; Komnenan Byzantine; Papal Italian; Later Communal Italian; Hohenstaufen Sicilian; Almohad

NORMAN SICILIAN



ARMY COMMANDER		1	Any Instinctive			DATES		1072 CE to 1212 CE		
SUB-GENERALS		0-2	Any Instinctive			TERRAIN		Coastal, Standard, Mot	ıntains	
Internal Allied Genera	LS	0-2	Any Instinctive			Самр		Unfortified; Poor or Av	erage	
	ТүрЕ									
	TRAINING AN	D	QUALITY	SHOOTING SKILL	Melee	M ANDAT 0 RY	BASE	O PTIONAL	Min	
Name	Formation		Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Norman knights (before	CAVALRY		Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	6	4,6
1150 CE)	Formed Loo		Protected	-	Charging Lancer	Devastating Chargers	110	Wielee Expert (20)	12	7,0
Best Norman knights (before	CAVALRY		Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	0	4,6
1150 CE)	Formed Loos	se	Protected	-	Charging Lancer	Devastating Chargers	100	Tvicice Expert (02)	8	1,0
MIXED TUG COMPRISING 1	/2 KNIGHTS A	ND :	1/2 SERGEANTS (ONI	Υ AFTER 1150 C	E)					
F 1 . 1 . 1 . 1 . 1	CAVALRY		Superior	-	Classia Isaasa		104	λ 4 . 1 Γ	3	1.6
Feudal knights	Formed Loos	se	-/Fully Armoured	-	Charging Lancer	-	184	Melee Expert (40)	9	4,6
Feudal sergeants	CAVALRY		Superior	-	Charging I an aar		147	Melee Expert (32)	=	
reudai seigeants	Formed Loo	se	Protected	-	Charging Lancer	-	14/	Meiee Expert (52)	=	
COMMUNAL MIXED TUG CO	MPRISING 1/2	2 KN	IGHTS AND $1/2$ SERO	EANTS (ONLY A	FTER 1150 CE)					
C 1 1 1	CAVALRY		Average	-	Classia Isaasa		100	M. 1 T (20)	0	1.6
Communal knights	Formed Loos	se	-/Fully Armoured	-	Charging Lancer	-	132	Melee Expert (29)	4	4,6
Communal sergeants	CAVALRY		Average	-	Charging Lancer		105	Melee Expert (23)	=	
Communal sergeants	Formed Loo	se	Protected	-	Charging Lancer	-	105	Meiee Expert (25)	=	
Lombard cavalry (before	CAVALRY	•	Average	-	C1 . C	D	100	M 1 E (22)	0	1.6
1100 CE)	Formed Loos	se	Protected	-	Short Spear	Devastating Chargers	103	Melee Expert (23)	6	4,6
Militia an apresa	INFANTRY	7	Average	-	Ch out Corre	Shieldwall	77	Combat Cl (20)	0	6,8
Militia spearmen	Formed Clos	se	Protected	-	Short Spear	Smeidwall	77	Combat Shy (-22)	12	٠,٥
Crossbowmen	INFANTRY	7	Average	Experienced			59	Combat Shy (-14)	0	6,8
CIO2200MIIIGII	Formed Loo	se	Unprotected	Crossbow	_	-	J7	Combat Sny (-14)	8	- 0,0

NORMAN SICILIAN

T		4 0	TAT
LV		(1)	
Ban	GIL	ORI	AM

Saracen archers	INFANTRY	Average	Experienced		_	48	Combat Shy (-14)	0	6,8
Salacell alchers	Tribal Loose	Unprotected	Bow	<u>-</u>	-	40	Collidat Sily (-14)	8	0,0
Upgrade Saracen archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)		6,8
Opgrade Saracen areners	Formed Loose	Unprotected	Bow	<u>-</u>	-	J4	Combat Sily (-14)	Any	0,0
Saracen javelinmen	INFANTRY	Average	Experienced	Short Spear		63	Melee Expert (16)	0	6,8,9
Saracen javeninnen	Tribal Loose	Protected	Javelin	31101t Spear	-	0.0	Meice Expert (10)	9	0,0,9
Griffons (before 1194 CE)	INFANTRY	Average	-	Short Spear	_	57		0	6,8,9
Gillions (before 1194 CE)	Tribal Loose	Protected	-	31101t Spear	-	37		18	0,0,9
Arriere-ban	INFANTRY	Poor	Unskilled	Short Spear		25		0	8,9,10
Affiere-ball	Tribal Loose	Unprotected	Javelin	Short spear	-	23	-	20	0,9,10
Berber cavalry (from 1075	CAVALRY	Average	Experienced			47	Cantabrian (16),	0	4,6
CE)	Skirmisher	Unprotected	Javelin	-	-	4/	Combat Shy (-4)	6	4,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
	Skirmisher	Unprotected	Bow	-	Comoat Sny	40	-	24	- 0,9

Notes

Minima and maxima in mixed TuGs are for knights. An equal number of sergeants must be taken. An allied general can only command feudal knights or arriere-ban.

CHANGES FROM LAST VERSION

HUNGARIAN



1100 TO 1308 €E

HISTORICAL NOTES

During the 12th and 13th centuries Hungary was ruled by the Arpad dynasty. Due to extensive silver mines, the kingdom was wealthy at this time. In 1195, King Béla III expanded the Hungarian kingdom southward and westward to Bosnia and Dalmatia and extended suzerainty over Serbia, a process that helped to break up the Byzantine Empire and diminish its influence in the Balkan region. In 1211 King Andrew II granted Burzenland to the Teutonic knights, but in 1225 expelled them from Transylvania. Andrew led the largest royal army in history during the fifth crusade. In 1241 to 1242, the kingdom of Hungary suffered a major blow in the wake of the Mongol invasion of Europe. As a result of the Mongols, some 40,000 Cumans sought sanctuary in Hungary. In response to the Mongol invasion, the King built hundreds of stone castles. This over-stretched the Royal finances and weakened the power of the king but was successful in repelling the second Mongol invasion of 1286 and provide useful in fighting the Ottomans. At the death of Andrew III in 1301 the House of Arpad ended. A civil war lasted seven years as various claimants fought for the throne.

TROOP NOTES

Military service in Hungary was owed to the nobleman, known as ipsans, who formed a warrior aristocracy. The king often had to rely on foreign mercenaries, often Italians or Germans, to protect himself and these became the core of the army. Asiatic auxiliaries, initially Pechenegs and later Cumans remained a major element in the Hungarian army. The Pechenegs were referred to as Bisseni by the Hungarians. The Szeklers continued to guard the eastern frontiers of the kingdom.

HISTORICAL ENEMIES

Pecheneg; Cuman or Kipchak; Mongol Conquest; Golden Horde; Komnenan Byzantine; Kingdom of Serbia; Second Bulgarian Empire; Serbian Empire; Feudal German; Later Communal Italian; Imperial German; Feudal Polish

HUNGARIAN



ARMY COMMANDER	1	Any Instinctive			DATES		1100 CE to 1308 CE		
SUB-GENERALS	0-3	Any Instinctive (befor	e 1302 CE, 0-1 fron	n 1302 CE)	TERRAIN		Plains		
Internal Allied Genera	LS 0-3	Any Instinctive (from	1302 CE)		Самр		Unfortified or Fortified	; Poor or Av	rerage
	ТүрЕ	•							
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	M _{IN}	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Knights	CAVALRY	Superior	-	Charging Lancer	_	147	Melee Expert (32)	4	4,6
	Formed Loose	Protected	-	Charging Lancer		1 17	Tvicice Expert (02)	12	1,0
Upgrade knights (from 1150	CAVALRY	Superior	-	Charging Lancer	_	184	Melee Expert (40)		4,6
CE)	Formed Loose	-/Fully Armoured	-	Gharging Lancer		101	Tviciec Expert (10)	All	1,0
Gentry	CAVALRY	Superior	Unskilled	Charging Lancer	_	161	_	0	4,6
	Formed Loose	Protected	Bow	Griarging Barreer				12	1,0
Hospitaller knights (from	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
1150 CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer				4	· .
Horse archers	CAVALRY	Average	Experienced	_	-	125	-	12	4,6
	Formed Flexible	Protected	Bow					44	., 0
Szekeley borderers	CAVALRY	Average	Experienced	Short Spear	<u>-</u>	135	_	0	4,6
	Formed Flexible	Protected	Bow	Bilore B pear				12	1,0
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Combat Shy (-22)	0	6,8
	Tribal Close	Protected	-	Bilore B pear				24	0,0
Archers	INFANTRY	Average	Experienced	_	_	48	Combat Shy (-14)	0	6,8
THEIRE IS	Tribal Loose	Unprotected	Bow				Goillout billy (11)	8	0,0
Scouts	CAVALRY	Average	Experienced	_	<u>-</u>	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					12	1,0
Bisseni (only until 1150 CE)	CAVALRY	Average	Experienced	_	_	57	Combat Shy (-4)	6	4,6
	Skirmisher	Unprotected	Bow					18	1,0
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	40	_	0	6,9
	Skirmisher	Unprotected	Bow		Controde only	10		12	0,7

HUNGARIAN



CROAT CONTINGENT									
Croat cavalry	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	0	4,6
	Formed Loose	Protected	-		-	14/		6	4,0
Croat avemen	INFANTRY	Average	-	2-H Cut-Crush		82		0	6,8
Croat axemen	Tribal Loose	Protected	-	2-11 Gut-Glusli				8	
Croat spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Combat Shy (-22)	8	6,8
Croat spearmen	Tribal Close	Protected	-					16	
Croatarchers	INFANTRY	Average	Experienced		Combat Shy	40		6	6,9
Croat archers	Skirmisher	Unprotected	Bow	-	Compatibility	40	-	9	0,9

ALLIES

Cuman allies - Cuman or Kipchak (from 1238 CE)

Notes

Croat minima only apply if a Croat contingent is taken. A Croat contingent must be commanded by their own general.

CHANGES FROM LAST VERSION

Corrected date for Hospitaller knights.

EARLY IMPERIAL GERMAN



1106 TO 1149 €E

HISTORICAL NOTES

This list covers Imperial German armies before Frederick I Barbarossa. A king only become Emperor if crowned by the Pope. In reality the Empire was an alliance of separate states. Imperial armies often contained feudal or ecclesiastical contingents. Raising imperial troops meant obtaining approval from the Imperial Diet or parliament. This was a painfully difficult process, and few Emperors exerted enough power to bring the states into line.

Heinrich (Henry) V became Holy Roman Emperor in 1106. In 1122 Pope Callixtus II and Emperor Henry V agreed the Concordat of Worms. This differentiated between the royal and spiritual powers resulting in a largely independent church and weakening the power of the Emperor.

TROOP NOTES

Germany was essentially a confederation of petty states led by princely families of tribal origin, of whom very few held their lands as vassals of the crown. Only the princes of the church were actually obliged to render the Emperor military service.

HISTORICAL ENEMIES

Early Communal Italian; Papal Italian; Feudal German; Feudal Polish; Feudal French

EARLY IMPERIAL GERMAN



ARMY COMMANDER	1	Any Instinctive			DATES		1106 CE to 1149 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Forest, Mour	ntains	
Internal Allied Genera	LS				Самр		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ	·							
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Best knights	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	Melee Expert (32),	0	4,6
	Formed Loose	Protected	-	Bilore Spear	Devastating Chargers	110	Dismountable (7)	16	1,0
Knights	CAVALRY	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23),	8	4,6
	Formed Loose	Protected	-	bilore opear	Devastating Chargers	100	Dismountable (5)	24	1,0
Mercenaries with swords or	INFANTRY	Average	-	_	Melee Expert	86	_	0	6,8
axes	Drilled Close	Protected	-					16	
Mercenary crossbowmen	INFANTRY	Average	Experienced	_	_	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow				Goillout Billy (22)	16	0,0
Mercenary spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	82	_	0	6,8
	Drilled Close	Protected	-	Differ openi	Bilicia wan	02		8	
Militia crossbowmen	INFANTRY	Average	Experienced	_	Combat Shy	58	_	6	6,8
	Formed Loose	Protected	Crossbow					16	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	6	6,8
	Formed Close	Protected	-	bilore opear	Differe wan		Goillout Billy (22)	16	
Fussknechte	INFANTRY	Average	-	_	Melee Expert	71	_	0	6,8,9
	Tribal Close	Protected	-		TVICIO EXPORT	, 1		9	0,0,7
Heerban and feudal retainers	INFANTRY	Poor	-	Short Spear	_	25	Combat Shy (-9)	0	8,9,10
	Tribal Close	Unprotected	-	Briore apear				20	0,7,10
Skirmishing crossbowmen	INFANTRY	Average	Experienced	_	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow		Goillout Olly	10		18	·,,
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	40	_	0	6,9
	Skirmisher	Unprotected	Bow		Comoat ony	10		18	

EARLY IMPERIAL GERMAN



Only in Italy									
Contadini knights	CAVALRY	Superior	-	Charging Lancer		147	Dismountable (7)	0	4,6
Contactini Kingiris	Formed Loose	Protected	-	Charging Lancer	-	147	Distilloulitable (7)	6	4,0
Communal knights	CAVALRY	Average	-	Charging Lancer		105	Dismountable (5)	0	4,6
Communal knights	Formed Loose	Protected	-	Charging Lancer	-	100	Distilloultable (5)	6	4,0
Italian militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
Italian ilililua speaimen	Formed Close	Protected	-	Short Spear	Siliciawali	//		8	- 0,0
Italian contadini spearmen	INFANTRY	Poor	-	Chart Char	Shieldwall	47	Combat Shy (-13)	0	6,8
	Formed Close	Protected	-	Short Spear	SilicidWall	4/	Compatibily (-15)	8	- 0,0

ALLIES

Unreliable Feudal or Ecclesiastical allies - Feudal German Italian allies - Early Communal Italian

NOTES

Knights and sergeants dismount as Protected, Formed Close, Short Spear, Sheildwall of the same quality. Feudal and Italian allies may be taken together.

CHANGES FROM LAST VERSION

FEUDAL GERMAN



1106 то 1340 СЕ

HISTORICAL NOTES

This list covers the armies of the major autonomous states and dynasties that constituted the German Empire. Strictly Germany did not follow feudalism. Unlike the princes of the church, lay princes were not obliged to provide troops to the emperor. Some lords expanded into Slavic areas and in this way Silesia and Pomeria were added to the Empire. The largest battles occurred when two alliances elected opposing kings. This was especially true during the interregnum from 1254 to 1273.

TROOP NOTES

Ministeriales were originally unfree milites owning no land. By the mid-13th century their status had increased to become part of the nobility. Most troops were raised on a feudal basis from estates and unfree cities. Ecclesiastical allies were often used. Alliances with free imperial cities were rarer. The use of mercenaries was initially rare but increased during the interregnum.

HISTORICAL ENEMIES

Early Swiss; Early Medieval Low Countries; Hungarian; Early Imperial German; Imperial German; Medieval Frisian or Dithmarschen; Early Medieval Danish; Feudal Polish; Feudal French; Northern Medieval French

FEUDAL GERMAN



ARMY COMMANDER		1 /	Any Instinctive			DATES		1106 CE to 1340 CE		
SUB-GENERALS	(0-2	Any Instinctive			TERRAIN		Standard, Forest, Mou	ntains	
INTERNAL ALLIED GENERA	LS	0-1	Any Instinctive			САМР		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ									
	TRAINING AND	•	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	O PTIONAL	Min	
Name	Formation		PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Best knights (before 1150	CAVALRY		Superior	-	Short Spear	Devastating Chargers	145	Melee Expert (32),	0	4,6
CE)	Formed Loos	е	Protected	-	Short Spear	Devastating Chargers	140	Dismountable (7)	16	-1, 0
Knights (before 1150 CE)	CAVALRY		Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23),	6	4,6
Alights (before 1100 CL)	Formed Loos	е	Protected	-	Short Spear	Devastating Chargers	100	Dismountable (5)	24	4,0
Best knights (from 1150 CE)	CAVALRY		Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	4,6
Dest Kingints (noin 1100 CL)	Formed Loos	е	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Distributitable (7)	6	4,0
Knights (from 1150 CE)	CAVALRY		Average	-	Charging Lancar	Devastating Chargers	148	Dismountable (6)	6	4,6
Kinghts (noin 1100 CE)	Formed Loos	е	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Distributitable (0)	24	4,0
Mounted crossbowmen	CAVALRY		Average	Experienced			120	Melee Expert (23)	0	4,6
(from 1200 CE)	Formed Loos	е	Protected	Crossbow	_		120	Wielee Expert (20)	6	4,0
Mercenary spearmen (from	INFANTRY		Average	-	Long Spear		91		0	6,8
1250 CE)	Drilled Close	2	Protected	-	Long Spear	-	71	-	8	0,0
Mercenary crossbowmen	INFANTRY		Average	Experienced			85	Combat Shy (-22)	0	6,8
(from 1250 CE)	Drilled Loose	2	Protected	Crossbow	<u>-</u>	-	00	Combat 311y (-22)	8	0,0
Feudal spearmen	INFANTRY		Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	6	6,8
redual spearmen	Formed Close	е	Protected	-	31101t Spear	Siliciawali	//	Combat 311y (-22)	32	0,0
Feudal crossbowmen	INFANTRY		Average	Experienced		Combat Shy	58		6	6,8
- Leddar Crossoowilleli	Formed Loos	е	Protected	Crossbow	_	Combat Sily	00		24	
Fussknechte	INFANTRY		Average	-		Melee Expert	71		0	6,8,9
1 destrictive	Tribal Close		Protected	-		Meice Exheir	/ 1	<u>-</u>	18	
Heerban and feudal retainers	INFANTRY		Poor	-	Short Spear		25	Combat Shy (-9)	0	8,9,10
i recivati aliu reudai retalliers =	Tribal Close		Unprotected	-	SHOIL Shear	-	40	Collidat Sily (-9)	20	0,2,10

FEUDAL GERMAN



Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	45		0	6,9
Skiiiiisiiiiig ciossoowiiieii	Skirmisher	Unprotected	Crossbow	-	Collidat Sily	40	-	18	0,9
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
	Skirmisher	Unprotected	Bow	-	Collidat Sily	40	-	9	0,9
ONLY NORTHERN, CENTRA	L AND WESTERN	GERMANY							
Frisian or similar spearmen	INFANTRY	Average	-	Long Spear	Devastating Chargers,	59		0	6,8
riisian oi siinnai speannen	Tribal Loose	Protected	-	Long Spear	Combat Shy	39	-	12	0,0
Brabanter mercenaries (from	INFANTRY	Average	-	Long Spear	_	91		0	6,8
1150 to 1250 CE)	Drilled Close	Protected	-	Long Spear	-	91	-	8	
ONLY SOUTHERN OR EAST	ern Germany								
Swabian or Bavarian foot	INFANTRY	Average	-	2-H Cut-Crush		92		0	6
Swabian of bavarian foot	Formed Loose	Protected	-	Z-n Cut-Clush	-	92	-	6	O
Slav foot	INFANTRY	Average	Experienced	Short Spear		63	Combat Shy (-22)	0	6,8
Slav 100t	Tribal Loose	Protected	Javelin	Short spear	-	03	Compat 511y (-22)	24	0,0
Horse archers (from 1150	CAVALRY	Average	Experienced			57	Combat Shy (-4)	0	4,6
CE)	Skirmisher	Unprotected	Bow	-	-	J/	Collidat Sily (-4)	12	4,0
the state of the s									

ALLIES

Frisian allies - Medieval Frisian or Dithmarschen (from 1150 CE)

Danish Leidang allies - Early Medieval Danish (from 1147 to 1160 CE)

Polish allies - Feudal Polish (from 1147 to 1227 CE)

Swiss allies - Early Swiss (only Bavarian lords in 1323 CE)

Notes

Knights before 1150 dismount as Formed Close, Protected, Short Spear of the same quality. Knights from 1150 dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush (or Poor if downgraded to Poor).

Only Northern, Central and Western Germans may have Hanseatic League, Frisian, Danish or Polish allies.

Only one external ally may be taken.

CHANGES FROM LAST VERSION



LATER COMMUNAL ITALIAN

1150 TO 1320 €E

HISTORICAL NOTES

The Lombard League was formed in about 1176 to counter Emperor Freiderich I Barbarossa. It also opposed Freiderich II before being dissolved in 1250. Members included Milan, Piacenza, Cremona, Mantua, Bergamo, Brescia, Bologna, Padua, Treviso, Vicenza, Venice, Verona, Lodi and Parma.

TROOP NOTES

From the start of the 12th century the use of mercenaries in Northern Italy increased. Despite this, militia survived in regular and effective use well into the 14th century. The popolo evolved in many cities as elite bodies of militia infantry to control the power of a town's own magnates and the ambitions of its aristocracy. A superior camp represents the Carroccio and its defenders.

HISTORICAL ENEMIES

North African Dynasties; Papal Italian; Norman Sicilian; Hungarian; Later Communal Italian; Imperial German; Hohenstaufen Sicilian; Angevin Sicilian; Aragonese Sicilian; Early Crown of Aragon; Northern Medieval French; Southern Medieval French

LATER COMMUNAL ITALIAN



ARMY COMMANDER		1	Any Instinctive			DATES		1150 CE to 1320 CE		
SUB-GENERALS		0-1	Any Instinctive			TERRAIN		Coastal, Standard, Mo	untains	
Internal Allied Genera	LS	1-3	Any Instinctive			Самр		Unfortified; Poor, Ave	rage or Super	ior
	ТүрЕ									
	TRAINING AN	ID	QUALITY	SHOOTING SKILL	Melee	M ANDAT 0 RY	BASE	OPTIONAL	Min	
Name	Formation	ī	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	MAX	UG SIZE
Contadini mixed TuG co	MPRISING 1/2	2 KN	IGHTS AND $1/2$ SERG	EANTS						
Contadini knights	CAVALRY Formed Loo		Superior -/Fully Armoured	- -	Charging Lancer	-	184	Melee Expert (40)	0 4	4,6
Contadini sergeants	CAVALRY Formed Loo		Superior Protected	-	Charging Lancer	-	147	Melee Expert (32)	=	
COMMUNAL MIXED TUG CO	MPRISING 1/	2 KN	IGHTS AND 1/2 SER	EANTS						
Communal knights	CAVALRY	7	Average	-	Charging I an aar		132	Melee Expert (29)	2	4,6
Communal knights	Formed Loo		-/Fully Armoured	-	Charging Lancer	-	152	Meiee Expert (29)	6	4,0
Communal sergeants	CAVALRY		Average	-	Charging Lancer	_	105	Melee Expert (23)	=	
Gommanar vergearra	Formed Loo	se	Protected	-	Charging Lancer		100	Tyleree Expert (20)	=	
Mercenary knights (from	CAVALRY	7	Average	-	Charging Lancer	Devastating Chargers,	167	Melee Expert (29)	0	4,6
1200 CE)	Drilled Loo		-/Fully Armoured	-	Charging Lancer	Dismountable	107	Wielee Expert (27)	12	-1, 0
Mounted crossbowmen	CAVALRY		Average	Experienced	<u>-</u>	-	120	Melee Expert (23)	0	4
	Formed Loo		Protected	Crossbow					4	
Popolo spearmen (from 1200	INFANTRY		Superior	-	Short Spear	Shieldwall	115	<u>-</u>	0	6
CE)	Drilled Clo		Protected	-	2				6	
Militia spearmen	INFANTRY		Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	12	6,8
-	Formed Clo	se	Protected	-					48	-,-
Replace militia spearmen with javelinmen (from 1200	INFANTR	I	Average	Experienced	Short Spear	-	78	Combat Shy (-22)		6,8
CE)	Formed Clo	se	Protected	Javelin	ı				Up to half	· .

LATER COMMUNAL ITALIAN



Crossbowmen	INFANTRY	Average	Experienced		_	80	Combat Shy (-22)	0	6,8
Clossoowilleli	Formed Loose	Protected	Crossbow	<u>-</u>	-	00	Collidat Sily (-22)	16	0,0
Upgrade crossbowmen with	INFANTRY	Average	Experienced	Short Spear	Pavise	99	Combat Shy (-22)		6,8
pavisiers (from 1200 CE)	Formed Loose	Protected	Crossbow	31101t Spear	1 avise	77	Collidat Sily (-22)	Any	0,0
Contadini spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	47	Combat Shy (-13)	6	6,8
Contacini speamen	Formed Close	Protected	-	Short Spear	Siliciawali	47	Collidat Sily (-13)	48	
Mercenary spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	82		0	6,8
Mercenary spearmen	Drilled Close	Protected	-	31101t Spear	Siliciuwali	02	-	12	0,0
Mercenary crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	6,8
Mercenary crossoowinen	Drilled Loose	Protected	Crossbow	<u>-</u>	-	00	Collidat Sily (-22)	8	0,0
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	45		0	6,9
Skillinshing crossbownien	Skirmisher	Unprotected	Crossbow	<u>-</u>	Compatibility	40	-	18	0,9
Skirmiching archard	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Skirmishing archers	Skirmisher	Unprotected	Bow	- -	- Combat Shy		-	9	0,9

Notes

Minima and maxima in mixed TuGs are for knights. An equal number of sergeants must be taken. Mercenary knights dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality.

CHANGES FROM LAST VERSION



1150 TO 1340 €E

HISTORICAL NOTES

In 1152 Friederich I "Barbarossa" came to the throne. His rule started a period of prosperity. He re-established the Roman rule of law that counterbalanced the papal power that dominated the German states since the Concordat of Worms. As well as being crowned Roman Emperor in 1155, he was King of Italy and in 1178 King of Burgundy. He died in 1190 in Asia Minor while leading an army in the Third Crusade. His son Henry VI seized Norman lower Italy and Sicily in 1194. In 1198 two opposing kings were elected and fought over the crown until 1208. In 1215 Friederich II overcame resistance and seized the crown. He was crowned Emperor in 1220. The papacy felt his rule of Germany and attempts to strengthen control of Sicily was a threat. In 1228 he went on Crusade and seized Jerusalem from the Egyptian Sultan without shedding blood. He attempted to control northern Italy with limited success and to do so granted many privileges in Germany which weakened the Imperial position. Between 1254 and 1273 there was no king. Burgundy came under French influence and much of Italy freed itself from German rule. The decline was only partly reversed by Henry VII who came to the throne in 1308. Between 1314 and 1322 the Empire was contested until Louis IV emerged victorious. He however was in dispute with the Pope and had to have himself crowned as Holy Roman Emperor by a senator in 1328. This led to the declaration at Rhense in 1338 by six electors to the effect that election by all or most of the electors automatically conferred the royal title and rule over the empire, without papal confirmation. The difficulties in electing the king eventually led to the emergence of a fixed college of prince-electors (Kurfürsten), whose composition and procedures were set forth in the Golden Bull of 1356. The emperor now was to be elected by a majority rather than by consent of all seven electors. For electors the title became hereditary.

TROOP NOTES

Frederick I sought to reorganise German feudalism on the model of France. Most of his successors were unable to maintain their hold on the nobility. The emperors tended to rely on their personal retinues that could include large numbers of mercenaries.

HISTORICAL ENEMIES

Papal Italian; Hungarian; Feudal German; Later Communal Italian; Early Italian Condotta; Feudal Polish; Northern Medieval French



ARMY COMMANDER	1	Any			DATES		1150 CE to 1340 CE		
SUB-GENERALS	0-3	Any			TERRAIN		Standard, Forest, Mour	ntains	
Internal Allied General	LS				Самр		Unfortified or Flexible;	Poor or Ave	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Men	
NAME	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	4,6
Dest Kinghts —	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Distributitable (9)	6	4,0
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	8	4,6
Kiligitts	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Distributitable (0)	30	4,0
Teutonic knights (from 1226	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Meice Expert (40)	4	-
Mounted crossbowmen	CAVALRY	Average	Experienced	_	_	120	Melee Expert (23)	0	4,6
(from 1200 CE)	Formed Loose	Protected	Crossbow	_	-	120	Meice Expert (20)	8	4,0
Mercenary crossbowmen	INFANTRY	Average	Experienced	_	_	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow				Combat only (22)	16	0,0
Mercenary spearmen (before	INFANTRY	Average	-	Short Spear	Shieldwall	82	_	0	6,8
1250 CE)	Drilled Close	Protected	-	Short Spear	Sincidwan	02	_	8	0,0
Mercenary spearmen (from	INFANTRY	Average	-	Long Spear	_	91	_	0	6,8
1250 CE)	Drilled Close	Protected	-	Long Spear		<i>)</i> 1		8	
Brabanter or similar	INFANTRY	Average	-	Long Spear	_	91	_	0	6,8
mercenaries	Drilled Close	Protected	-	Long Spear		71		8	0,0
Militia or feudal	INFANTRY	Average	Experienced	_	Combat Shy	58	_	6	6,8
crossbowmen	Formed Loose	Protected	Crossbow		Combat Sily			16	
Militia or feudal spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	6	6,8
	Formed Close	Protected	-	Short Spear	Sinciawan	//	Contract Stry (-22)	16	0,0
Fussknechte	INFANTRY	Average	-	_	Melee Expert	71		0	6,8,9
1 GODNITCCITC	Tribal Close	Protected	-		Ivided Expert	/ 1		12	U,U,J
Heerban and feudal retainers	INFANTRY	Poor	-	Short Spear		25	Combat Shy (-9)	0	8,9,10
recioan and reduct retainers	Tribal Close	Unprotected	-	onore opear	-	20	Compatibily (-7)	20	0,7,10

M	OR'	FEM
ĒT	GLO	RIAM

Chirmighing grouphourmon	INFANTRY	Average	Experienced		Combat Shy	45		0	6,9
Skirmishing crossbowmen	Skirmisher	Unprotected	Crossbow	-	Combat sny	40	-	18	- 0,9
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Skirmishing archers	Skirmisher	Unprotected	Bow	-	Combat Sny	40	-	9	- 0,9
Only in Italy									
Contadini mixed TuG co	OMPRISING 1/2 KN	IGHTS AND 1/2 SERG	EANTS						
Cantadini knjahta	CAVALRY	Superior	-	Charging I anger		184	Malaa Erroant (10)	0	4,6
Contadini knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	104	Melee Expert (40)	3	- 4,0
Contadini sergeants	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	=	
Contaunii sergeants	Formed Loose	Protected	-	Charging Lancer	-	14/	Melee Expert (32)	=	
Communal mixed TuG c	OMPRISING 1/2 KN	IGHTS AND $1/2$ SERO	EANTS						
Communal knights	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29)	0	4,6
Communal Kinghts	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	102	Meiee Expert (29)	3	4,0
Communal sergeants	CAVALRY	Average	-	Charging Lancer	_	105	Melee Expert (23)	=	
Communal sergeants	Formed Loose	Protected	-	Charging Lancer		100	Wielee Expert (20)	=	
Militia spaarman	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
Militia spearmen	Formed Close	Protected	-	Short Spear	Siliciawali	//	Collidat Sily (-22)	8	0,0
Contadini spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	47	Combat Shy (-13)	0	6,8
Comadin speamen	Formed Close	Protected	-	onor spear	Jiliciuwali	4/	Collidat 511y (-13)	8	0,0
Swabian schwerteknechte	INFANTRY	Average	-	2-H Cut-Crush		92		0	4,6
Swadian schwertexheente	Formed Loose	Protected	-	2-11 Cut-Clush	-	14	-	6	7,0

Unreliable Feudal or Ecclesiastical allies - Feudal German Italian allies - Later Communal Italian (to 1320 CE) Hungarian allies (only in 1278 CE)



Notes

Minima and maxima in Italian mixed TuGs are for knights. An equal number of sergeants must be taken. Knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush. Hungarian and Italian allies may not be used together.

CHANGES FROM LAST VERSION

MEDIEVAL FRISIAN OR DITHMARSCHEN



1150 TO 1500 CE

HISTORICAL NOTES

This list covers the Medieval Frisians, the Stedinger and the Dithmarschen. Frisia was full of ditches and marshland and proved very difficult for outsiders to conquer. The Count of Holland captured West Frisia by establishing castles at strategic points. Frisians often fought amongst themselves.

TROOP NOTES

Frisian warriors are always described as impetuous, seldom standing in defence. This ceased during the 15th century. They carried a long spear with a fork to enable them to cross ditches by vaulting.

