



ARMY LISTS

OSTSIEDLUNG

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CREATING AN ARMY WITH THE MORTEM ET GLORIAM ARMY LISTS

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

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

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

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

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

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

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

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

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

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

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

FRIENDLY AND SCENARIO GAMES

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

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HISTORICAL INTRODUCTION

Ostsiedlung was the medieval eastward migration and settlement of Germanic-speaking peoples from the Holy Roman Empire into less-populated regions of Central Europe, western parts of Eastern Europe, and the Baltics.

With the death of Yaroslav the Wise in 1054 CE, the Kievan Rus' state started to gradually disintegrate. The sons of Yaroslav struggled for power and the position of the Grand Prince of Kiev was weakened by the growing influence of regional clans. The decline of Constantinople, a main trading partner, played a significant role in the decline of the Kievan Rus'. The last ruler to maintain a united state was Mstislav the Great. After his death in 1132 the Kievan Rus' fell into recession and a rapid decline. In 1169 Kiev was sacked. By the end of the 12th century, the Kievan state became even further fragmented and had been divided into roughly twelve different principalities. In the north, the Republic of Novgorod prospered because it controlled trade routes from the River Volga to the Baltic Sea. In 1136, Novgorod revolted against Kiev, and became independent, ruled by a local oligarchy. In the north east, the city of Rostov, the oldest centre, was supplanted first by Suzdal and then by the city of Vladimir. To the southwest, the principality of Halych emerged as a local power and in 1202 conquered Kiev.

The state finally disintegrated under the pressure of the Mongol invasion, fragmenting into principalities who paid tribute to the Golden Horde. In the late 15th century the Muscovite Grand Dukes began taking over former territories and proclaimed themselves the sole legal successors of the Kievan principality.

On the western periphery, the Principality of Galicia-Volhynia fell to the Grand Duchy of Lithuania. During the 11th century the Lithuanians had been paying tribute to the Kievan Rus. From the mid-12th century, it was the Lithuanians who were invading Russian principalities. In 1183, Polotsk and Pskov were ravaged and the Novgorod Republic was repeatedly threatened. In 1219, twenty-one Lithuanian chiefs including Mindaugas signed a peace treaty with the state of Galicia–Volhynia. In 1236 the pope declared a crusade against the Lithuanians. In 1250, Mindaugas entered into an agreement with the Teutonic Order; in 1251 he received baptism and with their support he confirmed his rule over Lithuania. In 1253 he was crowned as King, the only time in the history of Lithuania. In 1260, the Samogitians submitted to Mindaugas. Mindaugas was murdered in 1263. Pagan Lithuania was a target of the Teutonic knights. Whilst other Baltic tribes were conquered, the Lithuanians survived despite raids from the Mongols in 1241, 1259 and 1275. In 1325, Casimir, the son of the Polish king Władysław I, married Aldona, daughter of Gediminas, the Grand Duke of Lithuania. The defensive alliance with Poland allowed the Lithuanians to expand rapidly into the vast expanses of the Rus territory and in the 14th and 15th centuries Lithuania extended from the Baltic to the Black Sea. Grand Duke Jogaila agreed to become a Catholic when offered the Polish crown. Given the baptismal name Władysław, he was crowned King of Poland in 1386 and a dynastic union with Poland ensued.

Poland formally became a medieval kingdom in 1025 under Boleslaw I. He overstretched the resources of the early Polish state and the monarchy wasn't re-established until 1076. In 1226 a Polish duke invited the Teutonic Knights to help him fight the Baltic Prussian pagans. The Teutonic Order

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destroyed the Prussians but kept their lands, which resulted in centuries of warfare between Poland and the Teutonic Knights. Attempts to reunite the Polish lands gained momentum in the 13th century. In 1295 Duke Przemysł II was crowned King of Poland but was soon killed. Wenceslas II of Bohemia was crowned King in 1300. In 1308, the Teutonic Knights seized Gdańsk and the surrounding region of Pomerelia. King Casimir III the Great restored Poland but lost the western provinces of Silesia and Pomerania. The Polish royal line died out in 1370. Poland came under the rule of Angevin Louis I of Hungary who presided over a union of Hungary and Poland that lasted until 1382. Poland's struggle with the Teutonic Knights continued and culminated in the Battle of Grunwald (1410). The Poles and Lithuanians inflicted a heavy defeat on the knights.

After England broke away from Danish control in 1035, Denmark fell into disarray. Eventually, Valdemar the Great (reigned 1146 to 1182), gained control of the kingdom, stabilizing it and reorganizing the administration. The Wends were conquered, converted to Christianity and subjected to Danish suzerainty. In 1202, Valdemar II became king and launched various "crusades" to claim territories, notably modern Estonia. Whilst successful, a series of Danish defeats resulted in the loss of territory in north Germany. By the late 13th century, royal power had waned. A weakened Denmark provided windows of opportunity to both the Hanseatic League and the Counts of Holstein.

Norway was at peace from 1040 to 1130, when an era of civil wars broke out. The wars ended in 1217 with the reign of Haakon IV. Under his rule medieval Norway reached a golden age. His influence extended to Ireland, France and the Holy Roman Empire. He added Iceland and Greenland to his kingdom. He was attempting to control the western shores of Scotland when he died in 1260. In 1349 the Black Death spread to Norway and severely reduced the population. The Hanseatic League took control over Norwegian trade during the 14th century.

Sweden was the last of the Scandinavian countries to become a unified Christian kingdom. In the 12th century, Sweden was still consolidating with the dynastic struggles between the Erik and Sverker clans. A third clan, the House of Bjelbo, gradually married all rival royal dynasties in Sweden producing an heir related to them all. When the previous king Eric had died without an heir apparent, Valdemar became King in 1250. Members of the house reigned as kings Sweden until 1364. From 1319 to 1387, they were also kings of Norway.

The Kalmar Union was a personal union that from 1397 to 1523 that joined the three kingdoms of Denmark, Sweden and Norway under a single monarch. The main impetus for its formation was to block German expansion northward into the Baltic region and counter the influence of the Hanseatic League. Diverging interests, particularly Swedish dissatisfaction with the dominant role of Denmark would hamper the union in several intervals from the 1430s until its definitive breakup in 1523 when Gustav Vasa became king of Sweden.

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MAXIMUS ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAXIMUS

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

CAMPS

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

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

UGs

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

Notes

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

EARLY RUSSIAN



1055 TO 1246 CE

HISTORICAL NOTES

From the mid-11th century, the Kievan Rus ruled over a huge territory including modern Belarus, northern Ukraine and western Russia. The senior prince ruled from Kiev and lesser princes governed the other major cities. As time went on the principalities fought amongst themselves and by the time of the Mongol invasions the principalities included Kiev, Vladimir-Suzdal, Chernigov, Halyth-Volhynia, Polotsk and Smolensk.

TROOP NOTES

The proportion of cavalry increased during this period. Pecheneg and other nomad tribesmen were employed in large numbers. Polk are town militia and Smerdy are peasants from the surrounding districts. Town militia supplied well-armed spearmen.

HISTORICAL ENEMIES

Viking; Volga Bulgar; Pecheneg; Early Polish; Early Hungarian; Cuman or Kipchak; Mongol Conquest; Early Russian; Feudal Polish; Early Lithuanian; Estonian; Prussian

EARLY RUSSIAN



ARMY COMMANDER		1	Any Instinctive			DATES		1055 CE to 1246 CE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Standard, Forest		
Internal Allied Gener	ALS	0-2	Any Instinctive			Самр		Unfortified or Fortified	; Poor or Ave	rage
	ТүрЕ		<u>'</u>			-				
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Mŧn	
NAME	Formatio	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	MAX	UG SIZE
Noble cavalry and retainers	CAVALR	Y	Superior	-	Short Spear		126	Melee Expert (32)	12	4,6
Noble Cavally and retainers	Formed Lo	ose	Protected	-	31101t Spear	-	120	Meiee Expert (32)	18	4,0
Cavalry	CAVALR'	Y	Average	-	Chart Carry		90	Melee Expert (23)	0	4,6
Cavany	Formed Lo	ose	Protected	-	Short Spear	-	90	Meiee Expert (23)	18	4,0
Mercenary Germans (before	CAVALR'	Y	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23),	0	4,6
1150 CE)	Formed Lo	ose	Protected	-	Short Spear	Devastating Chargers	105	Dismountable (5)	6	4,0
Mercenary Germans (from	CAVALR	Y	Average	-	Chanaina I an ann	D	148	D:(6)	0	4,6
1150 CE)	Formed Lo	ose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	140	Dismountable (6)	6	4,0
Polish cavalry	CAVALR	Y	Superior	-	Short Spear		126	Melee Expert (32)	0	4,6
rollsh cavalry	Formed Lo	ose	Protected	-	Short Spear	-	120	Meiee Expert (52)	6	4,0
Mercenary Turks and	CAVALR	Y	Average	Experienced			94		0	4,6
Pechenegs	Formed Flex	ible	Unprotected	Bow	-	-	94	-	24	4,0
Upgrade Turks and	CAVALR	Y	Average	Skilled			129			4,6
Pechenegs	Formed Flex	ible	Unprotected	Bow	-	-	129	-	Up to half	4,0
Lithuanian cavalry	CAVALR	Y	Average	Unskilled	Short Spear		70	Melee Expert (15),	0	16
ithuanian cavalry	Formed Flex	ible	Unprotected	Javelin	31101t Spear	-	70	Shoot & Charge (6), Dismountable (3)	6	4,6
Polk spearmen	INFANTR	Y	Average	-	Short Spear	Shieldwall	77	Integral Shooters (6)	8	680
I OIK SPEAIIIEII	Formed Clo	ose	Protected	-	Short spear	Siliciuwali	//	77 Integral Shooters (6)	48	6,8,9
Smerdy spearmen	INFANTR	Y	Poor	-	Short Spear	Shieldwall	41	41 Integral Shooters (4)	0	8,9,10
Smeray spearmen	Tribal Clo	se	Protected	-	- Short Spear	Silieiawali	41	integral shooters (4)	40	0,9,10

EARLY RUSSIAN



Lungarians	CAVALRY	Average	Experienced			57	Combat Shy (-4)	0	16
Hungarians	Skirmisher	Unprotected	Bow	-	-	37	Compatibility (-4)	6	4,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Skillinshing archers	Skirmisher	Unprotected	Bow	-	Collidat Sily	40	-	18	0,9

ALLIES

Polovtsy allies - Cuman or Kipchak

Hungarian allies - Early Hungarian (from 1072 to 1100 CE)

Hungarian allies - Hungarian (from 1100 CE)

Polish allies - Feudal Polish (from 1150 CE)

Notes

Germans before 1150 dismount as Formed Close, Protected, Short Spear of the same quality. Germans from 1150 dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality. Lithuanian cavalry dismount as Formed Loose, Unprotected, Experienced, Bow of the same quality.

Polish and Hungarian allies can be used together, but not with mercenary Germans, Lithuanian cavalry or Polotsvy allies.

CHANGES FROM LAST VERSION

Clarified restriction with allies.

EARLY MEDIEVAL DANISH



1071 TO 1279 €E

HISTORICAL NOTES

After a period of civil war, Denmark was united by Valdemar the Great. He and his successors launched several "crusades" against Wendland and Estonia, increasing Danish territory. The power of the Danish monarchy declined in the late 13th century as the Counts of Holstein controlled much of the country.

TROOP NOTES

The Danish army at this time was still based upon a leidang, a levy of freemen. As the power and wealth of the aristocracy increased, they increasingly fought mounted.

HISTORICAL ENEMIES

Wends; Feudal German; Medieval Frisian or Dithmarschen; Early Medieval Danish; Post-Viking Scandinavian; Feudal Polish; Estonian; Prussian

EARLY MEDIEVAL DANISH



ARMY COMMANDER	1	Any Instinctive			DATES		1071 CE to 1279 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Coastal, Standard		
Internal Allied Gener	ALS 0-1	Any Instinctive (Wend	d)		Самр		Unfortified or Fortified;	Poor or Av	 verage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Ркотестіон	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
I luggaria in akialdhara	INFANTRY	Superior	-	2-H Cut-Crush	Shieldwall, Integral	138	Dismountable (14)	0	6
Huscarls in skjaldborg	Tribal Close	Protected	-	2-A Cut-Clush	Shooters	150	Dismountable (14)	18	_ 0
Regrade huscarls operating	INFANTRY	Superior	-	2-H Cut-Crush		143	Dismountable (14),		6
independently	Formed Flexible	Protected	-	2-11 Cut-Clusii	-	143	Integral Shooters (8)	Any	
Regrade huscarls fighting	CAVALRY	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23),	0	4,6
mounted (before 1200 CE)	Formed Loose	Protected	-	Short Spear	Devastating Chargers	100	Dismountable (5)	12	-1, 0
Regrade huscarls fighting	CAVALRY	Average	-	Charging Lancer	_	132	Melee Expert (29),	0	4,6
mounted (from 1200 CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer		102	Dismountable (6)	12	7,0
Regrade mounted huscarls	CAVALRY	Superior	-	Charging Lancer	_	184	Melee Expert (40),	0	4,6
(from 1200 CE)	Formed Loose	-/Fully Armoured	-	Gharging Lancer		101	Dismountable (9)	6	1,0
Mounted crossbowmen	CAVALRY	Average	Experienced	_	_	120	Melee Expert (23)	0	4
(from 1200 CE)	Formed Loose	Protected	Crossbow			120	Tviciee Expert (20)	4	'
Best bondi (before 1200 CE)	INFANTRY	Average	-	Short Spear	Shieldwall, Integral	73	_	6	6,8,9
	Tribal Close	Protected	-	Bilore opear	Shooters	, 0		36	0,0,7
Best bondi (from 1200 CE)	INFANTRY	Average	-	Short Spear	Shieldwall, Integral	73	_	6	6,8,9
	Tribal Close	Protected	-	Bilore Bpear	Shooters	, 0		24	0,0,>
Bondi	INFANTRY	Poor	-	Short Spear	Shieldwall, Integral	44	_	12	6,8,9
Dollar	Tribal Close	Protected	-	Bilore Bpear	Shooters			96	0,0,>
Bondi archers	INFANTRY	Average	Experienced	_	_	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow			10	Goinout bily (11)	8	0,0
Crossbowmen	INFANTRY	Average	Experienced	_	_	53	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Crossbow					8	0,8
Thralls	INFANTRY	Poor	-	Short Spear	Combat Shy	24	_	0	8,9,10
1 111 0110	Tribal Close	Protected	_	offort opear	Compatibility	47	_	10	0,7,10

EARLY MEDIEVAL DANISH



Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Skillinstillig arctiers	Skirmisher	Unprotected	Bow	-	Combat Sily	40 131 60		12	0,9
WENDISH CONTINGENT FRO	ом 1219 СЕ								
Wendish cavalry	CAVALRY	Superior	Unskilled	Short Spear		121	Shoot & Charge (14),	4	4,6
	Formed Loose	Protected	Javelin	Short Spear		131	Dismountable (7)	6	4,0
Wendish warriors	INFANTRY	Average	Unskilled	Short Spear		60	Shoot & Charge (6)	8	6,8,9
Welldish wantors	Tribal Loose	Protected	Javelin	31101t Spear	-	00	SHOOL & Charge (0)	24	0,0,9
Wendish skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Wellaish skiinnsinng archers	Skirmisher	Unprotected	Bow	-	Collidat Sily	40	-	9	0,9

ALLIES

German Ecclesiastical allies - Feudal German (from 1106 CE)

NOTES

Huscarls that have not been upgraded, best bondi and bondi may be mixed in the same TuG of 6,8, or 9 elements. If used, elements of huscarls, best bondi and bondi must be easily distinguished.

