



HOLY ROMAN EMPIRE

AUTHORISED ARMY LISTS FOR

**MORTEM
ET GLORIAM**



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.

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CREATING AN ARMY WITH THE MORTEM ET GLORIAM ARMY LISTS

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

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

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

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

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

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

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

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

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

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

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

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

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

FRIENDLY AND SCENARIO GAMES

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

HISTORICAL INTRODUCTION

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

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 Dornach 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. 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 including the King of France and Maximilian I, Holy Roman Emperor.



MAXIMUS ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAXIMUS

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

CAMPS

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

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

UGs

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

NOTES

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

EARLY COMMUNAL ITALIAN



1029 TO 1149 CE

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, Mountains
INTERNAL ALLIED GENERALS	1-3	Any Instinctive	CAMP	Unfortified; Poor, Average or Superior

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Contadini knights and sergeants	CAVALRY		Superior	-	Charging Lancer	-	147	Dismountable (7)	0	4,6
	Formed Loose		Protected	-					8	
Communal knights and sergeants	CAVALRY		Average	-	Charging Lancer	-	105	Dismountable (5)	4	4,6
	Formed Loose		Protected	-					12	
Militia spearmen	INFANTRY		Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	12	6,8
	Formed Close		Protected	-					48	
Mercenary spearmen	INFANTRY		Average	-	Short Spear	Shieldwall	82	-	0	6,8
	Drilled Close		Protected	-					12	
Mercenary crossbowmen	INFANTRY		Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose		Protected	Crossbow					8	
Contadini spearmen	INFANTRY		Poor	-	Short Spear	Shieldwall	47	Combat Shy (-13)	6	6,8
	Formed Close		Protected	-					48	
Crossbowmen	INFANTRY		Average	Experienced	-	-	59	Combat Shy (-14)	0	6,8
	Formed Loose		Unprotected	Crossbow					16	
Skirmishing crossbowmen	INFANTRY		Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher		Unprotected	Crossbow					18	

NOTES

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

CHANGES FROM LAST VERSION

None.

PAPAL ITALIAN



1049 TO 1320 CE

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 troops 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			
SUB-GENERALS		0-1	Any Instinctive		TERRAIN		Coastal, Standard, Mountains			
INTERNAL ALLIED GENERALS					CAMP		Unfortified; Poor, Average or Superior			
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Feudal knights (before 1150 CE)	CAVALRY	Superior	-	Charging Lancer	-	147	Dismountable (7)	4	4,6	
	Formed Loose	Protected	-					12		
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (FROM 1150 CE)										
Contadini knights	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	2	4,6	
	Formed Loose	-/Fully Armoured	-					6		
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	4,6	
	Formed Loose	Protected	-					12		
Dismount Swabians	INFANTRY	Superior	-	Short Spear	-	94	Melee Expert (22)		4,6	
	Formed Loose	Protected	-					Any		
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	4,6	
	Drilled Loose	-/Fully Armoured	-					6		
German mercenary knights (from 1250 CE)	CAVALRY	Average	-	Charging Lancer	-	144	Dismountable (6)	0	4,6	
	Drilled Loose	-/Fully Armoured	-					10		
Mercenary spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	82	-	0	6,8	
	Drilled Close	Protected	-					8		
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8	
	Drilled Loose	Protected	Crossbow					8		

PAPAL ITALIAN



Roman militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
	Formed Close	Protected	-					8	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	

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

None.

NORMAN SICILIAN



1072 TO 1212 CE

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, Mountains		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive		CAMP		Unfortified; Poor or Average		

TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Norman knights (before 1150 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	6	4,6
	Formed Loose	Protected	-					12	
Best Norman knights (before 1150 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	0	4,6
	Formed Loose	Protected	-					8	
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (ONLY AFTER 1150 CE)									
Feudal knights	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	3	4,6
	Formed Loose	-/Fully Armoured	-					9	
Feudal sergeants	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	
COMMUNAL MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (ONLY AFTER 1150 CE)									
Communal knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	4,6
	Formed Loose	-/Fully Armoured	-					4	
Communal sergeants	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

Lombard cavalry (before 1100 CE)	CAVALRY	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23)	0	4,6
	Formed Loose	Protected	-					6	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
	Formed Close	Protected	-					12	
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	6,8
	Formed Loose	Unprotected	Crossbow					8	

NORMAN SICILIAN



Saracen archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					8	
Upgrade Saracen archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)		6,8
	Formed Loose	Unprotected	Bow					Any	
Saracen javelinmen	INFANTRY	Average	Experienced	Short Spear	-	63	Melee Expert (16)	0	6,8,9
	Tribal Loose	Protected	Javelin					9	
Griffons (before 1194 CE)	INFANTRY	Average	-	Short Spear	-	57	-	0	6,8,9
	Tribal Loose	Protected	-					18	
Arriere-ban	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	8,9,10
	Tribal Loose	Unprotected	Javelin					20	
Berber cavalry (from 1075 CE)	CAVALRY	Average	Experienced	-	-	47	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					24	

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

None.

HUNGARIAN



1100 TO 1308 CE

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 (before 1302 CE, 0-1 from 1302 CE)		TERRAIN		Plains			
INTERNAL ALLIED GENERALS		0-3	Any Instinctive (from 1302 CE)		CAMP		Unfortified or Fortified; Poor or Average			
TYPE										
NAME		TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Knights	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	4	4,6	
	Formed Loose	Protected	-					12		
Upgrade knights (from 1150 CE)	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)		4,6	
	Formed Loose	-/Fully Armoured	-					All		
Gentry	CAVALRY	Superior	Unskilled	Charging Lancer	-	161	-	0	4,6	
	Formed Loose	Protected	Bow					12		
Hospitaller knights (from 1150 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4	
	Formed Loose	-/Fully Armoured	-					4		
Horse archers	CAVALRY	Average	Experienced	-	-	125	-	12	4,6	
	Formed Flexible	Protected	Bow					44		
Szekeley borderers	CAVALRY	Average	Experienced	Short Spear	-	135	-	0	4,6	
	Formed Flexible	Protected	Bow					12		
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Combat Shy (-22)	0	6,8	
	Tribal Close	Protected	-					24		
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8	
	Tribal Loose	Unprotected	Bow					8		
Scouts	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6	
	Skirmisher	Unprotected	Bow					12		
Bisseni (only until 1150 CE)	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	6	4,6	
	Skirmisher	Unprotected	Bow					18		
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9	
	Skirmisher	Unprotected	Bow					12		

HUNGARIAN



CROAT CONTINGENT

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

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, Mountains		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Flexible; Poor or Average		
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
Best knights	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	Melee Expert (32), Dismountable (7)	0	4,6
	Formed Loose	Protected	-					16	
Knights	CAVALRY	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23), Dismountable (5)	8	4,6
	Formed Loose	Protected	-					24	
Mercenaries with swords or axes	INFANTRY	Average	-	-	Melee Expert	86	-	0	6,8
	Drilled Close	Protected	-					16	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow					16	
Mercenary spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	82	-	0	6,8
	Drilled Close	Protected	-					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	-					16	
Fussknechte	INFANTRY	Average	-	-	Melee Expert	71	-	0	6,8,9
	Tribal Close	Protected	-					9	
Heerban and feudal retainers	INFANTRY	Poor	-	Short Spear	-	25	Combat Shy (-9)	0	8,9,10
	Tribal Close	Unprotected	-					20	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					18	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	

EARLY IMPERIAL GERMAN



ONLY IN ITALY

Contadini knights	CAVALRY	Superior	-	Charging Lancer	-	147	Dismountable (7)	0	4,6
	Formed Loose	Protected	-					6	
Communal knights	CAVALRY	Average	-	Charging Lancer	-	105	Dismountable (5)	0	4,6
	Formed Loose	Protected	-					6	
Italian militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
	Formed Close	Protected	-					8	
Italian contadini spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	47	Combat Shy (-13)	0	6,8
	Formed Close	Protected	-					8	

ALLIES

Unreliable Feudal or Ecclesiastical allies - Feudal German

Italian allies - Early Communal Italian

NOTES

Knights and sergeants dismount as Protected, Formed Close, Short Spear, Shieldwall of the same quality.

Feudal and Italian allies may be taken together.

CHANGES FROM LAST VERSION

None.

FEUDAL GERMAN



1106 TO 1340 CE

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, Mountains			
INTERNAL ALLIED GENERALS		0-1	Any Instinctive		CAMP		Unfortified or Flexible; Poor or Average			
TYPE										
NAME		TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE
Best knights (before 1150 CE)	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	Melee Expert (32), Dismountable (7)	0	4,6	
	Formed Loose	Protected	-					16		
Knights (before 1150 CE)	CAVALRY	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23), Dismountable (5)	6	4,6	
	Formed Loose	Protected	-					24		
Best knights (from 1150 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	4,6	
	Formed Loose	-/Fully Armoured	-					6		
Knights (from 1150 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	6	4,6	
	Formed Loose	-/Fully Armoured	-					24		
Mounted crossbowmen (from 1200 CE)	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4,6	
	Formed Loose	Protected	Crossbow					6		
Mercenary spearmen (from 1250 CE)	INFANTRY	Average	-	Long Spear	-	91	-	0	6,8	
	Drilled Close	Protected	-					8		
Mercenary crossbowmen (from 1250 CE)	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8	
	Drilled Loose	Protected	Crossbow					8		
Feudal spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	6	6,8	
	Formed Close	Protected	-					32		
Feudal crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	6	6,8	
	Formed Loose	Protected	Crossbow					24		
Fussknechte	INFANTRY	Average	-	-	Melee Expert	71	-	0	6,8,9	
	Tribal Close	Protected	-					18		
Heerban and feudal retainers	INFANTRY	Poor	-	Short Spear	-	25	Combat Shy (-9)	0	8,9,10	
	Tribal Close	Unprotected	-					20		

FEUDAL GERMAN



Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					18	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	

ONLY NORTHERN, CENTRAL AND WESTERN GERMANY

Frisian or similar spearmen	INFANTRY	Average	-	Long Spear	Devastating Chargers, Combat Shy	59	-	0	6,8
	Tribal Loose	Protected	-					12	
Brabanter mercenaries (from 1150 to 1250 CE)	INFANTRY	Average	-	Long Spear	-	91	-	0	6,8
	Drilled Close	Protected	-					8	

ONLY SOUTHERN OR EASTERN GERMANY

Swabian or Bavarian foot	INFANTRY	Average	-	2-H Cut-Crush	-	92	-	0	6
	Formed Loose	Protected	-					6	
Slav foot	INFANTRY	Average	Experienced	Short Spear	-	63	Combat Shy (-22)	0	6,8
	Tribal Loose	Protected	Javelin					24	
Horse archers (from 1150 CE)	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					12	

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

None.

LATER COMMUNAL ITALIAN

1150 TO 1320 CE

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, Mountains		
INTERNAL ALLIED GENERALS		1-3	Any Instinctive		CAMP		Unfortified; Poor, Average or Superior		
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
CONTADINI MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
Contadini knights	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	4,6
	Formed Loose	-/Fully Armoured	-					4	
Contadini sergeants	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	
COMMUNAL MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
Communal knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	2	4,6
	Formed Loose	-/Fully Armoured	-					6	
Communal sergeants	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

Mercenary knights (from 1200 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Dismountable	167	Melee Expert (29)	0	4,6
	Drilled Loose	-/Fully Armoured	-					12	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4
	Formed Loose	Protected	Crossbow					4	
Popolo spearmen (from 1200 CE)	INFANTRY	Superior	-	Short Spear	Shieldwall	115	-	0	6
	Drilled Close	Protected	-					6	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	12	6,8
	Formed Close	Protected	-					48	
Replace militia spearmen with javelinmen (from 1200 CE)	INFANTRY	Average	Experienced	Short Spear	-	78	Combat Shy (-22)		6,8
	Formed Close	Protected	Javelin					Up to half	

LATER COMMUNAL ITALIAN



Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					16	
Upgrade crossbowmen with pavisiers (from 1200 CE)	INFANTRY	Average	Experienced	Short Spear	Pavise	99	Combat Shy (-22)		6,8
	Formed Loose	Protected	Crossbow					Any	
Contadini spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	47	Combat Shy (-13)	6	6,8
	Formed Close	Protected	-					48	
Mercenary spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	82	-	0	6,8
	Drilled Close	Protected	-					12	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow					8	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					18	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					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

None.

IMPERIAL GERMAN



1150 TO 1340 CE

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

IMPERIAL GERMAN



ARMY COMMANDER		1	Any		DATES		1150 CE to 1340 CE		
SUB-GENERALS		0-3	Any		TERRAIN		Standard, Forest, Mountains		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Flexible; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	4,6
	Formed Loose	-/Fully Armoured	-					6	
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	8	4,6
	Formed Loose	-/Fully Armoured	-					30	
Teutonic knights (from 1226 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Mounted crossbowmen (from 1200 CE)	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4,6
	Formed Loose	Protected	Crossbow	-	-			8	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow	-	-			16	
Mercenary spearmen (before 1250 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	82	-	0	6,8
	Drilled Close	Protected	-					8	
Mercenary spearmen (from 1250 CE)	INFANTRY	Average	-	Long Spear	-	91	-	0	6,8
	Drilled Close	Protected	-					8	
Brabanter or similar mercenaries	INFANTRY	Average	-	Long Spear	-	91	-	0	6,8
	Drilled Close	Protected	-					8	
Militia or feudal crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	6	6,8
	Formed Loose	Protected	Crossbow	-	Combat Shy			16	
Militia or feudal spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	6	6,8
	Formed Close	Protected	-					16	
Fussknechte	INFANTRY	Average	-	-	Melee Expert	71	-	0	6,8,9
	Tribal Close	Protected	-	-	Melee Expert			12	
Heerban and feudal retainers	INFANTRY	Poor	-	Short Spear	-	25	Combat Shy (-9)	0	8,9,10
	Tribal Close	Unprotected	-					20	

IMPERIAL GERMAN



Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					18	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	

ONLY IN ITALY

CONTADINI MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS

Contadini knights	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	4,6
	Formed Loose	-/Fully Armoured	-					3	
Contadini sergeants	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	

COMMUNAL MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS

Communal knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	4,6
	Formed Loose	-/Fully Armoured	-					3	
Communal sergeants	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
	Formed Close	Protected	-					8	
Contadini spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	47	Combat Shy (-13)	0	6,8
	Formed Close	Protected	-					8	
Swabian schwerteknechte	INFANTRY	Average	-	2-H Cut-Crush	-	92	-	0	4,6
	Formed Loose	Protected	-					6	

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

None.