HISTORICAL ENEMIES

Feudal German; Medieval German; Late Medieval German; Early Medieval Danish; Medieval Danish and Kalmar Union

MEDIEVAL FRISIAN OR DITHMARSCHEN



ARMY COMMANDER		1	Any Instinctive			DATES		1150 CE to 1500 CE			
SUB-GENERALS		0-2	Any Instinctive			TERRAIN		Coastal			
Internal Allied Genera	LS	0-1	Any Instinctive			САМР		Unfortified; Poor or Av	erage		
	ТүрЕ										
	TRAINING AN	D	QUALITY	SHOOTING SKILL	MELEE	M ANDAT O RY	BASE	O PTIONAL	Min		
NAME	Formation		Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size	
Gentry	CAVALRY		Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23),	0	4,6	
Genuy	Formed Loo	se	Protected	-	Short spear	Devastating Chargers	100	Dismountable (5)	6	4,0	
Spearmen (before 1420 CE)	INFANTRY	7	Average	-	Long Spear	Devastating Chargers,	59		32	6,8,9	
Spealmen (before 1420 CE)	Tribal Loos	е	Protected	-	Long Spear	Combat Shy	39	-	96	0,0,9	
Downgrade spearmen	INFANTRY	7	Average	-	I ong Spaar	Devastating Chargers,	39		1/3	6,8,9	
(before 1420 CE)	Tribal Loos	e	Unprotected	-	Long Spear	Combat Shy	39	-	1/2	0,0,9	
Spearmen (from 1420 CE)	INFANTRY	7	Average	-	I and Chark		71		32	6,8,9	
Spearmen (nom 1420 CE)	Tribal Loos	е	Protected	-	Long Spear	-	/1	-	96	0,0,9	
Archers	INFANTRY	7	Average	Experienced			48	Combat Shy (-14)	0	6,8	
Alchers	Tribal Loos	е	Unprotected	Bow	-	-	40	Combat Sily (-14)	8	0,0	
Axe- or flailmen	INFANTRY	7	Average	-	2-H Cut-Crush		54	Combat Shy (-14)	0	6,8,9	
Axe- of fidilifien	Tribal Loos	е	Unprotected	-	Z-M Cut-Clusii	-	J 4	Collidat Sily (-14)	9	0,0,9	
Marcananiavaman	INFANTRY	7	Average	-		Melee Expert	86		0	6,8	
Mercenary axemen	Drilled Clos	e	Protected	-	-	Meiee Expert	00	-	8	0,0	
Crossbowmen	INFANTRY	7	Average	Experienced			53	Combat Shy (-14)	0	6,8	
Crossbowillen	Tribal Loos	е	Unprotected	Crossbow	-	-	00	Collidat Sily (-14)	8	0,0	
Mercenary spearmen (before	INFANTRY	7	Average	-	Short Spear	Shieldwall	82		0	6,8	
1250 CE)	Drilled Clos	e	Protected	-	Short spear	Silieluwali	02	-	8	0,0	
Mercenary spearmen (from	INFANTRY	7	Average	-	I C		91		0	6,8	
1250 CE)	Drilled Clos	e	Protected	-	Long Spear	-	91	-	8	0,8	
Landsknechts pikemen and	INFANTRY	7	Average	-	Pike	Shove	100	Orb (2)	0	8	
halberdiers (after 1480 CE)	Drilled Clos	e	Protected	-	LIKE	SHOVE	100	Orb (2)	8	0	
Javelinmen (before 1350 CE)	INFANTRY	7	Average	Experienced	Short Spear		39	Combat Shy (-5)	0	6,9	
Javenninen (betole 1550 CE)	Skirmisher		Protected	Javelin	Short Spear	-	 フフ	Combat sily (-3)	27	0,9	

MEDIEVAL FRISIAN OR DITHMARSCHEN



Javelinmen (from 1350 CE)	INFANTRY	Average	Experienced	Short Spear		39	Combat Shy (-5)	0	6,9
javenimien (nom 1550 CL)	Skirmisher	Protected	Javelin	Short Spear		07	Combat Sily (-0)	12	0,7
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Skillinshing archers	Skirmisher	Unprotected	Bow	-	Combat Sily	40	-	9	0,9
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	45		0	6,9
Skillinshing crossbowinen	Skirmisher	Unprotected	Crossbow	-	Collidat Sily	40	-	12	0,9
Replace crossbowmen with	INFANTRY	Average	Experienced			40	Combat Shy (-5)	0	6,9
handgunners (from 1450 CE)	Skirmisher	Protected	Firearm	-	-	40	Combat sily (-5)	9	0,9
Guns (after 1420 CE)	ARTILLERY	Average	Experienced		Combat Shy	108	Barricades (16)	0	2
Gulis (alter 1420 CE)	Skirmisher	Unprotected	Light Art	-	Collidat Sily	100	Dallicades (10)	2	4
Cannons (after 1480 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	184		0	2
Caimons (arter 1400 CE)	Skirmisher	Unprotected	Heavy Art	_	Shy	104	-	2	

ALLIES

Danish Leidang allies - Early Medieval Danish (to 1227 CE)

German allies - Feudal German (to 1340 CE)

German allies - Medieval German (from 1340 CE)

NOTES

Gentry dismount as spearmen of the same quality.

Unprotected spearmen may be in a mixed TuG with protected spearmen. Unprotected bases must be easily distinguished from protected bases.

All infantry TuGs may choose the Obstacles characteristic.

Only one external ally may be taken.

CHANGES FROM LAST VERSION



HOHENSTAUFEN SICILIAN

1194 TO 1266 CE

HISTORICAL NOTES

After William II of Sicily died without male heirs, the German King Henry VI claimed the throne through his wife Constantine, daughter of Roger II. Henry was succeeded in 1197 by his son Frederick II who grew up in Sicily before being crowned German king in 1212 and Holy Roman Emperor in 1220. He spent most of his time in Sicily, putting down rebellious lords and fighting the Saracens. Many Saracens were settled in colonies in mainland Italy. Frederick fell out with the papacy and despite being excommunicated, went on crusade in 1228 (the Sixth Crusade) to enforce his claim through marriage to the crown of Jerusalem. Through negotiations with the Ayyubids he achieved the restoration of Jerusalem, but he was unpopular with the local Franks and returned to Europe. In 1237 he defeated the Second Lombard League at Cortenouva, but warfare against the Guelphs continued throughout the remainder of his life. In 1250 he was succeeded by his brother Manfred who was to lose his life at the battle of Benevento fighting Charles of Anjou in 1266. The Hohenstaufen claim to Sicily ended with the death of Conrad in 1268 after the battle of Tagliacozzo.

TROOP NOTES

Best knights represent Imperial or the best German mercenary knights. It can also represent Teutonic knights in the Holy Land in 1228 and 1229. 20,000 Saracens were settled in Apulia and forces of up to 10,000 appeared in Sicilian armies at Cortenouva and Benevento. Most were archers, but contemporary illustrations also show javelins, swords, axes, and maces. Saracen light horse are mentioned at Benevento. Illustrations show mounted archers, but these might be mounted guards who fought on foot. Frederick is said to have created Saracen knights so the occasional Saracen figure in a knight element may be justified.

HISTORICAL ENEMIES

Later Communal Italian; Papal Italian; Norman Sicilian; Southern Medieval French

HOHENSTAUFEN SICILIAN



ARMY COMMANDER		1 Any Instinctive (Any	for Frederick II 121	5-1250 CE)	DATES		1194 CE to 1266 CE	1194 CE to 1266 CE	
SUB-GENERALS	0	-3 Any Instinctive (Any	for Frederick II 121	5-1250 CE)	TERRAIN		Coastal, Standard, Mou	ıntains	
Internal Allied Genera	ALS				Самр		Unfortified; Poor or Av	erage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	ЖАЖ	UG SIZE
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	4,6
Dest Kingitts	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Distributitable (7)	6	4,0
MIXED TUG COMPRISING 1	$^{\prime 2}$ KNIGHTS AN	ID 1/2 SERGEANTS							
Italian and Challan Installan	CAVALRY	Superior	-	Classia I aman		104	NA -1 Francisco (40)	3	4,6
Italian and Sicilian knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	184	Melee Expert (40)	6	4,0
Italian and Ciailian annual	CAVALRY	Superior	-	Chanaina I an ann		1 17	NA -1 E (22)	=	
Italian and Sicilian sergeants	Formed Loose	Protected	-	Charging Lancer	-	147	Melee Expert (32)	=	_
MIXED TUG COMPRISING 1	/2 KNIGHTS AN	ID 1/2 SERGEANTS							
Camananallariahta	CAVALRY	Average	-	Chanaina I an ann		120	Malaa Farrant (20)	0	1.6
Communal knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	132	Melee Expert (29)	4	4,6
Communal corporate	CAVALRY	Average	-	Charaina I an aon		105	Malaa Erraant (22)	=	
Communal sergeants	Formed Loose	Protected	-	Charging Lancer	-	103	Melee Expert (23)	=	_
	CAVALRY	Average	-	Cl · I	Devastating Chargers,	1.67	M 1 E . (20)	4	1.6
Mercenary knights	Drilled Loose	-/Fully Armoured	-	Charging Lancer	Dismountable	167	Melee Expert (29)	12	4,6
N.A	INFANTRY	Average	-	I C		91		0	6.0
Mercenary spearmen	Drilled Close	Protected	-	Long Spear	-	91	-	8	6,8
NA	INFANTRY	Average	Experienced			85	C	0	6,8
Mercenary crossbowmen	Drilled Loose	Protected	Crossbow	-	-	00	Combat Shy (-22)	8	0,0
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
Iviiiiua speaiiiieii	Formed Close	Protected	-	Short spear	JIIICIUWAII		Combat 311y (-22)	8	
Crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	6,8
C108800WIIIEII	Formed Loose	Protected	Crossbow	<u>-</u>	Combat Sily	50	-	8	0,0

HOHENSTAUFEN SICILIAN



Saracen archers	INFANTRY	Average	Experienced	_		48	Combat Shy (-14)	0	6,8
Safacen archers	Tribal Loose	Unprotected	Bow	<u>-</u>	-	40	Compatibility (-14)	32	- 0,0
Upgrade Saracen archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)		
(from 1222 CE)	Formed Loose	Unprotected	Bow	- -	-	J4	Compatibily (-14)	Any	
Upgrade Saracen archers as	INFANTRY	Average	Experienced			80	Dismountable (10)	0	6,8
guard (from 1222 CE)	Drilled Loose	Protected	Bow	- -	-	00	Disilioulitable (10)	8	0,0
Saracen javelinmen	INFANTRY	Average	Experienced	Short Spear		63	Melee Expert (16)	0	6,8,9
Saracen javenninen	Tribal Loose	Protected	Javelin	Short Spear	-	03	Melee Expert (10)	9	0,0,9
Genoese or mercenary	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	6,8
crossbowmen	Drilled Loose	Protected	Crossbow	-	-	00	Compat 311y (-22)	8	0,0
Arriere-ban	INFANTRY	Poor	Unskilled	Short Spear		25		0	8,9,10
Afficie-ball	Tribal Loose	Unprotected	Javelin	Short Spear	-	20	-	20	0,9,10
Saracen horse archers	CAVALRY	Average	Experienced		Cantabrian	73	Combat Shy (-4)	0	4,6
Safacell Horse archers	Skirmisher	Unprotected	Bow	-	Calitabilali	73	Combat sily (-4)	6	4,0
Berber cavalry	CAVALRY	Average	Experienced			47	Cantabrian (16),	0	4,6
berber cavally	Skirmisher	Unprotected	Javelin	-	-	4/	Combat Shy (-4)	6	4,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Skiiiiisiiiig aicheis	Skirmisher	Unprotected	Bow	<u>-</u>	Combat Sily	40	-	9	0,9

ALLIES

Italian allies - Later Communal Italian (except 1228 to 1229 CE)

Notes

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

CHANGES FROM LAST VERSION

HOHENSTAUFEN GERMAN



1268 CE

HISTORICAL NOTES

In 1257 Manfred had declared himself king of Sicily. Pope Clement IV, determined to check the growing power of Manfred. He excommunicated him and encouraged Charles of Anjou to invade Italy. Charles defeated Manfred at the Battle of Benevento in 1266 and captured the Kingdom of Sicily. Manfred's 16-year-old nephew Conradin invaded Italy supported by Tuscan Ghibellines. Conradin's army included Spanish knights. After considerable manoeuvre, Conradin's invading army confronted that of Charles of Anjou outside the town of Tagliacozzo. Conradin's forces won the initial phase of the battle, and broke up to pursue Charles's first two divisions, which were in flight, and pillage the Angevin camp. At this point Charles sprung his trap, his hidden reserve forces entering the fight and massacring Conradin's scattered forces. Conradin was forced to flee back to Rome, but was later captured, imprisoned, and executed. This ended the rule of the Hohenstaufens.

Constance of Sicily, eldest daughter of Manfred had married Peter III of Aragon in 1262. She became heir to the kingdom of Sicily. This led to the Aragonese invasion of Sicily in 1282 and its capture from Charles of Anjou.

TROOP NOTES

Conrad's army of 1268 was a mix of the personal retinue of the Hohenstaufens, Spanish troops and the forces of their Italian supporters.

HISTORICAL ENEMIES

Southern Medieval French

HOHENSTAUFEN GERMAN



ARMY COMMANDER	1	Any Instinctive			DATES		1268 CE to 1268 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard		
Internal Allied Genera	ALS				САМР		Unfortified or Fortified	; Poor or Av	rerage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG Size
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	4,6
	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Distributitable (7)	6	7,0
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	6	4,6
Kingitta	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	170	Distributitable (0)	16	7,0
Contadini mixed TuG co	MPRISING 1/2 KN	GIGHTS AND $1/2$ SERG	FEANTS						
Italian and Sicilian knights	CAVALRY	Superior	-	Charging Lancer		184	Melee Expert (40)	0	4,6
italian and Sichian kinghts	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	104	Meiee Expert (40)	4	4,0
Italian and Sicilian sergeants	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	=	
Italiali aliu Siciliali sergealits	Formed Loose	Protected	-	Charging Lancer	-	14/	Meiee Expert (32)	=	
COMMUNAL MIXED TUG CO	OMPRISING $1/2$ K	NIGHTS AND 1/2 SER	GEANTS						
C 1 1 1	CAVALRY	Average	-	Classia Issuer		100	M. 1 T (20)	2	1.6
Communal knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	132	Melee Expert (29)	6	4,6
C	CAVALRY	Average	-	Chamain a Lancan		105	Malaa E (22)	=	
Communal sergeants	Formed Loose	Protected	-	Charging Lancer	-	105	Melee Expert (23)	=	
MIXED TUG COMPRISING 1	/2 KNIGHTS AND	1/2 SERGEANTS							
	CAVALRY	Average	-	Cl · I		400	M 1 F (00)	0	4.6
Castillian knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	132	Melee Expert (29)	4	4,6
C4:11:	CAVALRY	Average	-			00	Malaa E (00)	=	
Castillian sergeants	Formed Loose	Protected	-	-	-	80	Melee Expert (23)	=	
N. 4	INFANTRY	Average	-	I C		04		0	()
Mercenary spearmen	Drilled Close	Protected	-	Long Spear	=	91	=	8	6,8

HOHENSTAUFEN GERMAN



Mercenary crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	6,8
- Wiercenary crossoowmen	Drilled Loose	Protected	Crossbow	- -	-	00	Compat 511y (-22)	8	0,0
Feudal spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
redual speamen	Formed Close	Protected	-	Short Spear	Silieluwali	//	Compat 511y (-22)	8	0,0
Feudal crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	6,8
redual crossbowillell	Formed Loose	Protected	Crossbow	<u>-</u>	Collidat Sily	50	-	8	0,0
Jinetes	CAVALRY	Average	Experienced	Short Spear		52	Cantabrian (16)	0	4,6
Jinetes	Skirmisher	Unprotected	Javelin	Short Spear	-	34	Cantabhan (10)	6	4,0
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	45		0	6,9
3kiiiiisiiiiig ciossoowiiieii	Skirmisher	Unprotected	Crossbow	<u>-</u>	Compatibily	40	-	9	0,9

Notes

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

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

CHANGES FROM LAST VERSION

ANGEVIN SICILIAN



1268 TO 1320 CE

HISTORICAL NOTES

This list covers the armies of Charles of Anjou and his successors after the defeat of the Hohenstaufen army of Conradin at Tagliacozzo in 1268. Sicily was lost to the Aragonese but peace in 1302 left Naples in Angevin hands. The mainland part was contemporaneously called the Kingdom of Sicily but is known to modern scholarship as the Kingdom of Naples.

TROOP NOTES

Charles had to rely on his French supporters to hold Sicily. Angevin armies in Sicly were like earlier armies except that the numbers of Saracens had declined significantly.

HISTORICAL ENEMIES

Papal Italian; Norman Sicilian; Later Communal Italian; Southern Medieval French

ANGEVIN SICILIAN



ARMY COMMANDER		1 Any Instinctive	2		DATES		1268 CE to 1320 CE		
SUB-GENERALS		0-3 Any Instinctive	2		TERRAIN		Coastal, Standard, Mo	untains	
Internal Allied Gene	RALS				Самр		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ								
	TRAINING ANI	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	on Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
MIXED TUG COMPRISING	$rac{1}{2}$ KNIGHTS A	ND $1/2$ SERGEANT	rs						
Deat location	CAVALRY	Superio	r -	Chamina I an ann	Davis stations Change	207	Malaa Eassant (40)	0	1.6
Best knights	Formed Loos	e -/Fully Armo	oured -	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	6	4,6
Best sergeants	CAVALRY	Superio	r -		Devastating Chargers	131	Melee Expert (32)	=	
Dest seigeailts	Formed Loos	e Protecte	d -	-	Devastating Chargers	151	Wielee Expert (32)	=	
MIXED TUG COMPRISING	$\frac{1}{2}$ KNIGHTS A	ND $1/2$ SERGEANT	rs						
Vnichta	CAVALRY	Average	-	Charging I an aar		132	Melee Expert (29)	4	4,6
Knights	Formed Loos	e -/Fully Armo	oured -	Charging Lancer	-	152	Meiee Expert (29)	12	4,0
Sergeants	CAVALRY	Average	-	_	_	80	Melee Expert (23)	=	
Sergeants	Formed Loos	e Protecte	d -	_			Tviciec Expert (20)	=	
Compresso corresponde	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	0	4,6
Separate sergeants	Formed Loos	e Protecte	d -	- Charging Lancer	-	103	Melee Expert (25)	6	4,0
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	8	6,8
	Formed Clos		d -	Short Spear	Siliciawan	//	Collidat Sily (-22)	16	0,0
Crossbowmen	INFANTRY			_	_	80	Combat Shy (-22)	0	6,8
Grossoowillen	Formed Loos		d Crossbow				Goiniout biry (22)	8	0,0
Saracen archers	INFANTRY			_	_	54	Combat Shy (-14)	0	6,8
	Formed Loos					0 1		8	
Genoese or mercenary	INFANTRY	0		_	-	85	Combat Shy (-22)	0	6,8
crossbowmen	Drilled Loos							8	- / -
Arriere-ban	INFANTRY		Unskilled	Short Spear	-	25	-	0	8,9,10
	Tribal Loose	Unprotect	ced Javelin			-,-		20	- ,- ,

ANGEVIN SICILIAN



Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Skillinstillig arctiers	Skirmisher	Unprotected	Bow	-	Collidat Sily	40	-	9	0,9
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	45		0	6,9
Skirmisming crossbownien	Skirmisher	Unprotected	Crossbow	-	Combat sily	40	-	9	0,9

ALLIES

Milanese or other Italian allies - Later Communal Italian

Notes

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

CHANGES FROM LAST VERSION

ARAGONESE SICILIAN



1282 TO 1442 CE

HISTORICAL NOTES

This list covers Sicily from the revolt in 1282 CE which led to the War of Sicilian Vespers until the union with Naples in 1442. It excludes the mainland remnant of the "Kingdom of Sicily" which is covered by the Angevin Sicilian list and then by the Italian Condotta list. Growing opposition to French officialdom and high taxation led to the insurrection which was successful with the support of Peter III of Aragon, who was crowned King of Sicily by the island's barons. Charles, duke of Anjou continued to rule the mainland part. The separate island kingdom became known as the Kingdom of Trinacria. For the whole of the 14th century, Sicily was essentially an independent kingdom, ruled by relatives of the kings of Aragon.

TROOP NOTES

Peter III brought with him a large force of Catalans to fight the War of Sicilian Vespers. Many transferred to Byzantine service as the notorious Catalan Grand Company.

HISTORICAL ENEMIES

Papal Italian; Later Communal Italian; Angevin Sicilian; Early Italian Condotta; Hafsid

ARAGONESE SICILIAN



ARMY COMMANDER	1	Any Instinctive			DATES		1282 CE to 1442 CE	•	
SUB-GENERALS	1-3	Any Instinctive			TERRAIN		Coastal, Standard, Mot	ıntains	
INTERNAL ALLIED GENER	ALS				САМР		Unfortified; Poor or Av	erage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG Size
MIXED TUG COMPRISING	1/2 KNIGHTS ANI	1/2 SERGEANTS							
F 111 · 1.	CAVALRY	Superior	-	C1 : I		104	M 1 T . (40)	3	1.6
Feudal knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	184	Melee Expert (40)	9	4,6
Equidal corresponts	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	=	
Feudal sergeants	Formed Loose	Protected	-	Charging Lancer	-	14/	Melee Expert (52)	=	
COMMUNAL MIXED TUG C	OMPRISING 1/2 K	NIGHTS AND $1/2$ SER	GEANTS						
Communal luriales	CAVALRY	Average	-	Chansina I an ass		100	Malas Farrant (20)	0	16
Communal knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	132	Melee Expert (29)	4	4,6
Communal sergeants	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	=	
Communal sergeams	Formed Loose	Protected	-	- Charging Lancer	-	100	Meiee Expert (23)	=	
N.A	CAVALRY	Average	-	Chamina I aman	Devastating Chargers,	167	M. 1 T (20)	0	1.6
Mercenary knights	Drilled Loose	-/Fully Armoured	-	Charging Lancer	Dismountable	10/	Melee Expert (29)	6	4,6
A least above as	INFANTRY	Average	-	Impact Weapon	Fleet of Foot	60	Melee Expert (10)	6	6,8,9
Almughavars	Formed Flexible	Unprotected	-	- Impact weapon	rieet of root	00	Meiee Expert (10)	36	0,0,9
Regrade almughavars (from	INFANTRY	Average	-	Impact Weapon	Fleet of Foot	64	Melee Expert (10)		
1292 CE)	Drilled Flexible	Unprotected	-	- IIIIpact Weapoii	rieet of root	04	Meiee Expert (10)	All	
Regrade almughavars (from	INFANTRY	Average	-	Impact Weapon	_	87	Melee Expert (16)		
1306 CE)	Drilled Flexible	Protected	-	impact weapon	_	07	ividice Expert (10)	Any	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
	Formed Close	Protected	-	onor opear	Dilicia Wali	, ,		12	<u> </u>
Crossbowmen	INFANTRY	Average	Experienced	_	_	59	Combat Shy (-14)	0	6,8
G103300 WIIICII	Formed Loose	Unprotected	Crossbow	-	-	07	Compact only (-14)	8	0,0

ARAGONESE SICILIAN



Upgrade crossbowmen with	INFANTRY	Average	Experienced						
pavisiers	Formed Loose	Protected	Crossbow	Short Spear	Pavise	99	Combat Shy (-22)	All or none	
Arriere-ban	INFANTRY	Poor	Unskilled	Short Spear		25		0	8,9,10
Afficie-bail	Tribal Loose	Unprotected	Javelin	Short Spear	-	20	-	20	0,9,10
Aragonese cavalry	CAVALRY	Average	Experienced	Short Spear		52	Cantabrian (16)	4	4,6
Alagonese cavally	Skirmisher	Unprotected	Javelin	Short Spear	-	52	Cantaonan (10)	12	4,0
Berber cavalry	CAVALRY	Average	Experienced			47	Cantabrian (16),	0	4,6
Derber Cavally	Skirmisher	Unprotected	Javelin	-	-	4/	Combat Shy (-4)	6	4,0
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	45		0	6,9
	Skirmisher	Unprotected	Crossbow	- -	Combat Sily	40	-	18	0,9

NOTES

Minima and maxima in mixed TuGs are for knights. An equal number of sergeants must be taken. Mercenary knights dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality.

CHANGES FROM LAST VERSION



1300 TO 1440 CE

HISTORICAL NOTES

From 1100, new towns were founded around imperial strongholds, castles, bishops' palaces, and monasteries. The towns began to establish municipal rights and liberties first developed by Otto I and based on Flemish law. The Hanseatic League grew from a few North German towns in the late 1100s and came to dominate Baltic maritime trade. Between 1361 and 1370, the Hanseatic League waged war against Denmark. Initially unsuccessful, in 1368 the League allied with the Confederation of Cologne to sack Copenhagen and Helsingborg. In the peace treaty of Stralsund in 1370 they forced Valdemar IV, King of Denmark, and his son-in-law Haakon VI, King of Norway, to grant the league 15% of the profits from Danish trade. This favourable treaty marked the height of Hanseatic power. After the Danish-Hanseatic War (1426–1435) and the Bombardment of Copenhagen (1428), the commercial privileges were renewed in the Treaty of Vordingborg in 1435.

The first Swabian League was formed in 1331 by 22 imperial cities. They were defeated by Count Eberhard II of Württemberg in 1372 and a new league of 14 cities formed in 1376. They were joined by cities in the Franconian heartland and by 1385 included 32 cities. In 1388 they were defeated at Döffingen. The next year the city league was disbanded.

TROOP NOTES

The City Leagues tended to rely on a combination of mercenaries and town militias for their defence.

HISTORICAL ENEMIES

Medieval German; Medieval Danish and Kalmar Union



0

12

ARMY COMMANDER	1	Any			DATES		1300 CE to 1440 CE		
SUB-GENERALS	0-3	Any			TERRAIN		Coastal, Forest, Mount	ains	
INTERNAL ALLIED GENERA	0-1	Any			САМР		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	O PTIONAL	Min	
NAME	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	4,6
	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	1 10	Distributiuote (0)	6	1,0
Konstafler	CAVALRY	Average	-	Charging Lancer	_	119	Dismountable (6)	0	4,6
Konstanci	Tribal Loose	-/Fully Armoured	-	Charging Lancer		117	Distributitable (0)	6	4,0
Mounted crossbowmen	CAVALRY	Average	Experienced			120	Melee Expert (23)	0	4,6
Woulted crossoowmen	Formed Loose	Protected	Crossbow			120	Tviciec Expert (20)	6	4,0
Mercenary and good quality	INFANTRY	Average	-	Long Spear		91		0	6,8
spearmen	Drilled Close	Protected	-	Long Spear		71		24	0,0
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	6	6,8
ivilitua spearificii	Formed Close	Protected	-	Short Spear	Siliciawan	//	Compat 511y (-22)	32	0,0
Mercenary crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	6,8
Mercenary crossbownnen	Drilled Loose	Protected	Crossbow	-	-	00	Collidat Sily (-22)	16	
City or milita crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		6	6,8
City of fillina crossbowillen	Formed Loose	Protected	Crossbow	-	Combat Sily	50	-	16	0,0
Fussknechte	INFANTRY	Average	-		Melee Expert	71		0	6,8,9
russkiieciite	Tribal Close	Protected	-	-	Meice Expert	/ 1	-	18	0,0,9
Regrade fussknechte as	INFANTRY	Average	-	Polearm		87			6,8
halberdiers (from 1400 CE)	Formed Close	Protected	-	Tolcalli		07		All	0,0
Heerban	INFANTRY	Poor	-	Short Spear		25	Combat Shy (-9)	0	8,9,10
1 ICCI Udii	Tribal Close	Unprotected	-	Short spear	<u>-</u>	<i></i>	Collidat Sily (-9)	10	0,2,10
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Drilling arcticis	Skirmisher	Unprotected	Bow	-	Combat Sily	40	-	27	\cup , \flat

Combat Shy

45

Experienced

Crossbow

INFANTRY

Skirmisher

Skirmishing crossbowmen

Average

Unprotected



								1	
Replace crossbowmen with	INFANTRY	Average	Experienced			40	Combat Shy (-5)	0	6,9
handgunners (from 1375 CE)	Skirmisher	Protected	Firearm	-	-	40	Combat sily (-0)	9	0,9
Guns (from 1340 CE)	ARTILLERY	Average	Experienced		Combat Shy	108	Barricades (16)	0	2
Gulis (Holli 1340 CE)	Skirmisher	Unprotected	Light Art	-	Combat Sily	100	Darricades (10)	2	
Cannons (from 1380 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	184		0	2
Camions (nom 1300 CE)	Skirmisher	Unprotected	Heavy Art	-	Shy	104	-	2	
War Wagons (after 1426 CE)	BATTLE WAGONS	Average	Experienced	Polearm		204		0	2,3,4
Wai Wagoiis (after 1420 CE)	Formed Loose	Protected	Crossbow	1 Olealill	-	204	-	4	2,3,4
ONLY HANSEATIC LEAGUE	3								
Frisian or similar spearmen	INFANTRY	Average	-	Long Spear	Devastating Chargers,	59		0	6,8
riisian oi siinnai speamien	Tribal Loose	Protected	-	Long Spear	Combat Shy	39	-	12	0,0
Frisian javelinmen	INFANTRY	Average	Experienced	Short Spear		39	Combat Shy (-5)	0	6
riisian javeiiinien	Skirmisher	Protected	Javelin	Short spear	-	39	Collidat Sily (-3)	6	0
Marines	INFANTRY	Average	-	Short Spear		67		0	6,8
Maines	Formed Loose	Protected	-	Short spear	-	07	-	8	0,0
Only Swabian League									
D: 1 1 1	INFANTRY	Average	-	O II Cort Courab		02		0	1.6
Bidenhander	Formed Loose	Protected	-	2-H Cut-Crush	-	92	-	6	4,6

ALLIES

Feudal allies - Feudal German (before 1340 CE)

Feudal allies - Medieval German (from 1340 CE)

Lithuanian allies - Later Lithuanian (only Hanseatic League from 1298 to 1330 CE)

Frisian allies - Medieval Frisian or Dithmarschen (only Hanseatic League)

Swiss allies -Early Swiss (only Swabian League from 1385 to 1388 CE)



Notes

Knights and Konstafler dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality. The Hanseatic League may not choose Mountains terrain and the Swabian League may not choose Coastal terrain. Only one external ally may be taken.

CHANGES FROM LAST VERSION

EARLY ITALIAN CONDOTTA



1321 TO 1420 €E

HISTORICAL NOTES

In the 14th century, Northern Italy and upper Central Italy were divided into a number of warring city-states, the most powerful being Milan, Florence, Pisa, Siena, Genoa, Ferrara, Mantua, Verona and Venice. Keeping both direct Church control and Imperial power at arms length, the many independent city states prospered through commerce. Italy saw the rise of numerous Maritime Republics, the most notable being Venice, Genoa, Pisa and Amalfi. Venice and Genoa soon became Europe's main gateways to trade with the East. The Italian trade routes that covered the Mediterranean and beyond were major conduits of culture and knowledge. The city-states of Italy expanded greatly during this period and grew in power to become de facto fully independent of the Holy Roman Empire. The Black Death in 1348 inflicted a terrible blow to Italy, killing perhaps one third of the population. The recovery from the demographic and economic disaster led to a resurgence of cities, trade and economy that was to lead to the Renaissance.

TROOP NOTES

On land, these wars were primarily fought by armies of mercenaries known as condottieri, bands of soldiers drawn from around Europe, but especially Germany and Switzerland, led largely by Italian captains. The mercenaries were not willing to risk their lives unduly, and war became one largely of sieges and manoeuvring, occasioning few pitched battles. It was also in the interest of mercenaries on both sides to prolong any conflict, to continue their employment. Mercenaries were also a constant threat to their employers; if not paid, they often turned on their patron; this happened on several occasions.

A superior camp can represent the Carroccio and its defenders.

HISTORICAL ENEMIES

Later Hungarian; Albanian Principalities; 100 Years War French; Free Company; Middle Swiss; Imperial German; Aragonese Sicilian; Early Italian Condotta; Medieval German; Crown of Aragon

EARLY ITALIAN CONDOTTA



© Simon Hall

		1						7	
ARMY COMMANDER	1	Any Professional			DATES		1321 CE to 1420 CE		
SUB-GENERALS	1	Any Professional			TERRAIN		Coastal, Standard, Mot	ıntains	
Internal Allied Genera	ALS 0-	3 Any Professional			Самр		Unfortified; Poor, Avera	age or Supe	erior
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
MIXED TUG COMPRISING	1/2 CONDOTTIER	AND 1/2 COUSTILLIE	RS						
Condottieri	CAVALRY	Average	-	Chansina I an ann	Davidation Chaman	160	Melee Expert (29),	6	4,6
Condottien	Drilled Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	100	Dismountable (6)	12	4,0
Coustilliers	CAVALRY	Average	-	_	Devastating Chargers	103	Melee Expert (23),	=	
Cousumers	Drilled Loose	Protected	-	_	Devastating Chargers	100	Dismountable (5)	=	
Mixed TuG comprising 1	1/2 KNIGHTS ANI	1/2 SERGEANTS (NA	PLES ONLY)						
Feudal knights	CAVALRY	Superior	-	Charging Langur		184	Melee Expert (40)	0	4,6
redual knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	104	Meiee Expert (40)	6	4,0
Feudal sergeants	CAVALRY	Superior	-	Charging Lancer	_	147	Melee Expert (32)	=	
Teddal sergeants	Formed Loose	Protected	-	Charging Lancer		17/	Wielee Expert (02)	=	
Hungarians (Papacy, Naples	CAVALRY	Average	Experienced			125		0	4,6
or Florence only)	Formed Flexible	Protected	Bow	-	-	120	-	6	4,0
Guard spearmen (Papacy or	INFANTRY	Superior	-	Short Spear	Shieldwall	115	_	0	4
Naples only)	Drilled Close	Protected	-	Short Spear	Siliciawan	110		4	7
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
	Formed Close	Protected	-	Shore Spear				8	
Crossbowmen	INFANTRY	Average	Experienced	_	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					8	- / -
Mercenary crossbowmen	INFANTRY	Average	Experienced	_	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow					8	•
Upgrade mercenaries with	INFANTRY	Average	Experienced	_	Pavise	97	-	^	6,8
pavises	Drilled Loose	Protected	Crossbow					Any	

EARLY ITALIAN CONDOTTA



Javelinmen	INFANTRY	Average	Experienced	Short Spear		83	Combat Shy (-22)	0	6
Javeninnen	Drilled Close	Protected	Javelin	31101t Spear	-	00	Collidat Sily (-22)	6	
Replace javelinmen with	INFANTRY	Average	-		Melee Expert	86			6
swordsmen	Drilled Close	Protected	-	-	Meiee Expert	00	-	Any	0
Armed peasants	INFANTRY	Poor	Unskilled	Short Spear		25		0	6
Aimed peasants	Tribal Loose	Unprotected	Javelin	Short spear	-	20	-	6	O
Mounted crossbowmen	CAVALRY	Average	Experienced			120	Melee Expert (23)	0	4,6
Mounted crossbownnen	Formed Loose	Protected	Crossbow	-	-	120	Meiee Expert (23)	10	4,0
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	45		0	6,9
Skiiiiisiiiiig Ciossoowiiieii	Skirmisher	Unprotected	Crossbow	-	Collidat Sily	40	-	9	0,9
Guns	ARTILLERY	Average	Experienced		Combat Shy	108	Barricades (16)	0	2
Guiis	Skirmisher	Unprotected	Light Art	-	Combat Sny	100	Darricades (10)	2	4
Cannons (from 1350 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	184		0	2
Camions (from 1500 CE)	Skirmisher	Unprotected	Heavy Art	-	Shy	104	-	2	

ALLIES

Free Company allies (any except Sienna)

Hungarian allies - Later Hungarian (Padua in 1373 CE)

Notes

Minima and maxima in mixed TuGs are for condottieri or knights. An equal number of coustilliers or sergeants must be taken.