Allied contingents drawn from this list cannot include mixed TuGs, bondi or more TuGs of huscarls than best bondi. Bondi are not compulsory in allied contingents. Best bondi remain compulsory in allied contingents.

Wends are only compulsory if a Wendish contingent is taken. A Wend ally-general must command all and only Wends.

Mounted huscarls dismount as Formed Close, Protected, 2-H Cut-Crush of the same quality.

CHANGES FROM LAST VERSION

POST-VIKING SCANDINAVIAN



1071 TO 1279 €E

HISTORICAL NOTES

This list covers the armies of Norway and Sweden. In 1098 CE the King of Norway was formally recognised as overlord of the Western Isles and Isle of Man by Edgar of Scotland. Norway suffered a series of civil wars from 1130 until 1240 when Hakon Hakonsson defeated his last rival. Iceland and Greenland were bought under Norwegian rule. In trying to impose his claim to the western seaboard of Scotland he led an invasion of Scotland that was repulsed at Largs in 1263. He died that winter in Orkney. In the Treaty of Perth in 1266 his successor abandoned Norwegian claims to the Western Isles of Scotland and Isle of Man but remained in control of Orkney and Shetland.

From 1130 the throne of Sweden was contested by two dynasties, Sverker in Ostrogotland and Eric in Uppland. In 1250 CE Valdermar Brirgersson inherited both dynastic claims and founded the House of Bjalbo that ruled until the late 14th century. Around the same time the Swedes conquered parts of Finland.

TROOP NOTES

The skjaldborg was the sheildwall, used by Scandinavian armies since Viking times.

HISTORICAL ENEMIES

Kingdom of the Isles; Feudal Scottish; Early Medieval Danish; Post-Viking Scandinavian; Prussian; Novgorod Republic

POST-VIKING SCANDINAVIAN



ARMY COMMANDER	1	Any Instinctive			DATES		1071 CE to 1279 CE		
Sub-Generals	1-3	Any Instinctive			TERRAIN		Coastal, Forest, Mounta	ains	
Internal Allied Genera	ALS				САМР		Unfortified or Fortified;	Poor or Av	 rerage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
T Tura contaction additional discours	INFANTRY	Superior	-	2-H Cut-Crush	Shieldwall, Integral	120	Diama	0	6
Huscarls in skjaldborg	Tribal Close	Protected	-	2-H Cut-Crusn	Shooters	138	Dismountable (14)	18	0
Regrade huscarls operating	INFANTRY	Superior	-	2-H Cut-Crush		143	Dismountable (14),		6
independently	Formed Flexible	Protected	-	2-A Cut-Crush	-	145	Integral Shooters (8)	Any	_ 0
Regrade huscarls (from 1200	CAVALRY	Average	-	Charging Innear		132	Melee Expert (29),	0	4,6
CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	152	Dismountable (6)	6	- 4,0
Freelance raiders	INFANTRY	Average	-	Short Spear	Integral Shooters	73		0	6,8,9
Treelance landers	Formed Loose	Protected	-		integral Shooters	73		9	0,0,7
Best bondi	INFANTRY	Average	-	Short Spear	Shieldwall, Integral	73		6	6,8,9
	Tribal Close	Protected	-	Short Spear	Shooters	7.0		48	0,0,7
Bondi	INFANTRY	Poor	-	Short Spear	Shieldwall, Integral	44		12	6,8,9
Bollai	Tribal Close	Protected	-	31101t spear	Shooters	44	- · ·	96	- 0,0,9
Bondi archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	6,8
Bollar archers	Tribal Loose	Unprotected	Bow	-	-	40	Combat Sily (-14)	8	
Crossbowmen	INFANTRY	Average	Experienced			53	Combat Shy (-14)	0	6,8
Clossbowillell	Tribal Loose	Unprotected	Crossbow	-	-	<i>J</i> 3	Combat Sily (-14)	8	
Thralls	INFANTRY	Poor	-	Short Spear	Combat Shy	24		0	8 9 10
11114113	Tribal Close	Protected	-	Short spear	Collidat Sily	<i>∆</i> 1	-	10	8,9,10
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
okiminalinig archers	Skirmisher	Unprotected	Bow	_ <u>-</u>	Collidat Sily	40	- ·	18	- 0,5

POST-VIKING SCANDINAVIAN



NOTES

Huscarls that have not been upgraded, best bondi and bondi may be mixed in the same TuG of 6,8, or 9 elements. If used, elements of huscarls, best bondi and bondi must be easily distinguished.

Mounted huscarls dismount as Formed Close, Protected, 2-H Cut-Crush of the same quality.

CHANGES FROM LAST VERSION

FEUDAL POLISH



1100 TO 1335 €E

HISTORICAL NOTES

After the reign of Bolesław III Wrymouth (1107 to 1138 CE), Poland was divided amongst his sons. It was to remain divided until the 14th century. In 1240 the Mongols invaded Hungary whilst a smaller force invaded Poland. The Poles were defeated at Liegnitz in 1241, but the Mongols then withdrew after the death of the Great Khan Ogedei.

TROOP NOTES

The Polish nobility were late to adopt Western European tactics and equipment. The wealthier infantry formed up as heavy spearmen. During the 13th century the axe became a popular weapon.

HISTORICAL ENEMIES

Wends; Mongol Conquest; Golden Horde; Hungarian; Early Imperial German; Feudal German; Imperial German; Early Russian; Early Medieval Danish; Feudal Polish; Early Lithuanian; Prussian; Teutonic Orders

FEUDAL POLISH



ARMY COMMANDER	ARMY COMMANDER		Any Instinctive			DATES		1100 CE to 1335 CE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Standard, Forest		
INTERNAL ALLIED GENER	ALS	0-2	Any Instinctive			Самр		Unfortified; Poor or Ave	erage	
	ТүрЕ		•							
	TRAINING A	AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT O RY	BASE	OPTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Noble cavalry (before 1242	CAVALR	Y	Superior	-	Short Spear		126	Melee Expert (32)	6	4,6
CE)	Formed Lo	ose	Protected	-	Short spear	-	120	Melee Expert (32)	18	4,0
Noble cavalry (from 1242	CAVALR	Y	Superior	-	Charging Lancer		184	Melee Expert (40)	6	4,6
CE)	Formed Lo	ose	-/Fully Armoured	-	- Charging Lancer	-	104	Melee Expert (40)	18	4,0
Cavalry	CAVALR	Y	Average	Unskilled	Short Spear		95	Shoot & Charge (10)	0	4,6
Lavally	Formed Lo	ose	Protected	Javelin	Short Spear		70	Shoot & Charge (10)	12	4,0
Spearmen	INFANTI	RY	Average	-	Short Spear	Shieldwall	67		8	6,8,9
	Tribal Clo	ose	Protected	-		Siliciawan	07		48	
Axemen (from 1200 CE)	INFANTI	RΥ	Average	-	2-H Cut-Crush	_	54	_	0	6
Active (nom 1200 CL)	Tribal Loc	ose	Unprotected	-	2-11 Cut-Clusii	_	U T		6	
Archers	INFANTI	RY	Average	Experienced			48	Combat Shy (-14)	8	6,8
7 ticlicis	Tribal Loc		Unprotected	Bow	_	_	40	Comoat Sily (-14)	48	0,0
Poorly equipped peasants	INFANTI	RΥ	Poor	-	Short Spear	_	25	Combat Shy (-9)	0	8,9,10
	Tribal Clo		Unprotected	-	Short Spear		20	Comoat Sily (7)	20	0,7,10
Hungarians or Cumans	CAVALR		Average	Experienced	_	_	57	Combat Shy (-4)	0	4,6
(from 1242 CE)	Skirmish	er	Unprotected	Bow	_	_	07	Combat Sity (-4)	6	7,0
Skirmishing archers	INFANTI		Average	Experienced	_	Combat Shy	40	_	0	6,9
OMMINISHING AICHCIS	Skirmish	er	Unprotected	Bow		Combat only	70	4() -	36	6,9
Slingers	INFANTI	RY	Average	Experienced	_	Combat Shy	35	<u>_</u>	0	6,9
Jilligets	Skirmish	er	Unprotected	Sling	-	Compatibily	00	-	18	0,7

FEUDAL POLISH



ALLIES

Slavic allies - Wends (until 1185 CE)

German allies - Feudal German (until 1241 CE)

Hungarian allies (until 1230 CE)

Teutonic Order allies (until 1241 CE)

NOTES

Hungarian allies cannot be used with German or Teutonic Order allies.

CHANGES FROM LAST VERSION

EARLY LITHUANIAN



1132 TO 1299 CE

HISTORICAL NOTES

This list includes the Lithuanians and Samogitians. In the 11th century they paid tribute to the Kievan Rus. By the 12th century they raided neighbouring territories. Facing the threat of the Teutonic knights to the west and the Livonian Brothers of the Sword to the north the Lithuanians were unified by Mindaugus. In 1236 they inflicted a severe defeat on the Livionian brethren. As a result, the brethren were absorbed by the Teutonic knights. Mindaugus signed a treaty with the Teutonic Knights, transferring parts of Samogitia to the order. Mindaugus was crowned as the King of Lithuania in 1253. The Samogitians defeated the order in 1260 at the battle of Durbe. Mindaugus renounced the treaty but was assassinated in 1263 by his nephew. Lithuania reverted to paganism and was no longer recognised as a kingdom.

TROOP NOTES

Earlier Lithuanian armies were raised by family gatherings. Each boyar family mustered under their leaders, bringing with them retainers from their lands. Lithuanian cavalry were equipped with a spear that could be thrust or thrown. They also carried a bow which they would use dismounted. They were fond of skirmishing and ambushes.

HISTORICAL ENEMIES

Golden Horde; Early Russian; Feudal Polish; Early Lithuanian; Estonian; Prussian; Teutonic Orders

EARLY LITHUANIAN



ARMY COMMANDER	1	Any Instinctive			DATES		1132 CE to 1299 CE		Мін			
SUB-GENERALS	1-3	Any Instinctive			TERRAIN		Coastal, Plains, Forest					
Internal Allied Gene	RALS				САМР		Unfortified; Poor or Av	erage				
	ТүрЕ											
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT 0 RY	BASE	OPTIONAL	Min				
NAME	FORMATION	Protection	Weaponry	Weaponry	Characteristics	PTS	CHARACTERISTICS	Max	UG SIZE			
Best cavalry	CAVALRY	Superior	Unskilled	Short Spear	_	145	Melee Expert (32), Shoot & Charge (14),	0	4,6			
2000 cavaay	Formed Flexible	Protected	Javelin	21101112 2011		1.0	Dismountable (7)	18	., c			
D 1	CAVALRY	Average	Unskilled	C1 . C		105	Melee Expert (23),	0	1.6			
Better cavalry	Formed Flexible	Protected	Javelin	Short Spear	-	105	Shoot & Charge (10), Dismountable (5) Melee Expert (15), Shoot & Charge (6),	48	4,6			
Cavalry	CAVALRY	Average	Unskilled	Short Spear		70	•	16	4,6			
Cavairy	Formed Flexible	Unprotected	Javelin		-	70	Dismountable (3)	48	٦,∪			
Regrade best cavalry as	INFANTRY	Superior	Experienced			99	Dismountable (14)		6,8			
dismounted	Formed Loose	Protected	Bow	- -	-	99	Distilloulitable (14)	Any				
Regrade better cavalry as	INFANTRY	Average	Experienced			75	Dismountable (10),		6,8			
dismounted	Formed Loose	Protected	Bow	- -	-	73	Combat Shy (-22)	Any	- 0,0			
Regrade cavalry as	INFANTRY	Average	Experienced			54	Dismountable (6),		6,8			
dismounted	Formed Loose	Unprotected	Bow	<u>-</u>	-	J 4	Combat Shy (-14)	Any	- 0,0			
Lithuanian spearmen	INFANTRY	Average	-	Short Spear		57		0	6,8			
Liuiuailiali speaillieli	Tribal Loose	Protected	-	Short Spear	-	37	-	12	- 0,0			
Archers	INFANTRY	Average	Experienced			10	Combat Shy (11)	0	6,8			
ATCHEIS	Tribal Loose	Unprotected	Bow	- -	-	40	48 Combat Shy (-14)		- 0,0			
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9			
SKIIIIISIIEIS	Skirmisher	Unprotected	Bow	-	Compatibily	40	-	12	- 0,5			

EARLY LITHUANIAN



Notes

Cavalry dismount as dismounted cavalry with the same quality. This army may use Feigned Flight.

CHANGES FROM LAST VERSION

ESTONIAN



1200 TO 1227 €E

HISTORICAL NOTES

In 1193 CE Pope Celestine III called for a crusade against pagans in Northern Europe. With the help of the newly converted local tribes of Livs and Letts, the crusaders initiated raids into part of what is present-day Estonia in 1208. Estonian tribes fiercely resisted the attacks from Riga and occasionally themselves sacked territories controlled by the crusaders. In 1217 the German crusading order the Sword Brethren and their recently converted allies won a major battle in which the Estonian commander Lembitu was killed. This list also includes the Saaremaa, Livonians and Latgalians.

TROOP NOTES

Estonians appear to have fought on foot, retiring if the shock of their initial impact was unsuccessful.

HISTORICAL ENEMIES

Early Russian; Early Medieval Danish; Early Lithuanian; Estonian; Prussian; Teutonic Orders

ESTONIAN



ARMY COMMANDER	1	Any Instinctive	DATES	1200 CE to 1227 CE
SUB-GENERALS	0-3	Any Instinctive	Terrain	Coastal, Forest
Internal Allied Generals			Самр	Unfortified or Flexible; Poor or Average
Type				

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG SIZE
Nobles	INFANTRY	Superior	Unskilled	Short Spear		97	Shoot & Charge (8),	6	6
INOUIES	Formed Loose	Protected	Javelin	Short Spear	-	27	Dismountable (14)	24	0
Warriors	INFANTRY	Average	Unskilled	Short Spear		60	Shoot Or Charge (6)	16	6,8,9
Warriors	Tribal Loose	Protected	Javelin	Short Spear	-	00	SHOOL & Charge (0)	108	0,0,9
Crossbowmen	INFANTRY	Average	Experienced			52	 53 Combat Shy (-14) 48 Combat Shy (-14) 	0	6
C108800WIIIEII	Tribal Loose	Unprotected	Crossbow	-	-	<i>J</i> 3		6	6
A mala ama	INFANTRY	Average	Experienced			10	Combat Chry (11)	0	6,8
Archers ————————————————————————————————————	Tribal Loose	Unprotected	Bow	-	-	40	Combat Shy (-14)	24	0,0
	INFANTRY	Average	Experienced		Combat Chry	40		0	6.0
SKIIIIISHEIS	Skirmisher	Unprotected	Bow	-	Combat Shy	40	40 -		6,9

ALLIES

Novgorod or Pskov allies allies - Early Russian

Notes

A command cannot contain more than one TuG of nobles.

CHANGES FROM LAST VERSION

PRUSSIAN



1200 **TO** 1283 €E

HISTORICAL NOTES

This list covers Prussians, Livs and Letts fighting the northern crusaders. It also includes Galindians and Yotvingians.

TROOP NOTES

The noble horsemen and their followers were effective. The militia of farmers tended to disappear in the face of superior numbers. The army would skirmish from cover and make sudden charges from woods.