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 GENERALS		0-1	Any Instinctive		CAMP		Unfortified; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Gentry	CAVALRY	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23), Dismountable (5)	0	4,6
	Formed Loose	Protected	-					6	
Spearmen (before 1420 CE)	INFANTRY	Average	-	Long Spear	Devastating Chargers, Combat Shy	59	-	32	6,8,9
	Tribal Loose	Protected	-					96	
Downgrade spearmen (before 1420 CE)	INFANTRY	Average	-	Long Spear	Devastating Chargers, Combat Shy	39	-	1/3	6,8,9
	Tribal Loose	Unprotected	-					1/2	
Spearmen (from 1420 CE)	INFANTRY	Average	-	Long Spear	-	71	-	32	6,8,9
	Tribal Loose	Protected	-					96	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					8	
Axe- or flailmen	INFANTRY	Average	-	2-H Cut-Crush	-	54	Combat Shy (-14)	0	6,8,9
	Tribal Loose	Unprotected	-					9	
Mercenary axemen	INFANTRY	Average	-	-	Melee Expert	86	-	0	6,8
	Drilled Close	Protected	-					8	
Crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Crossbow					8	
Mercenary spearmen (before 1250 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	82	-	0	6,8
	Drilled Close	Protected	-					8	
Mercenary spearmen (from 1250 CE)	INFANTRY	Average	-	Long Spear	-	91	-	0	6,8
	Drilled Close	Protected	-					8	
Landsknechts pikemen and halberdiers (after 1480 CE)	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	8
	Drilled Close	Protected	-					8	
Javelinmen (before 1350 CE)	INFANTRY	Average	Experienced	Short Spear	-	39	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Javelin					27	

MEDIEVAL FRISIAN OR DITHMARSCHEN



Javelinmen (from 1350 CE)	INFANTRY Skirmisher	Average Protected	Experienced Javelin	Short Spear	-	39	Combat Shy (-5)	0 12	6,9
Skirmishing archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	40	-	0 9	6,9
Skirmishing crossbowmen	INFANTRY Skirmisher	Average Unprotected	Experienced Crossbow	-	Combat Shy	45	-	0 12	6,9
Replace crossbowmen with handgunners (from 1450 CE)	INFANTRY Skirmisher	Average Protected	Experienced Firearm	-	-	40	Combat Shy (-5)	0 9	6,9
Guns (after 1420 CE)	ARTILLERY Skirmisher	Average Unprotected	Experienced Light Art	-	Combat Shy	108	Barricades (16)	0 2	2
Cannons (after 1480 CE)	ARTILLERY Skirmisher	Average Unprotected	Experienced Heavy Art	-	Barricades, Combat Shy	184	-	0 2	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

None.

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 1215-1250 CE)	DATES	1194 CE to 1266 CE
SUB-GENERALS	0-3	Any Instinctive (Any for Frederick II 1215-1250 CE)	TERRAIN	Coastal, Standard, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

Type									
Name	Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base Pts	Optional Characteristics	Min Max	Uq Size
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	4,6
	Formed Loose	-/Fully Armoured	-					6	
Mixed Tug comprising 1/2 knights and 1/2 sergeants									
Italian and Sicilian knights	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	3	4,6
	Formed Loose	-/Fully Armoured	-					6	
Italian and Sicilian sergeants	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	
Mixed Tug comprising 1/2 knights and 1/2 sergeants									
Communal knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	4,6
	Formed Loose	-/Fully Armoured	-					4	
Communal sergeants	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

Mercenary knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Dismountable	167	Melee Expert (29)	4	4,6
	Drilled Loose	-/Fully Armoured	-					12	
Mercenary spearmen	INFANTRY	Average	-	Long Spear	-	91	-	0	6,8
	Drilled Close	Protected	-					8	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow					8	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
	Formed Close	Protected	-					8	
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	6,8
	Formed Loose	Protected	Crossbow					8	

HOHENSTAUFEN SICILIAN



Saracen archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					32	
Upgrade Saracen archers (from 1222 CE)	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)		
	Formed Loose	Unprotected	Bow					Any	
Upgrade Saracen archers as guard (from 1222 CE)	INFANTRY	Average	Experienced	-	-	80	Dismountable (10)	0	6,8
	Drilled Loose	Protected	Bow					8	
Saracen javelinmen	INFANTRY	Average	Experienced	Short Spear	-	63	Melee Expert (16)	0	6,8,9
	Tribal Loose	Protected	Javelin					9	
Genoese or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow					8	
Arriere-ban	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	8,9,10
	Tribal Loose	Unprotected	Javelin					20	
Saracen horse archers	CAVALRY	Average	Experienced	-	Cantabrian	73	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					6	
Berber cavalry	CAVALRY	Average	Experienced	-	-	47	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					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

None.

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 GENERALS					CAMP		Unfortified or Fortified; Poor or Average		
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	4,6
	Formed Loose	-/Fully Armoured	-					6	
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	6	4,6
	Formed Loose	-/Fully Armoured	-					16	
CONTADINI MIXED TUQ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
Italian and Sicilian knights	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	4,6
	Formed Loose	-/Fully Armoured	-					4	
Italian and Sicilian sergeants	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	
COMMUNAL MIXED TUQ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
Communal knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	2	4,6
	Formed Loose	-/Fully Armoured	-					6	
Communal sergeants	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	
MIXED TUQ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
Castillian knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	4,6
	Formed Loose	-/Fully Armoured	-					4	
Castillian sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

Mercenary spearmen	INFANTRY	Average	-	Long Spear	-	91	-	0	6,8
	Drilled Close	Protected	-					8	

HOHENSTAUFEN GERMAN



Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow					8	
Feudal spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
	Formed Close	Protected	-					8	
Feudal crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	6,8
	Formed Loose	Protected	Crossbow					8	
Jinetes	CAVALRY	Average	Experienced	Short Spear	-	52	Cantabrian (16)	0	4,6
	Skirmisher	Unprotected	Javelin					6	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					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

None.

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 Sicily 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	DATES	1268 CE to 1320 CE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Coastal, Standard, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Flexible; Poor or Average

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

Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4,6
	Formed Loose	-/Fully Armoured	-					6	
Best sergeants	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	

MIXED TUĞ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	4	4,6
	Formed Loose	-/Fully Armoured	-					12	
Sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

Separate sergeants	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4,6
	Formed Loose	Protected	-					6	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	8	6,8
	Formed Close	Protected	-					16	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					8	
Saracen archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	6,8
	Formed Loose	Unprotected	Bow					8	
Genoese or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow					8	
Arriere-ban	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	8,9,10
	Tribal Loose	Unprotected	Javelin					20	

ANGEVIN SICILIAN



Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					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

None.

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, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

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

Feudal knights	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	3	4,6
	Formed Loose	-/Fully Armoured	-					9	

Feudal sergeants	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	

COMMUNAL MIXED TUĞ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
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Communal knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	4,6
	Formed Loose	-/Fully Armoured	-					4	

Communal sergeants	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

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Mercenary knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Dismountable	167	Melee Expert (29)	0	4,6
	Drilled Loose	-/Fully Armoured	-					6	

Almughavars	INFANTRY	Average	-	Impact Weapon	Fleet of Foot	60	Melee Expert (10)	6	6,8,9
	Formed Flexible	Unprotected	-					36	

Regrade almughavars (from 1292 CE)	INFANTRY	Average	-	Impact Weapon	Fleet of Foot	64	Melee Expert (10)		
	Drilled Flexible	Unprotected	-					All	

Regrade almughavars (from 1306 CE)	INFANTRY	Average	-	Impact Weapon	-	87	Melee Expert (16)		
	Drilled Flexible	Protected	-					Any	

Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
	Formed Close	Protected	-					12	

Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	6,8
	Formed Loose	Unprotected	Crossbow					8	

ARAGONESE SICILIAN



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

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

None.

MEDIEVAL GERMAN CITY LEAGUE



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

MEDIEVAL GERMAN CITY LEAGUE



ARMY COMMANDER		1	Any		DATES		1300 CE to 1440 CE		
SUB-GENERALS		0-3	Any		TERRAIN		Coastal, Forest, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any		CAMP		Unfortified or Flexible; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG Siz
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	4,6
	Formed Loose	-/Fully Armoured	-					6	
Konstafler	CAVALRY	Average	-	Charging Lancer	-	119	Dismountable (6)	0	4,6
	Tribal Loose	-/Fully Armoured	-					6	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4,6
	Formed Loose	Protected	Crossbow					6	
Mercenary and good quality spearmen	INFANTRY	Average	-	Long Spear	-	91	-	0	6,8
	Drilled Close	Protected	-					24	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	6	6,8
	Formed Close	Protected	-					32	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow					16	
City or milita crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	6	6,8
	Formed Loose	Protected	Crossbow					16	
Fussknechte	INFANTRY	Average	-	-	Melee Expert	71	-	0	6,8,9
	Tribal Close	Protected	-					18	
Regrade fussknechte as halberdiers (from 1400 CE)	INFANTRY	Average	-	Polearm	-	87	-		6,8
	Formed Close	Protected	-					All	
Heerban	INFANTRY	Poor	-	Short Spear	-	25	Combat Shy (-9)	0	8,9,10
	Tribal Close	Unprotected	-					10	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					27	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					12	

MEDIEVAL GERMAN CITY LEAGUE



Replace crossbowmen with handgunners (from 1375 CE)	INFANTRY Skirmisher	Average Protected	Experienced Firearm	-	-	40	Combat Shy (-5)	0 9	6,9
Guns (from 1340 CE)	ARTILLERY Skirmisher	Average Unprotected	Experienced Light Art	-	Combat Shy	108	Barricades (16)	0 2	2
Cannons (from 1380 CE)	ARTILLERY Skirmisher	Average Unprotected	Experienced Heavy Art	-	Barricades, Combat Shy	184	-	0 2	2
War Wagons (after 1426 CE)	BATTLE WAGONS Formed Loose	Average Protected	Experienced Crossbow	Polearm	-	204	-	0 4	2,3,4

ONLY HANSEATIC LEAGUE

Frisian or similar spearmen	INFANTRY Tribal Loose	Average Protected	-	Long Spear	Devastating Chargers, Combat Shy	59	-	0 12	6,8
Frisian javelinmen	INFANTRY Skirmisher	Average Protected	Experienced Javelin	Short Spear	-	39	Combat Shy (-5)	0 6	6
Marines	INFANTRY Formed Loose	Average Protected	-	Short Spear	-	67	-	0 8	6,8

ONLY SWABIAN LEAGUE

Bidenhandler	INFANTRY Formed Loose	Average Protected	-	2-H Cut-Crush	-	92	-	0 6	4,6
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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

None.

EARLY ITALIAN CONDOTTA



1321 TO 1420 CE

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



ARMY COMMANDER	1	Any Professional	DATES	1321 CE to 1420 CE
SUB-GENERALS	1	Any Professional	TERRAIN	Coastal, Standard, Mountains
INTERNAL ALLIED GENERALS	0-3	Any Professional	CAMP	Unfortified; Poor, Average or Superior

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

Condottieri	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (29), Dismountable (6)	6	4,6
	Drilled Loose	-/Fully Armoured	-					12	
Coustilliers	CAVALRY	Average	-	-	Devastating Chargers	103	Melee Expert (23), Dismountable (5)	=	
	Drilled Loose	Protected	-					=	

MIXED TUĞ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (NAPLES ONLY)										
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Feudal knights	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	4,6
	Formed Loose	-/Fully Armoured	-					6	
Feudal sergeants	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	

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Hungarians (Papacy, Naples or Florence only)	CAVALRY	Average	Experienced	-	-	125	-	0	4,6
	Formed Flexible	Protected	Bow					6	
Guard spearmen (Papacy or Naples only)	INFANTRY	Superior	-	Short Spear	Shieldwall	115	-	0	4
	Drilled Close	Protected	-					4	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
	Formed Close	Protected	-					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 pavises	INFANTRY	Average	Experienced	-	Pavise	97	-		6,8
	Drilled Loose	Protected	Crossbow					Any	

EARLY ITALIAN CONDOTTA



Javelinmen	INFANTRY	Average	Experienced	Short Spear	-	83	Combat Shy (-22)	0	6
	Drilled Close	Protected	Javelin					6	
Replace javelinmen with swordsmen	INFANTRY	Average	-	-	Melee Expert	86	-		6
	Drilled Close	Protected	-					Any	
Armed peasants	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	6
	Tribal Loose	Unprotected	Javelin					6	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4,6
	Formed Loose	Protected	Crossbow					10	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					9	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons (from 1350 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					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

None.