Condottieri and coustilliers dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality.

Any 4 infantry TuGs may choose the Barricades characteristic.

Only one external ally may be taken.

CHANGES FROM LAST VERSION

MEDIEVAL GERMAN



1341 TO 1440 CE

HISTORICAL NOTES

This list covers the armies of the major autonomous states and dynasties that constituted the German Empire from 1320 CE. The kings of the 15th century starting with Sigismund of Luxemburg king 1410, emperor 1433 to 1437 tended to neglect the empire and focus on their own lands. Simultaneously, the Catholic Church experienced crises of its own, with several papal claimants.

TROOP NOTES

During this period there was little to distinguish Imperial armies from the armies of the other powerful Lords.

HISTORICAL ENEMIES

Early Swiss; Early Medieval Low Countries; 100 Years War French; Medieval Burgundian; Middle Swiss; Medieval Frisian or Dithmarschen; Medieval German City League; Early Italian Condotta; Medieval German; Medieval Danish and Kalmar Union; Medieval Polish; Hussite

MEDIEVAL GERMAN



ARMY COMMANDER		1	Any			DATES		1341 CE to 1440 CE		
SUB-GENERALS		0-3	Any			TERRAIN		Standard, Forest, Mour	ntains	
INTERNAL ALLIED GENERA	LS	0-1	Any			Самр		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
NAME	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	ЖАЖ	UG Size
Best knights	CAVALR	Y	Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	4,6
	Formed Lo	ose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Distributitudic (7)	6	-1, 0
Knights	CAVALR	Y	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	6	4,6
Mights	Formed Lo		-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Distributitable (0)	24	-1, 0
Teutonic knights (only	CAVALR	Y	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
Imperial armies)	Formed Lo	ose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Meice Expert (40)	4	
Mounted crossbowmen	CAVALR	Y	Average	Experienced			120	Melee Expert (23)	0	4,6
Widdited crossoowinen	Formed Lo	ose	Protected	Crossbow			120	Wielee Expert (20)	8	-1, 0
Militia spearmen	INFANTR	Y	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	6	6,8
	Formed Cl	ose	Protected	-	Short Spear	Sinciawan	, ,	Comoat Jny (-22)	8	
Milita crossbowmen	INFANTR	Y	Average	Experienced		Combat Shy	58		6	6,8
Willia Clossbowillell	Formed Lo	ose	Protected	Crossbow	-	Combat Sily	50	-	8	0,0
Mercenary crossbowmen	INFANTR	Y	Average	Experienced			85	Combat Shy (-22)	0	6,8
Wercenary crossbownien	Drilled Loc	ose	Protected	Crossbow			00	Compatibility (-22)	16	
Mercenary spearmen	INFANTR	Y	Average	-	Long Spear		91		0	6,8
wiercenary spearmen	Drilled Clo	se	Protected	-	Long Spear		<i>)</i> 1		8	
Bidenhander	INFANTR	Y	Average	-	2-H Cut-Crush		92		0	4,6
Didefination	Formed Lo	ose	Protected	-	Z-11 Cut-Clusii		74		6	-1, 0
Fussknechte	INFANTR	Y	Average	-		Melee Expert	71		0	6,8,9
1 USSNITCUILE	Tribal Clo	se	Protected	-	-	wielee Exhelt	/ 1	<u>-</u>	18	U,U,9
Heerban and feudal retainers	INFANTR	Y	Poor	-	Short Spear		25	Combat Shy (-9)	0	8,9,10
i icci dali aliu icudal icidilleis	Tribal Clo	se	Unprotected	-	SHOIL Shear	-	40	Compatibily (-9)	20	0,2,10

57

Combat Shy (-4)

4,6

Experienced

Bow

CAVALRY

Skirmisher

Horse archers

Average

Unprotected

MEDIEVAL GERMAN



Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	45		0	6,9
Skiiiiisiiiiig ciossoowiiieii	Skirmisher	Unprotected	Crossbow	<u>-</u>	Combat sny	40	-	12	0,9
Replace crossbowmen with	INFANTRY	Average	Experienced			40	Combat Shy (-5)	0	6,9
handgunners (from 1400 CE)	Skirmisher	Protected	Firearm	<u>-</u>	-	40	Combat Sily (-0)	9	0,9
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
	Skirmisher	Unprotected	Bow	-	Combat sny	40	-	12	0,9
Guns	ARTILLERY	Average	Experienced		Combat Shy	108	Barricades (16)	0	2
Guiis	Skirmisher	Unprotected	Light Art	-	Combat sny	100		2	2
Cannons (from 1200 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	184		0	2
Cannons (from 1380 CE)	Skirmisher	Unprotected	Heavy Art	-	Shy	104	-	2	2
War Wagons (from 1426 CE)	BATTLE WAGONS	Average	Experienced	Pologrm		204	4 -	0	224
	Formed Loose	Protected	Crossbow	Polearm	-	204		8	2,3,4

ALLIES

Hanseatic League allies - Medieval German City League

Frisian allies - Medieval Frisian or Dithmarschen

Paduan allies - Early Italian Condotta (only in 1401 CE)

Notes

Knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush (or Poor if downgraded to Poor). Hanseatic League or Frisian allies may not be taken together or with Swiss or Italian allies or horse archers.

CHANGES FROM LAST VERSION

KINGDOM OF NAPLES



1421 TO 1493 €E

HISTORICAL NOTES

This list covers the Kingdom of Naples, officially known as the Kingdom of Sicily. In 1421 the childless Queen Joanna II of Naples adopted and named him as heir to the Kingdom of Naples. His rival claimant, Louis III of Anjou contested the crown. In 1423 Alfonso's relationship with Joanna deteriorated to the extent he tried to arrest her. She repudiated her earlier adoption of Alfonso and named Louis III as her heir instead. Joanna and Louis secured the kingdom, but true power was in the hands of Gianni Caracciolo. He died in 1432, Louis in 1434 and Joanna in 1435. Joanna named René, the younger brother of Louis as her heir. Alfonso invaded in 1436 and by 1442 had evicted the forces of René who returned to Provence. At his death in 1458, Sicily was again separated, and Naples was inherited by Ferrante, Alfonso's illegitimate son who ruled until 1494. This was used as a pretext by the French to start the Italian Wars.

TROOP NOTES

The Kingdom's army was Feudal and traditional until it began to be replaced under Alfonso. He built up the army so that by 1490s it was reckoned to be the strongest in Italy. The troops were mainly Italians with some Spaniards, chiefly crossbowmen and artillery from Aragon.

HISTORICAL ENEMIES

Ottoman Turkish; Kingdom of Naples; Crown of Aragon

KINGDOM OF NAPLES



ARMY COMMANDER	1	Any Professional			DATES		1421 CE to 1493 CE		
Sub-Generals	0-	3 Any Professional			TERRAIN		Coastal, Mountains		
Internal Allied Gener	ALS				САМР		Unfortified or Fortified;	Poor or Av	rerage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
NAME	Formation	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
MIXED TUG COMPRISING	1/2 CONDOTTIER	I AND 1/2 COUSTILLIE	RS						
Condottieri	CAVALRY Drilled Close	Average ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	6 12	4,6
Coustilliers	CAVALRY Drilled Close	Average Protected	-		Devastating Chargers	93	Melee Expert (23), Dismountable (5)	=	
MIXED TUG COMPRISING	1/2 KNIGHTS AN	d 1/2 sergeants							
Feudal knights	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	4,6
Cudal Kiligitts	Formed Loose	-/Fully Armoured	-	0 0			1 (/	6	<u> </u>
Feudal sergeants	CAVALRY Formed Loose	Superior Protected	-	Charging Lancer	-	147	Melee Expert (32)	=	
Mounted crossbowmen	CAVALRY	Average	Experienced		-	120	Melee Expert (23)	0	4,6
	Formed Loose	Protected	Crossbow				• • • •	12	
Hungarians (until 1440 CE)	CAVALRY Formed Flexible	Average Protected	Experienced Bow	-	-	125	-	0 6	4,6
	INFANTRY	Superior	-					0	
Guard spearmen	Drilled Close	Protected	-	Short Spear	Shieldwall	115	-	4	4
Militia engarman	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
Militia spearmen	Formed Close	Protected	-	- Short Spear	Silieiuwaii		Combat Sny (-22)	8	
Mercenary pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	8
	Drilled Close	Protected	-	LIKE	SHOVE	100	O10(2)	8	O

KINGDOM OF NAPLES



INFANTRY	Average	Experienced	_	_	80	Combat Shy (-22)	0	6,8
Formed Loose	Protected	Crossbow	_			Comoat only (-22)	8	0,0
INFANTRY	Average	Experienced	_	_	85	Combat Shy (-22)	0	6,8
Drilled Loose	Protected	Crossbow			00	Collidat Sily (-22)	8	0,0
INFANTRY	Average	Experienced	_	Pavice	97	<u>_</u>		6,8
Drilled Loose	Protected	Crossbow	_	1 avisc	71	_	All or none	0,0
INFANTRY	Average	Experienced	Short Spear	_	83	Combat Shy (-22)	0	6
Drilled Close	Protected	Javelin	Short Spear		00	Collidat Sily (-22)	6	0
INFANTRY	Average	-	_	Melee Evnert	86	_	0	6
Drilled Close	Protected	-	<u>-</u>	Meice Expert	00	-	All	O
CAVALRY	Average	Experienced			57	Cantabrian (16),	0	4,6
Skirmisher	Unprotected	Bow	<u>-</u>	-	37	Combat Shy (-4)	6	4,0
INFANTRY	Average	Experienced		Combat Shy	15		0	6,9
Skirmisher	Unprotected	Crossbow	· -	Combat Sily	40	-	27	0,9
INFANTRY	Average	Experienced		Combat Chy	40		0	6,9
Skirmisher	Unprotected	Bow	· -	Compatibility	40	-	9	0,9
INFANTRY	Average	Experienced			40	Combat Shy (5)	0	6,9
Skirmisher	Protected	Firearm	· -	-	40	Combat sily (-3)	9	0,9
ARTILLERY	Average	Experienced		Cambat Chy	100	Darming day (16)	0	2
Skirmisher	Unprotected	Light Art	· <u>-</u>	Compatibily	100	Darricades (10)	2	4
ARTILLERY	Average	Experienced		Barricades, Combat	101		0	2
Skirmisher	Unprotected	Heavy Art	_	Shy	104	-	2	4
	Formed Loose INFANTRY Drilled Loose INFANTRY Drilled Loose INFANTRY Drilled Close INFANTRY Drilled Close INFANTRY Drilled Close INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher ARTILLERY Skirmisher	Formed Loose INFANTRY Drilled Loose INFANTRY Average Drilled Loose INFANTRY Average Drilled Loose INFANTRY Average Drilled Close INFANTRY Average Drilled Close INFANTRY Average Drilled Close INFANTRY Average Drilled Close INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Vunprotected INFANTRY Average Skirmisher Vunprotected INFANTRY Average Skirmisher Vunprotected ARTILLERY Average Skirmisher Average Skirmisher Average ARTILLERY Average	Formed Loose INFANTRY Average Drilled Loose INFANTRY Average INFANTRY Aver	Formed Loose INFANTRY Average Experienced Drilled Close INFANTRY Average Experienced Drilled Close Protected INFANTRY Average Drilled Close Protected INFANTRY Average Drilled Close Protected CAVALRY Average Experienced Skirmisher Unprotected Experienced Skirmisher Unprotected INFANTRY Average Experienced Skirmisher Unprotected Experienced Skirmisher Unprotected Firearm ARTILLERY Average Experienced Skirmisher Average Experienced Experienced Skirmisher Average Experienced E	Formed Loose Protected Crossbow INFANTRY Average Experienced Drilled Loose Protected Crossbow INFANTRY Average Experienced Drilled Loose Protected Crossbow INFANTRY Average Experienced Drilled Close Protected Javelin INFANTRY Average Sexperienced Drilled Close Protected Javelin INFANTRY Average Experienced CAVALRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Unprotected Experienced Skirmisher Unprotected Firearm Average Experienced Skirmisher Protected Firearm ARTILLERY Average Experienced Barricades, Combat Shy Barricades, Combat Barricades, Combat	Formed Loose Protected Crossbow INFANTRY Average Experienced Crossbow INFANTRY Average Experienced Crossbow INFANTRY Average Experienced Crossbow INFANTRY Average Experienced Short Spear INFANTRY Average Experienced Javelin INFANTRY Average Frotected Javelin INFANTRY Average Experienced CAVALRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Crossbow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Crossbow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Crossbow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Firearm ARTILLERY Average Experienced Skirmisher Unprotected Firearm ARTILLERY Average Experienced Skirmisher Unprotected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Light Art ARTILLERY Average Experienced Sarricades, Combat 184	Formed Loose Protected Crossbow INFANTRY Average Experienced Drilled Loose Protected Information Informati	Formed Loose Protected Crossbow INFANTRY Average Experienced Dirilled Close Protected Information Inf

ALLIES

Italian allies - Italian Condotta

Notes

Minima and maxima in mixed TuGs are for condottieri or knights. An equal number of coustilliers or sergeants must be taken. Condottieri and Coustilliers dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush (or Poor if downgraded to Poor).

CHANGES FROM LAST VERSION

ITALIAN CONDOTTA



1421 TO 1493 €E

HISTORICAL NOTES

This list covers the Italian states except the Kingdom of Naples and Republic of Venice. During the 15th century, the most powerful city-states annexed their smaller neighbours. Florence took Pisa in 1406, Venice captured Padua and Verona, while the Duchy of Milan annexed several nearby areas including Pavia and Parma. Warfare between the states was common, invasion from outside Italy confined to intermittent sorties of Holy Roman Emperors. On land, decades of fighting saw Florence, Milan and Venice emerge as the dominant players, and these three powers finally set aside their differences and agreed to the Peace of Lodi in 1454, which saw relative calm brought to the region for the first time in centuries. The foreign invasions of Italy known as the Italian Wars began with the 1494 invasion by France that wreaked widespread devastation on Northern Italy and ended the independence of many of the city-states. Originally arising from dynastic disputes over the Duchy of Milan and the Kingdom of Naples, the wars rapidly became a general struggle for power and territory among their various participants, marked with an increasing number of alliances, counter-alliances, and betrayals.

TROOP NOTES

The condottieri were mercenary captains named after their contracts of employment, called condotte. The contract specified the number of troops they were required to provide. The companies of the condottieri were supplemented by provisionati hired directly by the state. The role of communal militia declined during this period.

HISTORICAL ENEMIES

Albanian Principalities; Middle Swiss; French Ordonnance; Italian Condotta; Republic of Venice; Late Swiss; Later French Ordonnance

ITALIAN CONDOTTA



ARMY COMMANDER		1	Any Professional			DATES		1421 CE to 1493 CE		
Sub-Generals		0-3	Any Professional			TERRAIN		Coastal, Standard, Mo	untains	
Internal Allied Gener	ALS	0-2	Any Professional			Самр		Unfortified or Fortified	l; Poor or Ave	erage
	ТүрЕ		` 							
	TRAINING AN	ID III	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	ī	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Mixed TuG comprising	1/2 CONDOTT E	ERI A	AND 1/2 COUSTILLIEF	RS						
Condottieri	CAVALRY Drilled Clos		Average ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	6 12	4,6
Coustilliers	CAVALRY Drilled Clos		Average Protected	-	-	Devastating Chargers	93	Melee Expert (23), Dismountable (5)	= =	
Mounted crossbowmen	CAVALRY Formed Loo		Average Protected	Experienced Crossbow	-	-	120	Melee Expert (23)	0 12	4,6
Hungarians (Papacy or Florence before 1441 CE)	CAVALRY Formed Flexi		Average Protected	Experienced Bow	-	-	125	-	0	4,6
Guard spearmen (Papacy only)	INFANTRY Drilled Clos	Y	Superior Protected	-	Short Spear	Shieldwall	115	-	0 4	4
Militia spearmen	INFANTRY Formed Clo	Y	Average Protected	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
Mercenary pikemen	INFANTRY Drilled Clos	Y	Average Protected	-	Pike	Shove	100	Orb (2)	0	8
Crossbowmen	INFANTRY Formed Loo	Y	Average Protected	Experienced Crossbow	-	-	80	Combat Shy (-22)	0	6,8
Mercenary crossbowmen	INFANTRY Drilled Loos	Y	Average Protected	Experienced Crossbow	-	-	85	Combat Shy (-22)	0	6,8
Upgrade mercenaries with pavises	INFANTRY Drilled Loos	Y	Average Protected	Experienced Crossbow	-	Pavise	97	-	All or none	6,8

ITALIAN CONDOTTA



Javelinmen	INFANTRY	Average	Experienced	Short Spear		83	Combat Shy (-22)	0	6
Javeninnen	Drilled Close	Protected	Javelin	Short Spear	-	03	Compatibility (-22)	6	
Replace javelinmen with	INFANTRY	Average	-		Melee Expert	86		0	6
swordsmen	Drilled Close	Protected	-	-	Meiee Expert	00	-	All	0
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	45		0	6,9
	Skirmisher	Unprotected	Crossbow	-	Combat Sily	40	-	9	0,9
Handgunners	INFANTRY	Average	Experienced			40	Combat Shy (-5)	0	6,9
Handguiniers	Skirmisher	Protected	Firearm	-	-	40	Collidat Sily (-5)	9	0,9
Cura	ARTILLERY	Average	Experienced		Combat Shy	108	Barricades (16)	0	2
Guns	Skirmisher	Unprotected	Light Art	-	Combat Sily	100	Dallicaues (10)	2	
Cannons	ARTILLERY	Average	Experienced		Barricades, Combat	184		0	2
	Skirmisher	Unprotected	Heavy Art	_	Shy	104	-	2	- Z

ALLIES

Swiss mercenary allies - Middle Swiss (only Florence in 1424 CE)

Notes

Minima and maxima in mixed TuGs are for condottieri. An equal number of coustilliers must be taken. Condottieri and Coustilliers dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality.

CHANGES FROM LAST VERSION

REPUBLIC OF VENICE



1421 TO 1493 €E

HISTORICAL NOTES

This list covers the armies of the Republic of Venice in Italy and Dalmatia. In the early 15th century, the Venetians expanded their possessions in North Italy and had taken over important cities such as Verona and Padua. The difficulties of Hungary allowed the Republic to consolidate its Adriatic dominions. Under doge Francesco Foscari (1423 to 1457) the city reached the height of its power and territorial extent. In 1425 a war broke out against Milan. The victory at the Battle of Maclodio expanded Venetian territory to the River Adda. In 1446 the Republic had to fight an alliance formed by Milan, Florence, Bologna and Cremona. A victory allowed Venice to occupy Lodi and Piacenza. By diplomacy they acquired Brescia and Vicenza.

After the fall of Byzantium, Venice became embroiled in wars against the Ottomans. In 1482 Venice allied with Pope Sixtus IV in his attempt to conquer Ferrara, opposed to Florence, Naples, Milan, and Ercole d'Este. Defeated at the Battle of Campomorto, Sixtus switched sides. Peace was agreed in 1484. Despite the setbacks in the struggle against the Turks, at the end of the 15th century, Venice was the second largest city in Europe.

TROOP NOTES

Although Venetian ambitions were focused mostly to the east, Venice maintained one of the best trained and largest militia in Italy at this time.

HISTORICAL ENEMIES

Later Hungarian; Albanian Principalities; Italian Condotta

REPUBLIC OF VENICE



ARMY COMMANDER	1	Any Professional			DATES		1421 CE to 1493 CE		
SUB-GENERALS	0-	3 Any Professional			TERRAIN		Coastal, Standard		
INTERNAL ALLIED GENER	ALS				Самр		Unfortified or Fortified	l; Poor or Ave	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
MIXED TUG COMPRISING	1/2 condottier	AND 1/2 COUSTILLIE	RS						
Condottieri	CAVALRY Drilled Close	Average ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	6 12	4,6
Coustilliers	CAVALRY Drilled Close	Average Protected	-	_	Devastating Chargers	93	Melee Expert (23), Dismountable (5)	=	
Militia spearmen	INFANTRY Formed Close	Average Protected	- -	Short Spear	Shieldwall	77	Combat Shy (-22)	8	6,8
Mercenary pikemen	INFANTRY Drilled Close	Average Protected	-	Pike	Shove	100	Orb (2)	0	8
Crossbowmen	INFANTRY Formed Loose	Average Protected	Experienced Crossbow		-	80	Combat Shy (-22)	0	6,8
Mercenary crossbowmen	INFANTRY Drilled Loose	Average Protected	Experienced Crossbow	_	-	85	Combat Shy (-22)	0 8	6,8
Upgrade mercenaries with pavises	INFANTRY Drilled Loose	Average Protected	Experienced Crossbow		Pavise	97	-	All or none	6,8
Javelinmen	INFANTRY Drilled Close	Average Protected	Experienced Javelin	Short Spear	-	83	Combat Shy (-22)	0	6
Replace javelinmen with swordsmen	INFANTRY Drilled Close	Average Protected	- -		Melee Expert	86	-	0 All	6
Mounted crossbowmen	CAVALRY Formed Loose	Average Protected	Experienced Crossbow		-	120	Melee Expert (23)	4 12	4,6

REPUBLIC OF VENICE



Stradiots	CAVALRY	Average	Experienced	Short Spear		52	Cantabrian (16)	0	4,6
Suddiots	Skirmisher	Unprotected	Javelin	31101t Spear	-	02	Calitatilali (10)	16	4,0
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	45		0	6,9
Skillinstillig crossbowitten	Skirmisher	Unprotected	Crossbow	-	Combat sny	40	-	9	0,9
Archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
	Skirmisher	Unprotected	Bow	_	Combat Sily	40	-	9	0,9
TT 1	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
Handgunners	Skirmisher	Protected	Firearm			40	Collidat Sily (-5)	18	0,9
Cuna	ARTILLERY	Average	Experienced		Combat Shy	108	Barricades (16)	0	2
Guns	Skirmisher	Unprotected	Light Art	-	Combat Sily	100	Dallicades (10)	2	4
Cannons (from 1350 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	184		0	2
	Skirmisher	Unprotected	Heavy Art	<u>-</u>	Shy	104	-	2	- <i>L</i>

ALLIES

Swiss mercenary allies - Middle Swiss (from 1440 CE)

Italian allies - Italian Condotta

NOTES

Minima and maxima in mixed TuGs are for condottieri. An equal number of coustilliers must be taken.

Condottieri and Coustilliers dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality.

Swiss mercenary and Italian allies may be used together.

CHANGES FROM LAST VERSION

LATE MEDIEVAL GERMAN



1441 TO 1492 €E

HISTORICAL NOTES

From 1438 the Habsburgs controlled the position of "King of the Romans". In 1452 Frederick III was crowned Holy Roman Emperor. This situation, however, resulted in increased disunity among the Holy Roman Empire's territorial rulers and prevented sections of the country from coming together to form nations in the manner of France and England. One of Frederick's main achievements was to divorce Charles the Bold of Burgundy to marry his daughter, Mary to his son Maximillian. This was ultimately result in the Habsburgs acquiring control of the Low Countries.

TROOP NOTES

The quality of German knights declined substantially during this period. This was due to land holdings being fragmented, impoverishing many nobles. As a result, a "spitz" formation developed, a wedge of the best knights backed up by a deep column of poorer quality knights, often unable to afford plate armour or good quality horses. The classification encourages deploying the knights 3 ranks deep.

German infantry started to adopt the pike in place of the spear, imitating the Low Countries and Swiss pikemen.

HISTORICAL ENEMIES

Black Army Hungarian; French Ordonnance; Burgundian Ordonnance; Medieval Frisian or Dithmarschen; Late Medieval German; Medieval Danish and Kalmar Union; Medieval Polish; Hussite; Later Medieval Polish; Late Swiss; Later French Ordonnance

LATE MEDIEVAL GERMAN



ARMY COMMANDER		1 Any Professional			DATES		1441 CE to 1492 CE		
SUB-GENERALS		0-3 Any Professional			TERRAIN		Standard, Forest, Mour	ntains	
Internal Allied General	LS	0-2 Any Professional			Самр		Unfortified or Fortified	; Poor or Av	verage
	ТүрЕ								
	TRAINING AN	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
KNIGHTS IN DEEP FORMATI	ons								
Front rank (1/3 TUG)	CAVALRY Tribal Close	Average ArmHrs/F Armouree	- 1 -	Charging Lancer	Devastating Chargers, Shove	146	-	2	6
Rear ranks (2/3 TuG)	CAVALRY Tribal Close	Average	-		Devastating Chargers, Shove	83	-	4 12	
Upgrade front rank knights	CAVALRY Tribal Close	Superior ArmHrs/F Armoured	- d -	Charging Lancer	Devastating Chargers, Shove	205	-	0 2	
Mercenary men-at-arms	CAVALRY Drilled Loos	Average -/Fully Armoured	-	Charging Lancer	-	144	Dismountable (6)	0 6	4,6
Mounted crossbowmen	CAVALRY Formed Loos	Average e Protected	Experienced Crossbow	_	-	120	Melee Expert (23)	0 6	4,6
Mounted handgunners	CAVALRY Formed Loos	Average e Protected	Unskilled Firearm	_	-	86	Melee Expert (23)	0 6	4,6
Pikemen	INFANTRY Drilled Close		-	Pike	Shove	100	Orb (2)	8 16	8
Militia pikemen	INFANTRY Formed Clos		-	Pike	-	53	Orb (1)	0 16	8
Halberdiers	INFANTRY Formed Clos		-	Polearm	-	87	-	0	6,8
Mercenary crossbowmen	INFANTRY Drilled Loos		Experienced Crossbow	_	-	85	Combat Shy (-22)	6 24	6,8

LATE MEDIEVAL GERMAN



Heerban and feudal retainers	INFANTRY	Poor	-	Short Spear		25	Combat Shy (-9)	0	8,9,10
	Tribal Close	Unprotected	-	31101t Spear	-	20	Collidat Sily (-9)	20	0,9,10
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	45		0	6,9
Skillinshing crossoowhien	Skirmisher	Unprotected	Crossbow	<u>-</u>	Combat 3ny	40	-	12	0,9
Replace crossbowmen with	INFANTRY	Average	Experienced			40	Combat Shy (-5)	0	6,9
handgunners	Skirmisher	Protected	Firearm		-	40	Combat sily (-0)	9	0,9
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40		0	6,9
Skillinshing archers	Skirmisher	Unprotected	Bow		Combat sny	40	-	12	0,9
Cuna	ARTILLERY	Average	Experienced		Combat Shy	108	Barricades (16)	0	2
Guns	Skirmisher	Unprotected	Light Art	-	Combat Sily	100	Dallicades (10)	2	
Cannons	ARTILLERY	Average	Experienced		Barricades, Combat	184		0	2
	Skirmisher	Unprotected	Heavy Art	- -	Shy	104	-	2	

ALLIES

Swiss allies - Middle Swiss (from 1442 to 1446 CE)

Notes

Mercenary men-at-arms dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality.

One or both front rank knights in a deep formation may be upgraded but the maximum may not be exceeded. Front rank knights must be easily distinguishable from other ranks.

CHANGES FROM LAST VERSION



MAGNA ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAGNA

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

CAMPS

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

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

UGs

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

Notes

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

EARLY COMMUNAL ITALIAN



ARMY COMMANDER		1	Any Instinctive			DATES		1029 CE to 1149 CE		
SUB-GENERALS		0-1	Any Instinctive			TERRAIN		Coastal, Standard, Moi	untains	
Internal Allied Gener	ALS	1-3	Any Instinctive			Самр		Unfortified; Poor, Aver	age or Supe	rior
	ТүрЕ									
	TRAINING A	NĐ	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Contadini knights and	CAVALR	Y	Superior	-	Charging Lancer		147	Dismountable (7)	0	1
sergeants	Formed Lo	ose	Protected	-	Charging Lancer	-	14/	Distilloulitable (7)	4	4
Communal knights and	CAVALR	Y	Average	-	Charging Lancer		105	Dismountable (5)	4	1
sergeants	Formed Lo	ose	Protected	-	Charging Lancer	-	100	Distilloulitable (0)	8	4
Militia spearmen	INFANTR	Y	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	8	4
	Formed Cl	ose	Protected	-		1 Siliciawali	//	Compatibility (-22)	32	-
Mercenary spearmen	INFANTR	Y	Average	-	Short Spear	Shieldwall	82		0	1
	Drilled Clo	ose	Protected	-	Siloit Spear	Silicidwali	02	-	8	4
Mercenary crossbowmen	INFANTR	Y	Average	Experienced			85	Combat Shy (-22)	0	1
	Drilled Loc	ose	Protected	Crossbow	_		00	Collidat Sily (-22)	4	
Contadini spearmen	INFANTR	Y	Poor	-	Short Spear	Shieldwall	47	Combat Shy (-13)	4	1
	Formed Cl	ose	Protected	-	Siloit Spear	Siliciawan	7/	Combat Sily (-13)	32	
Crossbowmen	INFANTR	Y	Average	Experienced	<u> </u>	_	59	Combat Shy (-14)	0	4
C103300 WILLEII	Formed Lo	ose	Unprotected	Crossbow				Collidat Sily (-14)	12	
Skirmishing crosshowmen	INFANTR	Y	Average	Experienced	<u>-</u>	Combat Shy	hy 58	58 -	0	4,6
kirmishing crossbowmen	Skirmishe	er	Unprotected	Crossbow					12	-1, 0

Notes

Knights and sergeants dismount as Protected, Formed Close, Short Spear, Sheildwall of the same grade.

CHANGES FROM LAST VERSION

PAPAL ITALIAN



ARMY COMMANDER 1 SUB-GENERALS 0-1 INTERNAL ALLIED GENERALS		Any Instinctive Any Instinctive			Dates Terrain Camp		1049 CE to 1320 CE Coastal, Standard, Mountains Unfortified; Poor, Average or Superior												
											ТүрЕ								
											TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE										
Feudal knights (before 1150 CE)	CAVALRY	Superior	-	Charging Lancer	-	147	Dismountable (7)	4	4										
	Formed Loose	Protected	-					8	T										
MIXED TUG COMPRISING 1	/2 KNIGHTS AND	1/2 SERGEANTS (FRE	ом 1150 СЕ)																
Contadini knights	CAVALRY	Superior	-	Charging Lancer	· _	184	Melee Expert (40)	2	4										
	Formed Loose	-/Fully Armoured	-					4	4										
Contadini sergeants	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	=											
	Formed Loose	Protected	-					=											
Swabians (before 1072 CE)	CAVALRY	Poor	-	Short Spear	-	54	Melee Expert (14)	0	4										
	Formed Loose	Protected	-					8	4										
Dismount Swabians	INFANTRY	Superior	-	Short Spear	-	94	Melee Expert (22)		4										
	Formed Loose	Protected	-					Any	4										
Mercenary knights (from 1198 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Dismountable	167	Melee Expert (29)	0	4										
	Drilled Loose	-/Fully Armoured	-					4											
French mercenary knights (from 1250 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	224	Melee Expert (40)	0	Δ										
	Drilled Loose	-/Fully Armoured	-					4	-										
German mercenary knights (from 1250 CE)	CAVALRY	Average	-	Charging Lancer	-	144	Dismountable (6)	0	4										
	Drilled Loose	-/Fully Armoured	-					8	,										
Mercenary spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	82	-	0	4										
	Drilled Close	Protected	-					4	,										
Mercenary crossbowmen	INFANTRY	Average	Experienced		-	85	Combat Shy (-22)	0	4										
	Drilled Loose	Protected	Crossbow					4	,										

PAPAL ITALIAN



Roman militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4
	Formed Close	Protected	-					4	
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

ALLIES

Early Communal Italian Allies - up to 3 contingents (to 1149 CE)

Later Communal Italian Allies - up to 3 contingents (from 1150 CE)

Norman allies (before 1072 CE)

Imperialist allies - Early Imperial German (before 1072 CE)

Byzantine allies - Later Nikephorian Byzantine (before 1072 CE)

Lombard allies - Lombard Principalities (before 1072 CE)

Norman Sicilian allies (from 1072 CE)

Notes

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

Mercenary knights before 1150 dismount as Formed Close, Protected, Short Spear of the same quality. Knights from 1150 dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality.

Norman allies cannot be used with Imperialist, Byzantine or Lombard allies.