HISTORICAL ENEMIES

Early Russian; Early Medieval Danish; Post-Viking Scandinavian; Feudal Polish; Early Lithuanian; Estonian; Teutonic Orders

PRUSSIAN



Army Commander Sub-Generals		1	Any Instinctive			DATES		1200 CE to 1283 CE		
		0-1	Any Instinctive		Terrain		Coastal, Forest			
Internal Allied Gen	VERALS	0-3	Any Instinctive			САМР		Unfortified; Poor or Ave	erage	
	ТүрЕ									
	TRAINING A	AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	N	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Cavalry	CAVALR	Y	Superior	Unskilled Shart Sansa			131	Shoot & Charge (14),	4	4,6
	Formed Lo	ose	Protected	Javelin	Short Spear		131	Dismountable (7)	18	4,0
Warriors	INFANTI	RΥ	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	16	6,8,9
vvaiii015	Formed Lo	ose	Protected	Javelin	Short Spear				72	
Militia	INFANTI	RΥ	Poor	-	Short Spear	-	35	-	0	9,10,12
IVIIIIIII	Tribal Loc	ose	Protected	-	Short Spear				36	
Crossbowmen	INFANTI	RΥ	Average	Experienced		-	53	Combat Shy (-14)	0	6
Clossoomilieli	Tribal Loc	ose	Unprotected	Crossbow	· -		55		6	
Archers	INFANTI	RΥ	Average	Experienced			48	Combat Shy (-14)	0	6,8
AICHEIS	Tribal Loc	ose	Unprotected	Bow	· -	-	40	Combat Sily (-14)	24	0,8
Chirmiching cavalry	CAVALR	Y	Average	Experienced			47	Combat Shir (1)	0	4,6
Skirmishing cavalry	Skirmish	er	Unprotected	Javelin	· <u>-</u>	-	4/	Combat Shy (-4)	12	- 4,0
Skirmishers	INFANTI	RY	Average	Experienced			29	Combat Shy (-4)	0	6,9
Skirmishers	Skirmish	er	Unprotected	Javelin		-		Combat Shy (-4)	36	- 0,9

ALLIES

Pomeranian allies - Feudal Polish (only Prussians from 1242 CE)

Notes

Prussian cavalry can dismount as Tribal Loose, Protected, Short Spear, Devastating Chargers of the same quality.

A Yotvingian army cannot choose Coastal territory type.

CHANGES FROM LAST VERSION

TEUTONIC ORDERS



1201 TO 1439 CE

HISTORICAL NOTES

This list covers the armies of the Order of the Knights of Christ of Livonia, founded by the Bishop of Riga in 1200. It also covers the Teutonic Knights of the Hospital of St Mary of Jerusalem in Poland in 1226 and the affiliation of the Livonian Knights of the Teutonic Order in 1236. This list covers the Teutonic Order to 1440 CE. After the disastrous battle of Tannenburg in 1410, the Treaty of Thorn compelled the Order to pay massive war indemnities and ransoms for captured troops.

TROOP NOTES

Ritterbruder were knights of the order. The most fielded in one battle was 700 at Tannenberg in 1410. These were supported by other serving brothers and by lay knights of the order. These were joined by crusaders of many nationalities. Tactics included forming large wedges of knights.

HISTORICAL ENEMIES

Golden Horde; Feudal Polish; Early Lithuanian; Estonian; Prussian; Later Lithuanian; Medieval Polish; Hussite

TEUTONIC ORDERS



ARMY COMMANDER 1		Any Professional		DATES		1201 CE to 1439 CE				
SUB-GENERALS	0-3	Any Professional or 0-	-1 Instinctive		TERRAIN		Standard, Plains, Forest			
Internal Allied Generals				Самр		Unfortified or Flexible; Poor or Average				
	ТүрЕ				•					
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min		
Name	FORMATION	PROTECTION	Weaponry	Weaponry	Characteristics	PTS	Characteristics	Max	UG SIZE	
Order Banners	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	224	Dismountable (9),	4	4,6	
Order bailliers	Drilled Loose	-/Fully Armoured	-	Charging Lancer		224	Melee Expert (40)	18	4,0	
Vassal Banners	CAVALRY	Average	-	Charging I anger	Devastating Chargers	148	Dismountable (6)	0	1.6	
vassai baillieis	Formed Loose	-/Fully Armoured	-	Charging Lancer		148		12	4,6	
Other Banners (from 1230	CAVALRY	Superior	-	Charging Lancer	r Devastating Chargers	207	Dismountable (9)	0	4,6	
CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer				6		
Turcopoles (from 1230 CE)	CAVALRY	Average	Experienced	Short Spear		84		4	4,6	
	Drilled Flexible	Unprotected	Javelin	Short spear	-	04	-	12	4,0	
Mounted crossbowmen	CAVALRY	Average	Experienced		_	120	Melee Expert (23)	0	4,6	
	Formed Loose	Protected	Crossbow			120		6	-1 ,∪	
Brother or mercenary	INFANTRY	Average	-	Short Spear	Shieldwall	82		0	6,8	
spearmen	Drilled Close	Protected	-	31101t Spear	Siliciuwali	02	-	8	0,0	
Brother or mercenary	INFANTRY	Average	Experienced		_	85	Combat Shy (-22)	0	6,8	
crossbowmen	Drilled Loose	Protected	Crossbow			00		16	0,0	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8	
	Formed Close	Protected	-	Short Spear	Sinciawan	, ,	Comoat Sily (-22)	16	0,0	
Settler spearmen (from 1300	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8	
CE)	Formed Close	Protected	-	Short Spear	Sinciawan	, ,	Collidat Sily (-22)	16	0,0	
Militia crossbowmen	INFANTRY	Average	Experienced	_	Combat Shy	58	_	0	6,8	
	Formed Loose	Protected	Crossbow	_	Combat Sily		_	8	0,0	
Subject spearmen	INFANTRY	Average	Experienced	Short Spear	_	63	Combat Shy (-22)	0	6,8,9	
	Tribal Loose	Protected	Javelin	onore opear				36	0,0,7	
Hungarians (until 1995 CE)	CAVALRY	Average	Experienced			57	Combat Shy (-4)	0	4,6	
Hungarians (until 1225 CE)	Skirmisher	Unprotected	Bow	-	-	07		12	7,0	

TEUTONIC ORDERS



Prussian or Livonian cavalry	CAVALRY	Average	Experienced		47	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin		47	Combat Sify (-4)	6	
Skirmishing archers	INFANTRY	Average	Experienced	- Combat Shy	40		0	6,9
	Skirmisher	Unprotected	Bow	- Combat sny	40	-	12	
Skirmishing handgunners (from 1400 CE)	INFANTRY	Average	Experienced		40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm		40		9	0,9
Guns (from 1340 CE)	ARTILLERY	Average	Experienced	- Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art	- Combat sny	100	barricades (10)	2	Δ
Cannons (from 1380 CE)	ARTILLERY	Average	Experienced	Barricades, Combat	184		0	2
	Skirmisher	Unprotected	Heavy Art	Shy		-	2	

ALLIES

Polish allies - Feudal Polish (from 1226 to 1242 CE)

Notes

Order Banners dismount as Drilled Close, Average, Fully Armoured, 2-H Cut & Crush. Other knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush (or Poor if downgraded to Poor).

CHANGES FROM LAST VERSION

Option for an Instinctive sub-general.

NOVGOROD REPUBLIC



1247 TO 1471 CE

HISTORICAL NOTES

The Novgorod Republic was a medieval East Slavic state from the 12th to 15th centuries, stretching from the Baltic Sea to the northern Ural Mountains, including the city of Novgorod and the Lake Ladoga regions of modern Russia. The Republic prospered as the easternmost port of the Hanseatic League. The Princes of Novgorod were invited by Novgorodians from the neighbouring states to lead them. Their power was limited but they always remained an important figure in Novgorodian life. Novgorod struggled from the beginning of the 13th century against Swedish, Danish, and German crusaders. The Novgorod Republic managed to escape the horrors of the Mongol invasion because it was the only Rus principality to submit to the Mongols pre-emptively and peacefully. The Russian principalities of Tver, and Moscow, and Lithuania fought over control of Novgorod and its enormous wealth from the 14th century. As Muscovy grew in strength it became a serious threat to Novgorod. In 1456, the Novgorodians sustained a crushing defeat at the hands of the Muscovite forces and were forced to sign the Treaty of Yazhelbitsy. The Novgorodians were accused of breaking the treaty by seeking an alliance with Poland and were beaten at the Battle of Sheldon River in 1471. In 1478 Ivan III (the Great) of Russia seized Novgorod for himself.

TROOP NOTES

Novgorod was less influenced by the Mongols and had more contact with European knights. This may have led to less reliance on archery and being more prepared to charge.

HISTORICAL ENEMIES

Golden Horde; Post-Viking Scandinavian; Post-Mongol Russian; Later Lithuanian

Novgorod Republic



ARMY COMMANDER 1		Any Instinctive	DATES		1247 CE to 1471 CE				
SUB-GENERALS	0-3	Any Instinctive	TERRAIN		Coastal, Forest				
Internal Allied Genera	ALS				САМР		Unfortified or Fortified; Poor or Average		
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG Size
Dvor	CAVALRY	Superior	Experienced	Short Spear	-	161	_	4	4,6
	Formed Loose	Protected	Bow	Short Spear		101	_	12	-1, 0
Regrade dvor	CAVALRY	Superior	Charge Only	Short Spear		150			4,6
Regiade uvoi	Formed Loose	Protected	Bow	Short Spear	_	150	-	Any	4,0
Lesser boyars and retainers	CAVALRY	Average	Experienced	Short Spear		125	-	12	4,6
	Formed Loose	Protected	Bow					48	-1, 0
Regrade boyars and retainers	CAVALRY	Average	Charge Only	Short Spear	-	114	_		4,6
	Formed Loose	Protected	Bow				-	Up to half	4,0
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77		0	6,8
rviinua spearmen	Formed Close	Protected	-	Short Spear	Jilicia wali		-	12	0,0
Militia archers	INFANTRY	Average	Experienced		-	48	Combat Shy (-14)	0	6,8
ivilliua archers	Tribal Loose	Unprotected	Bow	-		40		8	- 0,0
Militia crossbowmen	INFANTRY	Average	Experienced			53	Combat Shy (-14)	0	6
Militia Crossbowinen	Tribal Loose	Unprotected	Crossbow	-	-	JS		6	- 0
Chirmaighing angless	INFANTRY	Average	Experienced		Combat Shy	40	-	0	6,9
Skirmishing archers	Skirmisher	Unprotected	Bow	-	Comoat sny	40		9	• 0,9
ONLY FROM 1380 CE									
Tarana	CAVALRY	Average	Experienced	Cl. and Common		100		0	16
Tatars	Formed Flexible	Unprotected	Bow	Short Spear	-	100	-	12	4,6
Cossack foot	INFANTRY	Average	Experienced		CambatCh	40	-	0	6,9
COSSACK TOOL	Skirmisher	Unprotected	Bow	-	Combat Shy			12	0,9
Cuna	ARTILLERY	Average	Experienced		Cambat Ch-	100	Darriandas (16)	0	2
Guns	Skirmisher	Unprotected	Light Art	-	Combat Shy	108	Barricades (16)	2	<i>L</i>

Novgorod Republic



ALLIES

Lithuanian allies - Early Lithuanian (before 1300 CE) Lithuanian allies - Later Lithuanian (from 1300 CE)

CHANGES FROM LAST VERSION

Post-Mongol Russian



1247 **TO** 1533 **CE**

HISTORICAL NOTES

This list covers the armies of Russia from the Mongol conquest until the accession of Ivan the Terrible. The Mongol invasion devastated cities such as Kiev allowing new cities such as Moscow to thrive. The Grand Duchy of Moscow first co-operated with the Mongols and remained a vassal state of the Golden Horde until 1480.

Mongol power was challenged a century earlier when the Russians beat the Mongols at the Battle of Kulikovo in 1380. The Mongols returned in 1382 and sacked Moscow. Ivan III (the Great), ruler from 1462 to 1505) forced the lesser Rus princes to acknowledge him and his descendants as their ruler. The defeat of the Mongols at the Great Stand on the Ugra River ended the overlordship of the Golden Horde and annexing the Novgorod Republic in 1478 and Grand Duchy of Tver in 1485 consolidated the core of Russia.

TROOP NOTES

Dvor were the household troops of Russian noblemen and princes.

HISTORICAL ENEMIES

Cuman or Kipchak; Golden Horde; Tatar Khanates; Novgorod Republic; Post-Mongol Russian; Medieval Swedish; Later Lithuanian; Later Teutonic Order; Later Medieval Polish

Post-Mongol Russian



ARMY COMMANDER		1	Any Instinctive		DATES TERRAIN		1247 CE to 1533 CE Plains, Forest				
SUB-GENERALS		0-3	Any Instinctive								
Internal Allied Generals		0-2	Any Instinctive			САМР		Mobile or Fortified; Poor or Average			
	ТүрЕ										
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min		
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG Size	
Dvor	CAVALRY	Y	Superior	Experienced	Short Spear	-	161		4	4,6	
DVOI	Formed Loc	ose	Protected	Bow	Short Spear		101		12	4,0	
Lesser boyars and retainers	CAVALR?	Y	Average	Experienced	Short Spear		125	-	12	4,6	
Lesser boyars and retainers	Formed Loc	ose	Protected	Bow	Short Spear	-			48		
Militia spearmen	INFANTR	Y	Average	-	Short Spear	Shieldwall	77	-	0	6,8	
	Formed Clo	se	Protected	-			//		12	0,0	
Militia analaana	INFANTR	Y	Average	Experienced		-	48	Combat Shy (-14)	0	6,8	
IVIIIIua archeis	Tribal Loos	se	Unprotected	Bow	-		40		16	0,0	
Militia archers Militia crossbowmen	INFANTR	Y	Average	Experienced		-	53	Combat Shy (-14)	0	6,8	
Ivillida Ciossoowilleli	Tribal Loos	se	Unprotected	Crossbow	-		JJ	Collidat Sily (-14)	8	- 0,0	
Chirminhina arahara	INFANTR	Y	Average	Experienced		Combat Shy	40	-	0	6,9	
Skirmishing archers	Skirmishe	r	Unprotected	Bow	-				9		
Only from 1380 CE											
Tatawa wa Carana la	CAVALRY	Y	Average	Experienced	C1 C		100		0	1.6	
Tatars or Cossacks	Formed Flex	ible	Unprotected	Bow	Short Spear	-	100	-	12	4,6	
Cossacks	INFANTR'	Y	Average	Experienced		Cambat Chi	40	-	0	6,9	
COSSACKS	Skirmishe	r	Unprotected	Bow	-	Combat Shy			12	0,9	
Cunc	ARTILLER	Y	Average	Experienced		Combat Shir	108	Rarricados (16)	0	2	
Guns	Skirmishe	r	Unprotected	Light Art	-	Combat Shy	100	Barricades (16)	2		

Post-Mongol Russian



ONLY FROM 1486 CE								
Upgrade militia archers and crossbowmen with	INFANTRY	Average	Experienced		43	Combat Shy (-14)		6.8
handguns	Tribal Loose	Unprotected	Firearm		70	Contoat Sily (-14)	Any	0,0
Upgrade Cossack infantry	INFANTRY	Average	Experienced		40	Combat Shy (-5)		6.9
skirmishers with handguns	Skirmisher	Protected	Firearm	-	40	Controat Sity (-0)	Any	0,9

ALLIES

Golden Horde allies (before 1380 CE)

Lithuanian allies - Later Lithuanian (Moscow in 1380 CE)

CHANGES FROM LAST VERSION

MORTEM ET GLORIAM

MEDIEVAL NORWAY

1280 TO 1390 CE

HISTORICAL NOTES

This list covers the armies of Norway from the growth of the king and the aristocracy in the thirteenth century until the Union of Kalmar. The first half of the 14th century is described as a golden age with peace and increase in trade, especially with the British Isles. After the Black Death had spread through Norway in 1349, the population fell by a third. Trade with Germany increased in importance and the Hanseatic League seized control, establishing a trading centre in Bergen. After the Union, Norway was dominated by Denmark and was too weak to overthrow the Union.