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, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any		CAMP		Unfortified or Flexible; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ Siz
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	4,6
	Formed Loose	-/Fully Armoured	-					6	
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	6	4,6
	Formed Loose	-/Fully Armoured	-					24	
Teutonic knights (only Imperial armies)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4,6
	Formed Loose	Protected	Crossbow					8	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	6	6,8
	Formed Close	Protected	-					8	
Milita crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	6	6,8
	Formed Loose	Protected	Crossbow					8	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow					16	
Mercenary spearmen	INFANTRY	Average	-	Long Spear	-	91	-	0	6,8
	Drilled Close	Protected	-					8	
Bidenhander	INFANTRY	Average	-	2-H Cut-Crush	-	92	-	0	4,6
	Formed Loose	Protected	-					6	
Fussknechte	INFANTRY	Average	-	-	Melee Expert	71	-	0	6,8,9
	Tribal Close	Protected	-					18	
Heerban and feudal retainers	INFANTRY	Poor	-	Short Spear	-	25	Combat Shy (-9)	0	8,9,10
	Tribal Close	Unprotected	-					20	
Horse archers	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					12	

MEDIEVAL GERMAN



Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					12	
Replace crossbowmen with handgunners (from 1400 CE)	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					9	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					12	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons (from 1380 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	
War Wagons (from 1426 CE)	BATTLE WAGONS	Average	Experienced	Polearm	-	204	-	0	2,3,4
	Formed Loose	Protected	Crossbow					8	

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

None.

KINGDOM OF NAPLES



1421 TO 1493 CE

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 GENERALS					CAMP		Unfortified or Fortified; Poor or Average		

	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
MIXED TUG COMPRISING 1/2 CONDOTTIERI AND 1/2 COUSTILLIERS									
Condottieri	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	6	4,6
	Drilled Close	ArmHrs/F Armoured	-					12	
Coustilliers	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23), Dismountable (5)	=	
	Drilled Close	Protected	-					=	
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
Feudal knights	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	4,6
	Formed Loose	-/Fully Armoured	-					6	
Feudal sergeants	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	

Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4,6
	Formed Loose	Protected	Crossbow					12	
Hungarians (until 1440 CE)	CAVALRY	Average	Experienced	-	-	125	-	0	4,6
	Formed Flexible	Protected	Bow					6	
Guard spearmen	INFANTRY	Superior	-	Short Spear	Shieldwall	115	-	0	4
	Drilled Close	Protected	-					4	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
	Formed Close	Protected	-					8	
Mercenary pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	8
	Drilled Close	Protected	-					8	

KINGDOM OF NAPLES



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 pavises	INFANTRY	Average	Experienced	-	Pavise	97	-		6,8
	Drilled Loose	Protected	Crossbow					All or none	
Javelinmen	INFANTRY	Average	Experienced	Short Spear	-	83	Combat Shy (-22)	0	6
	Drilled Close	Protected	Javelin					6	
Replace javelinmen with swordsmen	INFANTRY	Average	-	-	Melee Expert	86	-	0	6
	Drilled Close	Protected	-					All	
Turks	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					6	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					27	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
Handgunners	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					9	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat	184	-	0	2
	Skirmisher	Unprotected	Heavy Art		Shy			2	

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

None.

ITALIAN CONDOTTA



1421 TO 1493 CE

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, Mountains		
INTERNAL ALLIED GENERALS		0-2	Any Professional		CAMP		Unfortified or Fortified; Poor or Average		

	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
MIXED TUG COMPRISING 1/2 CONDOTTIERI AND 1/2 COUSTILLIERS									
Condottieri	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	6	4,6
	Drilled Close	ArmHrs/F Armoured	-					12	
Coustilliers	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23), Dismountable (5)	=	
	Drilled Close	Protected	-					=	

Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4,6
	Formed Loose	Protected	Crossbow					12	
Hungarians (Papacy or Florence before 1441 CE)	CAVALRY	Average	Experienced	-	-	125	-	0	4,6
	Formed Flexible	Protected	Bow					6	
Guard spearmen (Papacy only)	INFANTRY	Superior	-	Short Spear	Shieldwall	115	-	0	4
	Drilled Close	Protected	-					4	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
	Formed Close	Protected	-					8	
Mercenary pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	8
	Drilled Close	Protected	-					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 pavises	INFANTRY	Average	Experienced	-	Pavise	97	-		6,8
	Drilled Loose	Protected	Crossbow					All or none	

ITALIAN CONDOTTA



Javelinmen	INFANTRY	Average	Experienced	Short Spear	-	83	Combat Shy (-22)	0	6
	Drilled Close	Protected	Javelin					6	
Replace javelinmen with swordsmen	INFANTRY	Average	-	-	Melee Expert	86	-	0	6
	Drilled Close	Protected	-					All	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					9	
Handgunners	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					9	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					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

None.

REPUBLIC OF VENICE



1421 TO 1493 CE

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 GENERALS					CAMP		Unfortified or Fortified; Poor or Average		

	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
MIXED TUG COMPRISING 1/2 CONDOTTIERI AND 1/2 COUSTILLIERS									
Condottieri	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	6	4,6
	Drilled Close	ArmHrs/F Armoured	-					12	
Coustilliers	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23), Dismountable (5)	=	
	Drilled Close	Protected	-					=	

Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
	Formed Close	Protected	-					8	
Mercenary pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	8
	Drilled Close	Protected	-					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 pavises	INFANTRY	Average	Experienced	-	Pavise	97	-		6,8
	Drilled Loose	Protected	Crossbow					All or none	
Javelinmen	INFANTRY	Average	Experienced	Short Spear	-	83	Combat Shy (-22)	0	6
	Drilled Close	Protected	Javelin					6	
Replace javelinmen with swordsmen	INFANTRY	Average	-	-	Melee Expert	86	-	0	6
	Drilled Close	Protected	-					All	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	4	4,6
	Formed Loose	Protected	Crossbow					12	

REPUBLIC OF VENICE



Stradiots	CAVALRY	Average	Experienced	Short Spear	-	52	Cantabrian (16)	0	4,6
	Skirmisher	Unprotected	Javelin					16	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					9	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
Handgunners	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					18	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons (from 1350 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					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

None.

LATE MEDIEVAL GERMAN



1441 TO 1492 CE

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 Maximilian. 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, Mountains			
INTERNAL ALLIED GENERALS		0-2	Any Professional		CAMP		Unfortified or Fortified; Poor or Average			
KNIGHTS IN DEEP FORMATIONS										
NAME		TYPE TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
FRONT RANK (1/3 TUG)		CAVALRY Tribal Close	Average ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers, Shove	146	-	2 6	6
REAR RANKS (2/3 TuG)		CAVALRY Tribal Close	Average Protected	- -	-	Devastating Chargers, Shove	83	-	4 12	
UPGRADE front rank knights		CAVALRY Tribal Close	Superior ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers, Shove	205	-	0 2	

Mercenary men-at-arms		CAVALRY Drilled Loose	Average -/Fully Armoured	- -	Charging Lancer	-	144	Dismountable (6)	0 6	4,6
Mounted crossbowmen		CAVALRY Formed Loose	Average Protected	Experienced Crossbow	-	-	120	Melee Expert (23)	0 6	4,6
Mounted handgunners		CAVALRY Formed Loose	Average Protected	Unskilled Firearm	-	-	86	Melee Expert (23)	0 6	4,6
Pikemen		INFANTRY Drilled Close	Average Protected	- -	Pike	Shove	100	Orb (2)	8 16	8
Militia pikemen		INFANTRY Formed Close	Poor Protected	- -	Pike	-	53	Orb (1)	0 16	8
Halberdiers		INFANTRY Formed Close	Average Protected	- -	Polearm	-	87	-	0 8	6,8
Mercenary crossbowmen		INFANTRY Drilled Loose	Average Protected	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	-					20	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					12	
Replace crossbowmen with handgunners	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					9	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					12	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

ALLIES

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

None.



MAGNA ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAGNA

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

CAMPS

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

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

UGs

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

NOTES

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

EARLY COMMUNAL ITALIAN



ARMY COMMANDER	1	Any Instinctive	DATES	1029 CE to 1149 CE
SUB-GENERALS	0-1	Any Instinctive	TERRAIN	Coastal, Standard, Mountains
INTERNAL ALLIED GENERALS	1-3	Any Instinctive	CAMP	Unfortified; Poor, Average or Superior

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Contadini knights and sergeants	CAVALRY		Superior	-	Charging Lancer	-	147	Dismountable (7)	0	4
	Formed Loose		Protected	-					4	
Communal knights and sergeants	CAVALRY		Average	-	Charging Lancer	-	105	Dismountable (5)	4	4
	Formed Loose		Protected	-					8	
Militia spearmen	INFANTRY		Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	8	4
	Formed Close		Protected	-					32	
Mercenary spearmen	INFANTRY		Average	-	Short Spear	Shieldwall	82	-	0	4
	Drilled Close		Protected	-					8	
Mercenary crossbowmen	INFANTRY		Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose		Protected	Crossbow					4	
Contadini spearmen	INFANTRY		Poor	-	Short Spear	Shieldwall	47	Combat Shy (-13)	4	4
	Formed Close		Protected	-					32	
Crossbowmen	INFANTRY		Average	Experienced	-	-	59	Combat Shy (-14)	0	4
	Formed Loose		Unprotected	Crossbow					12	
Skirmishing crossbowmen	INFANTRY		Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher		Unprotected	Crossbow					12	

NOTES

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

CHANGES FROM LAST VERSION

None.

PAPAL ITALIAN



ARMY COMMANDER	1	Any Instinctive	DATES	1049 CE to 1320 CE
SUB-GENERALS	0-1	Any Instinctive	TERRAIN	Coastal, Standard, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor, Average or Superior

NAME	TYPE	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG Siz
	TRAINING AND								
Feudal knights (before 1150 CE)	CAVALRY	Superior	-	Charging Lancer	-	147	Dismountable (7)	4	4
	Formed Loose	Protected	-					8	
Mixed TUG comprising 1/2 knights and 1/2 sergeants (from 1150 CE)									
Contadini knights	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	2	4
	Formed Loose	-/Fully Armoured	-					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	
Dismount Swabians	INFANTRY	Superior	-	Short Spear	-	94	Melee Expert (22)		4
	Formed Loose	Protected	-					Any	
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	4
	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

None.

NORMAN SICILIAN



ARMY COMMANDER		1	Any Instinctive		DATES		1072 CE to 1212 CE		
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Coastal, Standard, Mountains		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive		CAMP		Unfortified; Poor or Average		

	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Norman knights (before 1150 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	4	4
	Formed Loose	Protected	-					8	
Best Norman knights (before 1150 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	0	4
	Formed Loose	Protected	-					4	
MIXED TUĞ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (ONLY AFTER 1150 CE)									
Feudal knights	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	2	4
	Formed Loose	-/Fully Armoured	-					6	
Feudal sergeants	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	
COMMUNAL MIXED TUĞ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (ONLY AFTER 1150 CE)									
Communal knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Communal sergeants	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

Lombard cavalry (before 1100 CE)	CAVALRY	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23)	0	4
	Formed Loose	Protected	-					4	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4
	Formed Close	Protected	-					8	
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Crossbow					4	

NORMAN SICILIAN



Saracen archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					4	
Upgrade Saracen archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)		4
	Formed Loose	Unprotected	Bow					Any	
Saracen javelinmen	INFANTRY	Average	Experienced	Short Spear	-	63	Melee Expert (16)	0	4,6
	Tribal Loose	Protected	Javelin					6	
Griffons (before 1194 CE)	INFANTRY	Average	-	Short Spear	-	57	-	0	4,6
	Tribal Loose	Protected	-					12	
Arriere-ban	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	4,6
	Tribal Loose	Unprotected	Javelin					14	
Berber cavalry (from 1075 CE)	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Javelin					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					16	

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

None.

HUNGARIAN



ARMY COMMANDER		1	Any Instinctive	DATES		1100 CE to 1308 CE			
SUB-GENERALS		0-3	Any Instinctive (before 1302 CE, 0-1 from 1302 CE)	TERRAIN		Plains			
INTERNAL ALLIED GENERALS		0-3	Any Instinctive (from 1302 CE)	CAMP		Unfortified or Fortified; Poor or Average			
NAME	TYPE		SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION							
Knights	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	4	4
	Formed Loose	Protected	-					8	
Upgrade knights (from 1150 CE)	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)		4
	Formed Loose	-/Fully Armoured	-					All	
Gentry	CAVALRY	Superior	Unskilled	Charging Lancer	-	161	-	0	4
	Formed Loose	Protected	Bow					8	
Hospitaller knights (from 1150 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					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					8	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Combat Shy (-22)	0	4
	Tribal Close	Protected	-					16	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					4	
Scouts	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	
Bisseni (only until 1150 CE)	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	4	4
	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	4
	Formed Loose	Protected	-					4	
Croat axemen	INFANTRY	Average	-	2-H Cut-Crush	-	82	-	0	4
	Tribal Loose	Protected	-					4	
Croat spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Combat Shy (-22)	4	4
	Tribal Close	Protected	-					12	
Croat archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	4	4,6
	Skirmisher	Unprotected	Bow					6	

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, Mountains		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Flexible; Poor or Average		
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Best knights	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	Melee Expert (32), Dismountable (7)	0	4
	Formed Loose	Protected	-					12	
Knights	CAVALRY	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23), Dismountable (5)	8	4
	Formed Loose	Protected	-					16	
Mercenaries with swords or axes	INFANTRY	Average	-	-	Melee Expert	86	-	0	4
	Drilled Close	Protected	-					12	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					12	
Mercenary spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	82	-	0	4
	Drilled Close	Protected	-					4	
Militia crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	4	4
	Formed Loose	Protected	Crossbow					12	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	4	4
	Formed Close	Protected	-					12	
Fussknechte	INFANTRY	Average	-	-	Melee Expert	71	-	0	4,6
	Tribal Close	Protected	-					6	
Heerban and feudal retainers	INFANTRY	Poor	-	Short Spear	-	25	Combat Shy (-9)	0	4,6
	Tribal Close	Unprotected	-					14	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					12	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

EARLY IMPERIAL GERMAN



ONLY IN ITALY

Contadini knights	CAVALRY	Superior	-	Charging Lancer	-	147	Dismountable (7)	0	4
	Formed Loose	Protected	-					4	
Communal knights	CAVALRY	Average	-	Charging Lancer	-	105	Dismountable (5)	0	4
	Formed Loose	Protected	-					4	
Italian militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4
	Formed Close	Protected	-					4	
Italian contadini spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	47	Combat Shy (-13)	0	4
	Formed Close	Protected	-					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, Shieldwall of the same quality.