CHANGES FROM LAST VERSION

NORMAN SICILIAN



ARMY COMMANDER		Any Instinctive			DATES		1072 CE to 1212 CE		
SUB-GENERALS	0-	2 Any Instinctive			TERRAIN		Coastal, Standard, Mou	ıntains	
Internal Allied Genera	LS 0	2 Any Instinctive			Самр		Unfortified; Poor or Av	erage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	O PTIONAL	Min	
Name	Formation	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Norman knights (before	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	4	4
1150 CE)	Formed Loose	Protected	-	Gharging Lancer	Devastating Chargers	110	Tvicice Expert (20)	8	,
Best Norman knights (before	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	0	4
1150 CE)	Formed Loose	Protected	-	Gharging Barreer	Devastating Chargers	100	Tricice Expert (02)	4	<i>'</i>
MIXED TUG COMPRISING 1	$oldsymbol{/2}$ KNIGHTS AN	d 1/2 sergeants (on	LY AFTER 1150 C	E)					
Feudal knights	CAVALRY	Superior	-	Charging Langur		184	Melee Expert (40)	2	4
	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	104	Meiee Expert (40)	6	4
Feudal sergeants	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	=	
redual sergeants	Formed Loose	Protected	-			14/	Meiee Expert (32)	=	
COMMUNAL MIXED TUG CO	MPRISING 1/2	KNIGHTS AND $1/2$ SER	GEANTS (ONLY A	FTER 1150 CE)					
C 11 · 1 ·	CAVALRY	Average	-	C1 : I		100	M 1 E . (00)	0	4
Communal knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	132	Melee Expert (29)	4	4
Communal corresponds	CAVALRY	Average	-	Charaina I an aar		105	Melee Expert (23)	=	
Communal sergeants	Formed Loose	Protected	-	Charging Lancer	-	105	Meiee Expert (25)	=	
Lombard cavalry (before	CAVALRY	Average	-	G1 G	D : C1	4.00	1 E (20)	0	4
1100 CE)	Formed Loose	Protected	-	Short Spear	Devastating Chargers	103	Melee Expert (23)	4	4
N A:1:4:	INFANTRY	Average	-	Clarati Corre	C1.: _1 1 11	77	C-m-1 (1 / 00)	0	1
Militia spearmen	Formed Close	Protected	-	Short Spear	Shieldwall	77	Combat Shy (-22)	8	4
Crossbowmen	INFANTRY	Average	Experienced			59	Combat Shy (-14)	0	4
C108800MIIIGII	Formed Loose	Unprotected	Crossbow			J9 	Collidat Sily (-14)	4	

NORMAN SICILIAN



Saracen archers	INFANTRY	Average	Experienced		_	48	Combat Shy (-14)	0	1
	Tribal Loose	Unprotected	Bow	- -	-	40	Collidat Sily (-14)	4	4
Upgrade Saracen archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)		1
Opgrade Saracen archers	Formed Loose	Unprotected	Bow	- -	-	J4	Collidat Sily (-14)	Any	4
Saracen javelinmen	INFANTRY	Average	Experienced	Short Spear		63	Melee Expert (16)	0	4,6
Saracen javeninnen	Tribal Loose	Protected	Javelin	31101t Spear	-	0.0	Meiee Expert (10)	6	4,0
Griffons (before 1194 CE)	INFANTRY	Average	-	Short Spear	_	57		0	4,6
	Tribal Loose	Protected	-		-	37	-	12	4,0
Arriere-ban	INFANTRY	Poor	Unskilled	Short Spear		25		0	4,6
Afficie-oan	Tribal Loose	Unprotected	Javelin	Short Spear	-	20	-	14	4,0
Berber cavalry (from 1075	CAVALRY	Average	Experienced			55	Cantabrian (16),	0	1
CE)	Skirmisher	Unprotected	Javelin	-	-	33	Combat Shy (-4)	4	4
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
	Skirmisher	Unprotected	Bow	-	Combat Shy	30	-	16	4,0

Notes

Minima and maxima in mixed TuGs are for knights. An equal number of sergeants must be taken. An allied general can only command feudal knights or arriere-ban.

CHANGES FROM LAST VERSION

HUNGARIAN



ARMY COMMANDER	1	Any Instinctive			DATES		1100 CE to 1308 CE		
SUB-GENERALS	0-3	Any Instinctive (befor	e 1302 CE, 0-1 fron	n 1302 CE)	TERRAIN		Plains		
Internal Allied Genera	1.5 0-3	Any Instinctive (from	1302 CE)		САМР		Unfortified or Fortified	; Poor or Av	rerage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
NAME	Formation	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Knights	CAVALRY	Superior	-	Charging Lancer	_	147	Melee Expert (32)	4	4
	Formed Loose	Protected	-	Charging Lancer		1 17	Tylelee Expert (02)	8	,
Upgrade knights (from 1150	CAVALRY	Superior	-	Charging Lancer	_	184	Melee Expert (40)		4
CE)	Formed Loose	-/Fully Armoured	-	Griarging Barreer			Tricles Empere (10)	All	
Gentry	CAVALRY	Superior	Unskilled	Charging Lancer	-	161	-	0	4
	Formed Loose	Protected	Bow	3114151115 Zaileel				8	
Hospitaller knights (from	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
1150 CE)	Formed Loose	-/Fully Armoured	-	3114151115 Zaileel				4	
Horse archers	CAVALRY	Average	Experienced	_	-	125	=	8	4
	Formed Flexible	Protected	Bow	_				32	
Szekeley borderers	CAVALRY	Average	Experienced	Short Spear	-	135	_	0	4
	Formed Flexible	Protected	Bow	Bilore B pear		100		8	· .
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Combat Shy (-22)	0	4
	Tribal Close	Protected	-	onore opear				16	
Archers	INFANTRY	Average	Experienced	_	-	48	Combat Shy (-14)	0	4
Theries	Tribal Loose	Unprotected	Bow					4	· .
Scouts	CAVALRY	Average	Experienced	_	<u>-</u>	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	
Bisseni (only until 1150 CE)	CAVALRY	Average	Experienced	_	<u>-</u>	70	Combat Shy (-4)	4	4
(0111) 01101 1100 011)	Skirmisher	Unprotected	Bow					12	•
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					8	.,.

HUNGARIAN



CROAT CONTINGENT									
Croat cavalry	CAVALRY	Superior	-	Charging Lancer	_	147	Melee Expert (32)	0	1
Croat cavarry	Formed Loose	Protected	-	Charging Lancer	-	14/	Meiee Expert (32)	4	4
Croat axemen	INFANTRY	Average	-	2-H Cut-Crush	-	82		0	1
	Tribal Loose	Protected	-			02		4	4
Croat spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Combat Shy (-22)	4	1
Croat spearmen	Tribal Close	Protected	-	Short Spear	Siliciawali	07	Combat Sily (-22)	12	7
Croat archers	INFANTRY	Average	Experienced		Combat Shy	50	-	4	4,6
	Skirmisher	Unprotected	Bow			30		6	7,0

ALLIES

Cuman allies - Cuman or Kipchak (from 1238 CE)

Notes

Croat minima only apply if a Croat contingent is taken. A Croat contingent must be commanded by their own general.

CHANGES FROM LAST VERSION

Corrected date for Hospitaller knights.

EARLY IMPERIAL GERMAN



ARMY COMMANDER	1	Any Instinctive			DATES		1106 CE to 1149 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Forest, Mour	ntains	
Internal Allied Genera	LS				Самр		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ	·							
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Best knights	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	Melee Expert (32),	0	4
Dest Kingitts	Formed Loose	Protected	-	Short Spear	Devastating Chargers	140	Dismountable (7)	12	
Knights	CAVALRY	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23),	8	4
	Formed Loose	Protected	-	Short Spear	Devastating Chargers	100	Dismountable (5)	16	
Mercenaries with swords or	INFANTRY	Average	-	_	Melee Expert	86	_	0	4
axes	Drilled Close	Protected	-		Tvicice Expert			12	,
Mercenary crossbowmen	INFANTRY	Average	Experienced	_	_	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow				Comout only (22)	12	,
Mercenary spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	82	_	0	4
	Drilled Close	Protected	-	Short Spear	Silicia wali			4	,
Militia crossbowmen	INFANTRY	Average	Experienced	_	Combat Shy	58	_	4	4
	Formed Loose	Protected	Crossbow		Comoat Sily			12	-
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	4	4
	Formed Close	Protected	-	Bilore Spear	Sincidwan	, ,	Comoat Sily (22)	12	,
Fussknechte	INFANTRY	Average	-	_	Melee Expert	71	_	0	4,6
1 dsskitectite	Tribal Close	Protected	-	_	Wielee Expert	/ 1	_	6	7,0
Heerban and feudal retainers	INFANTRY	Poor	-	Short Spear	_	25	Combat Shy (-9)	0	4,6
	Tribal Close	Unprotected	-	Bilore Spear		20	Comout bily (7)	14	1,0
Skirmishing crossbowmen	INFANTRY	Average	Experienced	_	Combat Shy	58	_	0	4,6
	Skirmisher	Unprotected	Crossbow	_	Comoat ony	00		12	- 7,∪
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	50	_	0	4,6
	Skirmisher	Unprotected	Bow	_	Comoat ony	00	-	12	→,∪

EARLY IMPERIAL GERMAN



Only in Italy									
Contadini knights	CAVALRY	Superior	-	Charging Lancer	<u> </u>	147	Dismountable (7)	0	1
Contaunii kingiits	Formed Loose	Protected	-	Charging Lancer	-	147		4	4
Communal knights	CAVALRY	Average	-	Charging Lancer		105	Dismountable (5)	0	1
	Formed Loose	Protected	-	Charging Lancer	-	100	Distribulitable (3)	4	4
Italian militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1
Italian militia spearmen	Formed Close	Protected	-	31101t Spear	Silieidwali	//		4	4
Italian contadini spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	47	Combat Shy (-13)	0	1
	Formed Close	Protected	-	Short Spear	Silieidwali	4/		4	4

ALLIES

Unreliable Feudal or Ecclesiastical allies - Feudal German Italian allies - Early Communal Italian

NOTES

Knights and sergeants dismount as Protected, Formed Close, Short Spear, Sheildwall of the same quality. Feudal and Italian allies may be taken together.

CHANGES FROM LAST VERSION

FEUDAL GERMAN



ARMY COMMANDER	1	Any Instinctive			DATES		1106 CE to 1340 CE			
SUB-GENERALS	0-2	Any Instinctive			TERRAIN		Standard, Forest, Mour	ntains		
Internal Allied Genera	0-1	Any Instinctive			Самр		Unfortified or Flexible;	Poor or Av	erage	
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT OR Y	BASE	O PTIONAL	Min		
NAME	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size	
Best knights (before 1150	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	Melee Expert (32),	0	4	
CE)	Formed Loose	Protected	-	31101t Spear	Devastating Chargers	140	Dismountable (7)	12	4	
Knights (before 1150 CE)	CAVALRY	Average	-	Short Spear	Daynetating Chargers	103	Melee Expert (23),	4	4	
Kilights (before 1130 CE)	Formed Loose	Protected	-	Short Spear	Devastating Chargers	105	Dismountable (5)	16	4	
Best knights (from 1150 CE)	CAVALRY	Superior	-	Charaina I an aar	Devastating Chargers	207	Dismountable (9)	0	4	
Dest kinglits (Holli 1100 CE)	Formed Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	207	Distribulitable (9)	4	4	
Knights (from 1150 CE)	CAVALRY	Average	-	Charaina I an aar	Devastating Chargers	148	Dismountable (6)	4	4	
	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Distributitable (0)	16	4	
Mounted crossbowmen	CAVALRY	Average	Experienced			120	Melee Expert (23)	0	4	
(from 1200 CE)	Formed Loose	Protected	Crossbow	-	-	120	Meiee Expert (25)	4	4	
Mercenary spearmen (from	INFANTRY	Average	-	Long Spear		91		0	4	
1250 CE)	Drilled Close	Protected	-	Long Spear	-	91	-	4	4	
Mercenary crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	4	
(from 1250 CE)	Drilled Loose	Protected	Crossbow	-	-	00	Collidat Sily (-22)	4	4	
Feudal spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	4	4	
redual spealmen	Formed Close	Protected	-	31101t Spear	Silieluwali	//	Compatibility (-22)	20	4	
Feudal crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		4	4	
redual crossbowilleri	Formed Loose	Protected	Crossbow	-	Combat Sily	50	-	16	4	
Fussknechte	INFANTRY	Average	-		Malaa Eynart	71		0	4,6	
TUSSKIICUILC	Tribal Close	Protected	-		Melee Expert	/ 1	71 -	12	4,0	
Heerban and feudal retainers	INFANTRY	Poor	-	Short Spear		25	Combat Shy (-9)	0	4,6	
Treeroan and rendar retainers	Tribal Close	Unprotected	-	Short spear	-	20	Collidat Sily (-9)	14	4,0	

FEUDAL GERMAN

M	ORTEM
ET	GLORIAM

Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	4,6
Skirmsning crossoowinen	Skirmisher	Unprotected	Crossbow	-	Collidat Sily	50	-	12	4,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
	Skirmisher	Unprotected	Bow	-	Collidat Sily	50	-	6	4,0
ONLY NORTHERN, CENTRA	L AND WESTERN	GERMANY							
Frisian or similar spearmen	INFANTRY	Average	-	Long Spear	Devastating Chargers,	59		0	1
riisian oi siinnai speannen	Tribal Loose	Protected	-	Long Spear	Combat Shy	39	-	8	4
Brabanter mercenaries (from	INFANTRY	Average	-	Long Spear	_	91		0	1
1150 to 1250 CE)	Drilled Close	Protected	-	Long Spear	-	91	-	4	4
ONLY SOUTHERN OR EAST	ern Germany								
Swabian or Bavarian foot	INFANTRY	Average	-	2-H Cut-Crush		92		0	1
Swabian of bavarian foot	Formed Loose	Protected	-	Z-M Cut-Clush	-	94	-	4	4
Slav foot	INFANTRY	Average	Experienced	Short Spear		63	Combat Shy (-22)	0	1
Slav foot	Tribal Loose	Protected	Javelin	Short Spear	-	03	Collidat Sily (-22)	16	
Horse archers (from 1150	CAVALRY	Average	Experienced		_	70	Combat Shy (-4)	0	1
CE)	Skirmisher	Unprotected	Bow		-	70	Combat Sily (-4)	8	+

ALLIES

Frisian allies - Medieval Frisian or Dithmarschen (from 1150 CE)

Danish Leidang allies - Early Medieval Danish (from 1147 to 1160 CE)

Polish allies - Feudal Polish (from 1147 to 1227 CE)

Swiss allies - Early Swiss (only Bavarian lords in 1323 CE)

NOTES

Knights before 1150 dismount as Formed Close, Protected, Short Spear of the same quality. Knights from 1150 dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush (or Poor if downgraded to Poor).

Only Northern, Central and Western Germans may have Hanseatic League, Frisian, Danish or Polish allies.

Only one external ally may be taken.

CHANGES FROM LAST VERSION

LATER COMMUNAL ITALIAN



ARMY COMMANDER		1	Any Instinctive			DATES		1150 CE to 1320 CE		
SUB-GENERALS	Ī	0-1	Any Instinctive			TERRAIN		Coastal, Standard, Mo	untains	
INTERNAL ALLIED GENERA	LS	1-3	Any Instinctive			САМР		Unfortified; Poor, Ave	rage or Super	ior
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT O RY	BASE	OPTIONAL	Min	
Name	FORMATION	N	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Contadini mixed TuG co	MPRISING 1/	2 KN	IGHTS AND $1/2$ SERG	EANTS						
Contadini knights	CAVALRY Formed Loc		Superior -/Fully Armoured	- -	Charging Lancer	-	184	Melee Expert (40)	0 2	4
Contadini sergeants	CAVALRY Formed Loc		Superior Protected	-	Charging Lancer	-	147	Melee Expert (32)	=	
COMMUNAL MIXED TUG CO	OMPRISING 1/	2 KN		EANTS						
Communal knights	CAVALRY		Average	-	Charging Lancer	-	132	Melee Expert (29)	2	4
	Formed Loc CAVALRY		-/Fully Armoured	-					4	
Communal sergeants	Formed Loc		Average Protected	-	Charging Lancer	-	105	Melee Expert (23)	=	
	Tollifed Boo	786	Hotelea							
Mercenary knights (from	CAVALRY	Y	Average	-	Charging Lancer	Devastating Chargers,	167	Melee Expert (29)	0	4
1200 CE)	Drilled Loo	se	-/Fully Armoured	-	Charging Lancer	Dismountable	107	Meiee Expert (29)	8	4
Mounted crossbowmen	CAVALRY Formed Loc		Average Protected	Experienced Crossbow	-	-	120	Melee Expert (23)	0 4	4
Popolo spearmen (from 1200	INFANTR'	Y	Superior	-	C1 . C	C1 · 1 1 11	115		0	4
CE)	Drilled Clo	se	Protected	-	Short Spear	Shieldwall	115	-	4	4
Militia spearmen	INFANTR Formed Clo		Average Protected	-	Short Spear	Shieldwall	77	Combat Shy (-22)	8 32	4
Replace militia spearmen with javelinmen (from 1200	INFANTR'	Y	Average	Experienced	Short Spear	_	78	Combat Shy (-22)		4
CE)	Formed Clo	se	Protected	Javelin	onore opear	-	, 0	Comoat Smy (-22)	Up to half	•

LATER COMMUNAL ITALIAN



Crossbowmen	INFANTRY	Average	Experienced	_	_	80	Combat Shy (-22)	0	1
CIOSSOOWIIIEII	Formed Loose	Protected	Crossbow	-	-	30	Collidat 311y (-22)	12	- 4
Upgrade crossbowmen with	INFANTRY	Average	Experienced	Short Spear	Pavise	99	Combat Shy (-22)		1
pavisiers (from 1200 CE)	Formed Loose	Protected	Crossbow	31101t Spear	1 avise	77	Collidat Sily (-22)	Any	4
Contadini spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	47	Combat Shy (-13)	4	1
Contactin spearmen	Formed Close	Protected	-	onon opean	Jiliciuwali	4/	Collidat Sily (-13)	32	'1
Mercenary spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	82		0	1
	Drilled Close	Protected	-		Silieiuwali	02	-	8	4
Mercenary crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (22)	0	1
Mercenary crossbownien	Drilled Loose	Protected	Crossbow	· -	-	0.0	Combat Shy (-22)	4	4
Skirmighing grouphourmon	INFANTRY	Average	Experienced		Combat Shy	58		0	4,6
Skirmishing crossbowmen	Skirmisher	Unprotected	Crossbow	· <u>-</u>	Compat Sny	50	-	12	4,0
Skirmiahina arahara	INFANTRY	Average	Experienced		Combat Chy	50		0	4,6
Skirmishing archers	Skirmisher	Unprotected	Bow		Combat Shy	30	-	6	4,0

Notes

Minima and maxima in mixed TuGs are for knights. An equal number of sergeants must be taken. Mercenary knights dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality.

CHANGES FROM LAST VERSION

IMPERIAL GERMAN



0

14

25

Combat Shy (-9)

ARMY COMMANDER	1	Any			DATES		1150 CE to 1340 CE			
SUB-GENERALS	0-3	Any			TERRAIN		Standard, Forest, Mour	ntains		
Internal Allied Genera	LS				Самр		Unfortified or Flexible;	Poor or Av	erage	
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	O PTIONAL	Min		
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	М АХ	UG SIZE	
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	4	
Dest Killgilts	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Distributitable (7)	4		
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	8	4	
Kilights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Distilloulitable (0)	20	4	
Teutonic knights (from 1226	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4	
CE)	Formed Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	207	Melee Expert (40)	4	4	
Mounted crossbowmen	CAVALRY	Average	Experienced			120	Melee Expert (23)	0	1	
(from 1200 CE)	Formed Loose	Protected	Crossbow	-		120	Mielee Expert (20)	4	4	
Mercenary crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	4	
ivercentary crossbownnen	Drilled Loose	Protected	Crossbow		-	00	Comoat Sily (-22)	12		
Mercenary spearmen (before	INFANTRY	Average	-	Short Spear	Shieldwall	82		0	4	
1250 CE)	Drilled Close	Protected	-	Short Spear	Siliciawan	02		4		
Mercenary spearmen (from	INFANTRY	Average	-	Long Spear		91		0	4	
1250 CE)	Drilled Close	Protected	-	Long Spear	-	71	-	4	4	
Brabanter or similar	INFANTRY	Average	-	Long Spear		91		0	4	
mercenaries	Drilled Close	Protected	-	Long Spear		71		4		
Militia or feudal	INFANTRY	Average	Experienced		Combat Shy	58		4	4	
crossbowmen	Formed Loose	Protected	Crossbow	-	Combat Sily	50	-	12	4	
Militia or feudal spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	4	4	
Ivilliua of fedual speafffelf	Formed Close	Protected	-	SHOIT Spear	JIIICIUWAII	//	Collidat Sily (-22)	12		
Fussknechte	INFANTRY	Average	-		Melee Expert	71		0	4,6	
1 GSSKITCCITC	Tribal Close	Protected	-	-	Miciec Tyheir	/ 1	-	8	-1 ,∪	

Short Spear

INFANTRY

Tribal Close

Heerban and feudal retainers

Poor

Unprotected

IMPERIAL GERMAN

MORT	EM
ET GLOR	LAM

Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	4,6
Skirillishing crossoowinen	Skirmisher	Unprotected	Crossbow	-	Collidat Sily	50	-	12	4,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skirmisming archers	Skirmisher	Unprotected	Bow	-	Combat sny	30	-	6	4,0
Only in Italy									
Contadini mixed TuG co	OMPRISING 1/2 KNI	GHTS AND 1/2 SERG	EANTS						
Contadini kajahta	CAVALRY	Superior	-	Charging I anger		184	Malaa Erroant (10)	0	4
Contadini knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	104	Melee Expert (40)	2	4
Contadini sergeants	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	=	
Contadini sergeants	Formed Loose	Protected	-	Charging Lancer	-	14/	Meiee Expert (32)	=	
COMMUNAL MIXED TUG CO	omprising 1/2 Kn	IGHTS AND $1/2$ SERO	EANTS						
•	CAVALRY	Average	-	Charging Lancer		132	Malaa Errmant (20)	0	4
Communal knights	Formed Loose	-/Fully Armoured	-		-	132	Melee Expert (29)	2	4
Communal sergeants	CAVALRY	Average	-	Charging Lancer	_	105	Melee Expert (23)	=	
Communar sergeams	Formed Loose	Protected	-	Charging Lancer	_	100	Wielee Expert (20)	=	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1
wiiiua speariileii	Formed Close	Protected	-	31101t Spear	Silieidwali	//	Collidat Sily (-22)	4	4
Contadini spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	47	Combat Shy (-13)	0	1
Contaunii speamien	Formed Close	Protected	-	onort spear	Jilieluwali	4/	Collidat Sily (-13)	4	4
Swabian schwerteknechte	INFANTRY	Average	-	2-H Cut-Crush	_	92	_	0	1
	Formed Loose	Protected	-	2-11 Gut-Clush	-	14	-	4	7
ALLIES									

Unreliable Feudal or Ecclesiastical allies - Feudal German Italian allies - Later Communal Italian (to 1320 CE) Hungarian allies (only in 1278 CE)

IMPERIAL GERMAN



Notes

Minima and maxima in Italian mixed TuGs are for knights. An equal number of sergeants must be taken. Knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush. Hungarian and Italian allies may not be used together.

CHANGES FROM LAST VERSION

MEDIEVAL FRISIAN OR DITHMARSCHEN



ARMY COMMANDER		1	Any Instinctive			DATES		1150 CE to 1500 CE			
SUB-GENERALS		0-2	Any Instinctive			TERRAIN		Coastal			
Internal Allied Genera	LS	0-1	Any Instinctive			Самр		Unfortified; Poor or Average			
	ТүрЕ		·								
	TRAINING A	NĐ	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min		
NAME	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG SIZE	
Gentry	CAVALR	Y	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23),	0	4	
Genuy	Formed Lo	ose	Protected	-	Short Spear	Devastating Chargers	100	Dismountable (5)	4	-	
Spearmen (before 1420 CE)	INFANTF	Y	Average	-	Long Spear	Devastating Chargers,	59		20	4,6	
Speatmen (before 1420 CE)	Tribal Loc	se	Protected	-	Long Spear	Combat Shy	39	-	64	4,0	
Downgrade spearmen	INFANTF	Y	Average	-	Long Spear	Devastating Chargers,	39		1/3	4,6	
(before 1420 CE)	Tribal Loc	se	Unprotected	-	Long Spear	Combat Shy	39	-	1/2	4,0	
Spearmen (from 1420 CE)	INFANTF	Y	Average	-	I and Char		71		20	4,6	
Spearmen (nom 1420 CE)	Tribal Loc	se	Protected	-	Long Spear	-	/ 1	-	64	4,0	
Archers	INFANTF	Y	Average	Experienced			48	Combat Shy (-14)	0	4	
	Tribal Loc	se	Unprotected	Bow		-	40	Collidat Sily (-14)	4	4	
Axe- or flailmen	INFANTF	Y	Average	-	2-H Cut-Crush		54	Combat Shy (-14)	0	4,6	
Axe- of fialifien	Tribal Loc	se	Unprotected	-	Z-n Cut-Clush	-	54	Combat Sny (-14)	6	4,0	
Maraan ar a syanaan	INFANTF	Y	Average	-		Melee Expert	86		0	4	
Mercenary axemen	Drilled Clo	ose	Protected	-	-	Meiee Expert	00	-	4	4	
Crossbowmen	INFANTF	Y	Average	Experienced			53	Combat Shy (-14)	0	4	
Crossbowinen	Tribal Loc	se	Unprotected	Crossbow	-	-	55	Combat Sily (-14)	4	4	
Mercenary spearmen (before	INFANTF	Y	Average	-	Chart Char	Shieldwall	82		0	4	
1250 CE)	Drilled Clo	ose	Protected	-	Short Spear	Smeiawaii	82	-	4	4	
Mercenary spearmen (from	INFANTF	Y	Average	-	I C		91		0	4	
1250 CE)	Drilled Clo	ose	Protected	-	Long Spear	-	91	-	4	4	
Landsknechts pikemen and	INFANTF	Y	Average	-	Pike	Shove	100	Orb (2)	0	6	
halberdiers (after 1480 CE)	Drilled Clo	ose	Protected	-	LIKE	SHOVE	100	OIO(2)	6		
Javelinmen (before 1350 CE)	INFANTF	Y	Average	Experienced	Short Spear		42	Combat Shy (-5)	0	4,6	
Javenninen (belore 1550 CE)	Skirmish	er	Protected	Javelin	Short Spear	-	42	Compatibily (-0)	18	4,0	

MEDIEVAL FRISIAN OR DITHMARSCHEN



Javelinmen (from 1350 CE)	INFANTRY	Average	Experienced	Short Spear		42	Combat Shy (-5)	0	4,6
Javenninen (nom 1550 CL)	Skirmisher	Protected	Javelin	Short Spear		72	Combat Sify (-0)	8	-1, 0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skillinshing archers	Skirmisher	Unprotected	Bow	-	Collidat Sily	50	-	6	4,0
Skirmighing gragghourman	INFANTRY	Average	Experienced		Combat Shy	58		0	4,6
Skirmishing crossbowmen	Skirmisher	Unprotected	Crossbow	-	Collidat Sily	50		8	4,0
Replace crossbowmen with	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	4,6
handgunners (from 1450 CE)	Skirmisher	Protected	Firearm	-	-	40	Collidat Sily (-0)	6	4,0
Cupa (after 1420 CE)	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
Guns (after 1420 CE)	Skirmisher	Unprotected	Light Art	-	Collidat Sily	156	Barricades (10)	2	4
Cannons (after 1490 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	2
Cannons (after 1480 CE)	Skirmisher	Unprotected	Heavy Art	-	Shy	∠ 44	-	2	

ALLIES

Danish Leidang allies - Early Medieval Danish (to 1227 CE)

German allies - Feudal German (to 1340 CE)

German allies - Medieval German (from 1340 CE)

NOTES

Gentry dismount as spearmen of the same quality.

Unprotected spearmen may be in a mixed TuG with protected spearmen. Unprotected bases must be easily distinguished from protected bases.

All infantry TuGs may choose the Obstacles characteristic.

Only one external ally may be taken.

CHANGES FROM LAST VERSION

HOHENSTAUFEN SICILIAN



ARMY COMMANDER		1	Any Instinctive (Any f	or Frederick II 1215	5-1250 CE)	DATES		1194 CE to 1266 CE		
SUB-GENERALS		0-3	Any Instinctive (Any f	or Frederick II 1215	5-1250 CE)	TERRAIN		Coastal, Standard, Mo	untains	
Internal Allied Genera	ALS					САМР		Unfortified; Poor or Av	rerage	
	ТүрЕ					•				
	TRAINING AT	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
NAME	FORMATION	1	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Best knights	CAVALRY	<i>7</i>	Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	4
Dest Kilights	Formed Loc	se	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Distribultable (9)	4	4
MIXED TUG COMPRISING 1	l/2 KNIGHTS	AND :	1/2 SERGEANTS							
I. 1. 1 C. 1. 1 . 1 .	CAVALRY	7	Superior	-	C1 · I		101	M 1 T . (40)	2	4
Italian and Sicilian knights	Formed Loc	se	-/Fully Armoured	-	Charging Lancer	-	184	Melee Expert (40)	4	4
Italian and Challan and a	CAVALRY	<i>T</i>	Superior	-	Chamber I amount		1.47	M. 1 T (22)	=	
Italian and Sicilian sergeants	Formed Loc	se	Protected	-	Charging Lancer	-	147	Melee Expert (32)	=	
MIXED TUG COMPRISING 1	l/2 KNIGHTS	AND :	1/2 SERGEANTS							
	CAVALRY	7	Average	-	C1 : I		100	M 1 F (00)	0	4
Communal knights	Formed Loc	se	-/Fully Armoured	-	Charging Lancer	-	132	Melee Expert (29)	2	4
Communal corresponds	CAVALRY	7	Average	-	Charging I an agr		105	Malaa Erroant (22)	=	
Communal sergeants	Formed Loc	se	Protected	-	Charging Lancer	-	103	Melee Expert (23)	=	
NA 1 1 1.	CAVALRY	7	Average	-	C1 : I	Devastating Chargers,	1.67	M 1 F (00)	4	4
Mercenary knights	Drilled Loo	se	-/Fully Armoured	-	Charging Lancer	Dismountable	167	Melee Expert (29)	8	4
NA	INFANTR'	Y	Average	-	I C		91		0	4
Mercenary spearmen	Drilled Clo	se	Protected	-	Long Spear	-	91	-	4	- 4
Mercenary crossbowmen	INFANTR'	Y	Average	Experienced			85	Combat Chy (22)	0	4
Mercenary crossbownnen	Drilled Loo	se	Protected	Crossbow	-	-	0.0	Combat Shy (-22)	4	4
Militia spearmen	INFANTR'	Y	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4
TAITHUA SHEATHIGH	Formed Clo	se	Protected	-	SHOIL SPEAL	JIIICIUWAII		Collidat Sily (-22)	4	4
Crossbowmen	INFANTR'	Y	Average	Experienced		Combat Shy	58		0	1
CIOSSOOMIIIEII	Formed Loc	se	Protected	Crossbow	<u>-</u>	Compatibily	50	-	4	4