TROOP NOTES

Norwegian armies relied on an infantry militia.

HISTORICAL ENEMIES

Medieval Danish and Kalmar Union

MEDIEVAL NORWAY

DATES

Combat Shy

45



6.9

24

1280 CE to 1390 CE

SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Coastal, Mountains		
Internal Allied Gene	RALS				САМР		Unfortified or Fortified;	Poor or Av	verage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT O RY	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Knights	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29),	4	4,6
Milgitts	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	152	Dismountable (6)	12	4,0
Skyttar	CAVALRY	Average	Experienced			120	Melee Expert (23)	0	4,6
Skyttai	Formed Loose	Protected	Crossbow	-	-	120	Wielee Expert (23)	8	4,0
Leidang	INFANTRY	Average	-	Polearm	Integral Chapters	83		12	6,8,9
Leidalig	Tribal Close	Protected	-	Polearm	rm Integral Shooters	03	-	96	0,0,9

Experienced

Crossbow

Notes

Skirmishing crossbowmen

ARMY COMMANDER

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

INFANTRY

Skirmisher

1 Any Instinctive

Average

Unprotected

CHANGES FROM LAST VERSION

MEDIEVAL DANISH AND KALMAR UNION



1280 TO 1450 CE

HISTORICAL NOTES

This list covers Danish armies until the Union of Kalmar and Union armies from that date.

TROOP NOTES

Medieval Danish armies made use of German mercenaries. Infantry, who still formed the main component of Danish armies, were armed with halberds and spears.

HISTORICAL ENEMIES

Medieval Frisian or Dithmarschen; Medieval German City League; Medieval German; Late Medieval German; Medieval Norway; Medieval Swedish

MEDIEVAL DANISH AND KALMAR UNION



ARMY COMMANDER		1	Any Instinctive, Any (from 1390 CE)		DATES		1280 CE to 1450 CE		
SUB-GENERALS		0-3	Any Instinctive, Any (from 1390 CE)		TERRAIN		Coastal, Standard		
INTERNAL ALLIED GENERA	LS					Самр		Unfortified or Fortified;	Poor or Av	rerage
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	O PTIONAL	Min	
NAME	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Riddare	CAVALRY	(Superior	-	Charging Lancer		184	Melee Expert (40),	4	4,6
Idudate	Formed Loc	ose	-/Fully Armoured	-	Charging Lancer		104	Dismountable (9)	8	4,0
Fraelse	CAVALRY	Z	Average	-	Charging Lancer		132	Melee Expert (29),	0	4,6
Tracisc	Formed Loc		-/Fully Armoured	-	Charging Lancer		102	Dismountable (6)	6	-1, 0
Smaasvenner	CAVALRY		Average	-	Charging Lancer	_	105	Combat Shy (-28)	0	4,6
	Formed Loc		Protected	-	Gharging Lancer		100	Goineat ony (20)	6	1,0
Skyttar	CAVALRY		Average	Experienced	_	_	120	Melee Expert (23)	0	4,6
	Formed Loc		Protected	Crossbow			120	Tvicice Expert (20)	8	1,0
Mounted handgunners (from	CAVALRY		Average	Unskilled	_	-	86	Melee Expert (23)	0	4,6
1450 CE)	Formed Loc		Protected	Firearm					6	., 0
Leidang	INFANTR		Average	-	Polearm	Integral Shooters	83	_	12	6,8,9
	Tribal Clos		Protected	-	1 01001111				72	0,0,7
Billmen or halberdiers	INFANTR		Average	-	Polearm	_	87	_	0	6,8
	Formed Clo		Protected	-	1 Olediiii		<u> </u>		8	
Skirmishing crossbowmen	INFANTR		Average	Experienced	_	Combat Shy	45	_	0	6,9
	Skirmishe	r	Unprotected	Crossbow		Goiniout only	10		18	0,7
FROM 1350 CE										
German mercenary men-at-	CAVALRY	7	Average	-	Chanain a Langan		144	Dismountable (6)	0	4,6
arms	Drilled Loo	se	-/Fully Armoured	-	Charging Lancer	-	144	Dismountable (0)	6	4,0
Crossbowmen	INFANTR	Y	Average	Experienced			85	Combat Shy (-22)	0	6,8
CIO2200MIIIGII	Drilled Loo	se	Protected	Crossbow	-	-	00	Collidat Sily (-22)	16	- 0,0
Obudshaer	INFANTR	Y	Average	-		Melee Expert	86		0	6,8
	Drilled Clo	se	Protected	-		Interes Exhert			16	

MEDIEVAL DANISH AND KALMAR UNION



FROM 1390 CE									
Handgunners	INFANTRY	Average	Experienced			40	Combat Shy (-5)	0	6,9
- I lanuguiniers	Skirmisher	Protected	Firearm			40	Combat Sify (-0)	12	U, J
Guns	ARTILLERY	Average	Experienced		Combat Shy	108	Barricades (16)	0	2
Guiis	Skirmisher	Unprotected	Light Art	<u>-</u>	Collidat Sily	100	Darricades (10)	2	
Cannons	ARTILLERY	Average	Experienced		Barricades, Combat	184		0	2
Caimons	Skirmisher	Unprotected	Heavy Art	-	Shy	104	-	2	Δ

ALLIES

Swedish allies - Medieval Swedish (from 1390 CE)

German allies - Medieval German (from 1390 CE until 1440 CE)

Hanseatic League allies - Medieval German City League (from 1397 CE)

German allies - Late Medieval German (from 1440 CE)

NOTES

Riddare, fraelse and knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush (or Poor if downgraded to Poor). Only one external ally may be taken.

CHANGES FROM LAST VERSION

MORTEM ET GLORIAM

MEDIEVAL SWEDISH

1280 TO 1523 CE

HISTORICAL NOTES

This list covers Swedish armies until the Union in 1397 CE and anti-Union Swedish armies until the end of the Union and the accession of Gustavus Vasa to the Swedish throne. Birger Jarl the Regent was effective ruler from 1248 to 1266. His son, Magnus Ladulas ruled from 1275 to 1290. These rulers abolished serfdom and instituted separate duchies. A formal nobility was established by the Ordinance of Alsno in 1280. The first union between Sweden and Norway occurred in 1319 when the three-year-old Magnus inherited the throne of Norway from his grandfather Haakon V. The long minority weakened royal influence and the Swedes superseded him by his nephew Albert of Mecklenburg in 1365. In 1388 Albert was driven out at the request of the Swedes by Margaret I of Denmark. A union of Denmark, Norway and Sweden was agreed, and Eric of Pomerania was crowned king in 1397 at Kalmar. The attempts of the crown, based in Denmark, to impose their will on the Swedes soon produced secessions. The Swedes first broke away in 1434. In 1441 Sweden was reunited under Christopher of Bavaria but from 1448 to 1470 a state of confusion arose until the kingdoms were reunited under Christian II of Denmark. In the 16th century, Gustav Vasa fought for an independent Sweden, crushing an attempt to restore the Union of Kalmar and laying the foundation for modern Sweden.

TROOP NOTES

A feudal knighthood was introduced into Sweden in the 13th century. The Swedish knights were supported by unarmoured mounted attendants with lances as a reserve. Allmoge were Swedish peasant militia equipped with crossbow or bow supported by men with mixed polearms including a "svaedstave", a sword blade with a cross guard on a five-foot pole. They had a fearsome reputation. Barricades were used to block routes through Swedish forests.

HISTORICAL ENEMIES

Post-Mongol Russian; Medieval Danish and Kalmar Union

MEDIEVAL SWEDISH



ARMY COMMANDER		1	Any Instinctive			DATES		1280 CE to 1523 CE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Coastal, Forest		
Internal Allied Genera	ALS					САМР		Unfortified or Fortified	; Poor or Av	rerage
	ТүрЕ		<u>. </u>							
	TRAINING AN	ID	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	Formation		Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	ЖАЖ	UG SIZE
Riddare	CAVALRY		Superior	-	Charging Lancer		184	Melee Expert (40),	0	4
Nuuait	Formed Loo	se	-/Fully Armoured	-	Charging Lanco		104	Dismountable (9)	4	- 4
Fraelse	CAVALRY		Average	-	Charging Lancer		132	Melee Expert (29),	4	4,6
	Formed Loos	se	-/Fully Armoured	-	Charging Lanco		104	Dismountable (6)	6	- 4, 0
Smaasvenner	CAVALRY		Average	-	Charging Lancer		105	Combat Shy (-28)	0	4
Jilidasveiiiiei	Formed Loo	se	Protected		Charging Lanco		100		4	- 4
Mounted handgunners (from	CAVALRY	<u></u>	Average	Unskilled			86	Melee Expert (23)	0	4
1450 CE)	Formed Loo	se	Protected	Firearm				Meiee Expert (20)	4	- 4
Skyttar	CAVALRY	ſ	Average	Experienced			120	Melee Expert (23)	0	4,6
Skytiai	Formed Loo	se	Protected	Crossbow			120	Meiee Expert (20)	8	- 4, 0
Allmoge										
Energy and (1/2 TyC)	INFANTRY	Y	Average	Experienced	Polearm		112		6	6,8
Front ranks (1/2 TuG)	Formed Flexil	.ble	Protected	Crossbow	roleann	-	112	-	20	0,0
D 1 (1/0 T. (C)	INFANTRY	Y	Average	Experienced			80		6	
Rear ranks (1/2 TuG)	Formed Loos	se	Protected	Crossbow		-	80	-	20	_
UPGRADE ALLMOGE AS DAI	LECARLIAN AI	LLMC	eGE							
Dalecarlian front ranks (1/2	INFANTRY	Y	Superior	Experienced	Polearm		1.40	· · · · · · · · · · · · · · · · · · ·	0	6.0
TuG)	Formed Flexil	.ble	Protected	Crossbow	rolearm	-	149	-	4	6,8
Dalecarlian rear ranks (1/2	INFANTRY	Y	Superior	Experienced			104		0	
TuG)	Formed Loos	se	Protected	Crossbow		-	104	-	4	_

MEDIEVAL SWEDISH



Leidang (before 1397 CE)	INFANTRY	Average	-	Polearm	Integral Shooters	83		0	6,8,9
Leidang (before 1397 CE)	Tribal Close	Protected	-	1 Olealiii	integral shooters	0.0	-	72	0,0,9
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	45		0	6,9
Skimisimig crossoowinen	Skirmisher	Unprotected	Crossbow	-	Combat sny	40	-	18	0,9
Handgunners (from 1390	INFANTRY	Average	Experienced			40	Combat Shy (-5)	0	6
CE)	Skirmisher	Protected	Firearm	-	-	40	Collidat Sily (-5)	6	
Guns (from 1390 CE)	ARTILLERY	Average	Experienced		Combat Shy	108	Barricades (16)	0	2
Gulis (Holli 1390 CE)	Skirmisher	Unprotected	Light Art	-	Combat sny	100	Dallicades (10)	2	
Cannons (from 1390 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	184		0	2
Camions (nom 1390 CE)	Skirmisher	Unprotected	Heavy Art	-	Shy	104	-	2	

ALLIES

Hanseatic League allies - Medieval German City League (from 1367 CE)

NOTES

Minima and maxima for allmoge reflect the front ranks. An equal number of rear ranks must be taken.

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

An army prior to 1397 CE must have at least twice as many leidang as allmoge.

Any infantry TuG may be given the Barricades characteristic. They may only be used in woods or forests, or to connect open ground between two woods or forests.

CHANGES FROM LAST VERSION

LATER LITHUANIAN



1300 TO 1515 CE

HISTORICAL NOTES

Having resisted attempts at conquest by the Teutonic Knights in the 13th century, the pagan Grand Duchy of Lithuania began to expand into what is modern Ukraine and Belarus. They defeated the Tatars and took Smolensk, Kiev and Bryansk. In 1386 the Lithuanian ruler converted to Christianity and became Wladyslaw II Jagiello, king of Poland. Lithuania and Poland remained separate states. Lithuania was governed by a Grand Duke, who was often also King of Poland. The conversion to Christianity did not stop the attacks of the Teutonic knights. In 1410 a combined Polish-Lithuanian army defeated the order at the Battle of Grunwald (or Tannenberg).

TROOP NOTES

Lithuanian cavalry were equipped with a spear that could be thrust or thrown. They also carried a bow. They were fond of skirmishing and ambushes.

HISTORICAL ENEMIES

Golden Horde; Later Hungarian; Wallachian; Moldavian; Ottoman Turkish; Tatar Khanates; Teutonic Orders; Novgorod Republic; Post-Mongol Russian; Medieval Polish

LATER LITHUANIAN



ARMY COMMANDER		1	Any Instinctive			DATES		1300 CE to 1515 CE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Coastal, Plains, Forest		
INTERNAL ALLIED GENERA	ALS	0-3	Any Instinctive			Самр		Unfortified or Fortified;	Poor or Av	verage
	ТүрЕ		·							
	TRAINING A	VD	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	4	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	ЖАЖ	UG SIZE
Best equipped Lithuanian	CAVALRY	(Superior	Experienced	Short Spear	_	161	Shoot & Charge (14)	6	4,6
cavalry	Formed Loc	se	Protected	Bow	Short spear	-	101	Shoot & Charge (14)	18	4,0
Lithuanian cavalry	CAVALR?	7	Average	Experienced	Short Spear		125	Shoot & Charge (10)	0	4,6
Liuitainan Cavany	Formed Loc		Protected	Bow	Short Spear	-	120	Shoot & Charge (10)	36	4,0
Lithuanian cavalry with less	CAVALRY	(Average	Experienced	Short Spear	_	100	Shoot & Charge (6)	12	4,6
protection	Formed Flex	ible	Unprotected	Bow	Short Spear		100	Shoot & Charge (0)	36	4,∪
TEUTONIC KNIGHTS AND SE	ERGEANTS									
Teutonic knights	CAVALRY	<i>[</i>	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
reutonic kinglits	Formed Loc	se	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Meiee Expert (40)	2	4
Teutonic sergeants	CAVALR?	7	Superior	-		Devastating Chargers	131	Melee Expert (32)	=	
	Formed Loc	se	Protected	-	_	Devastating Chargers	101	Tviciee Lxpert (02)	=	
Tatars	CAVALRY	<i>[</i>	Average	Experienced	Short Spear		100		0	4,6
Tatais =	Formed Flex	ible	Unprotected	Bow	Short spear	-	100	-	6	4,0
Russian boyars (from 1360	CAVALR?	7	Average	Experienced	Short Spear		125		0	4,6
CE)	Formed Loc	se	Protected	Bow	Short spear	-	120	-	12	4,0
Polish nobles (from 1386 CE)	CAVALRY	7	Superior	-	Charging Lancer		184	Melee Expert (40)	0	4,6
Tolish hooles (hom 1300 CL)	Formed Loc	se	-/Fully Armoured	-	Charging Lancer	-	104	Tviciee Lxpert (40)	6	4,0
Strzelcy (from 1386 CE)	CAVALRY		Average	Experienced		Shoot & Charge	130		0	4,6
	Formed Loc		Protected	Crossbow		Jiloot & Cilaige	100		6	- 7,∪
Lithuanian spearmen	INFANTR'		Average	-	Short Spear	_	57	_	0	6,8
	Tribal Loos	se	Protected	-	onore opear	-	07		12	

LATER LITHUANIAN



Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	6,8
Archers	Tribal Loose	Unprotected	Bow	-	-	40	Combat Sny (-14)	12	0,0
Skirmishing Tatars (from	CAVALRY	Average	Experienced	Short Spear		62		0	4,6
1386 CE)	Skirmisher	Unprotected	Bow	31101t Spear	-	02	-	12	4,0
Skirmichara	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Skirmishers	Skirmisher	Unprotected	Bow		Collidat Sily	40		12	0,9
Hussite battle wagons (only	BATTLE WAGONS	Average	Experienced	Polearm		214		0	2,3,4
Svitrigaila in 1435 CE)	Formed Loose	Protected	Crossbow	TOTEATTT	-	214	-	4	2,0,4
Cannons and bombards	ARTILLERY	Average	Experienced		Barricades, Combat	184		0	2
(from 1382 CE)	Skirmisher	Unprotected	Heavy Art	-	Shy	104	-	2	

ALLIES

Golden Horde allies (before 1441 CE)

Crimean Tatar allies - Tatar Khanates (from 1441 CE)

Teutonic Orders allies (only Svitrigaila in 1435 CE)

Notes

Polish knights and strzelcy may be combined in a TuG of 4 or 6 containing equal numbers of each or a TuG of 6 with 1/3 knights and 2/3 strzelcy.