Feudal and Italian allies may be taken together.

CHANGES FROM LAST VERSION

None.

FEUDAL GERMAN



ARMY COMMANDER		1	Any Instinctive		DATES		1106 CE to 1340 CE		
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Standard, Forest, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Instinctive		CAMP		Unfortified or Flexible; Poor or Average		
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Best knights (before 1150 CE)	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	Melee Expert (32), Dismountable (7)	0	4
	Formed Loose	Protected	-					12	
Knights (before 1150 CE)	CAVALRY	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23), Dismountable (5)	4	4
	Formed Loose	Protected	-					16	
Best knights (from 1150 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Knights (from 1150 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	4	4
	Formed Loose	-/Fully Armoured	-					16	
Mounted crossbowmen (from 1200 CE)	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4
	Formed Loose	Protected	Crossbow					4	
Mercenary spearmen (from 1250 CE)	INFANTRY	Average	-	Long Spear	-	91	-	0	4
	Drilled Close	Protected	-					4	
Mercenary crossbowmen (from 1250 CE)	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					4	
Feudal spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	4	4
	Formed Close	Protected	-					20	
Feudal crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	4	4
	Formed Loose	Protected	Crossbow					16	
Fussknechte	INFANTRY	Average	-	-	Melee Expert	71	-	0	4,6
	Tribal Close	Protected	-					12	
Heerban and feudal retainers	INFANTRY	Poor	-	Short Spear	-	25	Combat Shy (-9)	0	4,6
	Tribal Close	Unprotected	-						

FEUDAL GERMAN



Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					12	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	

ONLY NORTHERN, CENTRAL AND WESTERN GERMANY

Frisian or similar spearmen	INFANTRY	Average	-	Long Spear	Devastating Chargers, Combat Shy	59	-	0	4
	Tribal Loose	Protected	-					8	
Brabanter mercenaries (from 1150 to 1250 CE)	INFANTRY	Average	-	Long Spear	-	91	-	0	4
	Drilled Close	Protected	-					4	

ONLY SOUTHERN OR EASTERN GERMANY

Swabian or Bavarian foot	INFANTRY	Average	-	2-H Cut-Crush	-	92	-	0	4
	Formed Loose	Protected	-					4	
Slav foot	INFANTRY	Average	Experienced	Short Spear	-	63	Combat Shy (-22)	0	4
	Tribal Loose	Protected	Javelin					16	
Horse archers (from 1150 CE)	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					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

None.

LATER COMMUNAL ITALIAN



ARMY COMMANDER		1	Any Instinctive		DATES		1150 CE to 1320 CE		
SUB-GENERALS		0-1	Any Instinctive		TERRAIN		Coastal, Standard, Mountains		
INTERNAL ALLIED GENERALS		1-3	Any Instinctive		CAMP		Unfortified; Poor, Average or Superior		
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
CONTADINI MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
Contadini knights	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					2	
Contadini sergeants	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	
COMMUNAL MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
Communal knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	2	4
	Formed Loose	-/Fully Armoured	-					4	
Communal sergeants	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

Mercenary knights (from 1200 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Dismountable	167	Melee Expert (29)	0	4
	Drilled Loose	-/Fully Armoured	-					8	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4
	Formed Loose	Protected	Crossbow					4	
Popolo spearmen (from 1200 CE)	INFANTRY	Superior	-	Short Spear	Shieldwall	115	-	0	4
	Drilled Close	Protected	-					4	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	8	4
	Formed Close	Protected	-					32	
Replace militia spearmen with javelinmen (from 1200 CE)	INFANTRY	Average	Experienced	Short Spear	-	78	Combat Shy (-22)		4
	Formed Close	Protected	Javelin					Up to half	

LATER COMMUNAL ITALIAN



Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					12	
Upgrade crossbowmen with pavisiers (from 1200 CE)	INFANTRY	Average	Experienced	Short Spear	Pavise	99	Combat Shy (-22)		4
	Formed Loose	Protected	Crossbow					Any	
Contadini spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	47	Combat Shy (-13)	4	4
	Formed Close	Protected	-					32	
Mercenary spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	82	-	0	4
	Drilled Close	Protected	-					8	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					4	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					12	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	

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

None.

IMPERIAL GERMAN



ARMY COMMANDER		1	Any		DATES		1150 CE to 1340 CE		
SUB-GENERALS		0-3	Any		TERRAIN		Standard, Forest, Mountains		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Flexible; Poor or Average		
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG Siz
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	8	4
	Formed Loose	-/Fully Armoured	-					20	
Teutonic knights (from 1226 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Mounted crossbowmen (from 1200 CE)	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4
	Formed Loose	Protected	Crossbow					4	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					12	
Mercenary spearmen (before 1250 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	82	-	0	4
	Drilled Close	Protected	-					4	
Mercenary spearmen (from 1250 CE)	INFANTRY	Average	-	Long Spear	-	91	-	0	4
	Drilled Close	Protected	-					4	
Brabanter or similar mercenaries	INFANTRY	Average	-	Long Spear	-	91	-	0	4
	Drilled Close	Protected	-					4	
Militia or feudal crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	4	4
	Formed Loose	Protected	Crossbow					12	
Militia or feudal spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	4	4
	Formed Close	Protected	-					12	
Fussknechte	INFANTRY	Average	-	-	Melee Expert	71	-	0	4,6
	Tribal Close	Protected	-					8	
Heerban and feudal retainers	INFANTRY	Poor	-	Short Spear	-	25	Combat Shy (-9)	0	4,6
	Tribal Close	Unprotected	-					14	

IMPERIAL GERMAN



Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					12	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	

ONLY IN ITALY

CONTADINI MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS

Contadini knights	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					2	
Contadini sergeants	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	

COMMUNAL MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS

Communal knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	4
	Formed Loose	-/Fully Armoured	-					2	
Communal sergeants	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4
	Formed Close	Protected	-					4	
Contadini spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	47	Combat Shy (-13)	0	4
	Formed Close	Protected	-					4	
Swabian schwerteknechte	INFANTRY	Average	-	2-H Cut-Crush	-	92	-	0	4
	Formed Loose	Protected	-					4	

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

None.

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 GENERALS	0-1	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Gentry	CAVALRY		Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23), Dismountable (5)	0	4
	Formed Loose		Protected	-					4	
Spearmen (before 1420 CE)	INFANTRY		Average	-	Long Spear	Devastating Chargers, Combat Shy	59	-	20	4,6
	Tribal Loose		Protected	-					64	
Downgrade spearmen (before 1420 CE)	INFANTRY		Average	-	Long Spear	Devastating Chargers, Combat Shy	39	-	1/3	4,6
	Tribal Loose		Unprotected	-					1/2	
Spearmen (from 1420 CE)	INFANTRY		Average	-	Long Spear	-	71	-	20	4,6
	Tribal Loose		Protected	-					64	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose		Unprotected	Bow					4	
Axe- or flailmen	INFANTRY		Average	-	2-H Cut-Crush	-	54	Combat Shy (-14)	0	4,6
	Tribal Loose		Unprotected	-					6	
Mercenary axemen	INFANTRY		Average	-	-	Melee Expert	86	-	0	4
	Drilled Close		Protected	-					4	
Crossbowmen	INFANTRY		Average	Experienced	-	-	53	Combat Shy (-14)	0	4
	Tribal Loose		Unprotected	Crossbow					4	
Mercenary spearmen (before 1250 CE)	INFANTRY		Average	-	Short Spear	Shieldwall	82	-	0	4
	Drilled Close		Protected	-					4	
Mercenary spearmen (from 1250 CE)	INFANTRY		Average	-	Long Spear	-	91	-	0	4
	Drilled Close		Protected	-					4	
Landsknechts pikemen and halberdiers (after 1480 CE)	INFANTRY		Average	-	Pike	Shove	100	Orb (2)	0	6
	Drilled Close		Protected	-					6	
Javelinmen (before 1350 CE)	INFANTRY		Average	Experienced	Short Spear	-	42	Combat Shy (-5)	0	4,6
	Skirmisher		Protected	Javelin					18	

MEDIEVAL FRISIAN OR DITHMARSCHEN



Javelinmen (from 1350 CE)	INFANTRY Skirmisher	Average Protected	Experienced Javelin	Short Spear	-	42	Combat Shy (-5)	0 8	4,6
Skirmishing archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 6	4,6
Skirmishing crossbowmen	INFANTRY Skirmisher	Average Unprotected	Experienced Crossbow	-	Combat Shy	58	-	0 8	4,6
Replace crossbowmen with handgunners (from 1450 CE)	INFANTRY Skirmisher	Average Protected	Experienced Firearm	-	-	45	Combat Shy (-5)	0 6	4,6
Guns (after 1420 CE)	ARTILLERY Skirmisher	Average Unprotected	Experienced Light Art	-	Combat Shy	138	Barricades (16)	0 2	2
Cannons (after 1480 CE)	ARTILLERY Skirmisher	Average Unprotected	Experienced Heavy Art	-	Barricades, Combat Shy	244	-	0 2	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

None.

HOHENSTAUFEN SICILIAN



ARMY COMMANDER	1	Any Instinctive (Any for Frederick II 1215-1250 CE)	DATES	1194 CE to 1266 CE
SUB-GENERALS	0-3	Any Instinctive (Any for Frederick II 1215-1250 CE)	TERRAIN	Coastal, Standard, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Best knights	CAVALRY Formed Loose	Superior -/Fully Armoured	- -	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0 4	4

MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS

Italian and Sicilian knights	CAVALRY Formed Loose	Superior -/Fully Armoured	- -	Charging Lancer	-	184	Melee Expert (40)	2 4	4
Italian and Sicilian sergeants	CAVALRY Formed Loose	Superior Protected	- -	Charging Lancer	-	147	Melee Expert (32)	= =	

MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS

Communal knights	CAVALRY Formed Loose	Average -/Fully Armoured	- -	Charging Lancer	-	132	Melee Expert (29)	0 2	4
Communal sergeants	CAVALRY Formed Loose	Average Protected	- -	Charging Lancer	-	105	Melee Expert (23)	= =	

Mercenary knights	CAVALRY Drilled Loose	Average -/Fully Armoured	- -	Charging Lancer	Devastating Chargers, Dismountable	167	Melee Expert (29)	4 8	4
Mercenary spearmen	INFANTRY Drilled Close	Average Protected	- -	Long Spear	-	91	-	0 4	4
Mercenary crossbowmen	INFANTRY Drilled Loose	Average Protected	Experienced Crossbow	-	-	85	Combat Shy (-22)	0 4	4
Militia spearmen	INFANTRY Formed Close	Average Protected	- -	Short Spear	Shieldwall	77	Combat Shy (-22)	0 4	4
Crossbowmen	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	-	Combat Shy	58	-	0 4	4

HOHENSTAUFEN SICILIAN



Saracen archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					24	
Upgrade Saracen archers (from 1222 CE)	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)		
	Formed Loose	Unprotected	Bow					Any	
Upgrade Saracen archers as guard (from 1222 CE)	INFANTRY	Average	Experienced	-	-	80	Dismountable (10)	0	4
	Drilled Loose	Protected	Bow					4	
Saracen javelinmen	INFANTRY	Average	Experienced	Short Spear	-	63	Melee Expert (16)	0	4,6
	Tribal Loose	Protected	Javelin					6	
Genoese or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					4	
Arriere-ban	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	4,6
	Tribal Loose	Unprotected	Javelin					14	
Saracen horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					4	
Berber cavalry	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Javelin					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	

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

None.

HOHENSTAUFEN GERMAN



ARMY COMMANDER		1	Any Instinctive		DATES		1268 CE to 1268 CE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Fortified; Poor or Average		

	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	4	4
	Formed Loose	-/Fully Armoured	-					12	
CONTADINI MIXED TUQ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
Italian and Sicilian knights	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Italian and Sicilian sergeants	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	
COMMUNAL MIXED TUQ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
Communal knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	2	4
	Formed Loose	-/Fully Armoured	-					4	
Communal sergeants	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	
MIXED TUQ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
Castillian knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Castillian sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

Mercenary spearmen	INFANTRY	Average	-	Long Spear	-	91	-	0	4
	Drilled Close	Protected	-					4	

HOHENSTAUFEN GERMAN



Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					4	
Feudal spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4
	Formed Close	Protected	-					4	
Feudal crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4
	Formed Loose	Protected	Crossbow					4	
Jinetes	CAVALRY	Average	Experienced	Short Spear	-	60	Cantabrian (16)	0	4
	Skirmisher	Unprotected	Javelin					4	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					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

None.