HOHENSTAUFEN SICILIAN



INFANTRY	Average	Experienced			18	Combat Shy (14)	0	1
Tribal Loose	Unprotected	Bow	-	-	40	Collidat Sily (-14)	24	4
INFANTRY	Average	Experienced			54	Combat Shy (14)		
Formed Loose	Unprotected	Bow	<u>-</u>	-	J4	Collidat Sily (-14)	Any	
INFANTRY	Average	Experienced			80	Dismountable (10)	0	1
Drilled Loose	Protected	Bow	-	-	00	Distilouittable (10)	4	4
INFANTRY	Average	Experienced	Short Spaar		63	Malaa Expart (16)	0	4,6
Tribal Loose	Protected	Javelin	31101t Spear	-	0.5	Meice Expert (10)	6	4,0
INFANTRY	Average	Experienced			95	Combat Shy (22)	0	1
Drilled Loose	Protected	Crossbow	-		00	Collidat Sily (-22)	4	-
INFANTRY	Poor	Unskilled	Short Spaar		25		0	4,6
Tribal Loose	Unprotected	Javelin	31101t Spear	-	20	-	14	4,0
CAVALRY	Average	Experienced		Cantabrian	96	Combat Shy (1)	0	1
Skirmisher	Unprotected	Bow	-	CalitaUliali	00	Combat Sify (-4)	4	4
CAVALRY	Average	Experienced			55	Cantabrian (16),	0	1
Skirmisher	Unprotected	Javelin	-	-	00	Combat Shy (-4)	4	4
INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skirmisher	Unprotected	Bow	- -	Collidat Sily	<i>J</i> 0	-	6	4,0
	Tribal Loose INFANTRY Formed Loose INFANTRY Drilled Loose INFANTRY Tribal Loose INFANTRY Drilled Loose INFANTRY Carlon Loose INFANTRY Tribal Loose INFANTRY Tribal Loose CAVALRY Skirmisher CAVALRY Skirmisher INFANTRY	Tribal Loose INFANTRY Average Formed Loose INFANTRY Average Drilled Loose INFANTRY Average Tribal Loose INFANTRY Average Tribal Loose INFANTRY Average Tribal Loose INFANTRY Average Tribal Loose INFANTRY Average INFANTRY Drilled Loose INFANTRY Average INFANTRY Tribal Loose INFANTRY Average Skirmisher Unprotected CAVALRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Unprotected Average Skirmisher Unprotected Average	Tribal Loose Unprotected Bow INFANTRY Average Experienced Formed Loose Unprotected Bow INFANTRY Average Experienced Drilled Loose Protected Bow INFANTRY Average Experienced Tribal Loose Protected Javelin INFANTRY Average Experienced Drilled Loose Protected Crossbow INFANTRY Poor Unskilled Tribal Loose Unprotected Javelin CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Javelin INFANTRY Average Experienced Skirmisher Unprotected Javelin Experienced Skirmisher Unprotected Experienced	Tribal Loose Unprotected Bow INFANTRY Average Experienced Formed Loose Unprotected Bow INFANTRY Average Experienced Drilled Loose Protected Bow INFANTRY Average Experienced Tribal Loose Protected Javelin INFANTRY Average Experienced Drilled Loose Protected Crossbow INFANTRY Poor Unskilled Tribal Loose Unprotected Javelin CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Javelin INFANTRY Average Experienced Skirmisher Unprotected Javelin Experienced Skirmisher Unprotected Javelin Experienced Experienced Skirmisher Unprotected Experienced Experienced	Tribal Loose Unprotected Bow INFANTRY Average Experienced Formed Loose Unprotected Bow INFANTRY Average Experienced Drilled Loose Protected Bow INFANTRY Average Experienced Tribal Loose Protected Javelin INFANTRY Average Experienced Drilled Loose Protected Crossbow INFANTRY Poor Unskilled Tribal Loose Unprotected Javelin CAVALRY Average Experienced Short Spear	Tribal Loose Unprotected Bow INFANTRY Average Experienced - 54 Formed Loose Unprotected Bow INFANTRY Average Experienced - 80 INFANTRY Average Experienced Bow INFANTRY Average Experienced Bow INFANTRY Average Experienced Short Spear - 63 Tribal Loose Protected Javelin Short Spear - 85 INFANTRY Average Experienced - 85 INFANTRY Poor Unskilled Short Spear - 25 INFANTRY Poor Unskilled Short Spear - 25 INFANTRY Average Experienced Short Spear - 25 INFANTRY Average Experienced Short Spear - 25 CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Javelin Short Spear - 25 Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Javelin Short Spear - 25 Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Javelin Short Spear - 25 Skirmisher Unprotected Bow Cantabrian Short Spear - 25 Skirmisher Unprotected Gamenta Short Spear - 25 Scombat Short	Tribal Loose Unprotected Bow INFANTRY Average Experienced Javelin INFANTRY Average Experienced Crossbow INFANTRY Average Experienced Drilled Loose Protected Crossbow INFANTRY Poor Unskilled Tribal Loose Unprotected Javelin CAVALRY Average Experienced Short Spear - 25 CAVALRY Average Experienced Short Spear - 25 CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Javelin INFANTRY Average Experienced Skirmisher Unprotected Javelin INFANTRY Average Experienced Skirmisher Unprotected Javelin INFANTRY Average Experienced Skirmisher Unprotected Javelin Skirmisher Unprotected Skirmisher Unprotected Javelin Skirmisher Unprotected Skirmisher Unprotect	Tribal Loose Unprotected Bow 548 Combat Shy (-14) 24 INFANTRY Average Experienced Bow 540 Combat Shy (-14) Any INFANTRY Average Experienced Bow 540 Dismountable (10) 4 INFANTRY Average Experienced Bow 540 Dismountable (10) 4 INFANTRY Average Experienced Javelin 540 Combat Shy (-22) 540 Combat Shy (-24) 540 Combat Shy (

ALLIES

Italian allies - Later Communal Italian (except 1228 to 1229 CE)

Notes

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

CHANGES FROM LAST VERSION

HOHENSTAUFEN GERMAN



ARMY COMMANDER	1	Any Instinctive			DATES		1268 CE to 1268 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard		
Internal Allied Genera	ALS				Самр		Unfortified or Fortified	Poor or Av	rerage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Mŧn	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	4
Dest Kingints	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Distributitable (7)	4	
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	4	4
Milgitts	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Distributitable (0)	12	
Contadini mixed TuG co	MPRISING 1/2 KI	NIGHTS AND $1/2$ SERG	EANTS						
Italian and Sicilian knights	CAVALRY	Superior	-	Charging I an aar		184	Malaa Erraart (10)	0	4
Italian and Sicilian knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	104	Melee Expert (40)	4	4
Italian and Sicilian sergeants	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	=	
	Formed Loose	Protected	-	Charging Lancer	-	14/	Meiee Expert (52)	=	
COMMUNAL MIXED TUG CO	OMPRISING 1/2 K	NIGHTS AND 1/2 SER	GEANTS						
C 11 · 1 ·	CAVALRY	Average	-	C1 : I		100	M 1 E . (00)	2	4
Communal knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	132	Melee Expert (29)	4	4
C	CAVALRY	Average	-	Classia Issue		105	M.1. F (00)	=	
Communal sergeants	Formed Loose	Protected	-	Charging Lancer	-	105	Melee Expert (23)	=	
MIXED TUG COMPRISING 1	/2 KNIGHTS AND	1/2 SERGEANTS							
	CAVALRY	Average	-	Cl · I		4.00	A A 1 F (20)	0	4
Castillian knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	=	132	Melee Expert (29)	4	4
C	CAVALRY	Average	-			00	M. 1 T (00)	=	
Castillian sergeants	Formed Loose	Protected	-	-	-	80	Melee Expert (23)	=	
	INFANTRY	Average	-	I C		04		0	4
Mercenary spearmen	Drilled Close	Protected	-	Long Spear	-	91	-	4	4

HOHENSTAUFEN GERMAN



Mercenary crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	1
	Drilled Loose	Protected	Crossbow	-	-	00	Collidat Sily (-22)	4	4
Feudal spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1
1 cadai speaimen	Formed Close	Protected	-	Short Spear	Silieluwali	//	Collidat Sily (-22)	4	4
Feudal crossbowmen	INFANTRY	Average	Experienced	_	Combat Shy	58	-	0	1
redual crossbowillen	Formed Loose	Protected	Crossbow		Comoat Sily	50		4	4
linates	CAVALRY	Average	Experienced	Short Spear		60	Cantabrian (16)	0	1
Jinetes	Skirmisher	Unprotected	Javelin	Short Spear	-	60	Cantaonan (10)	4	4
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Chy	58	-	0	16
	Skirmisher	Unprotected	Crossbow	-	Combat Shy	50		6	4,6

Notes

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

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

CHANGES FROM LAST VERSION

ANGEVIN SICILIAN



ARMY COMMANDER			inctive			DATES		1268 CE to 1320 CE		
SUB-GENERALS		0-3 Any Insti	inctive			TERRAIN		Coastal, Standard, Mo	untains	
Internal Allied Gene	RALS					Самр		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ									
	TRAINING AN	Q	UALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Pro	TECTION	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Мах	UG Size
MIXED TUG COMPRISING	$rac{1}{2}$ Knights a	ND $1/2$ SERG	EANTS							
Deathraighte	CAVALRY	Su	perior	-	Chanaina I an ann	Decrease in a Characa	207	Malaa Farrant (40)	0	4
Best knights	Formed Loos	e -/Fully	Armoured	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	4	4
Best sergeants	CAVALRY	Su	ıperior	-		Devastating Chargers	131	Melee Expert (32)	=	
Dest seigeailts	Formed Loos	e Pro	otected	-	-	Devastating Chargers	131	Meiee Expert (02)	=	
MIXED TUG COMPRISING	$rac{1}{2}$ Knights a	ND $1/2$ SERG	EANTS							
V: -l. t.	CAVALRY	Av	verage	-	Chanain a Lancan		132	Malaa Eassant (20)	2	4
Knights	Formed Loos	e -/Fully	Armoured	-	Charging Lancer	-	152	Melee Expert (29)	8	– 4
Sergeants	CAVALRY	Αv	verage	-			80	Melee Expert (23)	=	
Jergeants	Formed Loos	e Pro	otected	-	-		00	Wielee Expert (20)	=	
Compresso corresponde	CAVALRY	Λv	verage	-	Charging I an aar		105	Melee Expert (23)	0	4
Separate sergeants	Formed Loos	e Pro	otected	-	Charging Lancer	-	103	Meiee Expert (25)	4	4
Militia spearmen	INFANTRY	Av	verage	-	Short Spear	Shieldwall	77	Combat Shy (-22)	4	4
	Formed Clos		otected	-	Short Spear	Siliciawan	//	Contoat Sity (-22)	12	-
Crossbowmen	INFANTRY		verage	Experienced	_	_	80	Combat Shy (-22)	0	4
Grossoowillen	Formed Loos		otected	Crossbow				Goillout Bity (22)	4	,
Saracen archers	INFANTRY		verage	Experienced	_	-	54	Combat Shy (-14)	0	4
	Formed Loos		rotected	Bow					4	
Genoese or mercenary	INFANTRY		verage	Experienced	_	-	85	Combat Shy (-22)	0	4
crossbowmen	Drilled Loos		otected	Crossbow					4	
Arriere-ban	INFANTRY		Poor	Unskilled	Short Spear	-	25	-	0	4,6
	Tribal Loose	Unp	rotected	Javelin	F				14	, -

ANGEVIN SICILIAN



Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	16
	Skirmisher	Unprotected	Bow	-	Collidat Sily	50	-	6	4,0
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	50		0	16
	Skirmisher	Unprotected	Crossbow	-	Collidat Sily	50	-	6	4,0

ALLIES

Milanese or other Italian allies - Later Communal Italian

NOTES

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

CHANGES FROM LAST VERSION

ARAGONESE SICILIAN



ARMY COMMANDER	1	Any Instinctive			DATES		1282 CE to 1442 CE		
SUB-GENERALS	1-3	Any Instinctive			TERRAIN		Coastal, Standard, Mot	ıntains	
Internal Allied Genera	ALS				Самр		Unfortified; Poor or Av	erage	
	ТүрЕ				•				
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
MIXED TUG COMPRISING	1/2 KNIGHTS AND	1/2 SERGEANTS							
Feudal knights	CAVALRY	Superior	-	Charging Lancer		184	Melee Expert (40)	2	4
reddai kingins	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	104	Melee Expert (40)	4	4
Feudal sergeants	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	=	
Tedual sergeants	Formed Loose	Protected	-	Charging Lancer	-	14/	Meiee Expert (52)	=	
COMMUNAL MIXED TUG CO	OMPRISING 1/2 KI	NIGHTS AND 1/2 SER	GEANTS						
Communallyniahta	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29)	0	4
Communal knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	152	Meiee Expert (29)	3	4
Communal sergeants	CAVALRY	Average	-	Charging Lancer		105	Melee Expert (23)	=	
Communal sergeants	Formed Loose	Protected	-	Charging Lancer		100	Ivicice Expert (20)	=	
Mercenary knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers,	167	Melee Expert (29)	0	4
Mercenary kingins	Drilled Loose	-/Fully Armoured	-	Charging Lancer	Dismountable	107	Meiee Expert (29)	4	4
Almughavars	INFANTRY	Average	-	Impact Weapon	Fleet of Foot	60	Melee Expert (10)	4	4,6
Aimugnavais	Formed Flexible	Unprotected	-	inipact weapon	rieet of root	00	Meiee Expert (10)	24	4,0
Regrade almughavars (from	INFANTRY	Average	-	Impact Weapon	Fleet of Foot	64	Melee Expert (10)		
1292 CE)	Drilled Flexible	Unprotected	-	impace weapon	11666 01 1 000	01	Tviciec Expert (10)	All	
Regrade almughavars (from	INFANTRY	Average	-	Impact Weapon	_	87	Melee Expert (16)		
1306 CE)	Drilled Flexible	Protected	-	impace weapon			Tylelee Expert (10)	Any	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4
	Formed Close	Protected	-	Silote Spear				8	•
Crossbowmen	INFANTRY	Average	Experienced	_	-	59	Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Crossbow					4	,

ARAGONESE SICILIAN



								3	
Upgrade crossbowmen with	INFANTRY	Average	Experienced						
pavisiers	Formed Loose	Protected	Crossbow	Short Spear	Pavise	99	Combat Shy (-22)	All or none	
Arriere-ban	INFANTRY	Poor	Unskilled	Short Spear		25		0	4,6
Allele-ball	Tribal Loose	Unprotected	Javelin	Siloit Spear	-	20	-	14	4,0
Aragonese cavalry	CAVALRY	Average	Experienced	Short Spear	_	60	Cantabrian (16)	4	1
Anagonese cavany	Skirmisher	Unprotected	Javelin			00		8	4
Berber cavalry	CAVALRY	Average	Experienced			55	Cantabrian (16),	0	1
	Skirmisher	Unprotected	Javelin	-	-	00	Combat Shy (-4)	4	4
Skirmishing crosshovemen	INFANTRY	Average	Experienced		Combat Shy	58		0	4,6
Skirmishing crossbowmen	Skirmisher	Unprotected	Crossbow	-	Compatibily	50	-	12	4,0

NOTES

Minima and maxima in mixed TuGs are for knights. An equal number of sergeants must be taken. Mercenary knights dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality.

CHANGES FROM LAST VERSION

MEDIEVAL GERMAN CITY LEAGUE



ARMY COMMANDER		l Any			DATES		1300 CE to 1440 CE		
SUB-GENERALS	0	-3 Any			TERRAIN		Coastal, Forest, Mount	tains	
Internal Allied Genera	ALS 0	-1 Any			Самр		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	О рті 0 NAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Sizi
V., : -1	CAVALRY	Average	-	Chansina I an ass	D	1.40	Diama a un tala (6)	0	4
Knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	4	4
IZ (1	CAVALRY	Average	-	C1		110	D:(6)	0	4
Konstafler	Tribal Loose	-/Fully Armoured	-	Charging Lancer	-	119	Dismountable (6)	4	4
NA 1	CAVALRY	Average	Experienced			100	M.1. F. (00)	0	4
Mounted crossbowmen	Formed Loose	Protected	Crossbow	-	-	120	Melee Expert (23)	4	4
Mercenary and good quality	INFANTRY	Average	-	I C		01		0	4
spearmen	Drilled Close	Protected	-	Long Spear	-	91	-	16	4
A 4:1:4:	INFANTRY	Average	-	Clarat Carre	Shieldwall	77	C1 C1 (22)	4	4
Militia spearmen	Formed Close	Protected	-	Short Spear	Shieidwali	//	Combat Shy (-22)	20	_ 4
N.A	INFANTRY	Average	Experienced			0.F	C 1 C1 (22)	0	4
Mercenary crossbowmen	Drilled Loose	Protected	Crossbow	-	-	85	Combat Shy (-22)	12	4
C:	INFANTRY	Average	Experienced		Camalana Char	58		4	4
City or milita crossbowmen	Formed Loose	Protected	Crossbow	-	Combat Shy	38	-	12	_ 4
Fussknechte	INFANTRY	Average	-		Malaa Eassant	71		0	4,6
russknechte	Tribal Close	Protected	-	-	Melee Expert	/1	-	12	4,0
Regrade fussknechte as	INFANTRY	Average	-	Polearm		87			4
halberdiers (from 1400 CE)	Formed Close	Protected	-	roleann	-	0/	-	All	- 4
Heerban	INFANTRY	Poor	-	Clarat Carre		25	Combat Shy (-9)	0	4,6
neeroan	Tribal Close	Unprotected	-	Short Spear	-	25	Combat Sny (-9)	6	4,0
Clirmiching archara	INFANTRY	Average	Experienced		Combat Chr	50		0	4,6
Skirmishing archers	Skirmisher	Unprotected	Bow	_	Combat Shy	50	-	18	- 4,0
Chimmich in a areach arry	INFANTRY	Average	Experienced		Combat Chr	58		0	16
Skirmishing crossbowmen	Skirmisher	Unprotected	Crossbow	-	Combat Shy	IJδ	-	8	4,6

Crossbow

Skirmisher

Unprotected

MEDIEVAL GERMAN CITY LEAGUE



Replace crossbowmen with	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	4,6
handgunners (from 1375 CE)	Skirmisher	Protected	Firearm	_		40	Combat Sify (-0)	6	-1, 0
Guns (from 1340 CE)	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
Guils (HOIII 1340 CE)	Skirmisher	Unprotected	Light Art	-	Combat Sily	150	Darricaues (10)	2	
Cannons (from 1380 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	2
Califions (Hom 1300 CE)	Skirmisher	Unprotected	Heavy Art	-	Shy	244	-	2	
War Wagons (after 1426 CE)	BATTLE WAGONS	Average	Experienced	Polearm		204		0	2
Wai Wagoiis (after 1420 CE)	Formed Loose	Protected	Crossbow	1 Olealiii	-	204	-	2	Δ
ONLY HANSEATIC LEAGUE	Ξ								
Frisian or similar spearmen	INFANTRY	Average	-	Long Spear	Devastating Chargers,	59		0	1
riisian oi siinnai speannen	Tribal Loose	Protected	-	Long Spear	Combat Shy	J9	-	8	4
Frisian javelinmen	INFANTRY	Average	Experienced	Short Spear		42	Combat Shy (-5)	0	1
riisian javeiiiinien	Skirmisher	Protected	Javelin	Short spear	-	42	Collidat Sily (-5)	4	4
Marines	INFANTRY	Average	-	Short Spear		67		0	1
iviaiiiles	Formed Loose	Protected	-	Short spear	-	07	-	4	4
ONLY SWABIAN LEAGUE									
Bidenhander	INFANTRY	Average	-	2-H Cut-Crush		92		0	1
Dideilliandei	Formed Loose	Protected	-	2-n Cut-Crush	-	94	-	4	4

ALLIES

Feudal allies - Feudal German (before 1340 CE)

Feudal allies - Medieval German (from 1340 CE)

Lithuanian allies - Later Lithuanian (only Hanseatic League from 1298 to 1330 CE)

Frisian allies - Medieval Frisian or Dithmarschen (only Hanseatic League)

Swiss allies -Early Swiss (only Swabian League from 1385 to 1388 CE)

MEDIEVAL GERMAN CITY LEAGUE



Notes

Knights and Konstafler dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality. The Hanseatic League may not choose Mountains terrain and the Swabian League may not choose Coastal terrain. Only one external ally may be taken.

CHANGES FROM LAST VERSION

EARLY ITALIAN CONDOTTA



ARMY COMMANDER	1	Any Professional			DATES		1321 CE to 1420 CE		
SUB-GENERALS	1	Any Professional			TERRAIN		Coastal, Standard, Mou	ıntains	
Internal Allied Genera	ALS 0-	Any Professional			САМР		Unfortified; Poor, Avera	age or Supe	rior
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
MIXED TUG COMPRISING 1	1/2 CONDOTTIER	AND 1/2 COUSTILLIE	RS						
Can lautari	CAVALRY	Average	-	Chamina I aman	Daniel Classic	160	Melee Expert (29),	4	4
Condottieri	Drilled Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	100	Dismountable (6)	8	4
Coustilliers	CAVALRY	Average	-		Devastating Chargers	103	Melee Expert (23),	=	
Cousumers	Drilled Loose	Protected	-	-	Devastating Chargers	100	Dismountable (5)	=	
MIXED TUG COMPRISING 1	1/2 KNIGHTS ANI	1/2 SERGEANTS (NA	PLES ONLY)						
Day dal luciales	CAVALRY	Superior	-	Chanaina I an ann		184	Malaa E (40)	0	4
Feudal knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	184	Melee Expert (40)	4	4
Feudal sergeants	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	=	
1 cudal sergeants	Formed Loose	Protected	-	Charging Lancer	-	14/	iviciee Expert (02)	=	
Hungarians (Papacy, Naples	CAVALRY	Average	Experienced			125		0	4
or Florence only)	Formed Flexible	Protected	Bow	-	-	125	-	4	4
Guard spearmen (Papacy or	INFANTRY	Superior	-	Short Spear	Shieldwall	115		0	4
Naples only)	Drilled Close	Protected	-	31101t Spear	Silieidwaii	110	-	4	4
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4
TVIIII a spearmen	Formed Close	Protected	-	Short Spear	Jineia wan	, ,	Goillout billy (22)	4	,
Crossbowmen	INFANTRY	Average	Experienced	_	_	80	Combat Shy (-22)	0	4
- Crobboo Willell	Formed Loose	Protected	Crossbow					4	<u>'</u>
Mercenary crossbowmen	INFANTRY	Average	Experienced	_	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					4	·
Upgrade mercenaries with	INFANTRY	Average	Experienced	_	Pavise	97	-		4
pavises	Drilled Loose	Protected	Crossbow					Any	

EARLY ITALIAN CONDOTTA



Javelinmen	INFANTRY	Average	Experienced	Short Spear		83	Combat Shy (-22)	0	1
Javeninnen	Drilled Close	Protected	Javelin	Short Spear	-	03	Compatibility (-22)	4	4
Replace javelinmen with	INFANTRY	Average	-		Melee Expert	86			1
swordsmen	Drilled Close	Protected	-	-	Melee Expert	00	-	Any	4
Armed peasants	INFANTRY	Poor	Unskilled	Short Spear	_	25		0	1
Anneu peasants	Tribal Loose	Unprotected	Javelin	Short spear	-	20	-	4	4
Mounted crossbowmen	CAVALRY	Average	Experienced			120	Melee Expert (23)	0	1
Mounted Crossbownnen	Formed Loose	Protected	Crossbow	-	-	120	Melee Expert (23)	8	4
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	4,6
Skiiilisiiliig Ciossoowilleli	Skirmisher	Unprotected	Crossbow	-	Collidat Sily	50	-	6	4,0
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
Guiis	Skirmisher	Unprotected	Light Art	-	Collidat Sily	130	Dallicades (10)	2	4
Cannons (from 1350 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	2
	Skirmisher	Unprotected	Heavy Art	-	Shy	∠ 44	-	2	

ALLIES

Free Company allies (any except Sienna)

Hungarian allies - Later Hungarian (Padua in 1373 CE)

Notes

Minima and maxima in mixed TuGs are for condottieri or knights. An equal number of coustilliers or sergeants must be taken.

Condottieri and coustilliers dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality.

Any 4 infantry TuGs may choose the Barricades characteristic.

Only one external ally may be taken.

CHANGES FROM LAST VERSION

MEDIEVAL GERMAN



Combat Shy (-4)

ARMY COMMANDER	1	Any			DATES		1341 CE to 1440 CE		
SUB-GENERALS	0-3	Any			Terrain		Standard, Forest, Mou	ntains	
INTERNAL ALLIED GENERA	1.5 0-1	Any			САМР		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ	-							
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Best knights	CAVALRY	Superior	-	Charging Lancor	Devastating Chargers	207	Dismountable (9)	0	4
Dest killgilts	Formed Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	207	Distilouitable (9)	4	- 4
Knights	CAVALRY	Average	-	Charging Lancar	Devastating Chargers	148	Dismountable (6)	4	4
Kinglits	Formed Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	140	Distribultable (0)	16	- 4
Teutonic knights (only	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
Imperial armies)	Formed Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	207	Melee Expert (40)	4	4
Mounted crossbowmen	CAVALRY	Average	Experienced			120	Melee Expert (23)	0	4
Modified Clossbowifier	Formed Loose	Protected	Crossbow	-	-	120	Meiee Expert (23)	4	4
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	4	4
	Formed Close	Protected	-	Short Spear	Jiliciawan	//	Comoat Sity (-22)	4	
Milita crossbowmen	INFANTRY	Average	Experienced	_	Combat Shy	58	<u>-</u>	4	4
	Formed Loose	Protected	Crossbow	-	Collidat Sily	50		4	-
Mercenary crossbowmen	INFANTRY	Average	Experienced	_	_	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow	_	_	00	Comoat Sity (-22)	12	
Mercenary spearmen	INFANTRY	Average	-	Long Spear	_	91	_	0	4
	Drilled Close	Protected	-	Long Spear	_	71	_	4	
Bidenhander	INFANTRY	Average	-	2-H Cut-Crush	_	92	_	0	4
Didefinander	Formed Loose	Protected	-	2-11 Cut-Crusii	_	74	_	4	
Fussknechte	INFANTRY	Average	-	_	Melee Expert	71	_	0	4,6
I GOORIICCIICC	Tribal Close	Protected	-		INICIEC TYPEIT	/ 1		12	-1 ,0
Heerban and feudal retainers	INFANTRY	Poor	-	Short Spear		25	Combat Shy (-9)	0	4,6
Ticcioan and icudal icidileis	Tribal Close	Unprotected	-	onore spear	<u>-</u>		Collidat Jily (-9)	14	-1 ,0
Horse archers	CAVALRY	Average	Experienced			70	Combat Shy (-4)	0	4
1 TOTOC ALCITOLO	01 1			-	-	/ U	Compat Sity (-4)		4

Bow

Skirmisher

Unprotected

MEDIEVAL GERMAN



Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	4,6
Skillinshing crossbownien	Skirmisher	Unprotected	Crossbow	<u>-</u>	Combat Sily	50	-	8	4,0
Replace crossbowmen with	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	4,6
handgunners (from 1400 CE)	Skirmisher	Protected	Firearm	-	-	40	Collidat Sily (-0)	6	4,0
Skirmiching archard	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skirmishing archers	Skirmisher	Unprotected	Bow	-	Combat sny	50	-	8	4,0
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
Guils	Skirmisher	Unprotected	Light Art	-	Combat Sily	130	Barricades (10)	2	Δ
Cannons (from 1200 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	2
Cannons (from 1380 CE)	Skirmisher	Unprotected	Heavy Art	-	Shy	244	-	2	Δ
War Wagang (from 1426 CE)	BATTLE WAGONS	Average	Experienced	Pologrm		204		0	2
War Wagons (from 1426 CE)	Formed Loose	Protected	Crossbow	Polearm	olearm -	<i>2</i> 04	-	6	

ALLIES

Hanseatic League allies - Medieval German City League

Frisian allies - Medieval Frisian or Dithmarschen

Paduan allies - Early Italian Condotta (only in 1401 CE)

NOTES

Knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush (or Poor if downgraded to Poor). Hanseatic League or Frisian allies may not be taken together or with Swiss or Italian allies or horse archers.

CHANGES FROM LAST VERSION

KINGDOM OF NAPLES



ARMY COMMANDER	1	Any Professional			DATES		1421 CE to 1493 CE		
SUB-GENERALS	0-3	3 Any Professional			TERRAIN		Coastal, Mountains		
Internal Allied Gener	ALS	,			САМР		Unfortified or Fortified;	Poor or Av	verage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
MIXED TUG COMPRISING	1/2 CONDOTTIER	AND 1/2 COUSTILLIE	RS						
Condottieri	CAVALRY Drilled Close	Average ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	4 8	4
Coustilliers	CAVALRY Drilled Close	Average Protected	- -		Devastating Chargers	93	Melee Expert (23), Dismountable (5)	= =	
MIXED TUG COMPRISING	1/2 KNIGHTS ANI	1/2 SERGEANTS							
Feudal knights	CAVALRY	Superior	-	Charging Lancer		184	Melee Expert (40)	0	4
redual kingins	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	104	Meiee Expert (40)	4	4
Feudal sergeants	CAVALRY	Superior	-	Charging Lancer	_	147	Melee Expert (32)	=	
Teddar sergeants	Formed Loose	Protected	-	Charging Lancer		1 17	Tylelee Expert (02)	=	
Mounted crossbowmen	CAVALRY	Average	Experienced			120	Melee Expert (23)	0	4
Modified Clossbowilleli	Formed Loose	Protected	Crossbow	-	-	120	Meiee Expert (23)	8	
Hungarians (until 1440 CE)	CAVALRY	Average	Experienced		_	125	_	0	4
Trungarians (until 1440 CL)	Formed Flexible	Protected	Bow	_	_	120		4	
Guard spearmen	INFANTRY	Superior	-	Short Spear	Shieldwall	115	_	0	4
Guara spearmen	Drilled Close	Protected	-	Short Spear	Jilicia wan	110		4	,
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4
	Formed Close	Protected	-	Shore Spear	DIIICIG VV GII	, ,		4	,
Mercenary pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	6
iviercentary priceriteri	Drilled Close	Protected	-	I INC	SHOVE	100	010 (2)	6	

KINGDOM OF NAPLES



Crossbowmen	INFANTRY	Average	Experienced	_	_	80	Combat Shy (-22)	0	Λ
Crossoowinen	Formed Loose	Protected	Crossbow	_			Comoat Jily (-22)	4	7
Mercenary crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	1
iviercenary crossoowinen	Drilled Loose	Protected	Crossbow	-	-	00	Collidat Sily (-22)	4	4
Upgrade mercenaries with	INFANTRY	Average	Experienced	_	Pavise	97	_		Λ
pavises	Drilled Loose	Protected	Crossbow	<u>-</u>	1 avisc	<i>)</i> /		All or none	7
Javelinmen	INFANTRY	Average	Experienced	Short Spear		83	Combat Shy (-22)	0	1
Javeninien	Drilled Close	Protected	Javelin	Short Spear		00	Collidat Sily (-22)	4	7
Replace javelinmen with	INFANTRY	Average	-		Melee Expert	86		0	4
swordsmen	Drilled Close	Protected	-	- -	Wielee Expert	00		All	7
Turks	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	4
TUIKS	Skirmisher	Unprotected	Bow	-	-	70	Combat Shy (-4)	4	4
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	4,6
Skirmsning crossbowmen	Skirmisher	Unprotected	Crossbow	- -	Collidat Sily	50	-	18	4,0
Archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Archers	Skirmisher	Unprotected	Bow	-	Compat Sily	30	-	6	4,0
Handgunners	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	4,6
i iaiiuguiiiieis	Skirmisher	Protected	Firearm	-	-	40	Collidat Sily (-0)	6	4,0
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
Guiig	Skirmisher	Unprotected	Light Art	<u>-</u>	Collidat Sily	130	Dallicades (10)	2	
Cannons	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	2
Callions	Skirmisher	Unprotected	Heavy Art	<u>-</u>	Shy	<i>2</i> 44	<u> </u>	2	<i></i>

ALLIES

Italian allies - Italian Condotta

Notes

Minima and maxima in mixed TuGs are for condottieri or knights. An equal number of coustilliers or sergeants must be taken. Condottieri and Coustilliers dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush (or Poor if downgraded to Poor).

CHANGES FROM LAST VERSION

ITALIAN CONDOTTA



ARMY COMMANDER		1	Any Professional			DATES		1421 CE to 1493 CE		
SUB-GENERALS		0-3	Any Professional			TERRAIN		Coastal, Standard, Mo	untains	
Internal Allied Gener	ALS	0-2	Any Professional			Самр		Unfortified or Fortified	l; Poor or Ave	erage
	ТүрЕ									
	TRAINING AN	ND O	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	1	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
MIXED TUG COMPRISING	1/2 CONDOTTI	ERI A	AND 1/2 COUSTILLIEF	RS						
Condottieri	CAVALRY Drilled Clo		Average ArmHrs/F Armoured	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	4 8	4
Coustilliers	CAVALRY Drilled Clo		Average Protected	-	-	Devastating Chargers	93	Melee Expert (23), Dismountable (5)	=	
Mounted crossbowmen	CAVALRY Formed Loc		Average Protected	Experienced Crossbow	-	-	120	Melee Expert (23)	0	4
Hungarians (Papacy or Florence before 1441 CE)	CAVALRY Formed Flexi		Average Protected	Experienced Bow	-	-	125	-	0 4	4
Guard spearmen (Papacy only)	INFANTR' Drilled Clo		Superior Protected	- -	Short Spear	Shieldwall	115	-	0 4	4
Militia spearmen	INFANTR' Formed Clo		Average Protected	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0 4	4
Mercenary pikemen	INFANTR' Drilled Clo		Average Protected	-	Pike	Shove	100	Orb (2)	0	6
Crossbowmen	INFANTR' Formed Loc		Average Protected	Experienced Crossbow	-	-	80	Combat Shy (-22)	0 4	4
Mercenary crossbowmen	INFANTR' Drilled Loo		Average Protected	Experienced Crossbow	-	-	85	Combat Shy (-22)	0 4	4
Upgrade mercenaries with pavises	INFANTR' Drilled Loo		Average Protected	Experienced Crossbow	_	Pavise	97	-	All or none	4

ITALIAN CONDOTTA



Javelinmen	INFANTRY	Average	Experienced	Short Spear		83	Combat Shy (-22)	0	1
Javeninnen	Drilled Close	Protected	Javelin	Short Spear	-	03	Compatibility (-22)	4	4
Replace javelinmen with	INFANTRY	Average	-		Melee Expert	86		0	1
swordsmen	Drilled Close	Protected	-	-	Meiee Expert	00	-	All	4
Skirmighing grouph oxymon	INFANTRY	Average	Experienced		Combat Shy	58		0	4,6
Skirmishing crossbowmen	Skirmisher	Unprotected	Crossbow	-	Comoat Sily	50	-	6	4,0
Handgunners	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	4,6
Hanagumiers	Skirmisher	Protected	Firearm	-	-	40	Combat sily (-3)	6	4,0
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
Guiis	Skirmisher	Unprotected	Light Art	-	Collidat Sily	130	Dallicaties (10)	2	
Cannons	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	2
Camilons	Skirmisher	Unprotected	Heavy Art	-	Shy	<i>2</i> 44	-	2	- 2

ALLIES

Swiss mercenary allies - Middle Swiss (only Florence in 1424 CE)

Notes

Minima and maxima in mixed TuGs are for condottieri. An equal number of coustilliers must be taken. Condottieri and Coustilliers dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality.