If the army that fought at Svitrigaila in 1435 CE is taken then a Teutonic Order ally is compulsory and replaces Teutonic knights in the main list.

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

MEDIEVAL POLISH



1335 TO 1454 CE

HISTORICAL NOTES

King Casimir III the Great, Władysław's son and the last of the Piast rulers, strengthened and expanded the restored Kingdom of Poland, but Silesia was lost to the Holy Roman Empire and Pomerania to the Teutonic Knights. In 1386, Grand Duke Jogaila of Lithuania married Queen Jadwiga of Poland and became King of Poland until his death in 1434. In 1444 Władysław II was killed at the Battle of Varna against the forces of the Ottoman Empire.

TROOP NOTES

The rycerz or knights were supported by czeladz or followers, initially armed with crossbow and called strzelcy (shooters), but by 1400 CE with lance. These at first drew up in a separate second line behind the rycerz, but after 1400 bodies of rycerz and czeladz often alternated in a single line with light cavalry, usually Lithuanians, on its flanks. Infantry were seldom fielded. Town militia formed 10 deep with a front rank equipped with pavise and spear, the remaining ranks with crossbow. Axemen fought the Teutonic Knights effectively in the woods.

HISTORICAL ENEMIES

Golden Horde; Later Hungarian; Wallachian; Moldavian; Ottoman Turkish; Tatar Khanates; Medieval German; Late Medieval German; Teutonic Orders; Later Lithuanian; Hussite; Later Teutonic Order

MEDIEVAL POLISH



ARMY COMMANDER	1	Any Instinctive			DATES		1335 CE to 1454 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Forest, Moun	tains	
Internal Allied Genera	ALS				Самр		Unfortified or Fortified;	Poor or Av	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M andat o ry	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Rycerz	CAVALRY	Superior	-	Charging Lancer		184	Melee Expert (40)	6	4,6
	Formed Loose	-/Fully Armoured	-	Charging Lancer		104	Meice Expert (40)	24	4,0
Strzelcy	CAVALRY	Average	Experienced		Shoot & Charge	130		0	4,6
Suzeicy	Formed Loose	Protected	Crossbow		51100t & Charge	100		24	4,0
Replace strzelcy with czeladz	CAVALRY	Average	-	Charging Lancer		105			
with lance (from 1386 CE)	Formed Loose	Protected	-	Charging Lancer		100		Any	
German or Bohemian	CAVALRY	Average	-	Charging Lancer		144	Dismountable (6)	0	4,6
mercenaries (from 1400 CE)	Drilled Loose	-/Fully Armoured	-	- Charging Lancer	-	144	Distributitable (0)	6	4,0
Lithuanian cavalry	CAVALRY	Average	Experienced	Short Spear		125	Shoot & Charge (10)	0	4,6
	Formed Loose	Protected	Bow	Short Spear		120	Shoot & Charge (10)	6	4,0
Lithuanian cavalry (from	CAVALRY	Superior	Experienced	Short Spear		161	Shoot & Charge (14)	0	4,6
1386 CE)	Formed Loose	Protected	Bow	Short Spear		101	Shoot & Charge (14)	6	4,0
Lithuanian cavalry with less	CAVALRY	Average	Experienced	Short Spear		100	Shoot & Charge (6)	0	4,6
protection (from 1386 CE)	Formed Flexible	Unprotected	Bow	Short Spear		100	SHOOL & Charge (0)	12	4,0
Serbian gusars (from 1386	CAVALRY	Average	-	Charging Lancer		115	Melee Expert (23)	0	4,6
CE)	Formed Flexible	Protected	-	- Charging Lancer	-	110	Meiee Expert (20)	6	4,0
Mercenary horse archers	CAVALRY	Average	Experienced	Short Spear		100		0	4,6
iviercentary noise archers	Formed Flexible	Unprotected	Bow	- Short Spear	-	100	-	6	4,0
Militia axemen	INFANTRY	Average	-	2-H Cut-Crush		92		0	6
	Formed Loose	Protected	-	2-11 Cut-Clusii	-	94		6	
Militia crossbowmen	INFANTRY	Average	Experienced		Pavise	67	Combat Shy (-14)	0	6,8
	Formed Loose	Unprotected	Crossbow	-	1 avist		Compat Sily (-14)	12	0,0
Infantry of the lance	INFANTRY	Poor	-	Short Spear		35		0	8,9,10
manuy of the lance	Tribal Loose	Protected	-	- Short Spear	-	30	- '	10	- 0,7,10

MEDIEVAL POLISH



Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	45		0	6,9
Skillinstillig crossbowillen	Skirmisher	Unprotected	Crossbow	-	Combat Sily	40	-	9	0,9
Handgunners (from 1386	INFANTRY	Average	Experienced			40	Combat Shy (-5)	0	6
CE)	Skirmisher	Protected	Firearm	-	-	40	Combat Sily (-5)	6	
War wagons (from 1400 CE)	BATTLE WAGONS	Average	Experienced	Polearm		214		0	2,3,4
Wai Wagolis (Holli 1400 CE)	Formed Loose	Protected	Crossbow	TOTEATTT	-	214	-	4	2,0,4
Curs (from 1296 CE)	ARTILLERY	Average	Experienced		Combat Shy	108	Parriandae (16)	0	2
Guns (from 1386 CE)	Skirmisher	Unprotected	Light Art	-	Combat Shy	100	Barricades (16)	2	

ALLIES

Lithuanian allies - Later Lithuanian (from 1386 CE)

Moldavian allies - (only in 1342 CE and from 1387 CE)

Hungarian allies - Later Hungarian (from 1342 to 1382 CE and from 1440 to 1441 CE)

Hungarian allies -Black Army Hungarian (from 1442 to 1444 CE)

NOTES

Polish knights and strzelcy may be combined in a TuG of 4 or 6 containing equal numbers of each or a TuG of 6 with 1/3 knights and 2/3 strzelcy.

Lithuanian allies are commanded by a sub-general not an ally general. They cannot be hesitant or unreliable.

German mercenary knights must be commanded by a sub-general who cannot command other troops.

Mercenary knights dismount as Formed Loose, Fully Armoured, 2-H Cut-Crush of the same quality.

Only one external ally commanded by an ally general is permitted.

CHANGES FROM LAST VERSION

HUSSITE



1419 TO 1479 CE

HISTORICAL NOTES

The Hussites Wars arose from the death of the childless King Wenceslas and the claim of Sigismund to the throne of Bohemia. Sigismund was backed by a Papal Bull that proclaimed a crusade against the Hussites. The Hussites defeated Sigismund's forces. In 1423 and 1424 the Hussite factions fought amongst themselves. From 1425 they campaigned in Silesia and Saxony resulting in a further declaration of a new crusade. Further crusading armies were defeated. In 1434 the Taborite and Orebite factions were defeated by the Utraquist faction supported by the Catholics. Following this Sigismund was accepted as King of Bohemia. In 1462 the Church attempted to repudiate the treaty resulting in further wars until 1479.

TROOP NOTES

The Hussites made a systematic use of battle wagons. The crews probably varied but the Hodetin Ordonnance specified a crew of 2 drivers, 2 handgunners, 6 crossbowmen, 4 flailmen, 4 halberdiers and 2 pavisiers.

Militia were provided from allied cities including Prague.

HISTORICAL ENEMIES

Later Hungarian; Black Army Hungarian; Medieval German; Late Medieval German; Teutonic Orders; Medieval Polish; Hussite

HUSSITE



ARMY COMMANDER	1	Any Professional			DATES		1419 CE to 1479 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Mountains		
Internal Allied Gener	0-2	Any Professional			Самр		Fortified; Poor or Avera	ge	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Bohemian nobles (from 1423	CAVALRY	Superior	-	Charging Lancer		184	Melee Expert (40)	0	4,6
CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer	_	104	Meice Expert (40)	6	4,0
Cavalry	CAVALRY	Average	-	Charging Lancer		115	Melee Expert (23)	0	4,6
Cavairy	Drilled Loose	Protected	-	Charging Lancer	-	110	Wielee Expert (20)	12	4,0
Separately deployed	INFANTRY	Average	-	Polearm	_	87	_	0	6,8
polearmsmen	Formed Close	Protected	-	Toleann				16	
Regrade polearmsmen at city militia (from 1420 to 1435	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
CE)	Formed Close	Protected	-	onore opear	Sificiawan	, ,	Combat Sity (22)	8	
Peasant volunteers	INFANTRY	Poor	-	Polearm	_	29	Combat Shy (-9)	0	10,12
- Casairt voidifteers	Tribal Loose	Unprotected	-	1 Olcailli		27	Combat Sify (-7)	24	10,12
Mounted crossbowmen	CAVALRY	Average	Experienced	_	_	70	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Crossbow			, 0	Goiniout Billy (0)	6	1,0
Handgunners	INFANTRY	Average	Experienced	į.	_	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm			10	Goinout Bily (6)	12	<u> </u>
War wagons	BATTLE WAGONS	- O	Experienced	Polearm	_	204	-	8	2,3,4
	Formed Loose	Protected	Crossbow	Totodilli				24	2,0, .
Guns	ARTILLERY	Average	Experienced	_	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					8	
Regrade guns mounted in	BATTLE WAGONS	U	Experienced	Polearm	<u>-</u>	254	-	0	* see
wagons	Formed Loose	Protected	Light Art					4	note
Cannons	ARTILLERY	Average	Experienced	<u>.</u>	Barricades, Combat	184	-	0	2
	Skirmisher	Unprotected	Heavy Art		Shy	101		2	

HUSSITE



ALLIES

Polish allies - Medieval Polish (from 1421 to 1431 CE)

Notes

*One base of war wagons in a TuG may be regraded to include light artillery. City militia may not be used with Polish allies.

CHANGES FROM LAST VERSION

Added handgunners. Corrected poinits total for war wagons.

LATER TEUTONIC ORDER



1440 TO 1525 CE

HISTORICAL NOTES

The vast amount of money required to fulfil the Treaty of Thorn meant the Order was forced to exact harsh taxes from their subjects and were unable to effectively finance the rebuilding of their military strength. Mercenaries were increasingly used by the Order to supplement their forces. Eventually this drove the previously loyal 'German' colonised areas into revolt. The intervention of a newly trained and more effective Polish army in 1454 saw the Order forces repeatedly defeated. The second treaty of Thorn in 1467 ended the 13 years war. This treaty finally wrecked the Order as a major military and political force in the Baltic. The list ends with the secularisation of the Duchy of Prussia in 1525.

TROOP NOTES

The Order reflected the changes in Germany. Most crusading knights were now German.

HISTORICAL ENEMIES

Post-Mongol Russian; Medieval Polish; Later Medieval Polish

LATER TEUTONIC ORDER



ARMY COMMANDER	1	Any Professional			DATES		1440 CE to 1525 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Plains, Forest		
INTERNAL ALLIED GENERA	ALS				САМР		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Men	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Order Banners	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	224	Melee Expert (43)	4	4,6
Order Daimers	Drilled Close	ArmHrs/F Armoured	-	Charging Lancer	Devastating Chargers	<i>44</i> ¬	Wielee Expert (40)	8	7,0
KNIGHTS IN DEEP FORMAT	IONS								
Eront ronly (1/2 TLIC)	CAVALRY	Average	-	Charging I an aar	Devastating Chargers,	146		2	6
Front rank (1/3 TUG)	Tribal Close	ArmHrs/F Armoured	-	Charging Lancer	Shove	140	-	4	0
Rear ranks (2/3 TuG)	CAVALRY	Average	-		Devastating Chargers,	83		4	
(2/3 1dG)	Tribal Close	Protected	-	-	Shove	00		8	
Upgrade front rank knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers,	205	_	0	
- Opgrade from rank kingins	Tribal Close	ArmHrs/F Armoured	-	Charging Lancer	Shove	200	_	2	
Tunanala	CAVALRY	Average	Experienced	Clarat Carra		84		0	4,6
Turcopoles	Drilled Flexible	Unprotected	Javelin	Short Spear	-	04	-	6	4,0
Mounted crossbowmen	CAVALRY	Average	Experienced			120	Melee Expert (23)	0	4,6
Mounted Crossbowillen	Formed Loose	Protected	Crossbow	-	-	120	Meiee Expert (25)	6	4,0
Mounted handgunners	CAVALRY	Average	Unskilled			86	Melee Expert (23)	0	4,6
iviounted managumers	Formed Loose	Protected	Firearm	-	-	00	Melee Expert (20)	6	4,0
Brother or mercenary	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	6,8
crossbowmen	Drilled Loose	Protected	Crossbow	-	<u>-</u>	00	Collidat Sily (-22)	16	0,0
Mercenary halberdiers	INFANTRY	Average	-	Polearm		87	_	0	8
iviciccitary natocities	Formed Close	Protected	-	1 Olcallii	-	07	-	8	O