ANGEVIN SICILIAN



ARMY COMMANDER	1	Any Instinctive	DATES	1268 CE to 1320 CE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Coastal, Standard, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Flexible; Poor or Average

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

Best knights	CAVALRY Formed Loose	Superior -/Fully Armoured	- -	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0 4	4
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Best sergeants	CAVALRY Formed Loose	Superior Protected	- -	-	Devastating Chargers	131	Melee Expert (32)	= =	
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MIXED TUĞ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
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Knights	CAVALRY Formed Loose	Average -/Fully Armoured	- -	Charging Lancer	-	132	Melee Expert (29)	2 8	4
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Sergeants	CAVALRY Formed Loose	Average Protected	- -	-	-	80	Melee Expert (23)	= =	
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Separate sergeants	CAVALRY Formed Loose	Average Protected	- -	Charging Lancer	-	105	Melee Expert (23)	0 4	4
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Militia spearmen	INFANTRY Formed Close	Average Protected	- -	Short Spear	Shieldwall	77	Combat Shy (-22)	4 12	4
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Crossbowmen	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	-	-	80	Combat Shy (-22)	0 4	4
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Saracen archers	INFANTRY Formed Loose	Average Unprotected	Experienced Bow	-	-	54	Combat Shy (-14)	0 4	4
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Genoese or mercenary crossbowmen	INFANTRY Drilled Loose	Average Protected	Experienced Crossbow	-	-	85	Combat Shy (-22)	0 4	4
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Arriere-ban	INFANTRY Tribal Loose	Poor Unprotected	Unskilled Javelin	Short Spear	-	25	-	0 14	4,6
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ANGEVIN SICILIAN



Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					6	

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

None.

ARAGONESE SICILIAN



ARMY COMMANDER	1	Any Instinctive	DATES	1282 CE to 1442 CE
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Coastal, Standard, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

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

Feudal knights	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	2	4
	Formed Loose	-/Fully Armoured	-					4	

Feudal sergeants	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	

COMMUNAL MIXED TUĞ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
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Communal knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	4
	Formed Loose	-/Fully Armoured	-					3	

Communal sergeants	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

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Mercenary knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Dismountable	167	Melee Expert (29)	0	4
	Drilled Loose	-/Fully Armoured	-					4	

Almughavars	INFANTRY	Average	-	Impact Weapon	Fleet of Foot	60	Melee Expert (10)	4	4,6
	Formed Flexible	Unprotected	-					24	

Regrade almughavars (from 1292 CE)	INFANTRY	Average	-	Impact Weapon	Fleet of Foot	64	Melee Expert (10)		
	Drilled Flexible	Unprotected	-					All	

Regrade almughavars (from 1306 CE)	INFANTRY	Average	-	Impact Weapon	-	87	Melee Expert (16)		
	Drilled Flexible	Protected	-					Any	

Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4
	Formed Close	Protected	-					8	

Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Crossbow					4	

ARAGONESE SICILIAN



Upgrade crossbowmen with pavisiers	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	Short Spear	Pavise	99	Combat Shy (-22)		All or none
Arriere-ban	INFANTRY Tribal Loose	Poor Unprotected	Unskilled Javelin	Short Spear	-	25	-	0 14	4,6
Aragonese cavalry	CAVALRY Skirmisher	Average Unprotected	Experienced Javelin	Short Spear	-	60	Cantabrian (16)	4 8	4
Berber cavalry	CAVALRY Skirmisher	Average Unprotected	Experienced Javelin	-	-	55	Cantabrian (16), Combat Shy (-4)	0 4	4
Skirmishing crossbowmen	INFANTRY Skirmisher	Average Unprotected	Experienced Crossbow	-	Combat Shy	58	-	0 12	4,6

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

None.

MEDIEVAL GERMAN CITY LEAGUE



ARMY COMMANDER	1	Any	DATES	1300 CE to 1440 CE
SUB-GENERALS	0-3	Any	TERRAIN	Coastal, Forest, Mountains
INTERNAL ALLIED GENERALS	0-1	Any	CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Knights	CAVALRY		Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	4
	Formed Loose		-/Fully Armoured	-					4	
Konstafler	CAVALRY		Average	-	Charging Lancer	-	119	Dismountable (6)	0	4
	Tribal Loose		-/Fully Armoured	-					4	
Mounted crossbowmen	CAVALRY		Average	Experienced	-	-	120	Melee Expert (23)	0	4
	Formed Loose		Protected	Crossbow					4	
Mercenary and good quality spearmen	INFANTRY		Average	-	Long Spear	-	91	-	0	4
	Drilled Close		Protected	-					16	
Militia spearmen	INFANTRY		Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	4	4
	Formed Close		Protected	-					20	
Mercenary crossbowmen	INFANTRY		Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose		Protected	Crossbow					12	
City or milita crossbowmen	INFANTRY		Average	Experienced	-	Combat Shy	58	-	4	4
	Formed Loose		Protected	Crossbow					12	
Fussknechte	INFANTRY		Average	-	-	Melee Expert	71	-	0	4,6
	Tribal Close		Protected	-					12	
Regrade fussknechte as halberdiers (from 1400 CE)	INFANTRY		Average	-	Polearm	-	87	-		4
	Formed Close		Protected	-					All	
Heerban	INFANTRY		Poor	-	Short Spear	-	25	Combat Shy (-9)	0	4,6
	Tribal Close		Unprotected	-					6	
Skirmishing archers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher		Unprotected	Bow					18	
Skirmishing crossbowmen	INFANTRY		Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher		Unprotected	Crossbow					8	

MEDIEVAL GERMAN CITY LEAGUE



Replace crossbowmen with handgunners (from 1375 CE)	INFANTRY Skirmisher	Average Protected	Experienced Firearm	-	-	45	Combat Shy (-5)	0 6	4,6
Guns (from 1340 CE)	ARTILLERY Skirmisher	Average Unprotected	Experienced Light Art	-	Combat Shy	138	Barricades (16)	0 2	2
Cannons (from 1380 CE)	ARTILLERY Skirmisher	Average Unprotected	Experienced Heavy Art	-	Barricades, Combat Shy	244	-	0 2	2
War Wagons (after 1426 CE)	BATTLE WAGONS Formed Loose	Average Protected	Experienced Crossbow	Polearm	-	204	-	0 2	2

ONLY HANSEATIC LEAGUE

Frisian or similar spearmen	INFANTRY Tribal Loose	Average Protected	-	Long Spear	Devastating Chargers, Combat Shy	59	-	0 8	4
Frisian javelinmen	INFANTRY Skirmisher	Average Protected	Experienced Javelin	Short Spear	-	42	Combat Shy (-5)	0 4	4
Marines	INFANTRY Formed Loose	Average Protected	-	Short Spear	-	67	-	0 4	4

ONLY SWABIAN LEAGUE

Bidenhandler	INFANTRY Formed Loose	Average Protected	-	2-H Cut-Crush	-	92	-	0 4	4
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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

None.

EARLY ITALIAN CONDOTTA



ARMY COMMANDER	1	Any Professional	DATES	1321 CE to 1420 CE
SUB-GENERALS	1	Any Professional	TERRAIN	Coastal, Standard, Mountains
INTERNAL ALLIED GENERALS	0-3	Any Professional	CAMP	Unfortified; Poor, Average or Superior

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

MIXED TUĞ COMPRISING 1/2 CONDOTTIERI AND 1/2 COUSTILLIERS

Condottieri	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (29), Dismountable (6)	4	4
	Drilled Loose	-/Fully Armoured	-					8	
Coustilliers	CAVALRY	Average	-	-	Devastating Chargers	103	Melee Expert (23), Dismountable (5)	=	
	Drilled Loose	Protected	-					=	

MIXED TUĞ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (NAPLES ONLY)

Feudal knights	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Feudal sergeants	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	

Hungarians (Papacy, Naples or Florence only)	CAVALRY	Average	Experienced	-	-	125	-	0	4
	Formed Flexible	Protected	Bow					4	
Guard spearmen (Papacy or Naples only)	INFANTRY	Superior	-	Short Spear	Shieldwall	115	-	0	4
	Drilled Close	Protected	-					4	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4
	Formed Close	Protected	-					4	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					4	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					4	
Upgrade mercenaries with pavises	INFANTRY	Average	Experienced	-	Pavise	97	-		4
	Drilled Loose	Protected	Crossbow					Any	

EARLY ITALIAN CONDOTTA



Javelinmen	INFANTRY	Average	Experienced	Short Spear	-	83	Combat Shy (-22)	0	4
	Drilled Close	Protected	Javelin					4	
Replace javelinmen with swordsmen	INFANTRY	Average	-	-	Melee Expert	86	-		4
	Drilled Close	Protected	-					Any	
Armed peasants	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	4
	Tribal Loose	Unprotected	Javelin					4	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4
	Formed Loose	Protected	Crossbow					8	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					6	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons (from 1350 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					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

None.

MEDIEVAL GERMAN



ARMY COMMANDER		1	Any	DATES		1341 CE to 1440 CE			
SUB-GENERALS		0-3	Any	TERRAIN		Standard, Forest, Mountains			
INTERNAL ALLIED GENERALS		0-1	Any	CAMP		Unfortified or Flexible; Poor or Average			
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	4	4
	Formed Loose	-/Fully Armoured	-					16	
Teutonic knights (only Imperial armies)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4
	Formed Loose	Protected	Crossbow					4	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	4	4
	Formed Close	Protected	-					4	
Milita crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	4	4
	Formed Loose	Protected	Crossbow					4	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					12	
Mercenary spearmen	INFANTRY	Average	-	Long Spear	-	91	-	0	4
	Drilled Close	Protected	-					4	
Bidenhander	INFANTRY	Average	-	2-H Cut-Crush	-	92	-	0	4
	Formed Loose	Protected	-					4	
Fussknechte	INFANTRY	Average	-	-	Melee Expert	71	-	0	4,6
	Tribal Close	Protected	-					12	
Heerban and feudal retainers	INFANTRY	Poor	-	Short Spear	-	25	Combat Shy (-9)	0	4,6
	Tribal Close	Unprotected	-					14	
Horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	

MEDIEVAL GERMAN



Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					8	
Replace crossbowmen with handgunners (from 1400 CE)	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					8	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons (from 1380 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	
War Wagons (from 1426 CE)	BATTLE WAGONS	Average	Experienced	Polearm	-	204	-	0	2
	Formed Loose	Protected	Crossbow					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

None.

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 GENERALS					CAMP		Unfortified or Fortified; Poor or Average		

KINGDOM OF NAPLES



Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					4	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					4	
Upgrade mercenaries with pavises	INFANTRY	Average	Experienced	-	Pavise	97	-		4
	Drilled Loose	Protected	Crossbow					All or none	
Javelinmen	INFANTRY	Average	Experienced	Short Spear	-	83	Combat Shy (-22)	0	4
	Drilled Close	Protected	Javelin					4	
Replace javelinmen with swordsmen	INFANTRY	Average	-	-	Melee Expert	86	-	0	4
	Drilled Close	Protected	-					All	
Turks	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					4	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					18	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					6	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat	244	-	0	2
	Skirmisher	Unprotected	Heavy Art		Shy			2	

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

None.

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 GENERALS		0-2	Any Professional	CAMP		Unfortified or Fortified; Poor or Average			
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
MIXED TUG COMPRISING 1/2 CONDOTTIERI AND 1/2 COUSTILLIERS									
Condottieri	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	4	4
	Drilled Close	ArmHrs/F Armoured	-					8	
Coustilliers	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23), Dismountable (5)	=	
	Drilled Close	Protected	-					=	

Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4
	Formed Loose	Protected	Crossbow					8	
Hungarians (Papacy or Florence before 1441 CE)	CAVALRY	Average	Experienced	-	-	125	-	0	4
	Formed Flexible	Protected	Bow					4	
Guard spearmen (Papacy only)	INFANTRY	Superior	-	Short Spear	Shieldwall	115	-	0	4
	Drilled Close	Protected	-					4	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4
	Formed Close	Protected	-					4	
Mercenary pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	6
	Drilled Close	Protected	-					6	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					4	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					4	
Upgrade mercenaries with pavises	INFANTRY	Average	Experienced	-	Pavise	97	-		4
	Drilled Loose	Protected	Crossbow					All or none	

ITALIAN CONDOTTA



Javelinmen	INFANTRY	Average	Experienced	Short Spear	-	83	Combat Shy (-22)	0	4
	Drilled Close	Protected	Javelin					4	
Replace javelinmen with swordsmen	INFANTRY	Average	-	-	Melee Expert	86	-	0	4
	Drilled Close	Protected	-					All	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					6	
Handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					6	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					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

None.

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 GENERALS					CAMP		Unfortified or Fortified; Poor or Average		

MIXED TUG COMPRISING 1/2 CONDOTTIERI AND 1/2 COUSTILLIERS									
Condottieri	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	4	4
	Drilled Close	ArmHrs/F Armoured	-					8	
Coustilliers	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23), Dismountable (5)	=	
	Drilled Close	Protected	-					=	

Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4
	Formed Close	Protected	-					4	
Mercenary pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	6
	Drilled Close	Protected	-					6	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					4	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					4	
Upgrade mercenaries with pavises	INFANTRY	Average	Experienced	-	Pavise	97	-		4
	Drilled Loose	Protected	Crossbow					All or none	
Javelinmen	INFANTRY	Average	Experienced	Short Spear	-	83	Combat Shy (-22)	0	4
	Drilled Close	Protected	Javelin					4	
Replace javelinmen with swordsmen	INFANTRY	Average	-	-	Melee Expert	86	-	0	4
	Drilled Close	Protected	-					All	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	4	4
	Formed Loose	Protected	Crossbow					8	

REPUBLIC OF VENICE



Stradiots	CAVALRY	Average	Experienced	Short Spear	-	60	Cantabrian (16)	0	4
	Skirmisher	Unprotected	Javelin					12	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					6	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					12	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons (from 1350 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					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

None.