CHANGES FROM LAST VERSION

REPUBLIC OF VENICE



ARMY COMMANDER		1 .	Any Professional			DATES		1421 CE to 1493 CE		
SUB-GENERALS		0-3	Any Professional			TERRAIN		Coastal, Standard		
Internal Allied Gener	ALS					САМР		Unfortified or Fortified	l; Poor or Ave	erage
	ТүрЕ									
	TRAINING AN	Ð	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
NAME	Formation		Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
MIXED TUG COMPRISING	1/2 CONDOTTH	ERI A	ND $1/2$ COUSTILLIEF	S						
Condottieri	CAVALRY Drilled Clos		Average ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	4 8	4
Coustilliers	CAVALRY Drilled Clos		Average Protected	-	-	Devastating Chargers	93	Melee Expert (23), Dismountable (5)	=	
Militia spearmen	INFANTRY Formed Clos		Average Protected	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0 4	4
Mercenary pikemen	INFANTRY Drilled Clos		Average Protected	-	Pike	Shove	100	Orb (2)	0	6
Crossbowmen	INFANTRY Formed Loos	7	Average Protected	Experienced Crossbow	-	-	80	Combat Shy (-22)	0	4
Mercenary crossbowmen	INFANTRY Drilled Loos	7	Average Protected	Experienced Crossbow	-	-	85	Combat Shy (-22)	0 4	4
Upgrade mercenaries with pavises	INFANTRY Drilled Loos	7	Average Protected	Experienced Crossbow	-	Pavise	97	-	All or none	4
Javelinmen	INFANTRY Drilled Clos	7	Average Protected	Experienced Javelin	Short Spear	-	83	Combat Shy (-22)	0 4	4
Replace javelinmen with swordsmen	INFANTRY Drilled Clos	7	Average Protected	-	_	Melee Expert	86	-	0 All	4
Mounted crossbowmen	CAVALRY Formed Loos		Average Protected	Experienced Crossbow	_	-	120	Melee Expert (23)	4 8	4

REPUBLIC OF VENICE



Stradiots	CAVALRY	Average	Experienced	Short Spear		60	Cantabrian (16)	0	1
Strations	Skirmisher	Unprotected	Javelin	Short Spear	-	00	Cantaonan (10)	12	4
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	4,6
Skiiiiisiiiiig Clossbowiiieii	Skirmisher	Unprotected	Crossbow	-	Collidat Sily	50	-	6	4,0
Archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Arcners	Skirmisher	Unprotected	Bow		Combat Sily	50	-	6	4,0
Handgunners	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	4,6
Hanagumiers	Skirmisher	Protected	Firearm	-	-	40	Comoat sny (-3)	12	4,0
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
Guiis	Skirmisher	Unprotected	Light Art	-	Collidat Sily	130	Dallicades (10)	2	2
Cannons (from 1350 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	2
Camions (nom 1550 CE)	Skirmisher	Unprotected	Heavy Art	-	Shy	∠ 44	-	2	

ALLIES

Swiss mercenary allies - Middle Swiss (from 1440 CE)

Italian allies - Italian Condotta

NOTES

Minima and maxima in mixed TuGs are for condottieri. An equal number of coustilliers must be taken.

Condottieri and Coustilliers dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality.

Swiss mercenary and Italian allies may be used together.

CHANGES FROM LAST VERSION

LATE MEDIEVAL GERMAN



ARMY COMMANDER	1	Any Professional			DATES		1441 CE to 1492 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Forest, Mour	itains	
Internal Allied General	LS 0-2	Any Professional			САМР		Unfortified or Fortified;	Poor or Av	verage
	ТүрЕ				-				
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT O RY	BASE	OPTIONAL	Min	
NAME	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
KNIGHTS IN DEEP FORMATION	ons								
Front rank (1/2 TUG)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers,	146		2	4
11011t failk (1/2 1 0 G)	Tribal Close	ArmHrs/F Armoured	-	Charging Lancer	Shove	140	-	6	4
Rear ranks (1/2 TuG)	CAVALRY	Average	-		Devastating Chargers,	83		2	
Real failts (1/2 fug)	Tribal Close	Protected	-	-	Shove	00	-	6	
Mercenary men-at-arms	CAVALRY	Average	-	Charging Lancer		144	Dismountable (6)	0	4
	Drilled Loose	-/Fully Armoured	-	Charging Lancer		144	Distributitable (0)	4	
Mounted crossbowmen	CAVALRY	Average	Experienced	_	_	120	Melee Expert (23)	0	4
Widditted crossbowillen	Formed Loose	Protected	Crossbow	_		120	Wielee Expert (20)	4	
Mounted handgunners	CAVALRY	Average	Unskilled			86	Melee Expert (23)	0	4
iviounted handgumers	Formed Loose	Protected	Firearm	_		00	Melec Expert (20)	4	
Pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	6	6
1 ikemen	Drilled Close	Protected	-	TIKC	SHOVE	100	010 (2)	12	
Militia pikemen	INFANTRY	Poor	-	Pike	_	53	Orb (1)	0	6
	Formed Close	Protected	-	TIKC		00	010 (1)	12	
Halberdiers	INFANTRY	Average	-	Polearm		87		0	4
1 iaiociuleis	Formed Close	Protected	-	1 Olcallii	<u>-</u>	0/	<u>-</u>	4	
Mercenary crossbowmen	INFANTRY	Average	Experienced		_	85	Combat Shy (-22)	4	4
iviciccitary crossoowinch	Drilled Loose	Protected	Crossbow	_	-	00	Controdt only (322)	16	7

LATE MEDIEVAL GERMAN



Heerban and feudal retainers	INFANTRY	Poor	-	Short Spear		25	Combat Shy (-9)	0	4,6
Tieeroan and feddar fedamers	Tribal Close	Unprotected	-	31101t Spear	-	20	Collidat Sily (-9)	14	4,0
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	4,6
3kiiiiisiiiiig ciossoowiiieii	Skirmisher	Unprotected	Crossbow	-	Combat Sily	50	-	8	4,0
Replace crossbowmen with	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	4,6
handgunners	Skirmisher	Protected	Firearm	-	-	40	Combat sily (-0)	6	4,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skillinshing archers	Skirmisher	Unprotected	Bow	-	Collidat Sily	50	-	8	4,0
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
Guiis	Skirmisher	Unprotected	Light Art	-	Combat sny	130	Dallicades (10)	2	2
Cannons	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	2
Cannons	Skirmisher	Unprotected	Heavy Art	<u>-</u>	- Shy		-	2	

ALLIES

Swiss allies - Middle Swiss (from 1442 to 1446 CE)

Notes

Mercenary men-at-arms dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality. Front rank knights must be easily distinguishable from other ranks.

CHANGES FROM LAST VERSION



PACTO ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - PACTO

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

CAMPS

Camps are not included in Pacto games.

UGs

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

NOTES

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

EARLY COMMUNAL ITALIAN



ARMY COMMANDER		1	Any Instinctive			DATES		1029 CE to 1149 CE		
SUB-GENERALS		0-1	Any Instinctive			TERRAIN		Coastal, Standard, Moi	untains	
Internal Allied Gener	ALS	1-3	Any Instinctive							
	ТүрЕ									
	TRAINING AN	ND	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	OPTIONAL	Min	
Name	Formation	1	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Sizi
Contadini knights and	CAVALRY	(Superior	-	Charging Lancer		147	Dismountable (7)	0	1,2
sergeants	Formed Loc	se	Protected	-	Charging Lancer	-	14/	Distiloultable (7)	4	1,2
Communal knights and	CAVALRY	<i>[</i>	Average	-	Charging Lancer		105	Dismountable (5)	2	1,2
sergeants	Formed Loc	se	Protected	-	Charging Lancer	-	100	Distributitable (0)	4	1,2
Militia spearmen	INFANTR	Y	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	4	1,2
iviiilida spearifiefi	Formed Clo	se	Protected	-	Short Spear	Siliciawali	//	Collidat Sily (-22)	16	1,2
Mercenary spearmen	INFANTR	Y	Average	-	Short Spear	Shieldwall	82		0	1,2
iviciccitally spealifich	Drilled Clo	se	Protected	-	Short Spear	Siliciawan	02		4	1,2
Mercenary crossbowmen	INFANTR	Y	Average	Experienced	_	_	85	Combat Shy (-22)	0	1,2
iviciccitally crossoowillest	Drilled Loo	se	Protected	Crossbow	_		00	Collidat Sily (-22)	4	1,2
Contadini spearmen	INFANTR	Y	Poor	-	Short Spear	Shieldwall	47	Combat Shy (-13)	2	2,3
Contadini spearmen	Formed Clo	se	Protected	-	Short Spear	Jiliciawali	47	Combat Sify (-13)	16	2,0
Crossbowmen	INFANTR	Y	Average	Experienced			59	Combat Shy (-14)	0	1,2
C103300WIIICII	Formed Loc	se	Unprotected	Crossbow	_		07	Combat Sify (-14)	6	1,2
Skirmishing crossbowmen	INFANTR	Y	Average	Experienced		Combat Shy	58		0	1,2
2 Milling mile Clossoomillell	Skirmishe	r	Unprotected	Crossbow	-	Compatibility	50	-	6	1,4

Knights and sergeants dismount as Protected, Formed Close, Short Spear, Sheildwall of the same grade.

CHANGES FROM LAST VERSION

PAPAL ITALIAN



ARMY COMMANDER	1	Any Instinctive			DATES		1049 CE to 1320 CE		
SUB-GENERALS	0-1	Any Instinctive			TERRAIN		Coastal, Standard, Mot	ıntains	
Internal Allied Genera	ALS								
	Түрв								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Feudal knights (before 1150	CAVALRY	Superior	-	Chanaina I an ann		147	Diama a conta [a] a (7)	2	1,2
CE)	Formed Loose	Protected	-	Charging Lancer	-	14/	Dismountable (7)	4	1,2
MIXED TUG COMPRISING 1	1/2 KNIGHTS AND	1/2 SERGEANTS (FRO	ом 1150 СЕ)						
C . 1: :1 : 1.	CAVALRY	Superior	-	C1 : I		104	AA 1 E . (40)	1	0
Contadini knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	184	Melee Expert (40)	2	2
C	CAVALRY	Superior	-	Chanaina I an ann		1.47	N 4 = 1 = = E (20)	=	
Contadini sergeants	Formed Loose	Protected	-	Charging Lancer	-	147	Melee Expert (32)	=	
C 1: (1 C 4070 CT)	CAVALRY	Poor	-	C1 . C		T 4	M 1 T . (4.4)	0	0.0
Swabians (before 1072 CE)	Formed Loose	Protected	-	Short Spear	-	54	Melee Expert (14)	4	2,3
Dismount Swabians	INFANTRY	Superior	-	Clarat Caraca		94	N 4 = 1 = = E = (22)		1,2
Dismount Swabians	Formed Loose	Protected	-	Short Spear	-	94	Melee Expert (22)	Any	1,2
Mercenary knights (from	CAVALRY	Average	-	Charging Lancer	Devastating Chargers,	167	Melee Expert (29)	0	1,2
1198 CE)	Drilled Loose	-/Fully Armoured	-	Charging Lancer	Dismountable	107	Tvielee Expert (29)	2	1,4
French mercenary knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	224	Melee Expert (40)	0	1,2
(from 1250 CE)	Drilled Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	<i>44</i> ¬	Wielee Expert (40)	2	1,2
German mercenary knights	CAVALRY	Average	-	Charging Lancer	_	144	Dismountable (6)	0	1,2
(from 1250 CE)	Drilled Loose	-/Fully Armoured	-	Gharging Lancer		1 1 1	Distribution (0)	4	1,2
Mercenary spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	82	-	0	1,2
	Drilled Close	Protected	-	Shore open				4	1,2
Mercenary crossbowmen	INFANTRY	Average	Experienced	_	_	85	Combat Shy (-22)	0	1,2
1. let centary crossed willen	Drilled Loose	Protected	Crossbow			00	301110dt 011y (22)	4	1,4

PAPAL ITALIAN



Roman militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1.2
Roman ininua speaimen	Formed Close	Protected	-	31101t Spear	Siliciawali	//	Compat 511y (-22)	4	1,2
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1.2
Skirinishing archers	Skirmisher	Unprotected	Bow	-	Compatibility	30	-	6	1,2

ALLIES

Early Communal Italian Allies - up to 3 contingents (to 1149 CE)

Later Communal Italian Allies - up to 3 contingents (from 1150 CE)

Norman allies (before 1072 CE)

Imperialist allies - Early Imperial German (before 1072 CE)

Byzantine allies - Later Nikephorian Byzantine (before 1072 CE)

Lombard allies - Lombard Principalities (before 1072 CE)

Norman Sicilian allies (from 1072 CE)

NOTES

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

Mercenary knights before 1150 dismount as Formed Close, Protected, Short Spear of the same quality. Knights from 1150 dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality.

Norman allies cannot be used with Imperialist, Byzantine or Lombard allies.

CHANGES FROM LAST VERSION

NORMAN SICILIAN



Any Instinctive 1										
Type Training and Quality Shooting Skill Melee Mandatory Base Optional Min Name Foomation Profession Veaponky Melee Mandatory Base Optional Min Name Foomation Profession Veaponky Melee Mandatory Base Optional Min Name Foomation Profession Veaponky Mandatory Devastating Chargers 118 Melee Expert (23) 4	ARMY COMMANDER		1 Any Instinctive			DATES		1072 CE to 1212 CE		
TRAINING AND QUALITY SHOOTING SKILL MELE MANDATORY BASE OPTIONAL MIN NAME FORMATION PROTECTION WEAPONRY CHARACTERISTICS PTS CHARACTERISTICS MAX Normal knights (before 150 CAVALRY Average 1 Charging Lancer Devastating Chargers 118 Melee Expert (23) 4 Best Norman knights (before 1150 CE) Formed Loose Protected 1 Charging Lancer Devastating Chargers 118 Melee Expert (32) 4 Best Norman knights (before 1150 CE) Formed Loose Protected 1 Charging Lancer Devastating Chargers 116 Melee Expert (32) 4 MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (ONLY AFTER 1150 CE) Feudal knights Pormed Loose Frotected 1 Charging Lancer Charging Lancer Charging Lancer Devastating Chargers 116 Melee Expert (40) 3 Feudal sergeants CAVALRY Superior CAVALRY Superior Charging Lancer Charging Lancer CAVALRY Superior CAVALRY Average Formed Loose Protected CAVALRY Average	SUB-GENERALS	0	-2 Any Instinctive			TERRAIN		Coastal, Standard, Mo	untains	
TRAINING AND QUALITY Sheoting Skill Melee MANDATORY BASE OPTIONAL MIN	INTERNAL ALLIED GENERA	ALS 0	-2 Any Instinctive							
Name Permation Protected - Charging Lancer Devastating Chargers 160 Male Expert (23) 4 Molee Expert (32) 5 Molee Expert (32) 6 Molee		ТүрЕ				-				
Norman knights (before 150 CE) Norman knights (before 150 CE) Pormed Loose Protected		TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT O RY	BASE	OPTIONAL	Min	
1150 CE) Formed Loose Protected - Charging Lancer Devastating Chargers 118 Melee Expert (23) 4 Best Norman knights (before 1150 CE) Formed Loose Protected - Charging Lancer Devastating Chargers 166 Melee Expert (32) 4 MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (ONLY AFTER 1150 CE) Feudal knights Formed Loose Formed Loose Formed Loose Formed Loose Protected - Charging Lancer - 184 Melee Expert (40) 3 Feudal sergeants Formed Loose Protected - Charging Lancer - 147 Melee Expert (32) = COMMUNAL MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (ONLY AFTER 1150 CE) Communal knights Formed Loose Formed Loose Formed Loose Formed Loose Formed Loose Formed Loose Protected - Charging Lancer - 132 Melee Expert (29) 2 Communal sergeants Formed Loose Protected - Charging Lancer - 105 Melee Expert (29) = CAVALRY Average - Charging Lancer - 105 Melee Expert (23) = CAVALRY Average - Charging Lancer - 105 Melee Expert (23) = CAVALRY Average - Charging Lancer - 105 Melee Expert (23) = CAVALRY Average - Charging Lancer - 105 Melee Expert (23) = CAVALRY Average - Charging Lancer - 105 Melee Expert (23) = CAVALRY Average - Charging Lancer - 105 Melee Expert (23) = CAVALRY Average - Charging Lancer - 105 Melee Expert (23) = CAVALRY Average - Charging Lancer - 105 Melee Expert (23) = CAVALRY Average - Charging Lancer - 105 Melee Expert (23) = CAVALRY Average - Charging Lancer - 105 Melee Expert (23) = CAVALRY Average - Short Spear Shieldwall 77 Combat Shy (-22)	Name	Formation	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG Size
Best Norman knights (before 150 CE) Best Norman knights (before 150 CE) Formed Loose Frotected Formed Loose Frotected Frotected Formed Loose Fromed Loose Formed Loose Forme	Norman knights (before	CAVALRY	Average	-	Charging Inncar	Downstating Chargers	110	Malaa Exmart (22)	2	1,2
1150 CE) Formed Loose Protected - Charging Lancer Devastating Chargers 166 Melee Expert (32) 4 MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (ONLY AFTER 1150 CE) Feudal knights Pormed Loose -/Fully Armoured - Charging Lancer - 184 Melee Expert (40) 3 Feudal sergeants CAVALRY Superior - Charging Lancer - 147 Melee Expert (32) = COMMUNAL MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (ONLY AFTER 1150 CE) COMMUNAL MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (ONLY AFTER 1150 CE) Communal knights Formed Loose -/Fully Armoured - Charging Lancer - 132 Melee Expert (29) 2 Communal sergeants CAVALRY Average - Charging Lancer - 105 Melee Expert (23) = COMMUNAL MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (ONLY AFTER 1150 CE) Communal knights Formed Loose -/Fully Armoured - Charging Lancer - 105 Melee Expert (23) = COMMUNAL MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (ONLY AFTER 1150 CE) Communal knights Formed Loose -/Fully Armoured - Charging Lancer - 105 Melee Expert (23) = COMMUNAL MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (ONLY AFTER 1150 CE) Communal knights Formed Loose -/Fully Armoured - Charging Lancer - 105 Melee Expert (23) = COMMUNAL MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (ONLY AFTER 1150 CE) Communal knights Formed Loose -/Fully Armoured - Charging Lancer - 105 Melee Expert (23) = COMMUNAL MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (ONLY AFTER 1150 CE) COMMUNAL MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (ONLY AFTER 1150 CE) COMMUNAL MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (ONLY AFTER 1150 CE) COMMUNAL MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (ONLY AFTER 1150 CE) COMMUNAL MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (ONLY AFTER 1150 CE) COMMUNAL MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (ONLY AFTER 1150 CE) COMMUNAL MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (ONLY AFTER 1150 CE) COMMUNAL MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (ONLY AFTER 1150 CE) COMMUNAL MIXED	1150 CE)	Formed Loose	Protected	-	- Charging Lancer	Devastating Chargers	110	Melee Expert (23)	4	1,2
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (ONLY AFTER 1150 CE) Feudal knights CAVALRY Formed Loose	Best Norman knights (before	CAVALRY	Superior	-	Charging Lancer	Daysetating Chargers	166	Malaa Expart (32)	0	1,2
Feudal knights CAVALRY Formed Loose -/Fully Armoured	1150 CE)	Formed Loose	Protected	-	- Charging Lancer	Devastating Chargers	100	ivielee Expert (32)	4	1,2
Feudal knights Formed Loose -/Fully Armoured - Charging Lancer - 184 Melee Expert (40) 3 Feudal sergeants Formed Loose Protected - Charging Lancer - 147 Melee Expert (32) = Communal knights CAVALRY Formed Loose Formed Loose -/Fully Armoured - Charging Lancer - 147 Melee Expert (32) = Communal knights CAVALRY Average - Charging Lancer - 132 Melee Expert (29) 2 Communal sergeants CAVALRY Average - Charging Lancer - 105 Melee Expert (23) = Charging Lancer - 105 Melee Expert (23) = Charging Lancer - 105 Melee Expert (23) = Charging Lancer - 105 Melee Expert (23) Lombard cavalry (before 1100 CE) Formed Loose Formed Loose Formed Loose Protected - Short Spear Shieldwall	MIXED TUG COMPRISING 1	1/2 KNIGHTS AN	d 1/2 sergeants (on	LY AFTER 1150 C	Œ)					
Feudal sergeants CAVALRY Superior Formed Loose Protected Communal knights CAVALRY Superior Formed Loose Protected Communal knights CAVALRY Average CAVALRY Formed Loose Form	Eardal Imighta	CAVALRY	Superior	-	Charging I anger		101	Malaa Eymant (40)	1	2
Formed Loose Protected - Charging Lancer - 147 Melee Expert (32) = Communal knights CAVALRY Average - Charging Lancer - 132 Melee Expert (29) 0 Communal sergeants Formed Loose Protected - Charging Lancer - 132 Melee Expert (29) 2 Communal sergeants Formed Loose Protected - Charging Lancer - 105 Melee Expert (29) = Communal sergeants Formed Loose Protected - Charging Lancer - 105 Melee Expert (23) = Communal sergeants Formed Loose Protected - Short Spear Devastating Chargers 103 Melee Expert (23) 2 Militia spearmen Short Spear Shieldwall 77 Combat Sby (-22)	reudai kiligilis	Formed Loose	-/Fully Armoured	-	- Charging Lancer	-	104	ivielee Expert (40)	3	
Communal knights Cavalry Formed Loose Forme	Foundal corgonate	CAVALRY	Superior	-	Charging Inncar		1.47	Malaa Exmart (22)	=	
Communal knights CAVALRY Formed Loose -/Fully Armoured - Charging Lancer - Charging Lancer - Charging Lancer - The loop of th	Tedual sergearits	Formed Loose	Protected	-	- Charging Lancer	-	14/	Meiee Expert (32)	=	
Communal knights Formed Loose -/Fully Armoured - Charging Lancer - Charging Lancer - Charging Lancer - Total Melee Expert (29) - Charging Lancer - Total Melee Expert (29) - Charging Lancer - Total Melee Expert (23) - Melee Expert (23) - Melee Expert (23) - Melee Expert (23) - Melee Expert (23) - Melee Expert (23) - Melee Expert (23) - Melee Expert (23) - Short Spear Melee Expert (23) - Short Spear Short Spear - Short Spea	COMMUNAL MIXED TUG CO	OMPRISING 1/2	KNIGHTS AND $1/2$ SER	GEANTS (ONLY A	FTER 1150 CE)					
Communal sergeants CAVALRY Formed Loose For	C	CAVALRY	Average	-	Chamina I an ann		100	Malaa Farrant (20)	0	2
Communal sergeants Formed Loose Protected Charging Lancer Charging Lancer 105 Melee Expert (23) = Charging Lancer Nelee Expert (23) The service of t	Communal knights	Formed Loose	-/Fully Armoured	-	- Charging Lancer	-	152	Meiee Expert (29)	2	
Formed Loose Protected - Short Spear Shieldwall 77 Combat Shy (-22)	Communal corgonata	CAVALRY	Average	-	Charging Inncar		105	Malaa Exmart (22)	=	
Short Spear Devastating Chargers 103 Melee Expert (23) INFANTRY Average - Short Spear Shieldwall 77 Combat Shy (-22)	Communal sergeants	Formed Loose	Protected	-	- Charging Lancer	-	105	Melee Expert (23)	=	
Short Spear Devastating Chargers 103 Melee Expert (23) INFANTRY Average - Short Spear Shieldwall 77 Combat Shy (-22)										
TIOU CE) Formed Loose Protected - 2 INFANTRY Average - Short Spear Shieldwall 77 Combat Shy (-22)	Lombard cavalry (before	CAVALRY	Average	-	C1 . C	D	100	M 1 E (00)	0	1.0
Militia spearmen Shieldwall 77 Combat Shy (-22)	ý · ·	Formed Loose		-	Short Spear	Devastating Chargers	103	ivielee Expert (23)	2	1,2
Formed Close Protected 5 Short Spear 5 Shieldwall 7/ Compat Sny (-22)	Militia and arms on	INFANTRY	Average	-	Chart Coa-	Chi al descall	77	Combat Chry (22)	0	1,2
Tollied Close Trottetta -	iviiiua spearmen	Formed Close	Protected	-	- Snort Spear	Smeiawan	//	Combat Sny (-22)	4	1,2
Crossbowmen	Croschovyman	INFANTRY	Average	Experienced			50	Combat Shy (14)	0	1,2
Formed Loose Unprotected Crossbow 4	CIOSSOOMIIIGII	Formed Loose	Unprotected	Crossbow	-	-	J7	Combat Sny (-14)	4	1,2

NORMAN SICILIAN



Saracen archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow	<u>-</u>	-	40	Collidat Sily (-14)	4	1,2
Upgrade Saracen archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)		1,2
Opgrade Saracen archers	Formed Loose	Unprotected	Bow	<u>-</u>	-	J4	Combat 511y (-14)	Any	1,2
Saracen javelinmen	INFANTRY	Average	Experienced	Short Spear		63	Melee Expert (16)	0	1,2
Saracen javeninnen	Tribal Loose	Protected	Javelin	31101t Spear	-	0.5	Meice Expert (10)	4	1,2
Griffons (before 1194 CE)	INFANTRY	Average	-	Short Spear		57		0	1,2
Gillions (before 1194 CE)	Tribal Loose	Protected	-	Short spear	-	37	-	6	1,2
Arriere-ban	INFANTRY	Poor	Unskilled	Short Spear		25		0	2,3
Afficie-oan	Tribal Loose	Unprotected	Javelin	Short spear	-	20	-	6	2,3
Berber cavalry (from 1075	CAVALRY	Average	Experienced			55	Cantabrian (16),	0	1,2
CE)	Skirmisher	Unprotected	Javelin	-	-	33	Combat Shy (-4)	2	1,2
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Skiiiiisiiiig afcheis	Skirmisher	Unprotected	Bow	- -	Compat Sny	30	-	8	1,2

Notes

Minima and maxima in mixed TuGs are for knights. An equal number of sergeants must be taken. An allied general can only command feudal knights or arriere-ban.

CHANGES FROM LAST VERSION

HUNGARIAN



ARMY COMMANDER	1	Any Instinctive			DATES		1100 CE to 1308 CE		
SUB-GENERALS	0-3	Any Instinctive (befor	e 1302 CE, 0-1 froi	m 1302 CE)	TERRAIN		Plains		
INTERNAL ALLIED GENERA	LS 0-3	Any Instinctive (from	1302 CE)						
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	О рті о па l	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Knights	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	2	1,2
Milgitts	Formed Loose	Protected	-	Charging Lancer	-	147	Tvicice Expert (02)	4	1,2
Upgrade knights (from 1150	CAVALRY	Superior	-	Charging Lancer	_	184	Melee Expert (40)		1,2
CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	104	Tvicice Expert (40)	All	1,2
Gentry	CAVALRY	Superior	Unskilled	Charging Lancer	_	161	_	0	1,2
Genuy	Formed Loose	Protected	Bow	Charging Lancer	_	101	_	4	1,2
Hospitaller knights (from	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	1,2
1150 CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Wielee Expert (40)	2	1,2
Horse archers	CAVALRY	Average	Experienced	_	_	125	_	4	1,2
Tiorse dieners	Formed Flexible	Protected	Bow			120		16	1,2
Szekeley borderers	CAVALRY	Average	Experienced	Short Spear	_	135	_	0	1,2
Jekeley bolderels	Formed Flexible	Protected	Bow	Short Spear	_	100		4	1,2
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Combat Shy (-22)	0	1,2
- Spearmen	Tribal Close	Protected	-	Short Spear	Sinciawan	07	Combat Sify (22)	8	1,2
Archers	INFANTRY	Average	Experienced	_	_	48	Combat Shy (-14)	0	1,2
7 ticlicis	Tribal Loose	Unprotected	Bow	_	_	40	Combat Sify (-14)	4	1,2
Scouts	CAVALRY	Average	Experienced	_	_	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow	_	_	70	Collidat Sily (-4)	4	1,2
Bisseni (only until 1150 CE)	CAVALRY	Average	Experienced			70	Combat Shy (-4)	2	1,2
Disself (Office differ 1100 CE)	Skirmisher	Unprotected	Bow		<u>-</u>	70	Collidat only (-4)	6	1,4
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Skillinsilling arcticis	Skirmisher	Unprotected	Bow	-	Collidat Sily	50	-	4	1,4

HUNGARIAN



CROAT CONTINGENT									
Croat cavalry	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	0	1.2
	Formed Loose	Protected	-	Charging Lancer	-	147	Melee Expert (32)	2	1,4
Croat axemen	INFANTRY	Average	-	2-H Cut-Crush		82		0	1.2
	Tribal Loose	Protected	-	Z-11 Cut-Clush	-	02	-	4	1,2
Croat spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Combat Shy (-22)	2	1.2
Croat spearmen	Tribal Close	Protected	-	Short Spear	Siliciawali	07	Comoat Sify (-22)	6	1,2
Croat archers	INFANTRY	Average	Experienced	_	Combat Shy	50		2	1.2
Cioat aiciieis	Skirmisher	Unprotected	Bow		Compatibily	30	-	4	1,4

ALLIES

Cuman allies - Cuman or Kipchak (from 1238 CE)

Notes

Croat minima only apply if a Croat contingent is taken. A Croat contingent must be commanded by their own general.

CHANGES FROM LAST VERSION

Corrected date for Hospitaller knights.

EARLY IMPERIAL GERMAN



ARMY COMMANDER	1	Any Instinctive			DATES		1106 CE to 1149 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Forest, Mour	ntains	
Internal Allied Genera	ALS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Best knights	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	Melee Expert (32),	0	1,2
	Formed Loose	Protected	-	Short Spear	Devastating Chargers	140	Dismountable (7)	6	1,2
Knights	CAVALRY	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23),	2	1,2
	Formed Loose	Protected	-	Short Spear	Devastating Chargers	100	Dismountable (5)	8	1,2
Mercenaries with swords or	INFANTRY	Average	-	_	Melee Expert	86	_	0	1,2
axes	Drilled Close	Protected	-		TVICICO EXPERT			6	1,2
Mercenary crossbowmen	INFANTRY	Average	Experienced	_	_	85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow				Comoat Sity (22)	6	1,2
Mercenary spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	82	_	0	1,2
	Drilled Close	Protected	-	Short Spear	Sincidwan	02		4	1,2
Militia crossbowmen	INFANTRY	Average	Experienced	_	Combat Shy	58	_	2	1,2
	Formed Loose	Protected	Crossbow		Goinoat Sily			6	1,2
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	2	1,2
	Formed Close	Protected	-	onore opear	Biliciawan	, ,	Comout ony (22)	6	1,2
Fussknechte	INFANTRY	Average	-	_	Melee Expert	71	_	0	1,2
- usskirecite	Tribal Close	Protected	-		TVICICE EXPERT	/ 1		4	1,2
Heerban and feudal retainers	INFANTRY	Poor	-	Short Spear	_	25	Combat Shy (-9)	0	2,3
	Tribal Close	Unprotected	-	Short Spear		20	Comoat Sity (7)	6	2,0
Skirmishing crossbowmen	INFANTRY	Average	Experienced	_	Combat Shy	58	_	0	1,2
	Skirmisher	Unprotected	Crossbow		Controlled			6	1,4
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	50	_	0	1,2
	Skirmisher	Unprotected	Bow		Comoat ony			6	1,2

EARLY IMPERIAL GERMAN



ONLY IN ITALY									
Contadini knights	CAVALRY	Superior	-	Charging Lancer		147	Dismountable (7)	0	1.2
Contadini Kingitis	Formed Loose	Protected	-	Charging Lancer	-	14/	Distributitable (7)	2	1,2
Communal knights	CAVALRY	Average	-	Charging Lancer		105	Dismountable (5)	0	1.2
Communal knights	Formed Loose	Protected	-	Charging Lancer	_	100	Distributitable (5)	2	1,2
Italian militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1.2
tanan minua speamen	Formed Close	Protected	-	Short Spear	Siliciawali	//	Collidat Sily (-22)	4	1,2
Italian contadini spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	47	Combat Shy (-13)	0	2,3
Italian contadini spearmen	Formed Close	Protected	-	Short Spear	Siliciawali	4/	Combat Sily (-13)	3	2,0

ALLIES

Unreliable Feudal or Ecclesiastical allies - Feudal German Italian allies - Early Communal Italian

NOTES

Knights and sergeants dismount as Protected, Formed Close, Short Spear, Sheildwall of the same quality. Feudal and Italian allies may be taken together.