LATER TEUTONIC ORDER



INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (22)	0	6,8
Formed Close	Protected	-	Short Spear	Siliciawali	//	Collidat Sily (-22)	16	0,0
INFANTRY	Average	-	Pika	Chovo	100	Orb (2)		8
Drilled Close	Protected	-	TIKE	SHOVE	100	O10 (2)	Any	- 0
INFANTRY	Average	Experienced		Combat Shy	50		0	6,8
Formed Loose	Protected	Crossbow	-	Combat Sily	50	-	8	- 0,0
INFANTRY	Average	Experienced	Chart Char		62	Combat Shir (22)	0	6,8,9
Tribal Loose	Protected	Javelin	Short spear	-	03	Compatibility (-22)	18	0,0,9
CAVALRY	Average	Experienced			47	Combat Shy (1)	0	4,6
Skirmisher	Unprotected	Javelin	-	-	4/	Combat Sily (-4)	6	4,0
INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Skirmisher	Unprotected	Bow	-	Collidat Sily	40	-	9	0,9
INFANTRY	Average	Experienced			40	Combat Shy (5)	0	6,9
Skirmisher	Protected	Firearm	-	-	40	Combat sily (-0)	12	0,9
ARTILLERY	Average	Experienced		CombatChy	100	Darming day (16)	0	2
Skirmisher	Unprotected	Light Art	-	Combat sny	100	Darricades (10)	2	
ARTILLERY	Average	Experienced		Barricades, Combat	101		0	2
Skirmisher	Unprotected	Heavy Art	_	Shy	104	-	2	- 4
	Formed Close INFANTRY Drilled Close INFANTRY Formed Loose INFANTRY Tribal Loose CAVALRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher ARTILLERY Skirmisher ARTILLERY	Formed Close INFANTRY Average Drilled Close INFANTRY Average Formed Loose INFANTRY Formed Loose INFANTRY Average Tribal Loose CAVALRY Skirmisher INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Average Skirmisher Unprotected ARTILLERY Average Skirmisher Average ARTILLERY Average ARTILLERY Average	Formed Close INFANTRY Average Drilled Close INFANTRY Average Formed Loose INFANTRY Average Formed Loose INFANTRY Average Experienced Tribal Loose Protected Javelin CAVALRY Average Experienced Skirmisher Unprotected Javelin INFANTRY Average Experienced Skirmisher Unprotected Skirmisher Unprotected Skirmisher Frotected Skirmisher Unprotected Skirmisher Unprotected Skirmisher Average Experienced Experienced Skirmisher Artillery Average Experienced Experienced Skirmisher Artillery Average Experienced	Formed Close INFANTRY Drilled Close INFANTRY Average Formed Loose INFANTRY Average Formed Loose INFANTRY Average Experienced INFANTRY Average Experienced Tribal Loose Protected Javelin CAVALRY Average Experienced Skirmisher Unprotected Javelin INFANTRY Average Experienced Skirmisher Unprotected Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Frotected Firearm ARTILLERY Average Experienced Light Art ARTILLERY Average Experienced	Formed Close INFANTRY Average Drilled Close INFANTRY Average Formed Loose INFANTRY Formed Loose INFANTRY Formed Loose INFANTRY Formed Loose INFANTRY Average Experienced Tribal Loose Protected Javelin CAVALRY Average Experienced Short Spear - Combat Shy Short Spear - Combat Shy INFANTRY Average Experienced Skirmisher Unprotected Javelin INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Firearm ARTILLERY Average Experienced Skirmisher Unprotected Firearm ARTILLERY Average Experienced Skirmisher Unprotected Experienced Firearm Barricades, Combat Barricades, Combat	Formed Close Protected - Short Spear Shieldwall 777 INFANTRY Average - Pike Shove 100 INFANTRY Average Experienced - Combat Shy 58 INFANTRY Average Experienced Short Spear - Combat Shy 58 INFANTRY Average Experienced Short Spear - 63 Tribal Loose Protected Javelin - 63 CAVALRY Average Experienced 47 Skirmisher Unprotected Javelin 47 INFANTRY Average Experienced Skirmisher Unprotected Bow - Combat Shy 40 INFANTRY Average Experienced - Combat Shy 40 INFANTRY Average Experienced - Combat Shy 40 Skirmisher Protected Firearm - 40 ARTILLERY Average Experienced - Combat Shy 108 Skirmisher Unprotected Light Art - Barricades, Combat 184	Formed Close Protected - Short Spear Shieldwall 77 Combat Shy (-22) INFANTRY Average Protected - Pike Shove 100 Orb (2) INFANTRY Average Experienced Crossbow INFANTRY Average Experienced Javelin Short Spear - 63 Combat Shy (-22) CAVALRY Average Experienced Javelin Skirmisher Unprotected Bow - Combat Shy 40 - Skirmisher Unprotected Bow - Combat Shy 40 Combat Shy (-5) INFANTRY Average Experienced - Combat Shy Average Experienced Skirmisher Protected Firearm - Combat Shy (-5) ARTILLERY Average Experienced - Combat Shy Unprotected Inprotected Firearm - Combat Shy (-5) Barricades (16) Barricades, Combat Shy - 184	Formed Close Protected - Short Spear Shieldwall 77 Combat Shy (-22) 16 INFANTRY Average - Pike Shove 100 Orb (2) Any INFANTRY Average Experienced - Combat Shy 58 - 0 INFANTRY Average Experienced Crossbow - Combat Shy 58 - 0 INFANTRY Average Experienced Short Spear - 63 Combat Shy (-22) 18 CAVALRY Average Experienced Javelin - Combat Shy (-22) 18 CAVALRY Average Experienced Javelin - Combat Shy (-24) 66 INFANTRY Average Experienced Javelin - Combat Shy (-25) 67 Skirmisher Unprotected Javelin - Combat Shy (-27) 67 Skirmisher Unprotected Bow - Combat Shy (-27) 67 INFANTRY Average Experienced Skirmisher Unprotected Bow - Combat Shy (-27) 67 Skirmisher Protected Firearm - Combat Shy (-27) 70 ARTILLERY Average Experienced Skirmisher Unprotected Light Art - Combat Shy (-37) 70 ARTILLERY Average Experienced Skirmisher Unprotected Light Art - Combat Shy (-37) 70 Barricades (16) 77 Combat Shy (-22) 70 Any Any Any Combat Shy (-22) 70 Any Any Any Any INFANTRY Combat Shy (-22) 70 Combat Shy (-22) 70 Combat Shy (-22) 70 Combat Shy (-37) 70 Combat Shy

CHANGES FROM LAST VERSION

LATER MEDIEVAL POLISH



1455 **TO** 1515 **CE**

HISTORICAL NOTES

In 1454 CE, Royal Prussia was incorporated by Poland and the Thirteen Years' War of 1454 to 1466 with the Teutonic state ensued. The Peace of Thorn divided Prussia between Poland and the Teutonic knights. Poland also confronted the Ottoman Empire and the Crimean Tatars in the south, and in the east helped Lithuania fight the Grand Duchy of Moscow. By 1493 a parliament (the General Sejm) had been created.

TROOP NOTES

Polish knights weren't as fully armoured as their western counterparts. They were however drilled and disciplined. Lancer banners and volley banners differed in the proportion of lancers to pocztowi.

HISTORICAL ENEMIES

Golden Horde; Moldavian; Ottoman Turkish; Tatar Khanates; Black Army Hungarian; Late Medieval German; Post-Mongol Russian; Later Teutonic Order

LATER MEDIEVAL POLISH



ARMY COMMANDER	1	Any			DATES		1455 CE to 1515 CE		
SUB-GENERALS	0-3	Any			TERRAIN		Standard, Forest, Moun	tains	
Internal Allied Genera	ALS				Самр		Unfortified or Fortified;	Poor or Av	verage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	ЖАЖ	UG Size
LANCER BANNERS, TUG OF	F 4 or 6 1/2 to w	ARZYSZE, 1/2 POCZTO	owi; or TuG of	6 1/3 TOWARZY	SZE, 2/3 POCZTOWI				
Томиретията	CAVALRY	Superior	-	Charging Lancer		202	Melee Expert (40)	4	4,6
Towarzysze	Drilled Loose	-/Fully Armoured	-	Charging Lancer	-	202	ivielee Expert (40)	16	4,0
Pocztowi	CAVALRY	Average	Experienced		Shoot & Charge	140		4	
I OCZLOWI	Drilled Loose	Protected	Crossbow	-	Shoot & Charge	140	-	20	
FEUDAL TROOPS, TUG OF	4 or 6 1/2 rycer	z, 1/2 strzelcy; or	TuG of 6 1/3 R	YCERZ, 2/3 STR	ZELCY				
Equidal er vacers	CAVALRY	Superior	u u	Charging Lancer		184	Melee Expert (40)	0	4,6
Feudal rycerz	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	184	Meiee Expert (40)	6	4,0
Strzelcy	CAVALRY	Average	Experienced		Shoot & Charge	130		0	
Suzercy	Formed Loose	Protected	Crossbow	-	Shoot & Charge	100	-	6	
Lithurnian anyalmy	CAVALRY	Average	Experienced	Short Spear		125	Shoot & Charge (10)	0	4,6
Lithuanian cavalry	Formed Loose	Protected	Bow	Short spear	-	120	Shoot & Charge (10)	6	4,0
Best Lithuanian cavalry	CAVALRY	Superior	Experienced	Short Spear		161	Shoot & Charge (14)	0	4,6
Dest Littluanian Cavally	Formed Loose	Protected	Bow	31101t Spear	-	101	SHOOL & Charge (14)	6	4,0
Lithuanian cavalry with less	CAVALRY	Average	Experienced	Short Spear	_	100	Shoot & Charge (6)	0	4,6
protection	Formed Flexible	Unprotected	Bow	Short Spear	_	100	Shoot & Charge (0)	12	7,0
Serbian gusars	CAVALRY	Average	-	Charging Lancer	_	115	Melee Expert (23)	0	4,6
	Formed Flexible	Protected	-	Charging Lancer		110	Tviciee Expert (20)	6	1,0
Mercenary horse archers	CAVALRY	Average	Experienced	Short Spear	<u>-</u>	100	<u>.</u>	0	4,6
	Formed Flexible	Unprotected	Bow	SHOTE OPERI				6	.,0
Town or mercenary	INFANTRY	Average	Experienced	_	<u>-</u>	85	Combat Shy (-22)	0	6,8
crossbowmen	Drilled Loose	Protected	Crossbow			30	Comout only (22)	16	

LATER MEDIEVAL POLISH



Militia axemen	INFANTRY	Average	-	2-H Cut-Crush		92		0	6
ivilitua axemen	Formed Loose	Protected	-	Z-11 Cut-Clush	-	94	-	6	
Infantry of the lance	INFANTRY	Poor	-	Short Spear		35		0	8,9,10
illiantry of the fance	Tribal Loose	Protected	-	- Short Spear	-	30	-	10	0,9,10
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	45		0	6
Skiimishing crossoowinen	Skirmisher	Unprotected	Crossbow	-	Compatibility	40		6	
Handgunners	INFANTRY	Average	Experienced	_		40	Combat Shy (-5)	0	6,9
Handgumers	Skirmisher	Protected	Firearm	<u>-</u>	-	40		12	0,9
War wagons	BATTLE WAGONS	Average	Experienced	Polearm		214		0	2,3,4
wai wagons	Formed Loose	Protected	Crossbow	1 Oleann	-	214	-	4	2,0,4
Guns	ARTILLERY	Average	Experienced		Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art	<u>-</u>	Compat Sily	108	Barricades (10)	2	2

ALLIES

Lithuanian allies - Later Lithuanian

Bohemian allies - Hussite (from 1471 to 1474 CE)

Moldavian allies - (to 1497 CE)

Notes

Lithuanian allies are commanded by a sub-general not an ally general. They cannot be hesitant or unreliable.

Only one external ally commanded by an ally general is permitted.

CHANGES FROM LAST VERSION



MAGNA ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAGNA

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

CAMPS

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

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

UGs

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

Notes

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

EARLY RUSSIAN



ARMY COMMANDER		1	Any Instinctive			DATES		1055 CE to 1246 CE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Standard, Forest		
Internal Allied Gener	ALS	0-2	Any Instinctive			Самр		Unfortified or Fortified	; Poor or Ave	rage
	Түре		·			-				
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formatio	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	MAX	UG SIZE
Noble cavalry and retainers	CAVALR'	Y	Superior	-	Short Spear		126	Melee Expert (32)	8	4
Noble Cavally and retainers	Formed Lo	ose	Protected	-	Short spear	-	120	Meiee Expert (32)	12	4
Cavalry	CAVALR'	Y	Average	-	Chart Char		90	Malaa Erro art (22)	0	4
Cavany	Formed Lo	ose	Protected	-	Short Spear	-	90	Melee Expert (23)	12	4
Mercenary Germans (before	CAVALR'	Y	Average	-	Chart Char	Darractation Chargers	103	Melee Expert (23),	0	4
1150 CE)	Formed Lo	ose	Protected	-	Short Spear	Devastating Chargers	105	Dismountable (5)	4	4
Mercenary Germans (from	CAVALR'	Y	Average	-	Chanaina I an ann	D	148	D:(6)	0	4
1150 CE)	Formed Lo	ose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Dismountable (6)	4	4
Polish cavalry	CAVALR'	Y	Superior	-	Short Spear		126	Melee Expert (32)	0	4
rollsh cavally	Formed Lo	ose	Protected	-	Short Spear	-	120	ivielee Expert (52)	4	4
Mercenary Turks and	CAVALR'	Y	Average	Experienced			94		0	4
Pechenegs	Formed Flex	ible	Unprotected	Bow	-	-	94	-	16	4
Upgrade Turks and	CAVALR'	Y	Average	Skilled			129			4
Pechenegs	Formed Flex	ible	Unprotected	Bow	-	-	129	-	Up to half	4
Lithuanian cavalry	CAVALR'	Y	Average	Unskilled	Short Spear		70	Melee Expert (15), Shoot & Charge (6),	0	4
Lititualiiali Cavaliy	Formed Flex	ible	Unprotected	Javelin	31101t Spear	-	70	Dismountable (3)	4	4
Polk spearmen	INFANTR	Y	Average	-	Short Spar	Shieldwall	77	Integral Shooters (6)	4	4,6
Polk spearmen	Formed Clo	ose	Protected	-	Short Spear	Silieidwaii	//	integral shooters (0)	32	4,0
Smardy anonyman	INFANTR	Y	Poor	-	Short Spear	Chioldwall	// 1	Integral Chapters (1)	0	4,6
merdy spearmen	Tribal Clo	se	Protected	-	- Short Spear	pear Shieldwall	41	41 Integral Shooters (4)	24	4,0

EARLY RUSSIAN



Hungarians	CAVALRY	Average	Experienced			70	Combat Shy (-4)	0	1
	Skirmisher	Unprotected	Bow	-	-	70	Collidat Sily (-4)	4	4
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1.6
	Skirmisher	Unprotected	Bow	-	Combat sny	50	-	12	4,0

ALLIES

Polovtsy allies - Cuman or Kipchak

Hungarian allies - Early Hungarian (from 1072 to 1100 CE)

Hungarian allies - Hungarian (from 1100 CE)

Polish allies - Feudal Polish (from 1150 CE)

Notes

Germans before 1150 dismount as Formed Close, Protected, Short Spear of the same quality. Germans from 1150 dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality. Lithuanian cavalry dismount as Formed Loose, Unprotected, Experienced, Bow of the same quality.

Polish and Hungarian alliess can be used together, but not with mercenary Germans, Lithuanian cavalry or Polotsvy allies.

CHANGES FROM LAST VERSION

Clarified ally restrictions.