LATE MEDIEVAL GERMAN



ARMY COMMANDER		1	Any Professional		DATES		1441 CE to 1492 CE			
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Forest, Mountains			
INTERNAL ALLIED GENERALS		0-2	Any Professional		CAMP		Unfortified or Fortified; Poor or Average			
KNIGHTS IN DEEP FORMATIONS										
	TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE	
FRONT RANK (1/2 TUG)										
	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Shove	146	-	2	4	
	Tribal Close	ArmHrs/F Armoured	-					6		
REAR RANKS (1/2 TuG)										
	CAVALRY	Average	-	-	Devastating Chargers, Shove	83	-	2		
	Tribal Close	Protected	-					6		

MERCENARY MEN-AT-ARMS										
	CAVALRY	Average	-	Charging Lancer	-	144	Dismountable (6)	0	4	
	Drilled Loose	-/Fully Armoured	-					4		
MOUNTED CROSSBOWMEN										
	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4	
	Formed Loose	Protected	Crossbow					4		
MOUNTED HANDGUNNERS										
	CAVALRY	Average	Unskilled	-	-	86	Melee Expert (23)	0	4	
	Formed Loose	Protected	Firearm					4		
PIKEMEN										
	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	6	6	
	Drilled Close	Protected	-					12		
MILITIA PIKEMEN										
	INFANTRY	Poor	-	Pike	-	53	Orb (1)	0	6	
	Formed Close	Protected	-					12		
HALBERDIERS										
	INFANTRY	Average	-	Polearm	-	87	-	0	4	
	Formed Close	Protected	-					4		
MERCENARY CROSSBOWMEN										
	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	4	4	
	Drilled Loose	Protected	Crossbow					16		

LATE MEDIEVAL GERMAN



Heerban and feudal retainers	INFANTRY	Poor	-	Short Spear	-	25	Combat Shy (-9)	0	4,6
	Tribal Close	Unprotected	-					14	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					8	
Replace crossbowmen with handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					8	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

ALLIES

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

None.



PACTO ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - PACTO

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

CAMPS

Camps are not included in Pacto games.

UGs

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

NOTES

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

EARLY COMMUNAL ITALIAN



ARMY COMMANDER	1	Any Instinctive	DATES	1029 CE to 1149 CE
SUB-GENERALS	0-1	Any Instinctive	TERRAIN	Coastal, Standard, Mountains
INTERNAL ALLIED GENERALS	1-3	Any Instinctive		

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Contadini knights and sergeants	CAVALRY		Superior	-	Charging Lancer	-	147	Dismountable (7)	0	1,2
	Formed Loose		Protected	-					4	
Communal knights and sergeants	CAVALRY		Average	-	Charging Lancer	-	105	Dismountable (5)	2	1,2
	Formed Loose		Protected	-					4	
Militia spearmen	INFANTRY		Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	4	1,2
	Formed Close		Protected	-					16	
Mercenary spearmen	INFANTRY		Average	-	Short Spear	Shieldwall	82	-	0	1,2
	Drilled Close		Protected	-					4	
Mercenary crossbowmen	INFANTRY		Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose		Protected	Crossbow					4	
Contadini spearmen	INFANTRY		Poor	-	Short Spear	Shieldwall	47	Combat Shy (-13)	2	2,3
	Formed Close		Protected	-					16	
Crossbowmen	INFANTRY		Average	Experienced	-	-	59	Combat Shy (-14)	0	1,2
	Formed Loose		Unprotected	Crossbow					6	
Skirmishing crossbowmen	INFANTRY		Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher		Unprotected	Crossbow					6	

NOTES

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

CHANGES FROM LAST VERSION

None.

PAPAL ITALIAN



ARMY COMMANDER		1	Any Instinctive		DATES		1049 CE to 1320 CE				
SUB-GENERALS		0-1	Any Instinctive		TERRAIN		Coastal, Standard, Mountains				
INTERNAL ALLIED GENERALS											

	NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	Feudal knights (before 1150 CE)	CAVALRY		Superior	-	Charging Lancer	-	147	Dismountable (7)	2	1,2
		Formed Loose		Protected	-					4	
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (FROM 1150 CE)											
	Contadini knights	CAVALRY		Superior	-	Charging Lancer	-	184	Melee Expert (40)	1	2
		Formed Loose		-/Fully Armoured	-					2	
	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	2,3
		Formed Loose		Protected	-					4	
	Dismount Swabians	INFANTRY		Superior	-	Short Spear	-	94	Melee Expert (22)		1,2
		Formed Loose		Protected	-					Any	
	Mercenary knights (from 1198 CE)	CAVALRY		Average	-	Charging Lancer	Devastating Chargers, Dismountable	167	Melee Expert (29)	0	1,2
		Drilled Loose		-/Fully Armoured	-					2	
	French mercenary knights (from 1250 CE)	CAVALRY		Superior	-	Charging Lancer	Devastating Chargers	224	Melee Expert (40)	0	1,2
		Drilled Loose		-/Fully Armoured	-					2	
	German mercenary knights (from 1250 CE)	CAVALRY		Average	-	Charging Lancer	-	144	Dismountable (6)	0	1,2
		Drilled Loose		-/Fully Armoured	-					4	
	Mercenary spearmen	INFANTRY		Average	-	Short Spear	Shieldwall	82	-	0	1,2
		Drilled Close		Protected	-					4	
	Mercenary crossbowmen	INFANTRY		Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
		Drilled Loose		Protected	Crossbow					4	

PAPAL ITALIAN



Roman militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2
	Formed Close	Protected	-					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	

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

None.

NORMAN SICILIAN



ARMY COMMANDER		1	Any Instinctive		DATES		1072 CE to 1212 CE				
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Coastal, Standard, Mountains				
INTERNAL ALLIED GENERALS		0-2	Any Instinctive								

TYPE		TRAINING AND		QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE		
Norman knights (before 1150 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	118	Melee Expert (23)	2	1,2		
	Formed Loose	Protected	-					4			
Best Norman knights (before 1150 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	166	Melee Expert (32)	0	1,2		
	Formed Loose	Protected	-					4			
MIXED TUĞ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (ONLY AFTER 1150 CE)											
Feudal knights	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	1	2		
	Formed Loose	-/Fully Armoured	-					3			
Feudal sergeants	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	=			
	Formed Loose	Protected	-					=			
COMMUNAL MIXED TUĞ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (ONLY AFTER 1150 CE)											
Communal knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	2		
	Formed Loose	-/Fully Armoured	-					2			
Communal sergeants	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	=			
	Formed Loose	Protected	-					=			

Lombard cavalry (before 1100 CE)	CAVALRY	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23)	0	1,2		
	Formed Loose	Protected	-					2			
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2		
	Formed Close	Protected	-					4			
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	1,2		
	Formed Loose	Unprotected	Crossbow					4			

NORMAN SICILIAN



Saracen archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					4	
Upgrade Saracen archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)		1,2
	Formed Loose	Unprotected	Bow					Any	
Saracen javelinmen	INFANTRY	Average	Experienced	Short Spear	-	63	Melee Expert (16)	0	1,2
	Tribal Loose	Protected	Javelin					4	
Griffons (before 1194 CE)	INFANTRY	Average	-	Short Spear	-	57	-	0	1,2
	Tribal Loose	Protected	-					6	
Arriere-ban	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	2,3
	Tribal Loose	Unprotected	Javelin					6	
Berber cavalry (from 1075 CE)	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16), Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					2	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					8	

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

None.

HUNGARIAN



ARMY COMMANDER		1	Any Instinctive			DATES		1100 CE to 1308 CE	
SUB-GENERALS		0-3	Any Instinctive (before 1302 CE, 0-1 from 1302 CE)			TERRAIN		Plains	
INTERNAL ALLIED GENERALS		0-3	Any Instinctive (from 1302 CE)						
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
Knights	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	2	1,2
	Formed Loose	Protected	-					4	
Upgrade knights (from 1150 CE)	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)		1,2
	Formed Loose	-/Fully Armoured	-					All	
Gentry	CAVALRY	Superior	Unskilled	Charging Lancer	-	161	-	0	1,2
	Formed Loose	Protected	Bow					4	
Hospitaller knights (from 1150 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	1,2
	Formed Loose	-/Fully Armoured	-					2	
Horse archers	CAVALRY	Average	Experienced	-	-	125	-	4	1,2
	Formed Flexible	Protected	Bow					16	
Szekeley borderers	CAVALRY	Average	Experienced	Short Spear	-	135	-	0	1,2
	Formed Flexible	Protected	Bow					4	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Combat Shy (-22)	0	1,2
	Tribal Close	Protected	-					8	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					4	
Scouts	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					4	
Bisseni (only until 1150 CE)	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	2	1,2
	Skirmisher	Unprotected	Bow					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	

HUNGARIAN



CROAT CONTINGENT

Croat cavalry	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	0	1,2
	Formed Loose	Protected	-					2	
Croat axemen	INFANTRY	Average	-	2-H Cut-Crush	-	82	-	0	1,2
	Tribal Loose	Protected	-					4	
Croat spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Combat Shy (-22)	2	1,2
	Tribal Close	Protected	-					6	
Croat archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	2	1,2
	Skirmisher	Unprotected	Bow					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, Mountains	
INTERNAL ALLIED GENERALS									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
Best knights	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	Melee Expert (32), Dismountable (7)	0	1,2
	Formed Loose	Protected	-					6	
Knights	CAVALRY	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23), Dismountable (5)	2	1,2
	Formed Loose	Protected	-					8	
Mercenaries with swords or axes	INFANTRY	Average	-	-	Melee Expert	86	-	0	1,2
	Drilled Close	Protected	-					6	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow					6	
Mercenary spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	82	-	0	1,2
	Drilled Close	Protected	-					4	
Militia crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	2	1,2
	Formed Loose	Protected	Crossbow					6	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	2	1,2
	Formed Close	Protected	-					6	
Fussknechte	INFANTRY	Average	-	-	Melee Expert	71	-	0	1,2
	Tribal Close	Protected	-					4	
Heerban and feudal retainers	INFANTRY	Poor	-	Short Spear	-	25	Combat Shy (-9)	0	2,3
	Tribal Close	Unprotected	-					6	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	

EARLY IMPERIAL GERMAN



ONLY IN ITALY

Contadini knights	CAVALRY	Superior	-	Charging Lancer	-	147	Dismountable (7)	0	1,2
	Formed Loose	Protected	-					2	
Communal knights	CAVALRY	Average	-	Charging Lancer	-	105	Dismountable (5)	0	1,2
	Formed Loose	Protected	-					2	
Italian militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2
	Formed Close	Protected	-					4	
Italian contadini spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	47	Combat Shy (-13)	0	2,3
	Formed Close	Protected	-					3	

ALLIES

Unreliable Feudal or Ecclesiastical allies - Feudal German

Italian allies - Early Communal Italian

NOTES

Knights and sergeants dismount as Protected, Formed Close, Short Spear, Shieldwall of the same quality.

Feudal and Italian allies may be taken together.

CHANGES FROM LAST VERSION

None.

FEUDAL GERMAN



ARMY COMMANDER		1	Any Instinctive		DATES		1106 CE to 1340 CE		
SUB-GENERALS		0-2	Any Instinctive		TERRAIN		Standard, Forest, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Instinctive						
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Best knights (before 1150 CE)	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	Melee Expert (32), Dismountable (7)	0	1,2
	Formed Loose	Protected	-					6	
Knights (before 1150 CE)	CAVALRY	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23), Dismountable (5)	2	1,2
	Formed Loose	Protected	-					8	
Best knights (from 1150 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	1,2
	Formed Loose	-/Fully Armoured	-					2	
Knights (from 1150 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	2	1,2
	Formed Loose	-/Fully Armoured	-					8	
Mounted crossbowmen (from 1200 CE)	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	1,2
	Formed Loose	Protected	Crossbow	-	-			2	
Mercenary spearmen (from 1250 CE)	INFANTRY	Average	-	Long Spear	-	91	-	0	1,2
	Drilled Close	Protected	-					4	
Mercenary crossbowmen (from 1250 CE)	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow	-	-			4	
Feudal spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	2	1,2
	Formed Close	Protected	-					12	
Feudal crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	2	1,2
	Formed Loose	Protected	Crossbow	-	8				
Fussknechte	INFANTRY	Average	-	-	Melee Expert	71	-	0	1,2
	Tribal Close	Protected	-	-	6				
Heerban and feudal retainers	INFANTRY	Poor	-	Short Spear	-	25	Combat Shy (-9)	0	2,3
	Tribal Close	Unprotected	-					6	

FEUDAL GERMAN



Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	

ONLY NORTHERN, CENTRAL AND WESTERN GERMANY

Frisian or similar spearmen	INFANTRY	Average	-	Long Spear	Devastating Chargers, Combat Shy	59	-	0	1,2
	Tribal Loose	Protected	-					4	
Brabanter mercenaries (from 1150 to 1250 CE)	INFANTRY	Average	-	Long Spear	-	91	-	0	1,2
	Drilled Close	Protected	-					4	

ONLY SOUTHERN OR EASTERN GERMANY

Swabian or Bavarian foot	INFANTRY	Average	-	2-H Cut-Crush	-	92	-	0	1,2
	Formed Loose	Protected	-					2	
Slav foot	INFANTRY	Average	Experienced	Short Spear	-	63	Combat Shy (-22)	0	1,2
	Tribal Loose	Protected	Javelin					8	
Horse archers (from 1150 CE)	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					4	

ALLIES

Friskan 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

None.