CHANGES FROM LAST VERSION

FEUDAL GERMAN



ARMY COMMANDER		1	Any Instinctive			DATES		1106 CE to 1340 CE		
SUB-GENERALS		0-2	Any Instinctive			TERRAIN		Standard, Forest, Mour	ntains	
Internal Allied Genera	LS	0-1	Any Instinctive							
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Best knights (before 1150	CAVALR	Y	Superior	-	Short Spear	Devastating Chargers	145	Melee Expert (32),	0	1,2
CE)	Formed Lo	ose	Protected	-	Short spear	Devastating Chargers	140	Dismountable (7)	6	1,2
Knights (before 1150 CE)	CAVALR	Υ	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23),	2	1,2
Kinghts (before 1130 CE)	Formed Lo	ose	Protected	-	Short spear	Devastating Chargers	103	Dismountable (5)	8	1,2
Best knights (from 1150 CE)	CAVALR	Υ	Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	1,2
Dest Kinghts (noin 1130 CE)	Formed Lo	ose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Distributitable (9)	2	1,2
Knights (from 1150 CE)	CAVALR	Υ	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	2	1,2
Kinghts (Holli 1130 CE)	Formed Lo	ose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Distributitable (0)	8	1,2
Mounted crossbowmen	CAVALR	Y	Average	Experienced			120	Melee Expert (23)	0	1,2
(from 1200 CE)	Formed Lo	ose	Protected	Crossbow	_		120	Meice Expert (20)	2	1,2
Mercenary spearmen (from	INFANTE	RΥ	Average	-	Long Spear		91		0	1,2
1250 CE)	Drilled Clo	ose	Protected	-	Long Spear	-	91	-	4	1,2
Mercenary crossbowmen	INFANTE	RΥ	Average	Experienced			85	Combat Shy (-22)	0	1,2
(from 1250 CE)	Drilled Lo	ose	Protected	Crossbow	_		00	Combat Sily (-22)	4	1,2
Feudal spearmen	INFANTE	RΥ	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	2	1,2
redual speamien	Formed Cl	ose	Protected	-	Short spear	Siliciawali	//	Combat Sily (-22)	12	1,2
Feudal crossbowmen	INFANTE	RΥ	Average	Experienced		Combat Shy	58		2	1,2
redual crossoowilleli	Formed Lo	ose	Protected	Crossbow	-	Combat Sily	50	-	8	1,2
Fussknechte	INFANTE	RΥ	Average	-		Melee Expert	71		0	1,2
1 USSMITCHILE	Tribal Clo	se	Protected	-	-	wieree Exhert	/ 1	<u>-</u>	6	1,4
Heerban and feudal retainers	INFANTE	RΥ	Poor	-	Short Spear		25	Combat Shy (-9)	0	2,3
r recruair and reduct relatiters	Tribal Clo	se	Unprotected	-	SHOIL Shear	-	40	Collidat Sily (-9)	6	4,0

FEUDAL GERMAN



Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	1,2
Skillinshing crossoowillen	Skirmisher	Unprotected	Crossbow	-	Collidat Sily	50	-	6	1,4
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Skilling archers	Skirmisher	Unprotected	Bow	-	Combat Sily	50	-	4	1,2
Only Northern, Centra	L AND WESTERN	GERMANY							
Frisian or similar spearmen	INFANTRY	Average	-	Long Spear	Devastating Chargers,	59		0	1,2
Trisian of similar speamen	Tribal Loose	Protected	-	Long Spear	Combat Shy	39	-	4	1,2
Brabanter mercenaries (from	INFANTRY	Average	-	Long Spear		91		0	1,2
1150 to 1250 CE)	Drilled Close	Protected	-	Long Spear	-	91	-	4	1,2
ONLY SOUTHERN OR EAST	ern Germany								
Swabian or Bavarian foot	INFANTRY	Average	-	2-H Cut-Crush		92		0	1,2
Swabian of Bavarian root	Formed Loose	Protected	-	Z-n Cut-Crush	-	92	-	2	1,4
Slav foot	INFANTRY	Average	Experienced	Short Spear		63	Combat Shy (-22)	0	1,2
JIAV IOOL	Tribal Loose	Protected	Javelin	3Hort Spear	-	US	Compatibily (-22)	8	1,2
Horse archers (from 1150	CAVALRY	Average	Experienced		_	70	Combat Shy (-4)	0	1,2
CE)	Skirmisher	Unprotected	Bow	_	-	70	Compat Sily (-4)	4	1,2

ALLIES

Frisian allies - Medieval Frisian or Dithmarschen (from 1150 CE)

Danish Leidang allies - Early Medieval Danish (from 1147 to 1160 CE)

Polish allies - Feudal Polish (from 1147 to 1227 CE)

Swiss allies - Early Swiss (only Bavarian lords in 1323 CE)

NOTES

Knights before 1150 dismount as Formed Close, Protected, Short Spear of the same quality. Knights from 1150 dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush (or Poor if downgraded to Poor).

Only Northern, Central and Western Germans may have Hanseatic League, Frisian, Danish or Polish allies.

Only one external ally may be taken.

CHANGES FROM LAST VERSION

LATER COMMUNAL ITALIAN



ADJET CONTAINED	4	A T .: .:			D		1150 CF : 1000 CF	7	
ARMY COMMANDER	1	Any Instinctive			DATES		1150 CE to 1320 CE		
SUB-GENERALS	0-1	Any Instinctive			TERRAIN		Coastal, Standard, Mo	untains	
Internal Allied Genera	LS 1-3	Any Instinctive							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Contadini mixed TuG co	MPRISING 1/2 K	NIGHTS AND 1/2 SERG	EANTS						
Contadini knights	CAVALRY	Superior	-	Charging Lancer		184	Melee Expert (40)	0	2
Contadini kingnts —	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	104	Meilee Expert (40)	2	
Contadini sergeants	CAVALRY	Superior	-	Charging Lancer	_	147	Melee Expert (32)	=	
Contadini sergeants	Formed Loose	Protected	-	Charging Lancer		17/	Wielee Expert (02)	=	
Communal mixed TuG co	MPRISING 1/2 K	NIGHTS AND $1/2$ SER	GEANTS						
Camanallaiahta	CAVALRY	Average	-	Chamain a Lamann		132	Malaa Ermant (20)	1	2
Communal knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	152	Melee Expert (29)	2	
Communal sergeants	CAVALRY	Average	-	Charging Lancer	_	105	Melee Expert (23)	=	
Communar sergeants	Formed Loose	Protected	-	Charging Lancer		100	Wielee Expert (20)	=	
Mercenary knights (from	CAVALRY	Average	-	Charging Lancer	Devastating Chargers,	167	Melee Expert (29)	0	1,2
1200 CE)	Drilled Loose	-/Fully Armoured	-	Charging Lancer	Dismountable	107	Meiee Expert (29)	4	1,2
Mounted crossbowmen	CAVALRY	Average	Experienced			120	Melee Expert (23)	0	1,2
	Formed Loose	Protected	Crossbow	_	-	120	Tviciee Expert (20)	2	1,2
Popolo spearmen (from 1200	INFANTRY	Superior	-	Short Spear	Shieldwall	115	_	0	1,2
CE)	Drilled Close	Protected	-	вноге вреш	Biliciawan	110		2	1,2
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	4	1,2
	Formed Close	Protected	-	Silore Spear	Difference of the second	, ,		16	1,4
Replace militia spearmen with javelinmen (from 1200	INFANTRY	Average	Experienced	Short Spear	-	78	Combat Shy (-22)		1,2
CE)	Formed Close	Protected	Javelin	ı				Up to half	,

LATER COMMUNAL ITALIAN



Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	1,2
Clossoowilleli	Formed Loose	Protected	Crossbow		_	00	Collidat 511y (-22)	6	1,2
Upgrade crossbowmen with	INFANTRY	Average	Experienced	Short Spear	Pavise	99	Combat Shy (-22)		1,2
pavisiers (from 1200 CE)	Formed Loose	Protected	Crossbow	Short Spear	I avise	77	Collidat Sily (-22)	Any	1,2
Contadini spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	47	Combat Shy (-13)	2	2,3
Contadini speamien	Formed Close	Protected	-	Short Spear	Silieluwali	4/	Collidat Sily (-13)	16	2,3
Maraanawaanaan	INFANTRY	Average	-	Short Spear	Shieldwall	82		0	1.0
Mercenary spearmen	Drilled Close	Protected	-	Short Spear	Silielawali	02	-	4	1,2
Mercenary crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	1,2
Mercenary crossbowmen	Drilled Loose	Protected	Crossbow	-	-	00	Combat Sily (-22)	4	1,2
Chimminhin a areach arrange	INFANTRY	Average	Experienced		Combat Shy	58		0	1,2
Skirmishing crossbowmen	Skirmisher	Unprotected	Crossbow	-	Combat sny	30	-	6	1,2
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1.2
Skillinshing archers	Skirmisher	Unprotected	Bow	-	Compat Sny	30	-	4	1,2

NOTES

Minima and maxima in mixed TuGs are for knights. An equal number of sergeants must be taken. Mercenary knights dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality.

HISTORICAL NOTES

The Lombard League was formed in about 1176 to counter Emperor Freiderich I Barbarossa. It also opposed Freiderich II before being dissolved in 1250. Members included Milan, Piacenza, Cremona, Mantua, Bergamo, Brescia, Bologna, Padua, Treviso, Vicenza, Venice, Verona, Lodi and Parma.

CHANGES FROM LAST VERSION

IMPERIAL GERMAN



ARMY COMMANDER		1	Any			DATES		1150 CE to 1340 CE		
SUB-GENERALS		0-3	Any			TERRAIN		Standard, Forest, Mour	ntains	
INTERNAL ALLIED GENERA	ALS									
	ТүрЕ									
	TRAINING ANI	D	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION		PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG Size
Best knights	CAVALRY		Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	1,2
Dest kinghts	Formed Loos	se	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Distributitable (3)	2	1,2
Knights	CAVALRY		Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	2	1,2
Kilights	Formed Loos	е	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Distributitable (0)	10	1,4
Teutonic knights (from 1226	CAVALRY		Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	1,2
CE)	Formed Loos	se	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Meiee Expert (40)	2	1,2
Mounted crossbowmen	CAVALRY		Average	Experienced			120	Melee Expert (23)	0	1,2
(from 1200 CE)	Formed Loos	е	Protected	Crossbow	-	-	120	Meiee Expert (20)	4	1,2
Mercenary crossbowmen	INFANTRY	•	Average	Experienced			85	Combat Shy (-22)	0	1,2
- Intercentary crossbownnen	Drilled Loos	е	Protected	Crossbow	_		00	Combat Sify (-22)	6	1,2
Mercenary spearmen (before	INFANTRY		Average	-	Short Spear	Shieldwall	82		0	1,2
1250 CE)	Drilled Close	е	Protected	-	Short Spear	Siliciawan	02		4	1,2
Mercenary spearmen (from	INFANTRY	,	Average	-	Long Spear		91		0	1,2
1250 CE)	Drilled Close	е	Protected	-	Long Spear		71		4	1,2
Brabanter or similar	INFANTRY		Average	-	Long Spear		91		0	1,2
mercenaries	Drilled Close		Protected	-	Long Spear	-	71	_	4	1,2
Militia or feudal	INFANTRY	,	Average	Experienced	_	Combat Shy	58	_	2	1,2
crossbowmen	Formed Loos	se	Protected	Crossbow		Combat Sily			6	1,2
Militia or feudal spearmen	INFANTRY		Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	2	1,2
	Formed Clos		Protected	-	Short Spear	Siliciawan	//	Collidat Jily (-22)	6	1,2
Fussknechte	INFANTRY		Average	-	_	Melee Expert	71		0	1,2
1 GOOMICCITU	Tribal Close		Protected	-	<u>-</u>	INICICE TYPEIT	/ 1	<u>-</u>	4	1,4
Heerban and feudal retainers	INFANTRY		Poor	-	Short Spear		25	Combat Shy (-9)	0	2,3
riccioan and redual retainers	Tribal Close	2	Unprotected	-	SHOIL Shear	-	40	Compatibily (-9)	6	4,0

IMPERIAL GERMAN

M	OR	48	TM
ET	GLO	RI	AM

	INFANTRY	Average	Experienced					0	1.0
Skirmishing crossbowmen	Skirmisher	Unprotected	Crossbow		Combat Shy	58	-	6	1,2
C1.::	INFANTRY	Average	Experienced		C 1 + C1	50		0	1.0
Skirmishing archers	Skirmisher	Unprotected	Bow	-	Combat Shy	30	-	4	1,2
Only in Italy									
Contadini mixed TuG co	эмрrising 1/2 Kn	IGHTS AND 1/2 SERG	EANTS						
Contadini knights	CAVALRY	Superior	-	Charging I anger		184	Melee Expert (40)	0	2
Contadini knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	104	Meiee Expert (40)	1	
Contadini sergeants	CAVALRY	Superior	-	Charging Lancer	_	147	Melee Expert (32)	=	
Contaumi sergeams	Formed Loose	Protected	-	Charging Lancer		14/	Wielee Expert (02)	=	
Communal mixed TuG c	OMPRISING 1/2 KN	IGHTS AND $1/2$ SERO	GEANTS						
Communal knights	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29)	0	2
Communal Kinghts	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	102	Meiee Expert (29)	1	
Communal sergeants	CAVALRY	Average	-	Charging Lancer	_	105	Melee Expert (23)	=	
Communar sergeants	Formed Loose	Protected	-	Charging Lancer		100	Tviciec Expert (20)	=	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2
iviiilua speaillieli	Formed Close	Protected	-	31101t Spear	Siliciawali	//	Collidat Sily (-22)	4	1,2
Contadini spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	47	Combat Shy (-13)	0	2,3
Community speammen	Formed Close	Protected	-	onore spear	Jiliciuwali	7/	Collidat Sily (-13)	3	∠,∪
Swabian schwerteknechte	INFANTRY	Average	-	2-H Cut-Crush	_	92	_	0	1,2
o vaoian sen valtekneente	Formed Loose	Protected	_	2 11 Gut-Clusii		12	_	2	1,2

Unreliable Feudal or Ecclesiastical allies - Feudal German Italian allies - Later Communal Italian (to 1320 CE) Hungarian allies (only in 1278 CE)

IMPERIAL GERMAN



Notes

Minima and maxima in Italian mixed TuGs are for knights. An equal number of sergeants must be taken. Knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush. Hungarian and Italian allies may not be used together.

CHANGES FROM LAST VERSION

MEDIEVAL FRISIAN OR DITHMARSCHEN



ARMY COMMANDER		1	Any Instinctive			DATES		1150 CE to 1500 CE		
SUB-GENERALS		0-2	Any Instinctive			TERRAIN		Coastal		
Internal Allied Genera	LS	0-1	Any Instinctive							
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Mŧn	
NAME	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Gentry	CAVALR'	Y	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23),	0	1,2
Gendy	Formed Lo	ose	Protected	-	Short Spear	Devastating Chargers	103	Dismountable (5)	2	1,2
Spearmen (before 1420 CE)	INFANTR	Y	Average	-	Long Spear	Devastating Chargers,	59		8	1,2
Speamien (before 1420 CE)	Tribal Loo	se	Protected	-	Long Spear	Combat Shy	39	-	32	1,4
Downgrade spearmen	INFANTR	Y	Average	-	Long Spear	Devastating Chargers,	39		1/3	1,2
(before 1420 CE)	Tribal Loo	se	Unprotected	-	Long Spear	Combat Shy	39	-	1/2	1,2
Section 20 (forms 1420 CE)	INFANTR	Y	Average	-	I C		71		8	1,2
Spearmen (from 1420 CE)	Tribal Loo	se	Protected	-	Long Spear	-	/1	-	32	1,2
Archers	INFANTR	Y	Average	Experienced			48	Combat Shy (-14)	0	1,2
Archers	Tribal Loo	se	Unprotected	Bow	-	-	40	Combat Sny (-14)	4	1,2
Axe- or flailmen	INFANTR	Y	Average	-	2-H Cut-Crush		54	Combat Shy (-14)	0	1,2
Axe- of fialifien	Tribal Loo	se	Unprotected	-	Z-M Cut-Crusii	-	J4	Combat Sny (-14)	4	1,2
Marganamanan	INFANTR	Y	Average	-		Melee Expert	86		0	1,2
Mercenary axemen	Drilled Clo	se	Protected	-	-	Meiee Expert	00	-	4	1,2
Crossbowmen	INFANTR	Y	Average	Experienced			53	Combat Shy (-14)	0	1,2
Crossoowinen	Tribal Loo	se	Unprotected	Crossbow	-	-	<i>J</i> 3	Combat Sny (-14)	4	1,2
Mercenary spearmen (before	INFANTR	Y	Average	-	Short Spear	Shieldwall	82		0	1,2
1250 CE)	Drilled Clo	se	Protected	-	Short spear	Silieluwali	02	-	4	1,2
Mercenary spearmen (from	INFANTR	Y	Average	-	Long Spear		91		0	1,2
1250 CE)	Drilled Clo	se	Protected	-	Long Spear	-	91	-	4	1,2
Landsknechts pikemen and	INFANTR	Y	Average	-	Pike	Shove	100	Orb (2)	0	3
halberdiers (after 1480 CE)	Drilled Clo	se	Protected	-	TIKE	SHOVE	100	O10(2)	3	<u>S</u>
Javelinmen (before 1350 CE)	INFANTR	Y	Average	Experienced	Short Spear		42	Combat Shy (-5)	0	1,2
Javenninien (betole 1500 CE)	Skirmishe	r	Protected	Javelin	Short Speaf	<u>-</u>	44	Compatibily (-0)	9	1,2

MEDIEVAL FRISIAN OR DITHMARSCHEN



Javelinmen (from 1350 CE)	INFANTRY	Average	Experienced	Short Spear		42	Combat Shy (-5)	0	1,2
Javenninen (nom 1330 CE)	Skirmisher	Protected	Javelin	31101t Spear	-	42	Combat Sily (-0)	4	1,2
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Skinnishing archers	Skirmisher	Unprotected	Bow	-	Combat Sily	50	-	4	1,2
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	1,2
Skillinshing crossoowhien	Skirmisher	Unprotected	Crossbow	-	Combat Sily	50	-	4	1,2
Replace crossbowmen with	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	1,2
handgunners (from 1450 CE)	Skirmisher	Protected	Firearm	-	-	40	Collidat Sily (-0)	4	1,2
Guns (after 1420 CE)	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Gulis (alter 1420 CE)	Skirmisher	Unprotected	Light Art	-	Collibat Sily	130	Dallicaues (10)	1	1
Cannons (after 1480 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	1
Caimons (arter 1400 CE)	Skirmisher	Unprotected	Heavy Art	_	Shy	4 44	-	1	1

ALLIES

Danish Leidang allies - Early Medieval Danish (to 1227 CE)

German allies - Feudal German (to 1340 CE)

German allies - Medieval German (from 1340 CE)

Notes

Gentry dismount as spearmen of the same quality.

Unprotected spearmen may be in a mixed TuG with protected spearmen. Unprotected bases must be easily distinguished from protected bases.

All infantry TuGs may choose the Obstacles characteristic.

Only one external ally may be taken.

CHANGES FROM LAST VERSION

HOHENSTAUFEN SICILIAN



ARMY COMMANDER		1 A	Any Instinctive (Any f	or Frederick II 121	5-1250 CE)	DATES		1194 CE to 1266 CE		
Sub-Generals		0-3 <i>E</i>	Any Instinctive (Any f	or Frederick II 121	5-1250 CE)	TERRAIN		Coastal, Standard, Mou	ıntains	
INTERNAL ALLIED GENERA	ALS									
	ТүрЕ									
	TRAINING AN	D	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	Formation		Protection	Weaponry	Weaponry	Characteristics	PTS	Characteristics	Max	UG SIZE
Best knights	CAVALRY		Superior	-	Charging Inncar	Devastating Chargers	207	Dismountable (9)	0	1,2
Dest kinghts	Formed Loos	se	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Distributitable (9)	2	1,2
MIXED TUG COMPRISING 1	l/2 KNIGHTS A	ND 1/	2 SERGEANTS							
Tealtan and Challen Installer	CAVALRY		Superior	-	Classia, Isaasa		104	Μ.1 Γ (40)	1	
Italian and Sicilian knights	Formed Loos	se	-/Fully Armoured	-	Charging Lancer	-	184	Melee Expert (40)	2	2
Italian and Sicilian sergeants	CAVALRY		Superior	-	Charaina I an aar		147	Melee Expert (32)	=	
Italian and Sichian sergeams	Formed Loos	se	Protected	-	Charging Lancer	-	14/	Meiee Expert (52)	=	_
MIXED TUG COMPRISING 1	l/2 KNIGHTS A	ND 1/	2 SERGEANTS							
C 1 1 1	CAVALRY		Average	-	Classia, Isaasa		100	M. 1 T (20)	0	
Communal knights	Formed Loos	se	-/Fully Armoured	-	Charging Lancer	-	132	Melee Expert (29)	2	2
C	CAVALRY		Average	-	Chamaina I an ann		105	Melee Expert (23)	=	
Communal sergeants	Formed Loos	se	Protected	-	Charging Lancer	-	103	Melee Expert (25)	=	_
1 . 1	CAVALRY		Average	-		Devastating Chargers,	4.67	14.1 E (20)	2	4.0
Mercenary knights	Drilled Loos	e	-/Fully Armoured	-	Charging Lancer	Dismountable	167	Melee Expert (29)	4	1,2
	INFANTRY	7	Average	-	I C		04		0	4.0
Mercenary spearmen	Drilled Clos	е	Protected	-	Long Spear	-	91	-	4	1,2
h A	INFANTRY	7	Average	Experienced			0.E	C 1 C1 (22)	0	1.0
Mercenary crossbowmen	Drilled Loos	e	Protected	Crossbow		-	85	Combat Shy (-22)	4	1,2
Militia spearmen	INFANTRY	7	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2
iviiiua speaiiiieii	Formed Clos	se	Protected	-	311011 Spear	Silieiuwaii	//	Combat Sny (-22)	4	1,∠
Crossbowmen	INFANTRY	7	Average	Experienced		Combat Shy	58		0	1,2
CIOSSOOMIIIEII	Formed Loos	se	Protected	Crossbow	-	Compat Sily	50	-	4	1,4

HOHENSTAUFEN SICILIAN



INFANTRY	Average	Experienced			/1Ω	Combat Shy (14)	0	1,2
Tribal Loose	Unprotected	Bow	· -	-	40	Compatibility (-14)	12	1,4
INFANTRY	Average	Experienced			54	Combat Shy (14)		
Formed Loose	Unprotected	Bow	<u>-</u>	-	J4	Compatibility (-14)	Any	
INFANTRY	Average	Experienced			80	Diemountable (10)	0	1,2
Drilled Loose	Protected	Bow	<u>-</u>	-	00	Distributitable (10)	4	1,2
INFANTRY	Average	Experienced	Short Spear		63	Malaa Expart (16)	0	2,3
Tribal Loose	Protected	Javelin	31101t Spear	-	03	Meiee Expert (10)	3	2,0
INFANTRY	Average	Experienced			95	Combat Shy (22)	0	1,2
Drilled Loose	Protected	Crossbow	<u>-</u>	-	00	Comoat 311y (-22)	4	1,2
INFANTRY	Poor	Unskilled	Chart Char		25		0	2,3
Tribal Loose	Unprotected	Javelin	Short Spear	-	20	-	6	2,3
CAVALRY	Average	Experienced		Cantabrian	96	Combat Shy (1)	0	1,2
Skirmisher	Unprotected	Bow	· -	Calitabilali	00	Combat Sily (-4)	2	1,2
CAVALRY	Average	Experienced			55	Cantabrian (16),	0	1,2
Skirmisher	Unprotected	Javelin	· -	-	55	Combat Shy (-4)	2	1,2
INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Skirmisher	Unprotected	Bow	· <u>-</u>	Comoat Sny	30	-	4	1,4
	Tribal Loose INFANTRY Formed Loose INFANTRY Drilled Loose INFANTRY Tribal Loose INFANTRY Drilled Loose INFANTRY Cribal Loose INFANTRY Tribal Loose INFANTRY Tribal Loose CAVALRY Skirmisher CAVALRY Skirmisher INFANTRY	Tribal Loose INFANTRY Formed Loose INFANTRY Average INFANTRY Drilled Loose INFANTRY Average Tribal Loose INFANTRY Average Tribal Loose INFANTRY Average INFANTRY Average INFANTRY Average INFANTRY Average INFANTRY Drilled Loose INFANTRY Poor Tribal Loose INFANTRY Tribal Loose CAVALRY Average Skirmisher Unprotected CAVALRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Average Skirmisher Unprotected	Tribal Loose Unprotected Bow INFANTRY Average Experienced Formed Loose Unprotected Bow INFANTRY Average Experienced Drilled Loose Protected Bow INFANTRY Average Experienced Tribal Loose Protected Javelin INFANTRY Average Experienced Tribal Loose Protected Javelin INFANTRY Average Experienced Drilled Loose Protected Crossbow INFANTRY Poor Unskilled Tribal Loose Unprotected Javelin CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Javelin INFANTRY Average Experienced Skirmisher Unprotected Javelin Experienced Skirmisher Unprotected Javelin INFANTRY Average Experienced	Tribal Loose Unprotected Bow INFANTRY Average Experienced Formed Loose Unprotected Bow INFANTRY Average Experienced Drilled Loose Protected Bow INFANTRY Average Experienced Tribal Loose Protected Javelin INFANTRY Average Experienced Drilled Loose Protected Crossbow INFANTRY Average Experienced Drilled Loose Protected Crossbow INFANTRY Poor Unskilled Tribal Loose Unprotected Javelin CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Javelin INFANTRY Average Experienced Skirmisher Unprotected Javelin Experienced Skirmisher Unprotected Experienced Skirmisher Unprotected Experienced	Tribal Loose Unprotected Bow INFANTRY Average Experienced Formed Loose Unprotected Bow INFANTRY Average Experienced Drilled Loose Protected Bow INFANTRY Average Experienced Tribal Loose Protected Javelin INFANTRY Average Experienced Drilled Loose Protected Crossbow INFANTRY Average Experienced Drilled Loose Protected Crossbow INFANTRY Poor Unskilled Tribal Loose Unprotected Javelin CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Javelin INFANTRY Average Experienced Skirmisher Unprotected Javelin INFANTRY Average Experienced Skirmisher Unprotected Javelin INFANTRY Average Experienced	Tribal Loose Unprotected Bow INFANTRY Average Experienced - 54 Formed Loose Unprotected Bow INFANTRY Average Experienced - 80 INFANTRY Average Experienced Bow INFANTRY Average Experienced Short Spear - 63 Tribal Loose Protected Javelin INFANTRY Average Experienced - 85 INFANTRY Average Experienced - 85 INFANTRY Average Experienced - 25 INFANTRY Poor Unskilled Short Spear - 25 INFANTRY Poor Unskilled Short Spear - 25 INFANTRY Average Experienced - 25 INFANTRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Javelin INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Javelin INFANTRY Average Experienced Skirmisher Unprotected Javelin	Tribal Loose Unprotected Bow INFANTRY Average Experienced Javelin INFANTRY Average Experienced Crossbow INFANTRY Poor Unskilled Javelin CAVALRY Average Experienced Bow Cantabrian Short Spear - 63 Melee Expert (16) Melee Expert (16) Short Spear - 25 Combat Shy (-22) Short Spear - 25 Combat Shy (-22) Cantabrian 86 Combat Shy (-4) Cantabrian (16), Combat Shy (-4) INFANTRY Average Experienced Skirmisher Unprotected Javelin INFANTRY Average Experienced Scombat Shy (-4)	Tribal Loose Unprotected Bow 548 Combat Shy (-14) 12 INFANTRY Average Experienced Bow 540 Combat Shy (-14) Any INFANTRY Average Experienced Bow 540 Dismountable (10) 4 INFANTRY Average Experienced Bow 540 Dismountable (10) 4 INFANTRY Average Experienced Bow 540 Dismountable (10) 54

ALLIES

Italian allies - Later Communal Italian (except 1228 to 1229 CE)

Notes

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

CHANGES FROM LAST VERSION

HOHENSTAUFEN GERMAN



ARMY COMMANDER	1	Any Instinctive			DATES		1268 CE to 1268 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard		
INTERNAL ALLIED GENERA	ALS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	Characteristics	PTS	CHARACTERISTICS	Мах	UG Size
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	1,2
Dest kilights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Distributitable (9)	2	1,2
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	2	1,2
Milgitts	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Distributitable (0)	6	1,2
Contadini mixed TuG co	MPRISING 1/2 KN	HIGHTS AND $1/2$ SERO	EANTS						
T. D. C. d. L. L.	CAVALRY	Superior	-	Cl · I		404	AA 1 E (40)	0	
Italian and Sicilian knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	184	Melee Expert (40)	2	2
Te-1:	CAVALRY	Superior	-	C1		1 17	M.1. F. (20)	=	
Italian and Sicilian sergeants	Formed Loose	Protected	-	Charging Lancer	-	147	Melee Expert (32)	=	_
Communal mixed TuG co	OMPRISING 1/2 KI	NIGHTS AND $1/2$ SER	GEANTS						
0 11 1	CAVALRY	Average	-			400	14.1 E (00)	1	
Communal knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	132	Melee Expert (29)	2	2
C1	CAVALRY	Average	-	C1		10F	M 1 - F (00)	=	
Communal sergeants	Formed Loose	Protected	-	Charging Lancer	-	105	Melee Expert (23)	=	_
MIXED TUG COMPRISING 1	/2 KNIGHTS AND	1/2 SERGEANTS							
	CAVALRY	Average	-			400		0	
Castillian knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	132	Melee Expert (29)	2	2
C .:11:	CAVALRY	Average	-			00	AA 1 E (22)	=	
Castillian sergeants	Formed Loose	Protected	-	-	-	80	Melee Expert (23)	=	
	INFANTRY	Average	-			<u> </u>		0	
Mercenary spearmen	Drilled Close	Protected	-	Long Spear	-	91	-	4	1,2

HOHENSTAUFEN GERMAN



Mercenary crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow	-	-	00	Collidat 511y (-22)	4	1,2
Feudal spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2
redual speamen	Formed Close	Protected	-	Short Spear	Siliciawali	//	Collidat 511y (-22)	4	1,2
Equal grassbourman	INFANTRY	Average	Experienced		Combat Shy	58		0	1,2
Feudal crossbowmen	Formed Loose	Protected	Crossbow	-	Combat 511y	50	-	4	1,2
Jinetes	CAVALRY	Average	Experienced	Short Spear		60	Cantabrian (16)	0	1,2
Jinetes	Skirmisher	Unprotected	Javelin	Short Spear	-	00	Cantabhan (10)	2	1,2
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	1,2
Skimisimig crossbownien	Skirmisher	Unprotected	Crossbow	-	Combat sily	50	-	4	1,2

Notes

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

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

CHANGES FROM LAST VERSION

ANGEVIN SICILIAN



ARMY COMMANDER		1 Any Instinctive			DATES		1268 CE to 1320 CE		
SUB-GENERALS	()-3 Any Instinctive			TERRAIN		Coastal, Standard, Mo	untains	
Internal Allied Geni	ERALS								
	Түрв								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	Орті ОП	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Mixed TuG comprisin	G 1/2 KNIGHTS AI	ND 1/2 SERGEANTS							
D (1 1 - 1	CAVALRY	Superior	-	Chamina I aman	December 1 Champage	207	M.1 Towns at (40)	0	2
Best knights	Formed Loos	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	2	2
Post sergents	CAVALRY	Superior	-		Daynatating Chargara	131	Melee Expert (32)	=	
Best sergeants	Formed Loos	Protected	-	-	Devastating Chargers	151	Meiee Expert (52)	=	
MIXED TUG COMPRISIN	G 1/2 KNIGHTS AI	nd 1/2 sergeants							
TZ t . 1	CAVALRY	Average	-	Chamina I aman		100	M. 1 Town out (00)	1	2
Knights	Formed Loos	-/Fully Armoured	-	Charging Lancer	-	132	Melee Expert (29)	4	
Sergeants	CAVALRY	Average	-			80	Melee Expert (23)	=	
	Formed Loos	Protected	-	-	-	00	Meiee Expert (20)	=	
	CAVALRY	Average	-	C1 : I		105	M 1 E . (00)	0	1.0
Separate sergeants	Formed Loos	Protected	-	Charging Lancer	-	105	Melee Expert (23)	2	1,2
A 4:1:4:	INFANTRY	Average	-	Clarat Caraca	Shieldwall	77	C1 Cl (00)	2	1,2
Militia spearmen	Formed Close	Protected	-	Short Spear	Snieidwaii	//	Combat Shy (-22)	6	1,2
Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	1,2
Clossoowillell	Formed Loos	Protected	Crossbow	-	-	00	Collidat Sily (-22)	4	1,2
Saracen archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	0	1,2
Jaiacen archers	Formed Loos	Unprotected	Bow	-	-	J4	Collidat Sily (-14)	4	1,2
Genoese or mercenary	INFANTRY	Average	Experienced	_	_	85	Combat Shy (-22)	0	1,2
crossbowmen	Drilled Loose	Protected	Crossbow			00	Controat only (-22)	4	1,2
Arriere-ban	INFANTRY	Poor	Unskilled	Short Spear		25		0	2,3
1 HITCIC-UAII	Tribal Loose	Unprotected	Javelin	Difort opear	_	20	-	6	2,0

ANGEVIN SICILIAN



Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1.2
Skillinstillig arctiers	Skirmisher	Unprotected	Bow	-	Collidat Sily	50	-	4	1,2
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	50		0	1.2
Skillisillig clossoowilleli	Skirmisher	Unprotected	Crossbow	-	Collidat Sily	50	-	4	1,4

ALLIES

Milanese or other Italian allies - Later Communal Italian

NOTES

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

CHANGES FROM LAST VERSION

ARAGONESE SICILIAN



ARMY COMMANDER	1	Any Instinctive			DATES		1282 CE to 1442 CE		
Sub-Generals	1-3	Any Instinctive			TERRAIN		Coastal, Standard, Mou	ıntains	
Internal Allied Gener	ALS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG Sizi
MIXED TUG COMPRISING	1/2 KNIGHTS AND	1/2 SERGEANTS							
P 1-11 t. 1	CAVALRY	Superior	-	Chamina I aman		104	λ 4 -1 Γ (40)	1	2
Feudal knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	184	Melee Expert (40)	3	
Feudal sergeants	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	=	
redual seigeants	Formed Loose	Protected	-	Charging Lancer	-	14/	Meiee Expert (32)	=	
COMMUNAL MIXED TUG CO	омркізіна $1/2$ к	NIGHTS AND $1/2$ SER	GEANTS						
C 1 1 1	CAVALRY	Average	-	Chamina I aman		100	M. 1 (20)	0	2
Communal knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	132	Melee Expert (29)	2	2
Communal corcoants	CAVALRY	Average	-	Charging Innear		105	Melee Expert (23)	=	
Communal sergeants	Formed Loose	Protected	-	Charging Lancer	-	100	Meiee Expert (23)	=	
A. 1 · 1 .	CAVALRY	Average	-	Cl · I	Devastating Chargers,	1.67	M 1 E (00)	0	1.0
Mercenary knights	Drilled Loose	-/Fully Armoured	-	Charging Lancer	Dismountable	167	Melee Expert (29)	2	1,2
Alman ah arrana	INFANTRY	Average	-	Impact Weapon	Fleet of Foot	60	Melee Expert (10)	2	1,2
Almughavars	Formed Flexible	Unprotected	-	Impact weapon	rieet of root	00	ivielee Expert (10)	12	1,2
Regrade almughavars (from	INFANTRY	Average	-	Impact Weapon	Fleet of Foot	64	Melee Expert (10)		
1292 CE)	Drilled Flexible	Unprotected	-	mipact weapon	rieet of root	04	Melee Expert (10)	All	
Regrade almughavars (from	INFANTRY	Average	-	Impact Weapon		87	Melee Expert (16)		
1306 CE)	Drilled Flexible	Protected	-	mipaci weapon	<u>-</u>	0/	Tyleice Expert (10)	Any	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2
Ivillia speamen	Formed Close	Protected	-	Jiloit Spear	Jiliciuwan	//		4	1,4
Crossbowmen	INFANTRY	Average	Experienced	_	_	59	Combat Shy (-14)	0	1,2
C103300WIIICII	Formed Loose	Unprotected	Crossbow	-	-	0)	Collidat Sily (-14)	4	1,4

ARAGONESE SICILIAN



								7	
Upgrade crossbowmen with	INFANTRY	Average	Experienced						
pavisiers	Formed Loose	Protected	Crossbow	Short Spear	Pavise	99	Combat Shy (-22)	All or none	
Arriere-ban	INFANTRY	Poor	Unskilled	Short Spear		25		0	2,3
Afficie-ball	Tribal Loose	Unprotected	Javelin	Short Spear	-	20	-	6	2,3
Aragonaca cayalry	CAVALRY	Average	Experienced	Short Spear	_	60	Cantabrian (16)	1	1,2
Aragonese cavalry	Skirmisher	Unprotected	Javelin	Short Spear	-	00	Calitabilali (10)	4	1,4
Berber cavalry	CAVALRY	Average	Experienced			55	Cantabrian (16),	0	1,2
	Skirmisher	Unprotected	Javelin	-	-	00	Combat Shy (-4)	2	1,4
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	1,2
Skiiilisiiliig Clossoowilleli	Skirmisher	Unprotected	Crossbow	-	Compatibility	50	-	6	1,4

NOTES

Minima and maxima in mixed TuGs are for knights. An equal number of sergeants must be taken. Mercenary knights dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality.