EARLY MEDIEVAL DANISH



ARMY COMMANDER	1	Any In ation atives			DATES		1071 CE to 1279 CE		
		Any Instinctive			DATES				
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Coastal, Standard		
INTERNAL ALLIED GENER	ALS 0-1	Any Instinctive (Wend	d)		САМР		Unfortified or Fortified;	Poor or Av	7erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
I Ivaaarla in akialdhara	INFANTRY	Superior	-	2-H Cut-Crush	Shieldwall, Integral	138	Dismountable (14)	0	4
Huscarls in skjaldborg	Tribal Close	Protected	-	2-A Cut-Clush	Shooters	130	Dismountable (14)	12	- 4
Regrade huscarls operating	INFANTRY	Superior	-	2-H Cut-Crush		143	Dismountable (14),		4
independently	Formed Flexible	Protected	-	2-11 Cut-Clusii	-	143	Integral Shooters (8)	Any	- 4
Regrade huscarls fighting	CAVALRY	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23),	0	4
mounted (before 1200 CE)	Formed Loose	Protected	-	Short Spear	Devastating Chargers	100	Dismountable (5)	8	
Regrade huscarls fighting	CAVALRY	Average	-	Charging Lancer	_	132	Melee Expert (29),	0	4
mounted (from 1200 CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer		102	Dismountable (6)	8	
Regrade mounted huscarls	CAVALRY	Superior	-	Charging Lancer	_	184	Melee Expert (40),	0	4
(from 1200 CE)	Formed Loose	-/Fully Armoured	-	Gharging Lancer		101	Dismountable (9)	4	<u>'</u>
Mounted crossbowmen	CAVALRY	Average	Experienced	_	_	120	Melee Expert (23)	0	4
(from 1200 CE)	Formed Loose	Protected	Crossbow			120	Tviciec Expert (20)	4	'
Best bondi (before 1200 CE)	INFANTRY	Average	-	Short Spear	Shieldwall, Integral	73	_	4	4,6
	Tribal Close	Protected	-	Bilore opear	Shooters	, 0		24	1,0
Best bondi (from 1200 CE)	INFANTRY	Average	-	Short Spear	Shieldwall, Integral	73	_	4	4,6
	Tribal Close	Protected	-	Bilore Bpear	Shooters	, 0		16	1,0
Bondi	INFANTRY	Poor	-	Short Spear	Shieldwall, Integral	44	_	8	4,6
Dollar	Tribal Close	Protected	-	Bilore Bpear	Shooters			64	1,0
Bondi archers	INFANTRY	Average	Experienced	_	_	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow			10	Goillout Billy (11)	4	,
Crossbowmen	INFANTRY	Average	Experienced	_	_	53	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Crossbow				Comoutony (11)	4	,
Thralls	INFANTRY	Poor	-	Short Spear	Combat Shy	24	_	0	4,6
1 111 0110	Tribal Close	Protected	-	onon opear	Combat Shy	<i>4</i> ⊤	_	6	۲,0

EARLY MEDIEVAL DANISH



Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50	-	0	4,6
Skillinstillig arctiers	Skirmisher	Unprotected	Bow	-	Collidat Sily	30	-	8	4,0
WENDISH CONTINGENT FRO	ом 1219 СЕ								
Wendish cavalry	CAVALRY	Superior	Unskilled	Short Spear		131	Shoot & Charge (14),	4	1
	Formed Loose	Protected	Javelin			101	Dismountable (7)	4	4
Wandish warriors	INFANTRY	Average	Unskilled	Short Spear		60	Shoot & Charge (6)	4	4,6
Wendish warriors	Tribal Loose	Protected	Javelin	Short Spear	-	00	SHOOL & Charge (0)	16	4,0
Wendish skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50	-	0	16
	Skirmisher	Unprotected	Bow	_	Combat Sny	30		6	4,6

ALLIES

German Ecclesiastical allies - Feudal German (from 1106 CE)

NOTES

Huscarls that have not been upgraded, best bondi and bondi may be mixed in the same TuG of 4 elements, 6 if including bondi. If used, elements of huscarls, best bondi and bondi must be easily distinguished.

Allied contingents drawn from this list cannot include mixed TuGs, bondi or more TuGs of huscarls than best bondi. Bondi are not compulsory in allied contingents. Best bondi remain compulsory in allied contingents.

Wends are only compulsory if a Wendish contingent is taken. A Wend ally-general must command all and only Wends.

Mounted huscarls dismount as Formed Close, Protected, 2-H Cut-Crush of the same quality.

CHANGES FROM LAST VERSION

POST-VIKING SCANDINAVIAN



ARMY COMMANDER	1	Any Instinctive			DATES		1071 CE to 1279 CE		
SUB-GENERALS	1-3	Any Instinctive			TERRAIN		Coastal, Forest, Mounta	ains	
Internal Allied Genera	ALS				САМР		Unfortified or Fortified;	Poor or Av	rerage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG Size
Huscarls in skjaldborg	INFANTRY	Superior	-	2-H Cut-Crush	Shieldwall, Integral	138	Dismountable (14)	0	4
Huscaris in skjaidborg	Tribal Close	Protected	-	Z-n Cut-Clush	Shooters	130	Dismountable (14)	12	4
Regrade huscarls operating	INFANTRY	Superior	-	2-H Cut-Crush		143	Dismountable (14),		4
independently	Formed Flexible	Protected	-	Z-M Cut-Clush	-	143	Integral Shooters (8)	Any	- 4
Regrade huscarls (from 1200	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29),	0	4
CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	102	Dismountable (6)	4	4
Freelance raiders	INFANTRY	Average	-	Short Spear	Integral Shooters	73	_	0	4,6
Treclance faluers	Formed Loose	Protected	-	Short Spear		7.0		6	4,0
Best bondi	INFANTRY	Average	-	Short Spear	Shieldwall, Integral	73	_	4	4,6
Dest bolidi	Tribal Close	Protected	-	Short Spear	Shooters	70	_	32	7,0
Bondi	INFANTRY	Poor	-	Short Spear	Shieldwall, Integral	44	_	8	4,6
Dollar	Tribal Close	Protected	-	Short Spear	Shooters	77		64	-1, 0
Bondi archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	4
Donar archers	Tribal Loose	Unprotected	Bow	_	_	40	Combat Sily (-14)	4	-
Crossbowmen	INFANTRY	Average	Experienced			53	Combat Shy (-14)	0	4
Ciossoowinen	Tribal Loose	Unprotected	Crossbow	_		00	Combat Sily (-14)	4	-
Thralls	INFANTRY	Poor	-	Short Spear	Combat Shy	24		0	4,6
11114113	Tribal Close	Protected	-	Jiloit Speai	Combat Shy	∠+	- (6	-1 ,0
Skirmishing archars	INFANTRY	Average	Experienced		Combat Shy	50		0	16
Skirmishing archers	Skirmisher	Unprotected	Bow		Combat Shy	50	-	12	4,6

POST-VIKING SCANDINAVIAN



Notes

Huscarls that have not been upgraded, best bondi and bondi may be mixed in the same TuG of 4 elements, 6 if including bondi. If used, elements of huscarls, best bondi and bondi must be easily distinguished.

Mounted huscarls dismount as Formed Close, Protected, 2-H Cut-Crush of the same quality.

CHANGES FROM LAST VERSION

FEUDAL POLISH



ARMY COMMANDER	1	Any Instinctive			DATES		1100 CE to 1335 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Forest		
Internal Allied Genera	ALS 0-2	Any Instinctive			Самр		Unfortified; Poor or Av	erage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M andat o ry	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	Characteristics	PTS	Characteristics	Max	UG Size
Noble cavalry (before 1242	CAVALRY	Superior	-	Chart Char		126	Malaa Ermart (22)	4	4
CE)	Formed Loose	Protected	-	Short Spear	-	120	Melee Expert (32)	12	- 4
Noble cavalry (from 1242	CAVALRY	Superior	-	Charging I an aar		184	Malaa Errmant (10)	4	4
CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	184	Melee Expert (40)	12	_ 4
Correlati	CAVALRY	Average	Unskilled	Chart Char		95	Shoot & Charge (10)	0	4
Cavalry	Formed Loose	Protected	Javelin	Short Spear	-	90	Shoot & Charge (10)	8	- 4
Spearmen	INFANTRY	Average	-	Chart Char	Shieldwall	67		4	4,6
Spearmen	Tribal Close	Protected	-	Short Spear	Silleiuwaii	07	-	32	4,0
Axemen (from 1200 CE)	INFANTRY	Average	-	2-H Cut-Crush		54		0	4
Axemen (nom 1200 CE)	Tribal Loose	Unprotected	-	2-11 Cut-Clusii	-	J4	-	4	- 4
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	4	4
Archers	Tribal Loose	Unprotected	Bow	-	-	40	Combat Sily (-14)	32	- 4
Poorly aguinned persons	INFANTRY	Poor	-	Short Spear		25	Combat Shy (-9)	0	4,6
Poorly equipped peasants	Tribal Close	Unprotected	-	Short spear	-	20	Compatibility (-9)	14	4,0
Hungarians or Cumans	CAVALRY	Average	Experienced			70	Combat Shy (-4)	0	4
(from 1242 CE)	Skirmisher	Unprotected	Bow	-	-	70	Comoat sily (-4)	4	- 4
Chirminhing archara	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skirmishing archers	Skirmisher	Unprotected	Bow	_	Combat Shy	50	-	24	- 4,0
Clingara	INFANTRY	Average	Experienced		Cambat Chi	10		0	4,6
Slingers	Skirmisher	Unprotected	Sling	-	Combat Shy	43	-	12	- 4,0

FEUDAL POLISH



ALLIES

Slavic allies - Wends (until 1185 CE)

German allies - Feudal German (until 1241 CE)

Hungarian allies (until 1230 CE)

Teutonic Order allies (until 1241 CE)

NOTES

Hungarian allies cannot be used with German or Teutonic Order allies.

CHANGES FROM LAST VERSION

EARLY LITHUANIAN



ARMY COMMANDER	1	Any Instinctive			DATES		1132 CE to 1299 CE			
SUB-GENERALS	1-3	Any Instinctive			TERRAIN		Coastal, Plains, Forest			
Internal Allied Gener	RALS				САМР		Unfortified; Poor or Ave	erage		
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT 0 RY	BASE	OPTIONAL	Min		
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
Best cavalry	CAVALRY	Superior	Unskilled	Short Spear	_	145	Melee Expert (32), Shoot & Charge (14),	0	4	
Dest cavally	Formed Flexible	Protected	Javelin	bilort bpear		110	Dismountable (7)	12	,	
Better cavalry	CAVALRY	Average	Unskilled	Short Spear		105	Melee Expert (23), Shoot & Charge (10),	0	4	
Detter cavally	Formed Flexible	Protected	Javelin	31101t Spear	-	100	Dismountable (5)	32	4	
Cavalry	CAVALRY	Average	Unskilled	Short Spear		70	Melee Expert (15), Shoot & Charge (6),	8	4	
	Formed Flexible	Unprotected	Javelin			70	Dismountable (3)	32	4	
Regrade best cavalry as	INFANTRY	Superior	Experienced			99	Dismountable (14)		4	
dismounted	Formed Loose	Protected	Bow	· -	-	99	Distilloulitable (14)	Any	4	
Regrade better cavalry as	INFANTRY	Average	Experienced			75	Dismountable (10),		4	
dismounted	Formed Loose	Protected	Bow	<u>-</u>	-	70	Combat Shy (-22)	Any	4	
Regrade cavalry as	INFANTRY	Average	Experienced			54	Dismountable (6),		4	
dismounted	Formed Loose	Unprotected	Bow	_		04	Combat Shy (-14)	Any		
Lithuanian spearmen	INFANTRY	Average	-	Short Spear		57		0	4	
Lititualiiaii speaiiiieii	Tribal Loose	Protected	-	Short Spear		07		8		
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	4	
1 Helicis	Tribal Loose	Unprotected	Bow		<u>-</u>			8		
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50	_	0	4,6	
	Skirmisher	Unprotected	Bow	_	Compatibily	00	_	8	-1, 0	

EARLY LITHUANIAN



Notes

Cavalry dismount as dismounted cavalry with the same quality. This army may use Feigned Flight.

CHANGES FROM LAST VERSION

ESTONIAN



	AINING AND	QUALITY	SHOOTING SKILL	Melee	MANDATORY	BASE	OPTIONAL	Min	IIC Star
	ТүрЕ								
Internal Allied Generals						CAMP Unfortified or Flexible; F		Poor or Av	erage
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Coastal, Forest		
ARMY COMMANDER	1	Any Instinctive			DATES		1200 CE to 1227 CE		

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG Size
Nobles	INFANTRY	Superior	Unskilled	Short Spear	-	97	Shoot & Charge (8),	4	4
	Formed Loose	Protected	Javelin				Dismountable (14)	16	
Warriors	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	10	4,6
	Tribal Loose	Protected	Javelin					72	4,0
Crossbowmen	INFANTRY	Average	Experienced	_	-	53	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Crossbow					4	
Archers	INFANTRY	Average	Experienced		-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					16	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50		0	4,6
	Skirmisher	Unprotected	Bow		Combat Sny			12	

ALLIES

Novgorod or Pskov allies allies - Early Russian

Notes

A command cannot contain more than one TuG of nobles.

CHANGES FROM LAST VERSION

PRUSSIAN

DATES



0

4,6

1200 CE to 1283 CE

Combat Shy (-4)

32

			,								
		0-1	Any Instinctive Any Instinctive			TERRAIN CAMP		Coastal, Forest			
		0-3						Unfortified; Poor or Average			
	ТүрЕ										
	TRAINING A	ND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT O RY	BASE	OPTIONAL	Min		
NAME	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
Cavalry	CAVALR	Y	Superior	Unskilled	Short Spear	-	131	Shoot & Charge (14),	2	4	
	Formed Lo	ose	Protected	Javelin			101	Dismountable (7)	12		
Warriors	INFANTE	Υ	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	10	4,6	
vvaiii0is	Formed Lo	ose	Protected	Javelin			70		48		
Militia	INFANTE	Υ	Poor	-	Short Spear	-	35	-	0	6	
Ivilliua	Tribal Loc	se	Protected	-			30		24		
Crossbowmen	INFANTE	Υ	Average	Experienced	_	-	53	Combat Shy (-14)	0	1	
	Tribal Loc	se	Unprotected	Crossbow			00	Compatibility (-14)	4	4	
Archers	INFANTE	Υ	Average	Experienced	_	-	48	Combat Shy (-14)	0	1	
	Tribal Loc	se	Unprotected	Bow			40	Compatibility (-14)	16		
Skirmishing cavalry	CAVALR	Y	Average	Experienced		-	55	Combat Shy (-4)	0	1	
	Skirmish	er	Unprotected	Javelin			00	Compat 511y (-4)	8	4	

Experienced

Javelin

ALLIES

Skirmishers

ARMY COMMANDER

Pomeranian allies - Feudal Polish (only Prussians from 1242 CE)

INFANTRY

Skirmisher

Notes

Prussian cavalry can dismount as Tribal Loose, Protected, Short Spear, Devastating Chargers of the same quality.

Average

Unprotected

Any Instinctive

A Yotvingian army cannot choose Coastal territory type.