LATER COMMUNAL ITALIAN



ARMY COMMANDER		1	Any Instinctive		DATES		1150 CE to 1320 CE		
SUB-GENERALS		0-1	Any Instinctive		TERRAIN		Coastal, Standard, Mountains		
INTERNAL ALLIED GENERALS		1-3	Any Instinctive						
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
CONTADINI MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
Contadini knights	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	2
	Formed Loose	-/Fully Armoured	-					2	
Contadini sergeants	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	
COMMUNAL MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
Communal knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	1	2
	Formed Loose	-/Fully Armoured	-					2	
Communal sergeants	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

Mercenary knights (from 1200 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Dismountable	167	Melee Expert (29)	0	1,2
	Drilled Loose	-/Fully Armoured	-					4	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	1,2
	Formed Loose	Protected	Crossbow					2	
Popolo spearmen (from 1200 CE)	INFANTRY	Superior	-	Short Spear	Shieldwall	115	-	0	1,2
	Drilled Close	Protected	-					2	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	4	1,2
	Formed Close	Protected	-					16	
Replace militia spearmen with javelinmen (from 1200 CE)	INFANTRY	Average	Experienced	Short Spear	-	78	Combat Shy (-22)		1,2
	Formed Close	Protected	Javelin					Up to half	

LATER COMMUNAL ITALIAN



Crossbowmen	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	-	-	80	Combat Shy (-22)	0 6	1,2
Upgrade crossbowmen with pavisiers (from 1200 CE)	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	Short Spear	Pavise	99	Combat Shy (-22)	Any	1,2
Contadini spearmen	INFANTRY Formed Close	Poor Protected	- -	Short Spear	Shieldwall	47	Combat Shy (-13)	2 16	2,3
Mercenary spearmen	INFANTRY Drilled Close	Average Protected	- -	Short Spear	Shieldwall	82	-	0 4	1,2
Mercenary crossbowmen	INFANTRY Drilled Loose	Average Protected	Experienced Crossbow	-	-	85	Combat Shy (-22)	0 4	1,2
Skirmishing crossbowmen	INFANTRY Skirmisher	Average Unprotected	Experienced Crossbow	-	Combat Shy	58	-	0 6	1,2
Skirmishing archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 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

None.

IMPERIAL GERMAN



ARMY COMMANDER		1	Any		DATES		1150 CE to 1340 CE		
SUB-GENERALS		0-3	Any		TERRAIN		Standard, Forest, Mountains		
INTERNAL ALLIED GENERALS									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	1,2
	Formed Loose	-/Fully Armoured	-					2	
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	2	1,2
	Formed Loose	-/Fully Armoured	-					10	
Teutonic knights (from 1226 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	1,2
	Formed Loose	-/Fully Armoured	-					2	
Mounted crossbowmen (from 1200 CE)	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow					6	
Mercenary spearmen (before 1250 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	82	-	0	1,2
	Drilled Close	Protected	-					4	
Mercenary spearmen (from 1250 CE)	INFANTRY	Average	-	Long Spear	-	91	-	0	1,2
	Drilled Close	Protected	-					4	
Brabanter or similar mercenaries	INFANTRY	Average	-	Long Spear	-	91	-	0	1,2
	Drilled Close	Protected	-					4	
Militia or feudal crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	2	1,2
	Formed Loose	Protected	Crossbow					6	
Militia or feudal spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	2	1,2
	Formed Close	Protected	-					6	
Fussknechte	INFANTRY	Average	-	-	Melee Expert	71	-	0	1,2
	Tribal Close	Protected	-					4	
Heerban and feudal retainers	INFANTRY	Poor	-	Short Spear	-	25	Combat Shy (-9)	0	2,3
	Tribal Close	Unprotected	-						

IMPERIAL GERMAN



Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	

ONLY IN ITALY

CONTADINI MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS

Contadini knights	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	2
	Formed Loose	-/Fully Armoured	-					1	
Contadini sergeants	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	

COMMUNAL MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS

Communal knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	2
	Formed Loose	-/Fully Armoured	-					1	
Communal sergeants	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2
	Formed Close	Protected	-					4	
Contadini spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	47	Combat Shy (-13)	0	2,3
	Formed Close	Protected	-					3	
Swabian schwerteknechte	INFANTRY	Average	-	2-H Cut-Crush	-	92	-	0	1,2
	Formed Loose	Protected	-					2	

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

None.

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 GENERALS		0-1	Any Instinctive						
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Gentry	CAVALRY	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23), Dismountable (5)	0	1,2
	Formed Loose	Protected	-					2	
Spearmen (before 1420 CE)	INFANTRY	Average	-	Long Spear	Devastating Chargers, Combat Shy	59	-	8	1,2
	Tribal Loose	Protected	-					32	
Downgrade spearmen (before 1420 CE)	INFANTRY	Average	-	Long Spear	Devastating Chargers, Combat Shy	39	-	1/3	1,2
	Tribal Loose	Unprotected	-					1/2	
Spearmen (from 1420 CE)	INFANTRY	Average	-	Long Spear	-	71	-	8	1,2
	Tribal Loose	Protected	-					32	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					4	
Axe- or flailmen	INFANTRY	Average	-	2-H Cut-Crush	-	54	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	-					4	
Mercenary axemen	INFANTRY	Average	-	-	Melee Expert	86	-	0	1,2
	Drilled Close	Protected	-					4	
Crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Crossbow					4	
Mercenary spearmen (before 1250 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	82	-	0	1,2
	Drilled Close	Protected	-					4	
Mercenary spearmen (from 1250 CE)	INFANTRY	Average	-	Long Spear	-	91	-	0	1,2
	Drilled Close	Protected	-					4	
Landsknechts pikemen and halberdiers (after 1480 CE)	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	3
	Drilled Close	Protected	-					3	
Javelinmen (before 1350 CE)	INFANTRY	Average	Experienced	Short Spear	-	42	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Javelin					9	

MEDIEVAL FRISIAN OR DITHMARSCHEN



Javelinmen (from 1350 CE)	INFANTRY Skirmisher	Average Protected	Experienced Javelin	Short Spear	-	42	Combat Shy (-5)	0 4	1,2
Skirmishing archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 4	1,2
Skirmishing crossbowmen	INFANTRY Skirmisher	Average Unprotected	Experienced Crossbow	-	Combat Shy	58	-	0 4	1,2
Replace crossbowmen with handgunners (from 1450 CE)	INFANTRY Skirmisher	Average Protected	Experienced Firearm	-	-	45	Combat Shy (-5)	0 4	1,2
Guns (after 1420 CE)	ARTILLERY Skirmisher	Average Unprotected	Experienced Light Art	-	Combat Shy	138	Barricades (16)	0 1	1
Cannons (after 1480 CE)	ARTILLERY Skirmisher	Average Unprotected	Experienced Heavy Art	-	Barricades, Combat Shy	244	-	0 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

None.

HOHENSTAUFEN SICILIAN



ARMY COMMANDER		1	Any Instinctive (Any for Frederick II 1215-1250 CE)			DATES		1194 CE to 1266 CE											
SUB-GENERALS		0-3	Any Instinctive (Any for Frederick II 1215-1250 CE)			TERRAIN		Coastal, Standard, Mountains											
INTERNAL ALLIED GENERALS																			
TYPE																			
TRAINING AND		QUALITY		SHOOTING SKILL		MELEE		MANDATORY		BASE		OPTIONAL		MIN		UG SIZE			
NAME		FORMATION		PROTECTION		WEAPONRY		WEAPONRY		CHARACTERISTICS		PTS		CHARACTERISTICS		MAX			
Best knights		CAVALRY		Superior		-		Charging Lancer		Devastating Chargers		207		Dismountable (9)		0		1,2	
		Formed Loose		-/Fully Armoured		-										2			
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS																			
Italian and Sicilian knights		CAVALRY		Superior		-		Charging Lancer		-		184		Melee Expert (40)		1		2	
		Formed Loose		-/Fully Armoured		-										2			
Italian and Sicilian sergeants		CAVALRY		Superior		-		Charging Lancer		-		147		Melee Expert (32)		=			
		Formed Loose		Protected		-										=			
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS																			
Communal knights		CAVALRY		Average		-		Charging Lancer		-		132		Melee Expert (29)		0		2	
		Formed Loose		-/Fully Armoured		-										2			
Communal sergeants		CAVALRY		Average		-		Charging Lancer		-		105		Melee Expert (23)		=			
		Formed Loose		Protected		-										=			

Mercenary knights		CAVALRY		Average		-		Charging Lancer		Devastating Chargers, Dismountable		167		Melee Expert (29)		2		1,2	
		Drilled Loose		-/Fully Armoured		-										4			
Mercenary spearmen		INFANTRY		Average		-		Long Spear		-		91		-		0		1,2	
		Drilled Close		Protected		-										4			
Mercenary crossbowmen		INFANTRY		Average		Experienced		-		-		85		Combat Shy (-22)		0		1,2	
		Drilled Loose		Protected		Crossbow										4			
Militia spearmen		INFANTRY		Average		-		Short Spear		Shieldwall		77		Combat Shy (-22)		0		1,2	
		Formed Close		Protected		-										4			
Crossbowmen		INFANTRY		Average		Experienced		-		Combat Shy		58		-		0		1,2	
		Formed Loose		Protected		Crossbow										4			

HOHENSTAUFEN SICILIAN



Saracen archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					12	
Upgrade Saracen archers (from 1222 CE)	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)		
	Formed Loose	Unprotected	Bow					Any	
Upgrade Saracen archers as guard (from 1222 CE)	INFANTRY	Average	Experienced	-	-	80	Dismountable (10)	0	1,2
	Drilled Loose	Protected	Bow					4	
Saracen javelinmen	INFANTRY	Average	Experienced	Short Spear	-	63	Melee Expert (16)	0	2,3
	Tribal Loose	Protected	Javelin					3	
Genoese or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow					4	
Arriere-ban	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	2,3
	Tribal Loose	Unprotected	Javelin					6	
Saracen horse archers	CAVALRY	Average	Experienced	-	Cantabrian	86	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					2	
Berber cavalry	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16), Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					2	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	

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

None.

HOHENSTAUFEN GERMAN



ARMY COMMANDER		1	Any Instinctive		DATES		1268 CE to 1268 CE			
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard			
INTERNAL ALLIED GENERALS										
	TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN		
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	1,2	
	Formed Loose	-/Fully Armoured	-					2		
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	2	1,2	
	Formed Loose	-/Fully Armoured	-					6		
CONTADINI MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS										
Italian and Sicilian knights	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	2	
	Formed Loose	-/Fully Armoured	-					2		
Italian and Sicilian sergeants	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	=		
	Formed Loose	Protected	-					=		
COMMUNAL MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS										
Communal knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	1	2	
	Formed Loose	-/Fully Armoured	-					2		
Communal sergeants	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	=		
	Formed Loose	Protected	-					=		
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS										
Castillian knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	2	
	Formed Loose	-/Fully Armoured	-					2		
Castillian sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	=		
	Formed Loose	Protected	-					=		

Mercenary spearmen	INFANTRY	Average	-	Long Spear	-	91	-	0	1,2	
	Drilled Close	Protected	-					4		

HOHENSTAUFEN GERMAN



Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow					4	
Feudal spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2
	Formed Close	Protected	-					4	
Feudal crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Formed Loose	Protected	Crossbow					4	
Jinetes	CAVALRY	Average	Experienced	Short Spear	-	60	Cantabrian (16)	0	1,2
	Skirmisher	Unprotected	Javelin					2	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					4	

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

None.

ANGEVIN SICILIAN



ARMY COMMANDER		1	Any Instinctive		DATES		1268 CE to 1320 CE			
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Coastal, Standard, Mountains			
INTERNAL ALLIED GENERALS										
Type										
NAME		TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
MIXED TUĞ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS										
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	2	
	Formed Loose	-/Fully Armoured	-					2		
Best sergeants	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	=		
	Formed Loose	Protected	-					=		
MIXED TUĞ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS										
Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	1	2	
	Formed Loose	-/Fully Armoured	-					4		
Sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	=		
	Formed Loose	Protected	-					=		

Separate sergeants	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	1,2	
	Formed Loose	Protected	-					2		
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	2	1,2	
	Formed Close	Protected	-					6		
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2	
	Formed Loose	Protected	Crossbow					4		
Saracen archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	1,2	
	Formed Loose	Unprotected	Bow					4		
Genoese or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2	
	Drilled Loose	Protected	Crossbow					4		
Arriere-ban	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	2,3	
	Tribal Loose	Unprotected	Javelin					6		

ANGEVIN SICILIAN



Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					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

None.