CHANGES FROM LAST VERSION

MEDIEVAL GERMAN CITY LEAGUE



ARMY COMMANDER		1	Any			DATES		1300 CE to 1440 CE		
SUB-GENERALS		0-3	Any			TERRAIN		Coastal, Forest, Mount	ains	
Internal Allied Genera	LS	0-1	Any							
	ТүрЕ		•							
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG SIZE
Knights	CAVALRY	Y	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	1,2
Kilights	Formed Loc	ose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Distributitable (0)	2	1,2
Konstafler	CAVALRY	Y	Average	-	Charging Lancer		119	Dismountable (6)	0	1,2
Ronstanei	Tribal Loo		-/Fully Armoured	-	Charging Lancer	-	117	Distributitable (0)	2	1,2
Mounted crossbowmen	CAVALRY	Y	Average	Experienced			120	Melee Expert (23)	0	1,2
iviounted crossbownnen	Formed Loc	ose	Protected	Crossbow	-	-	120	Meiee Expert (20)	2	1,2
Mercenary and good quality	INFANTR	Y	Average	-	Long Spear		91		0	1,2
spearmen	Drilled Clo	se	Protected	-	Long Spear	-	91	-	8	1,2
Militia spearmen	INFANTR	Y	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	2	1,2
ivilitua spearmen	Formed Clo	ose	Protected	-	Short spear	Siliciawali	//	Compatibility (-22)	12	1,2
Mercenary crossbowmen	INFANTR	Y	Average	Experienced			85	Combat Shy (-22)	0	1,2
Mercenary crossbownnen	Drilled Loc	se	Protected	Crossbow	-	-	00	Collidat Sily (-22)	6	1,2
City or milita crossbowmen	INFANTR	Y	Average	Experienced		Combat Shy	58		2	1,2
City of fillina crossbowinen	Formed Loc	ose	Protected	Crossbow	-	Combat Sily	50	-	6	1,2
Fussknechte	INFANTR	Y	Average	-		Melee Expert	71		0	1,2
russkileciite	Tribal Clos	se	Protected	-	-	Meiee Expert	/ 1	-	6	1,2
Regrade fussknechte as	INFANTR	Y	Average	-	Polearm		87			1,2
halberdiers (from 1400 CE)	Formed Clo	se	Protected	-	TORATTI	-	07	-	All	1,2
Heerban	INFANTR	Y	Poor	-	Short Spear		25	Combat Shy (-9)	0	2,3
Heeroan	Tribal Clos	se	Unprotected	-	Short Spear	-	20	Combat sny (-9)	4	2,3
Skirmishing archers	INFANTR	Y	Average	Experienced		Combat Shy	50		0	1,2
Skillingilling archers	Skirmishe	r	Unprotected	Bow	<u>-</u>	Compatibility	<i>3</i> 0	-	9	1,4
Skirmishing crossbowmen	INFANTR	Y	Average	Experienced		Combat Shy	58		0	1,2
skiimsiimg crossoowmen	Skirmishe	r	Unprotected	Crossbow	_	Compatibily	JO	-	4	1,2

MEDIEVAL GERMAN CITY LEAGUE



Replace crossbowmen with	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	1,2
handgunners (from 1375 CE)	Skirmisher	Protected	Firearm	_		40	Combat Sily (-0)	4	1,2
Guns (from 1340 CE)	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Gulis (Holli 1340 CE)	Skirmisher	Unprotected	Light Art	-	Combat Sily	150	Darricades (10)	1	1
Cannons (from 1380 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	1
Camions (nom 1300 CE)	Skirmisher	Unprotected	Heavy Art	-	Shy	Z44	-	1	1
War Wagons (after 1426 CE)	BATTLE WAGONS	Average	Experienced	Polearm		204		0	1
War Wagons (after 1420 CE)	Formed Loose	Protected	Crossbow	rolealiii	-	204	-	2	- 1
ONLY HANSEATIC LEAGUE	2								
Frisian or similar spearmen	INFANTRY	Average	-	Long Spear	Devastating Chargers,	59		0	1,2
Misian of similar speamen	Tribal Loose	Protected	-	Long Spear	Combat Shy	39	-	4	1,2
Frisian javelinmen	INFANTRY	Average	Experienced	Short Spear		42	Combat Shy (-5)	0	1,2
riisian javeiiinnen	Skirmisher	Protected	Javelin	Short spear	-	42	Combat sily (-0)	2	1,2
Marines	INFANTRY	Average	-	Short Spear		67		0	1,2
Maimes	Formed Loose	Protected	-	Short spear	-	07	-	4	1,2
Only Swabian League									
Bidenhander	INFANTRY	Average	-	2-H Cut-Crush		92		0	1.2
pideimandei	Formed Loose	Protected	-	2-11 Cut-Crusn	-	92	-	2	1,2

ALLIES

Feudal allies - Feudal German (before 1340 CE)

Feudal allies - Medieval German (from 1340 CE)

Lithuanian allies - Later Lithuanian (only Hanseatic League from 1298 to 1330 CE)

Frisian allies - Medieval Frisian or Dithmarschen (only Hanseatic League)

Swiss allies -Early Swiss (only Swabian League from 1385 to 1388 CE)

MEDIEVAL GERMAN CITY LEAGUE



Notes

Knights and Konstafler dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality. The Hanseatic League may not choose Mountains terrain and the Swabian League may not choose Coastal terrain. Only one external ally may be taken.

CHANGES FROM LAST VERSION

EARLY ITALIAN CONDOTTA



ARMY COMMANDER		1	Any Professional			DATES		1321 CE to 1420 CE		
Sub-Generals		1	Any Professional			Terrain		Coastal, Standard, Moi	untains	
Internal Allied Genera	ALS	0-3	Any Professional							
	ТүрЕ									
	TRAINING AN	ID	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATION	ī	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Mixed TuG comprising 1	1/2 CONDOT TI	ERI 1	AND 1/2 COUSTILLIE	RS						
C 1	CAVALRY	7	Average	-	Cl · I	D	160	Melee Expert (29),	2	2
Condottieri	Drilled Loo	se	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	100	Dismountable (6)	4	2
Coustilliers	CAVALRY	7	Average	-		Devastating Chargers	103	Melee Expert (23),	=	
Cousumers	Drilled Loo	se	Protected	-	_	Devastating Chargers	100	Dismountable (5)	=	
Mixed TuG comprising 1	1/2 KNIGHTS A	AND	1/2 SERGEANTS (NA	PLES ONLY)						
Feudal knights	CAVALRY	7	Superior	-	Charging Lancer		184	Melee Expert (40)	0	2
redual kiligitis	Formed Loo	se	-/Fully Armoured	-	Charging Lancer	-	104	Meiee Expert (40)	2	
Feudal sergeants	CAVALRY		Superior	-	Charging Lancer	_	147	Melee Expert (32)	=	
readar sergearia	Formed Loo	se	Protected	-	Charging Lancer		1 17	Tviciec Expert (02)	=	
Hungarians (Papacy, Naples	CAVALRY	7	Average	Experienced			125		0	1,2
or Florence only)	Formed Flexi	.ble	Protected	Bow	-	-	120	-	2	1,2
Guard spearmen (Papacy or	INFANTR'		Superior	-	Short Spear	Shieldwall	115	_	0	1,2
Naples only)	Drilled Clos		Protected	-	Short Spear	Jineia wan	110		2	1,2
Militia spearmen	INFANTR'		Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2
	Formed Clo		Protected	-	2110111 2 p cu.				4	-,-
Crossbowmen	INFANTRY		Average	Experienced	_	-	80	Combat Shy (-22)	0	1,2
	Formed Loo		Protected	Crossbow					4	2,2
Mercenary crossbowmen	INFANTRY		Average	Experienced	_	-	85	Combat Shy (-22)	0	1,2
	Drilled Loo		Protected	Crossbow					4	-,-
Upgrade mercenaries with	INFANTRY		Average	Experienced	_	Pavise	97	-		1,2
pavises	Drilled Loo	se	Protected	Crossbow		2 4 . 10 0			Any	~,~

EARLY ITALIAN CONDOTTA



Javelinmen	INFANTRY	Average	Experienced	Short Spear		83	Combat Shy (-22)	0	1,2
Javenininen	Drilled Close	Protected	Javelin	31101t Spear	-	00	Collidat 511y (-22)	2	1,2
Replace javelinmen with	INFANTRY	Average	-		Melee Expert	86			1,2
swordsmen	Drilled Close	Protected	-	-	Meiee Expert	00	-	Any	1,2
Armed peasants	INFANTRY	Poor	Unskilled	Short Spear		25		0	2
Annieu peasants	Tribal Loose	Unprotected	Javelin	31101t Spear	-	20	-	2	
Mounted crossbowmen	CAVALRY	Average	Experienced		_	120	Melee Expert (23)	0	1,2
Mounted crossoowinen	Formed Loose	Protected	Crossbow	-	-	120	Meiee Expert (23)	4	1,2
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	1,2
Skillinstling crossoowillen	Skirmisher	Unprotected	Crossbow	-	Combat Sny	50	-	4	1,2
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Guils	Skirmisher	Unprotected	Light Art	-	Combat Sny	130	Darricades (10)	1	1
Cannons (from 1350 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	1
Callifolis (HOIII 1500 CE)	Skirmisher	Unprotected	Heavy Art	-	Shy	444	-	1	- 1

ALLIES

Free Company allies (any except Sienna)

Hungarian allies - Later Hungarian (Padua in 1373 CE)

NOTES

Minima and maxima in mixed TuGs are for condottieri or knights. An equal number of coustilliers or sergeants must be taken.

Condottieri and coustilliers dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality.

Any 4 infantry TuGs may choose the Barricades characteristic.

Only one external ally may be taken.

CHANGES FROM LAST VERSION

Medieval German



ARMY COMMANDER	1	Any			DATES		1341 CE to 1440 CE		
SUB-GENERALS	0-3	Any			TERRAIN		Standard, Forest, Moun	itains	
Internal Allied General	LS 0-1	Any							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	1,2
Dest Kilights —	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Distributitable (9)	2	1,2
Knights	CAVALRY	Average	-	Charging Lancor	Devastating Chargers	148	Dismountable (6)	2	1,2
Kilights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Dismountable (0)	8	1,2
Teutonic knights (only	CAVALRY	Superior	-	Charging Inncor	Devastating Chargers	207	Melee Expert (40)	0	1,2
Imperial armies)	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Meiee Expert (40)	2	1,2
Mounted crossbowmen	CAVALRY	Average	Experienced			120	Melee Expert (23)	0	1,2
Mounted crossbowinen	Formed Loose	Protected	Crossbow	-	-	120	Meiee Expert (25)	4	1,2
Militia an agree on	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	2	1,2
Militia spearmen	Formed Close	Protected	-	31101t Spear	Silieluwali	//	Collidat Sily (-22)	4	1,2
Milita crossbowmen	INFANTRY	Average	Experienced		Cambat Chry	58		2	1,2
wiiita crossbowiiien	Formed Loose	Protected	Crossbow	-	Combat Shy	50	-	4	1,2
Mercenary crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	1,2
Mercenary crossbowinen —	Drilled Loose	Protected	Crossbow	-	-	00	Combat Sily (-22)	6	1,2
Maraanawa anaan	INFANTRY	Average	-	I and Chark		91		0	1,2
Mercenary spearmen	Drilled Close	Protected	-	Long Spear	-	91	-	4	1,2
Bidenhander	INFANTRY	Average	-	2-H Cut-Crush		92		0	1,2
Dideimander	Formed Loose	Protected	-	2-11 Cut-Clusii	-	94	-	2	1,2
Fussknechte	INFANTRY	Average	-		Melee Expert	71		0	1,2
russkiieciite	Tribal Close	Protected	-	-	Meiee Expert	/ 1	-	6	1,2
Heerban and feudal retainers	INFANTRY	Poor	-	Short Spear		25	Combat Shy (-9)	0	2,3
	Tribal Close	Unprotected	-		<u>-</u>	<i>40</i>	Compatibily (-9)	6	<i>∠,</i> ∪
Horse archers	CAVALRY	Average	Experienced			70	Combat Shy (-4)	0	1,2
1 1019E dicitet9	Skirmisher	Unprotected	Bow	-	-	70	Compatibily (-4)	4	1,4

MEDIEVAL GERMAN



Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	1,2
5kiiiiisiiiiig ciossoowiiieii	Skirmisher	Unprotected	Crossbow	<u>-</u>	Comoat sny	50	-	4	1,2
Replace crossbowmen with	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	1,2
handgunners (from 1400 CE)	Skirmisher	Protected	Firearm	-	-	40	Collidat Sily (-0)	4	1,2
Skirmiahina arahara	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Skirmishing archers	Skirmisher	Unprotected	Bow		Compatibility	50	-	4	1,2
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Guiis	Skirmisher	Unprotected	Light Art	<u>-</u>	Comoat sny	130	Darricaues (10)	1	1
Cannons (from 1380 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	1
Calmons (nom 1300 CE)	Skirmisher	Unprotected	Heavy Art	-	Shy	Z44	-	1	1
War Wagons (from 1426 CE)	BATTLE WAGONS	Average	Experienced	Polearm		204		0	1
vvai vvagolis (HOIII 1420 CE)	Formed Loose	Protected	Crossbow	1 Oleann	-	<i>4</i> 04	- -	3	_ 1

ALLIES

Hanseatic League allies - Medieval German City League

Frisian allies - Medieval Frisian or Dithmarschen

Paduan allies - Early Italian Condotta (only in 1401 CE)

NOTES

Knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush (or Poor if downgraded to Poor). Hanseatic League or Frisian allies may not be taken together or with Swiss or Italian allies or horse archers.

CHANGES FROM LAST VERSION

KINGDOM OF NAPLES



ARMY COMMANDER		1 Any Professional			DATES		1421 CE to 1493 CE		
Sub-Generals		0-3 Any Professional			Terrain		Coastal, Mountains		
Internal Allied Gener	ALS								
	ТүрЕ								
	TRAINING ANI	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG Size
MIXED TUG COMPRISING	1/2 CONDOTTIE	RI AND $1/2$ COUSTILL	IERS						
Condottieri	CAVALRY Drilled Close	Average ArmHrs/F Armour	- ed -	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	2 4	2
Coustilliers	CAVALRY Drilled Close	Average Protected	-	_	Devastating Chargers	93	Melee Expert (23), Dismountable (5)	=	
MIXED TUG COMPRISING	1/2 KNIGHTS A	ND 1/2 SERGEANTS							
Feudal knights	CAVALRY Formed Loos	Superior e -/Fully Armoured	- 1	Charging Lancer	-	184	Melee Expert (40)	0 2	2
Feudal sergeants	CAVALRY Formed Loos	Superior	-	Charging Lancer	-	147	Melee Expert (32)	=	
Mounted crossbowmen	CAVALRY Formed Loos	Average e Protected	Experienced Crossbow		-	120	Melee Expert (23)	0 4	1,2
Hungarians (until 1440 CE)	CAVALRY Formed Flexib	Average	Experienced Bow	_	-	125	-	0 2	1,2
Guard spearmen	INFANTRY Drilled Close	Superior	-	Short Spear	Shieldwall	115	-	0 2	1,2
Militia spearmen	INFANTRY Formed Clos	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0 4	1,2
Mercenary pikemen	INFANTRY Drilled Close	Average	-	Pike	Shove	100	Orb (2)	0	3

KINGDOM OF NAPLES



							1	
INFANTRY	Average	Experienced	_	_	80	Combat Shy (-22)	0	1,2
Formed Loose	Protected	Crossbow	_	_			4	1,2
INFANTRY	Average	Experienced	_	_	85	Combat Shy (-22)	0	1,2
Drilled Loose	Protected	Crossbow			00	Collidat Sily (-22)	4	1,4
INFANTRY	Average	Experienced	_	Pavice	97	_		1,2
Drilled Loose	Protected	Crossbow	_	1 avisc	<i>)</i>		All or none	1,2
INFANTRY	Average	Experienced	Short Spear	_	83	Combat Shy (-22)	0	1,2
Drilled Close	Protected	Javelin	Short Spear		00	Collidat Sily (-22)	2	1,2
INFANTRY	Average	-		Melee Evnert	86	_	0	1,2
Drilled Close	Protected	-		Meice Expert	00		All	1,4
CAVALRY	Average	Experienced	-		70	Cantabrian (16),	0	1,2
Skirmisher	Unprotected	Bow		-	70	Combat Shy (-4)	2	1,2
INFANTRY	Average	Experienced	-	Combat Shy	58		0	1,2
Skirmisher	Unprotected	Crossbow		Collidat Sily	00		9	1,4
INFANTRY	Average	Experienced		Combat Shy	50	-	0	1,2
Skirmisher	Unprotected	Bow	-	Combat Sily	50		4	1,2
INFANTRY	Average	Experienced			45	Combat Shy (5)	0	1,2
Skirmisher	Protected	Firearm	-	-	40	Combat Sily (-3)	4	1,4
ARTILLERY	Average	Experienced		Combat Chy	120	Barricades (16)	0	1
Skirmisher	Unprotected	Light Art	-	Combat sny	130		1	1
ARTILLERY	Average	Experienced		Barricades, Combat	244	4 -	0	1
Skirmisher	Unprotected	Heavy Art	-	Shy	<i>2</i> 44		1	1
	Formed Loose INFANTRY Drilled Loose INFANTRY Drilled Loose INFANTRY Drilled Close INFANTRY Drilled Close INFANTRY Skirmisher ARTILLERY Skirmisher	Formed Loose Protected INFANTRY Average Drilled Loose Protected INFANTRY Average Drilled Loose Protected INFANTRY Average Drilled Close Protected INFANTRY Average Drilled Close Protected INFANTRY Average Drilled Close Protected INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Protected ARTILLERY Average Skirmisher Unprotected ARTILLERY Average	Formed Loose Protected Crossbow INFANTRY Average Experienced Drilled Loose Protected Crossbow INFANTRY Average Experienced Drilled Loose Protected Crossbow INFANTRY Average Experienced Drilled Close Protected Javelin INFANTRY Average - Drilled Close Protected - CAVALRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Unprotected Experienced Skirmisher Unprotected Firearm INFANTRY Average Experienced Skirmisher Unprotected Experienced Skirmisher Unprotected Experienced Skirmisher Unprotected Experienced Skirmisher Protected Firearm ARTILLERY Average Experienced Skirmisher Unprotected Experienced Skirmisher Protected Experienced Skirmisher Experienced Skirmisher Experienced	Formed Loose INFANTRY Average Experienced Drilled Close INFANTRY Average Drilled Close Protected INFANTRY Average Drilled Close Protected CAVALRY Average Experienced Skirmisher Unprotected Experienced Skirmisher Frotected Experienced Skirmisher Unprotected Experienced Skirmisher Unprotected Experienced Skirmisher Unprotected Experienced Skirmisher Experienced Experienced Skirmisher Experienced Experienced Skirmisher Experienced	Formed Loose Protected Crossbow INFANTRY Average Experienced Drilled Loose Protected Crossbow INFANTRY Average Experienced Drilled Loose Protected Crossbow INFANTRY Average Experienced Drilled Close Protected Javelin INFANTRY Average Experienced Drilled Close Protected Javelin INFANTRY Average Experienced CAVALRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Firearm ARTILLERY Average Experienced Skirmisher Protected Firearm ARTILLERY Average Experienced Skirmisher Unprotected Light Art ARTILLERY Average Experienced Skirmisher Unprotected Barricades, Combat Shy	Formed Loose Protected Crossbow INFANTRY Average Experienced Crossbow INFANTRY Average Experienced Protected Crossbow INFANTRY Average Experienced Protected Crossbow INFANTRY Average Experienced Short Spear INFANTRY Average Experienced Javelin INFANTRY Average Frotected Forected Forected Protected Forected Fore	Formed Loose Protected Crossbow INFANTRY Average Experienced Drilled Loose Protected Crossbow INFANTRY Average Experienced Javelin INFANTRY Average Frotected Javelin INFANTRY Average Frotected Frotected - Melee Expert CAVALRY Average Experienced Skirmisher Unprotected Bow Crossbow INFANTRY Average Experienced Skirmisher Unprotected Firearm INFANTRY Average Experienced Skirmisher Unprotected Bow Crossbow INFANTRY Average Experienced Bow Crossbow	Formed Loose Protected Crossbow By Combat Shy (-22) 4 INFANTRY Average Experienced Crossbow Protected Davelin Short Spear By Combat Shy (-22) Protected Davelin Protected Protected Davelin Protected Protecte

ALLIES

Italian allies - Italian Condotta

Notes

Minima and maxima in mixed TuGs are for condottieri or knights. An equal number of coustilliers or sergeants must be taken. Condottieri and Coustilliers dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush (or Poor if downgraded to Poor).

CHANGES FROM LAST VERSION

ITALIAN CONDOTTA



ARMY COMMANDER 1			Any Professional			DATES		1421 CE to 1493 CE			
SUB-GENERALS		0-3	Any Professional			Terrain		Coastal, Standard, Mountains			
Internal Allied Genera	ALS	0-2	Any Professional								
	ТүрЕ					ı					
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min		
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG Size	
MIXED TUG COMPRISING 1	./2 CONDOTT	IERI 1	AND 1/2 COUSTILLIEF	RS							
Condottieri	CAVALR' Drilled Clo		Average ArmHrs/F Armoured	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	2 4	2	
Coustilliers	CAVALR' Drilled Clo		Average Protected	-	_	Devastating Chargers	93	Melee Expert (23), Dismountable (5)	=		
Mounted crossbowmen	CAVALR' Formed Loc		Average Protected	Experienced Crossbow	-	-	120	Melee Expert (23)	0 4	1,2	
Hungarians (Papacy or Florence before 1441 CE)	CAVALR' Formed Flex		Average Protected	Experienced Bow	-	-	125	-	0 2	1,2	
Guard spearmen (Papacy only)	INFANTR Drilled Clo	Y	Superior Protected	- -	Short Spear	Shieldwall	115	-	0 2	1,2	
Militia spearmen	INFANTR Formed Clo	Y	Average Protected	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0 4	1,2	
Mercenary pikemen	INFANTR Drilled Clo	Y	Average Protected	-	Pike	Shove	100	Orb (2)	0 3	3	
Crossbowmen	INFANTR Formed Lo	Y	Average Protected	Experienced Crossbow	_	-	80	Combat Shy (-22)	0 4	1,2	
Mercenary crossbowmen	INFANTR Drilled Loc	Y	Average Protected	Experienced Crossbow	_	-	85	Combat Shy (-22)	0 4	1,2	
Upgrade mercenaries with pavises	INFANTR Drilled Loc	Y	Average Protected	Experienced Crossbow	-	Pavise	97	-	All or none	1,2	

ITALIAN CONDOTTA



Javelinmen	INFANTRY	Average	Experienced	Short Spear	or	83	Combat Shy (-22)	0	1,2
Javeninnen	Drilled Close	Protected	Javelin	31101t Spear	-			2	1,2
Replace javelinmen with	INFANTRY	Average	-		Melee Expert	86		0	1,2
swordsmen	Drilled Close	Protected	-	-	Meiee Expert	00	-	All	1,2
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow		Combat Sily	50		4	1,2
I I and augus a are	INFANTRY	Average	Experienced	-		45	Combat Shy (-5)	0	1,2
Handgunners	Skirmisher	Protected	Firearm		-	40		4	1,2
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Guiis	Skirmisher	Unprotected	Light Art	-	Combat Sily	130	Dallicades (10)	1	1
Cannons	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	1
	Skirmisher	Unprotected	Heavy Art	-	Shy	<i>∠</i> 44	-	1	- 1

ALLIES

Swiss mercenary allies - Middle Swiss (only Florence in 1424 CE)

Notes

Minima and maxima in mixed TuGs are for condottieri. An equal number of coustilliers must be taken. Condottieri and Coustilliers dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality.

CHANGES FROM LAST VERSION

REPUBLIC OF VENICE



Army Commander	1	Any Professional			DATES		1421 CE to 1493 CE		
Sub-Generals	0-	3 Any Professional			TERRAIN		Coastal, Standard		
Internal Allied Gener	ALS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
MIXED TUG COMPRISING	1/2 CONDOTTIER	I AND 1/2 COUSTILLIE	RS						
Condottieri	CAVALRY	Average	-	Charaina I an aor	Devastating Chargers	160	Melee Expert (31),	2	2
Condottien	Drilled Close	ArmHrs/F Armoured	-	Charging Lancer	Devastating Chargers	100	Dismountable (7)	4	<i>L</i>
Coustilliers	CAVALRY	Average	-		Devastating Chargers	93	Melee Expert (23),	=	
Cousumers	Drilled Close	Protected	-	-			Dismountable (5)	=	
A 4:1:4:-	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1.0
Militia spearmen	Formed Close	Protected	-			//	Compatibility (-22)	4	1,2
Mercenary pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	3
Mercenary pikemen	Drilled Close	Protected	-	TIKE	SHOVE	100	O10 (2)	3	- 3
Crossbowmen	INFANTRY	Average	Experienced		-	80	Combat Shy (-22)	0	1,2
Clossoomilieli	Formed Loose	Protected	Crossbow	-		00	Collidat Sily (-22)	4	1,2
Mercenary crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow					4	1,2
Upgrade mercenaries with	INFANTRY	Average	Experienced	_	Pavise	97	_		1,2
pavises	Drilled Loose	Protected	Crossbow	_	1 avisc	<i>)</i> /	_	All or none	1,2
Javelinmen	INFANTRY	Average	Experienced	Short Spear	_	83	Combat Shy (-22)	0	1,2
javenimien	Drilled Close	Protected	Javelin	Short Spear		03	Compat Sny (-22)	2	1,2
Replace javelinmen with	INFANTRY	Average	-		Melee Expert	86		0	1,2
swordsmen	Drilled Close	Protected	-		Ivielee Expert	80	-	All	1,4
Mounted crossbowmen	CAVALRY	Average	Experienced			120	Melee Evnert (23)	2	1,2
IVIOUITEU CIOSSOOWIIIEII	Formed Loose	Protected	Crossbow	-	-	120	Melee Expert (23)	4	1,4

REPUBLIC OF VENICE



Stradiots	CAVALRY	Average	Experienced	Short Spear		60	Cantabrian (16)	0	1,2
Suadiots	Skirmisher	Unprotected	Javelin	31101t Spear	-			6	1,4
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58	-	0	1,2
Skirmisning crossbowmen	Skirmisher	Unprotected	Crossbow	-	Combat Sily	50		4	1,2
Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow			50		4	1,2
TT 1	INFANTRY	Average	Experienced	_		45	Combat Shy (-5)	0	1,2
Handgunners	Skirmisher	Protected	Firearm		-	40		6	1,2
Guns	ARTILLERY	Average	Experienced	_	Combat Shy	138	Barricades (16)	0	1
Guils	Skirmisher	Unprotected	Light Art		Combat Sily	130		1	1
Cannons (from 1350 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	1
	Skirmisher	Unprotected	Heavy Art	<u>-</u>	Shy	∠ 44	-	1	_ 1

ALLIES

Swiss mercenary allies - Middle Swiss (from 1440 CE)

Italian allies - Italian Condotta

NOTES

Minima and maxima in mixed TuGs are for condottieri. An equal number of coustilliers must be taken.

Condottieri and Coustilliers dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality.

Swiss mercenary and Italian allies may be used together.

CHANGES FROM LAST VERSION

LATE MEDIEVAL GERMAN



ARMY COMMANDER	1	Any Professional			DATES		1441 CE to 1492 CE		
Sub-Generals	0-3	Any Professional			TERRAIN		Standard, Forest, Mour	ıtains	
Internal Allied General	s 0-2	Any Professional							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	O PTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
KNIGHTS IN DEEP FORMATIO	ONS								
Front rank (1/2 TUG)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Shove	146	-	1	2
Front rank (1/2 10G)	Tribal Close	ArmHrs/F Armoured	-	Charging Lancer				3	<i>L</i>
Rear ranks (1/2 TuG)	CAVALRY	Average	-		Devastating Chargers, Shove	83	-	1	
Real falles (1/2 fug)	Tribal Close	Protected	-	-				3	
Mercenary men-at-arms	CAVALRY	Average	-	Charging Lancer	r -	144	Dismountable (6)	0	1,2
iviercenary men-at-amis	Drilled Loose	-/Fully Armoured	-			144		2	1,2
Mounted crossbowmen	CAVALRY	Average	Experienced		-	120	Melee Expert (23)	0	1,2
Modified Clossbowilleri	Formed Loose	Protected	Crossbow	-		120	Meiee Expert (25)	2	1,2
Mounted handgunners	CAVALRY	Average	Unskilled		-	86	Melee Expert (23)	0	1,2
iviounted namagamiers	Formed Loose	Protected	Firearm	-				2	1,2
Pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	3	3
1 ikelileli	Drilled Close	Protected	-	TIKE	SHOVE	100	O10 (2)	6	3
Militia pikemen	INFANTRY	Poor	-	Pike		53	Orb (1)	0	3
iviliua pikemen	Formed Close	Protected	-	TIKC		33	Orb (1)	6	J
Halberdiers	INFANTRY	Average	-	Polearm		87		0	1,2
1 10100101015	Formed Close	Protected	-	I OICAIIII	-	0/		4	1,4
Mercenary crossbowmen	INFANTRY	Average	Experienced	<u>_</u>	_	85	Combat Shy (-22)	2	1,2
iviciccitally clossoowillell	Drilled Loose	Protected	Crossbow	-	-	00	Compat Sny (-22)	8	1,4

LATE MEDIEVAL GERMAN



Heerban and feudal retainers	INFANTRY	Poor	-	Short Spear		25	Combat Shy (-9)	0	2,3
	Tribal Close	Unprotected	-	3Hort Spear	-			6	2,3
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	1,2
Skillinshing crossbowinen	Skirmisher	Unprotected	Crossbow	<u>-</u>	Compat sily	50	-	4	1,2
Replace crossbowmen with	INFANTRY	Average	Experienced	_		45	Combat Shy (-5)	0	1,2
handgunners	Skirmisher	Protected	Firearm		-	40	Compatibility (-0)	4	1,2
Cl.:	INFANTRY	Average	Experienced	_	Combat Shy	50	-	0	1,2
Skirmishing archers	Skirmisher	Unprotected	Bow		Compat sily	50		4	1,2
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Guils	Skirmisher	Unprotected	Light Art	-	Compat sily	130	Dailicades (10)	1	1
Cannons	ARTILLERY	Average	Experienced		Barricades, Combat	244	-	0	1
	Skirmisher	Unprotected	Heavy Art	- -	Shy			1	1

ALLIES

Swiss allies - Middle Swiss (from 1442 to 1446 CE)

Notes

Mercenary men-at-arms dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality. Front rank knights must be easily distinguishable from other ranks.

CHANGES FROM LAST VERSION