ARAGONESE SICILIAN



ARMY COMMANDER		1	Any Instinctive		DATES		1282 CE to 1442 CE			
SUB-GENERALS		1-3	Any Instinctive		TERRAIN		Coastal, Standard, Mountains			
INTERNAL ALLIED GENERALS										
MIXED TUĞ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS										
	NAME	TYPE TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Feudal knights	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	1	2	
	Formed Loose	-/Fully Armoured	-					3		
Feudal sergeants	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	=		
	Formed Loose	Protected	-					=		
COMMUNAL MIXED TUĞ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS										
Communal knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	2	
	Formed Loose	-/Fully Armoured	-					2		
Communal sergeants	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	=		
	Formed Loose	Protected	-					=		

Mercenary knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Dismountable	167	Melee Expert (29)	0	1,2	
	Drilled Loose	-/Fully Armoured	-					2		
Almughavars	INFANTRY	Average	-	Impact Weapon	Fleet of Foot	60	Melee Expert (10)	2	1,2	
	Formed Flexible	Unprotected	-					12		
Regrade almughavars (from 1292 CE)	INFANTRY	Average	-	Impact Weapon	Fleet of Foot	64	Melee Expert (10)			
	Drilled Flexible	Unprotected	-					All		
Regrade almughavars (from 1306 CE)	INFANTRY	Average	-	Impact Weapon	-	87	Melee Expert (16)			
	Drilled Flexible	Protected	-					Any		
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2	
	Formed Close	Protected	-					4		
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	1,2	
	Formed Loose	Unprotected	Crossbow					4		

ARAGONESE SICILIAN



Upgrade crossbowmen with pavisiers	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	Short Spear	Pavise	99	Combat Shy (-22)		All or none
Arriere-ban	INFANTRY Tribal Loose	Poor Unprotected	Unskilled Javelin	Short Spear	-	25	-	0 6	2,3
Aragonese cavalry	CAVALRY Skirmisher	Average Unprotected	Experienced Javelin	Short Spear	-	60	Cantabrian (16)	1 4	1,2
Berber cavalry	CAVALRY Skirmisher	Average Unprotected	Experienced Javelin	-	-	55	Cantabrian (16), Combat Shy (-4)	0 2	1,2
Skirmishing crossbowmen	INFANTRY Skirmisher	Average Unprotected	Experienced Crossbow	-	Combat Shy	58	-	0 6	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.

CHANGES FROM LAST VERSION

None.

MEDIEVAL GERMAN CITY LEAGUE



ARMY COMMANDER		1	Any		DATES		1300 CE to 1440 CE		
SUB-GENERALS		0-3	Any		TERRAIN		Coastal, Forest, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any						
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	1,2
	Formed Loose	-/Fully Armoured	-					2	
Konstafler	CAVALRY	Average	-	Charging Lancer	-	119	Dismountable (6)	0	1,2
	Tribal Loose	-/Fully Armoured	-					2	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	1,2
	Formed Loose	Protected	Crossbow					2	
Mercenary and good quality spearmen	INFANTRY	Average	-	Long Spear	-	91	-	0	1,2
	Drilled Close	Protected	-					8	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	2	1,2
	Formed Close	Protected	-					12	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow					6	
City or milita crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	2	1,2
	Formed Loose	Protected	Crossbow					6	
Fussknechte	INFANTRY	Average	-	-	Melee Expert	71	-	0	1,2
	Tribal Close	Protected	-					6	
Regrade fussknechte as halberdiers (from 1400 CE)	INFANTRY	Average	-	Polearm	-	87	-		1,2
	Formed Close	Protected	-					All	
Heerban	INFANTRY	Poor	-	Short Spear	-	25	Combat Shy (-9)	0	2,3
	Tribal Close	Unprotected	-					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					9	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					4	

MEDIEVAL GERMAN CITY LEAGUE



Replace crossbowmen with handgunners (from 1375 CE)	INFANTRY Skirmisher	Average Protected	Experienced Firearm	-	-	45	Combat Shy (-5)	0 4	1,2
Guns (from 1340 CE)	ARTILLERY Skirmisher	Average Unprotected	Experienced Light Art	-	Combat Shy	138	Barricades (16)	0 1	1
Cannons (from 1380 CE)	ARTILLERY Skirmisher	Average Unprotected	Experienced Heavy Art	-	Barricades, Combat Shy	244	-	0 1	1
War Wagons (after 1426 CE)	BATTLE WAGONS Formed Loose	Average Protected	Experienced Crossbow	Polearm	-	204	-	0 2	1

ONLY HANSEATIC LEAGUE

Frisian or similar spearmen	INFANTRY Tribal Loose	Average Protected	-	Long Spear	Devastating Chargers, Combat Shy	59	-	0 4	1,2
Frisian javelinmen	INFANTRY Skirmisher	Average Protected	Experienced Javelin	Short Spear	-	42	Combat Shy (-5)	0 2	1,2
Marines	INFANTRY Formed Loose	Average Protected	-	Short Spear	-	67	-	0 4	1,2

ONLY SWABIAN LEAGUE

Bidenhandler	INFANTRY Formed Loose	Average Protected	-	2-H Cut-Crush	-	92	-	0 2	1,2
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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

None.

EARLY ITALIAN CONDOTTA



ARMY COMMANDER	1	Any Professional	DATES	1321 CE to 1420 CE
SUB-GENERALS	1	Any Professional	TERRAIN	Coastal, Standard, Mountains
INTERNAL ALLIED GENERALS	0-3	Any Professional		

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

MIXED TUĞ COMPRISING 1/2 CONDOTTIERI AND 1/2 COUSTILLIERS

Condottieri	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (29), Dismountable (6)	2	2
	Drilled Loose	-/Fully Armoured	-					4	
Coustilliers	CAVALRY	Average	-	-	Devastating Chargers	103	Melee Expert (23), Dismountable (5)	=	
	Drilled Loose	Protected	-					=	

MIXED TUĞ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (NAPLES ONLY)

Feudal knights	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	2
	Formed Loose	-/Fully Armoured	-					2	
Feudal sergeants	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	

Hungarians (Papacy, Naples or Florence only)	CAVALRY	Average	Experienced	-	-	125	-	0	1,2
	Formed Flexible	Protected	Bow					2	
Guard spearmen (Papacy or Naples only)	INFANTRY	Superior	-	Short Spear	Shieldwall	115	-	0	1,2
	Drilled Close	Protected	-					2	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2
	Formed Close	Protected	-					4	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow					4	
Upgrade mercenaries with pavises	INFANTRY	Average	Experienced	-	Pavise	97	-		1,2
	Drilled Loose	Protected	Crossbow					Any	

EARLY ITALIAN CONDOTTA



Javelinmen	INFANTRY	Average	Experienced	Short Spear	-	83	Combat Shy (-22)	0 2	1,2
	Drilled Close	Protected	Javelin						
Replace javelinmen with swordsmen	INFANTRY	Average	-	-	Melee Expert	86	-		1,2
	Drilled Close	Protected	-					Any	
Armed peasants	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0 2	2
	Tribal Loose	Unprotected	Javelin						
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0 4	1,2
	Formed Loose	Protected	Crossbow						
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0 4	1,2
	Skirmisher	Unprotected	Crossbow						
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0 1	1
	Skirmisher	Unprotected	Light Art						
Cannons (from 1350 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0 1	1
	Skirmisher	Unprotected	Heavy Art						

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

None.

MEDIEVAL GERMAN



Army Commander		1	Any		Dates		1341 CE to 1440 CE		
Sub-Generals		0-3	Any		Terrain		Standard, Forest, Mountains		
Internal Allied Generals		0-1	Any						
	Type								
Name	Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base Pts	Optional Characteristics	Min Max	Uq Size
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	1,2
	Formed Loose	-/Fully Armoured	-					2	
Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	2	1,2
	Formed Loose	-/Fully Armoured	-					8	
Teutonic knights (only Imperial armies)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	1,2
	Formed Loose	-/Fully Armoured	-					2	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	2	1,2
	Formed Close	Protected	-					4	
Milita crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	2	1,2
	Formed Loose	Protected	Crossbow					4	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow					6	
Mercenary spearmen	INFANTRY	Average	-	Long Spear	-	91	-	0	1,2
	Drilled Close	Protected	-					4	
Bidenhander	INFANTRY	Average	-	2-H Cut-Crush	-	92	-	0	1,2
	Formed Loose	Protected	-					2	
Fussknechte	INFANTRY	Average	-	-	Melee Expert	71	-	0	1,2
	Tribal Close	Protected	-					6	
Heerban and feudal retainers	INFANTRY	Poor	-	Short Spear	-	25	Combat Shy (-9)	0	2,3
	Tribal Close	Unprotected	-					6	
Horse archers	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					4	

MEDIEVAL GERMAN



Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					4	
Replace crossbowmen with handgunners (from 1400 CE)	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
Cannons (from 1380 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art					1	
War Wagons (from 1426 CE)	BATTLE WAGONS	Average	Experienced	Polearm	-	204	-	0	1
	Formed Loose	Protected	Crossbow					3	

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

None.

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 GENERALS										

	TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN		
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
MIXED TUG COMPRISING 1/2 CONDOTTIERI AND 1/2 COUSTILLIERS										
Condottieri	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	2	2	
	Drilled Close	ArmHrs/F Armoured	-					4		
Coustilliers	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23), Dismountable (5)	=		
	Drilled Close	Protected	-					=		
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS										
Feudal knights	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	2	
	Formed Loose	-/Fully Armoured	-					2		
Feudal sergeants	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	=		
	Formed Loose	Protected	-					=		

Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	1,2	
	Formed Loose	Protected	Crossbow					4		
Hungarians (until 1440 CE)	CAVALRY	Average	Experienced	-	-	125	-	0	1,2	
	Formed Flexible	Protected	Bow					2		
Guard spearmen	INFANTRY	Superior	-	Short Spear	Shieldwall	115	-	0	1,2	
	Drilled Close	Protected	-					2		
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2	
	Formed Close	Protected	-					4		
Mercenary pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	3	
	Drilled Close	Protected	-					3		

KINGDOM OF NAPLES



Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow					4	
Upgrade mercenaries with pavises	INFANTRY	Average	Experienced	-	Pavise	97	-		1,2
	Drilled Loose	Protected	Crossbow					All or none	
Javelinmen	INFANTRY	Average	Experienced	Short Spear	-	83	Combat Shy (-22)	0	1,2
	Drilled Close	Protected	Javelin					2	
Replace javelinmen with swordsmen	INFANTRY	Average	-	-	Melee Expert	86	-	0	1,2
	Drilled Close	Protected	-					All	
Turks	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					2	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					9	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat	244	-	0	1
	Skirmisher	Unprotected	Heavy Art		Shy			1	

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

None.

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 GENERALS		0-2	Any Professional						

	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
MIXED TUG COMPRISING 1/2 CONDOTTIERI AND 1/2 COUSTILLIERS									
Condottieri	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	2	2
	Drilled Close	ArmHrs/F Armoured	-					4	
Coustilliers	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23), Dismountable (5)	=	
	Drilled Close	Protected	-					=	

Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Hungarians (Papacy or Florence before 1441 CE)	CAVALRY	Average	Experienced	-	-	125	-	0	1,2
	Formed Flexible	Protected	Bow					2	
Guard spearmen (Papacy only)	INFANTRY	Superior	-	Short Spear	Shieldwall	115	-	0	1,2
	Drilled Close	Protected	-					2	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2
	Formed Close	Protected	-					4	
Mercenary pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	3
	Drilled Close	Protected	-					3	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow					4	
Upgrade mercenaries with pavises	INFANTRY	Average	Experienced	-	Pavise	97	-		1,2
	Drilled Loose	Protected	Crossbow					All or none	

ITALIAN CONDOTTA



Javelinmen	INFANTRY	Average	Experienced	Short Spear	-	83	Combat Shy (-22)	0	1,2
	Drilled Close	Protected	Javelin					2	
Replace javelinmen with swordsmen	INFANTRY	Average	-	-	Melee Expert	86	-	0	1,2
	Drilled Close	Protected	-					All	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					4	
Handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art					1	

ALLIES

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

None.

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 GENERALS									

REPUBLIC OF VENICE



Stradiots	CAVALRY	Average	Experienced	Short Spear	-	60	Cantabrian (16)	0	1,2
	Skirmisher	Unprotected	Javelin					6	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					4	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm					6	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
Cannons (from 1350 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art					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

None.

LATE MEDIEVAL GERMAN



ARMY COMMANDER		1	Any Professional		DATES		1441 CE to 1492 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Forest, Mountains		
INTERNAL ALLIED GENERALS		0-2	Any Professional						
KNIGHTS IN DEEP FORMATIONS									
NAME	TYPE TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Front rank (1/2 TUG)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Shove	146	-	1	2
	Tribal Close	ArmHrs/F Armoured	-					3	
Rear ranks (1/2 TuG)	CAVALRY	Average	-	-	Devastating Chargers, Shove	83	-	1	
	Tribal Close	Protected	-					3	

Mercenary men-at-arms	CAVALRY	Average	-	Charging Lancer	-	144	Dismountable (6)	0	1,2
	Drilled Loose	-/Fully Armoured	-					2	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	1,2
	Formed Loose	Protected	Crossbow					2	
Mounted handgunners	CAVALRY	Average	Unskilled	-	-	86	Melee Expert (23)	0	1,2
	Formed Loose	Protected	Firearm					2	
Pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	3	3
	Drilled Close	Protected	-					6	
Militia pikemen	INFANTRY	Poor	-	Pike	-	53	Orb (1)	0	3
	Formed Close	Protected	-					6	
Halberdiers	INFANTRY	Average	-	Polearm	-	87	-	0	1,2
	Formed Close	Protected	-					4	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	2	1,2
	Drilled Loose	Protected	Crossbow					8	

LATE MEDIEVAL GERMAN



Heerban and feudal retainers	INFANTRY	Poor	-	Short Spear	-	25	Combat Shy (-9)	0	2,3
	Tribal Close	Unprotected	-					6	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					4	
Replace crossbowmen with handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art					1	

ALLIES

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

None.