CHANGES FROM LAST VERSION

TEUTONIC ORDERS



ARMY COMMANDER 1 SUB-GENERALS 0-3 INTERNAL ALLIED GENERALS		Any Professional Any Professional or 0-1 Instinctive			DATES TERRAIN CAMP		1201 CE to 1439 CE		
							Standard, Plains, Forest		
				Unfortified or Flexible;			Poor or Ave	erage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
0 1 P	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	224	Dismountable (9),	4	4
Order Banners	Drilled Loose	-/Fully Armoured	-				Melee Expert (40)	12	4
Vassal Banners	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	1.40	Dismountable (6)	0	4
Vassai Banners	Formed Loose	-/Fully Armoured	-			148		8	- 4
Other Banners (from 1230	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	D:(0)	0	4
CE)	Formed Loose	-/Fully Armoured	-			207	Dismountable (9)	4	
Turcopoles (from 1230 CE)	CAVALRY	Average	Experienced	Short Spear	-	84		4	4
	Drilled Flexible	Unprotected	Javelin			84	-	8	4
Mounted crossbowmen	CAVALRY	Average	Experienced	_	-	120	Melee Expert (23)	0	4
	Formed Loose	Protected	Crossbow			120		4	4
Brother or mercenary	INFANTRY	Average	-	Clarat Caraca	Shieldwall	82	-	0	4
spearmen	Drilled Close	Protected	-	Short Spear	Silieluwali			4	 4
Brother or mercenary	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	4
crossbowmen	Drilled Loose	Protected	Crossbow	-	-	00	Collidat Sily (-22)	12	4
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4
	Formed Close	Protected	-			//		12	'
Settler spearmen (from 1300 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1
	Formed Close	Protected	-					12	-
Militia crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58	-	0	4
	Formed Loose	Protected	Crossbow					4	7
Subject spearmen	INFANTRY	Average	Experienced	Short Spear	-	63	Combat Shy (-22)	0	4,6
	Tribal Loose	Protected	Javelin					24	- 7,∪
Hungarians (until 1225 CE)	CAVALRY	Average	Experienced	_	-	70	Combat Shy (-4)	0	4
Trunganans (unui 1223 CE)	Skirmisher	Unprotected	Bow			70	Compatibility (-4)	8	7

TEUTONIC ORDERS



Prussian or Livonian cavalry	CAVALRY	Average	Experienced		55	Combat Shy (-4)	0	1
Trussian of Livolnan cavally	Skirmisher	Unprotected	Javelin		33	Combat Sily (-4)	4	4
Skirmishing archers	INFANTRY	Average	Experienced	- Combat S	hy 50		0	4,6
Skinnishing archers	Skirmisher	Unprotected	Bow	- Combat 3.	ily 50	-	8	4,0
Skirmishing handgunners	INFANTRY	Average	Experienced		45	Combat Shy (-5)	0	4,6
(from 1400 CE)	Skirmisher	Protected	Firearm		40	Combat sily (-5)	6	4,0
Guns (from 1340 CE)	ARTILLERY	Average	Experienced	- Combat S	hy 138	Barricades (16)	0	2
Gulis (Hom 1340 CE)	Skirmisher	Unprotected	Light Art	- Combat 3.	11y 130	Darricades (10)	2	
Cannons (from 1380 CE)	ARTILLERY	Average	Experienced	Barricades, Co	ombat 244		0	2
Camions (nom 1300 CE)	Skirmisher	Unprotected	Heavy Art	Shy	Z44	-	2	

ALLIES

Polish allies - Feudal Polish (from 1226 to 1242 CE)

Notes

Order Banners dismount as Drilled Close, Average, Fully Armoured, 2-H Cut & Crush. Other knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush (or Poor if downgraded to Poor).

CHANGES FROM LAST VERSION

Option for an Instinctive sub-general.

Novgorod Republic



ARMY COMMANDER	1	Any Instinctive			DATES		1247 CE to 1471 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Coastal, Forest		
Internal Allied Genera	ALS				САМР		Unfortified or Fortified	l; Poor or Ave	erage
	ТүрЕ				_				
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Dvor	CAVALRY	Superior	Experienced	Short Spear	_	161	_	4	4
	Formed Loose	Protected	Bow	Short Spear		101		8	
Regrade dvor	CAVALRY	Superior	Charge Only	Short Spear		150			4
Regiade uvoi	Formed Loose	Protected	Bow	Short Spear	-	100	-	Any	4
Lesser boyars and retainers	CAVALRY	Average	Experienced	Short Spear		125		8	4
Lesser boyars and retainers	Formed Loose	Protected	Bow	Short Spear		120		32	
Regrade boyars and retainers	CAVALRY	Average	Charge Only	Short Spear		114			4
Regiade boyars and retainers	Formed Loose	Protected	Bow	Short Spear	-	114	-	Up to half	- 4
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77		0	4
rviinua spearmen	Formed Close	Protected	-	Short Spear	Silielawali	//	-	8	4
Militia archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	4
ivillida arcifers	Tribal Loose	Unprotected	Bow	-	-	40	Compatibility (-14)	4	4
Militia crossbowmen	INFANTRY	Average	Experienced			53	Combat Shy (-14)	0	4
ivilitia crossbowilien	Tribal Loose	Unprotected	Crossbow	-	-	JJ	Compatibility (-14)	4	4
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skillinstillig archers	Skirmisher	Unprotected	Bow	-	Compatibility	50	-	6	4,0
ONLY FROM 1380 CE									
Tarana	CAVALRY	Average	Experienced	Cl C		100		0	4
Tatars	Formed Flexible	Unprotected	Bow	Short Spear	-	100	-	8	4
Cossack foot	INFANTRY	Average	Experienced		Combat Shir	50		0	4,6
COSSACK TOOL	Skirmisher	Unprotected	Bow	-	Combat Shy	30	-	8	4,0
Cuna	ARTILLERY	Äverage	Experienced		Cambat Ch-	120	Darwing dog (16)	0	2
Guns	Skirmisher	Unprotected	Light Art	-	Combat Shy	138	Barricades (16)	2	4

Novgorod Republic



ALLIES

Lithuanian allies - Early Lithuanian (before 1300 CE) Lithuanian allies - Later Lithuanian (from 1300 CE)

CHANGES FROM LAST VERSION

Post-Mongol Russian



ARMY COMMANDER		1	Any Instinctive			DATES		1247 CE to 1533 CE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Plains, Forest		
Internal Allied Gener	ALS	0-2	Any Instinctive			САМР		Mobile or Fortified; Po	or or Averag	ge
	ТүрЕ									
	TRAINING AN	Ð	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	Formation		PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Dvor	CAVALRY		Superior	Experienced	Short Spear		161		4	4
DVOI	Formed Loo	se	Protected	Bow	31101t Spear	-	101	-	8	4
Lesser boyars and retainers	CAVALRY		Average	Experienced	Short Spear		125		8	4
Lesser boyars and retainers	Formed Loos	se	Protected	Bow	31101t Spear	-	120	-	32	4
Militia spearmen	INFANTRY	7	Average	-	Short Spear	Shieldwall	77		0	4
ivillida spearmen	Formed Clos	se	Protected	-	31101t Spear	Siliciawali	//	-	8	4
Militia archers	INFANTRY	7	Average	Experienced			48	Combat Shy (-14)	0	1
Ivilitia arcticis	Tribal Loos		Unprotected	Bow	_		40	Combat Sily (-14)	12	
Militia crossbowmen	INFANTRY	7	Average	Experienced	<u>_</u>	_	53	Combat Shy (-14)	0	4
Ivilitia Ciossoowiiicii	Tribal Loos	е	Unprotected	Crossbow			00	Combat Sity (-14)	4	
Skirmishing archers	INFANTRY	7	Average	Experienced		Combat Shy	50		0	4,6
Skiimisiinig archers	Skirmisher		Unprotected	Bow	-	Combat Sily	30	-	6	4,0
ONLY FROM 1380 CE										
Tatars or Cossacks	CAVALRY		Average	Experienced	Chart Char		100		0	4
Tatals of Cossacks	Formed Flexil	ble	Unprotected	Bow	Short Spear	-	100	-	8	4
Cossacks	INFANTRY	7	Average	Experienced		Combat Shy	50		0	4,6
COSSACKS	Skirmisher		Unprotected	Bow	· <u>-</u>	Combat Shy	30	-	8	4,0
Guns	ARTILLERY	7	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
Guiis	Skirmisher		Unprotected	Light Art	· <u>-</u>	Combat Sily	130	Danicades (10)	2	

Post-Mongol Russian



ONLY FROM 1486 CE									
Upgrade militia archers and crossbowmen with	INFANTRY	Average	Experienced	_	_	43	Combat Shy (-14)		4
handguns	Tribal Loose	Unprotected	Firearm	-	-	40	Combat Sily (-14)	Any	7
Upgrade Cossack infantry	INFANTRY	Average	Experienced	_		15	Combat Shy (-5)		16
skirmishers with handguns	Skirmisher	Protected	Firearm	- -	-	45	Combat Sily (-5)	Any	4,0

ALLIES

Golden Horde allies (before 1380 CE)

Lithuanian allies - Later Lithuanian (Moscow in 1380 CE)

CHANGES FROM LAST VERSION

MEDIEVAL NORWAY

DATES

Combat Shy

58



4.6

1280 CE to 1390 CE

		/							
SUB-GENERALS	0-	Any Instinctive			TERRAIN		Coastal, Mountains		
INTERNAL ALLIED GENER	KALS				САМР		Unfortified or Fortified	; Poor or Av	rerage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Melee Mandatory	BASE	O PTIONAL	Min	
Name	Formation	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Knights	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29),	4	1
Milgitts	Formed Loose	-/Fully Armoured	-	Charging Lancer	r -	132	Dismountable (6)	8	4
Slavetar	CAVALRY	Average	Experienced			120	Melee Expert (23)	0	1
Skyttar Leidang	Formed Loose	Protected	Crossbow	-	-	120	Meiee Expert (23)	4	4
	INFANTRY	Average	-	Polearm	Integral Shooters	83		8	4,6
	Tribal Close	Protected	-	1 Olealli	illegiai silooteis	03	-	64	

Experienced

Crossbow

Notes

Skirmishing crossbowmen

ARMY COMMANDER

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

INFANTRY

Skirmisher

Any Instinctive

Average

Unprotected

CHANGES FROM LAST VERSION

MEDIEVAL DANISH AND KALMAR UNION



ARMY COMMANDER		1 Any Instinctive, Any	(from 1390 CE)		DATES		1280 CE to 1450 CE		
SUB-GENERALS	0)-3 Any Instinctive, Any	(from 1390 CE)		TERRAIN		Coastal, Standard		
Internal Allied Genera	ALS				САМР		Unfortified or Fortified	; Poor or Av	rerage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Riddare	CAVALRY	Superior	-	Charging Lancer		184	Melee Expert (40),	4	4
Idudate	Formed Loose	-/Fully Armoured	-	Charging Lancer		104	Dismountable (9)	4	-
Fraelse	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29),	0	4
Tideise	Formed Loose	-/Fully Armoured	-	- Charging Lancer	. -	102	Dismountable (6)	4	4
Smaasvenner	CAVALRY	Average	-	Charging Lancer		105	Combat Shy (-28)	0	4
Siliaasveililei	Formed Loose	Protected	-	- Charging Lancer	-	100	Collidat Sily (-20)	4	4
Clarton	CAVALRY	Average	Experienced			120	Melee Expert (23)	0	4
Skyttar	Formed Loose	Protected	Crossbow	-	-	120	Meiee Expert (25)	4	4
Mounted handgunners (from	CAVALRY	Average	Unskilled			86	Melee Expert (23)	0	4
1450 CE)	Formed Loose	Protected	Firearm	-	-	00	Meiee Expert (25)	4	4
Leidene	INFANTRY	Average	-	Polearm	Internal Charten	83		8	4,6
Leidang	Tribal Close	Protected	-	roleami	Integral Shooters	05	-	48	4,0
Billmen or halberdiers	INFANTRY	Average	-	Polearm		87		0	4
Diffile of flatoerdiers	Formed Close	Protected	-	roleann	-	0/	-	4	4
Chimaigh in a superhannon	INFANTRY	Average	Experienced		Camalant Class	58		0	4,6
Skirmishing crossbowmen	Skirmisher	Unprotected	Crossbow	-	Combat Shy	38	-	12	4,0
FROM 1350 CE									
German mercenary men-at-	CAVALRY	Average	-	C1		1 1 1	D:(6)	0	4
arms	Drilled Loose	-/Fully Armoured	-	Charging Lancer	-	144	Dismountable (6)	4	4
Crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	4
C102200MIIICII	Drilled Loose	Protected	Crossbow	<u>-</u>	<u>-</u>		Combat 311y (-22)	12	'1
Obudshaer	INFANTRY	Average	-		Melee Expert	86		0	4
Obdustiaci	Drilled Close	Protected	-		ivielee expert	00	-	12	4

MEDIEVAL DANISH AND KALMAR UNION



FROM 1390 CE									
Handgunners	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	4,6
Tianagumiers	Skirmisher	Protected	Firearm			40	Combat Sily (-0)	8	-1, 0
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
Guiis	Skirmisher	Unprotected	Light Art	-	Comoat sny	130	Darricades (10)	2	
Cannons	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	2
Camillons	Skirmisher	Unprotected	Heavy Art	-	Shy	<i>∆</i> +4	-	2	

ALLIES

Swedish allies - Medieval Swedish (from 1390 CE)

German allies - Medieval German (from 1390 CE until 1440 CE)

Hanseatic League allies - Medieval German City League (from 1397 CE)

German allies - Late Medieval German (from 1440 CE)

NOTES

Riddare, fraelse and knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush (or Poor if downgraded to Poor). Only one external ally may be taken.

CHANGES FROM LAST VERSION

MEDIEVAL SWEDISH



ARMY COMMANDER	1	Any Instinctive			DATES		1280 CE to 1523 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Coastal, Forest		
INTERNAL ALLIED GENERA	ALS				Самр		Unfortified or Fortified	Poor or Av	verage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	OPTIONAL	Min	
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Riddare	CAVALRY	Superior	-	Charging Lancer		184	Melee Expert (40),	0	4
Nudare	Formed Loose	-/Fully Armoured	-	Charging Lancer		104	Dismountable (9)	4	7
Fraelse	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29),	4	4
Tideise	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	102	Dismountable (6)	4	4
Smaasvenner	CAVALRY	Average	-	Charging Lancer		105	Combat Shy (-28)	0	4
Siliadsveilliei	Formed Loose	Protected	-	Charging Lancer	-	100	Collidat Sily (-20)	4	4
Mounted handgunners (from	CAVALRY	Average	Unskilled			86	Melee Expert (23)	0	4
1450 CE)	Formed Loose	Protected	Firearm	-	-	00	Meiee Expert (23)	4	4
Skyttar	CAVALRY	Average	Experienced			120	Melee Expert (23)	0	4
Skyttai	Formed Loose	Protected	Crossbow	-	-	120	Meiee Expert (25)	4	4
ALLMOGE									
Enough morely (1/0 TesC)	INFANTRY	Average	Experienced	Polearm		112		4	4
Front ranks (1/2 TuG)	Formed Flexible	Protected	Crossbow	Poleann	-	112	-	12	4
D (1/2 TC)	INFANTRY	Average	Experienced			80		4	
Rear ranks (1/2 TuG)	Formed Loose	Protected	Crossbow	-	-	80	-	12	
UPGRADE ALLMOGE AS DA	LECARLIAN ALLM	0GE							
Dalecarlian front ranks (1/2	INFANTRY	Superior	Experienced	Polearm		149		0	4
TuG)	Formed Flexible	Protected	Crossbow	roleann	-	149	-	2	4
Dalecarlian rear ranks (1/2	INFANTRY	Superior	Experienced			104		0	
TuG)	Formed Loose	Protected	Crossbow	-	-	104	-	2	

MEDIEVAL SWEDISH



Leidang (before 1397 CE)	INFANTRY	Average	-	Polearm	Integral Shooters	83		0	4,6
Leidang (before 1397 CE)	Tribal Close	Protected	-	1 Oleann	integral Shooters	00	-	48	4,0
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	4,6
Skimisimig crossoowinen	Skirmisher	Unprotected	Crossbow	-	Combat Sily	50	-	12	4,0
Handgunners (from 1390	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	1
CE)	Skirmisher	Protected	Firearm	-	-	40	Combat Sily (-0)	4	4
Guns (from 1390 CE)	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
Gulis (Holli 1390 CE)	Skirmisher	Unprotected	Light Art	-	Collidat Sily	130	Dallicaues (10)	2	Δ
Cannons (from 1390 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	2
Camions (nom 1390 CE)	Skirmisher	Unprotected	Heavy Art	-	Shy	<i>4</i> 44	-	2	

ALLIES

Hanseatic League allies - Medieval German City League (from 1367 CE)

NOTES

Minima and maxima for allmoge reflect the front ranks. An equal number of rear ranks must be taken.

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

An army prior to 1397 CE must have at least twice as many leidang as allmoge.

Any infantry TuG may be given the Barricades characteristic. They may only be used in woods or forests, or to connect open ground between two woods or forests.

CHANGES FROM LAST VERSION

LATER LITHUANIAN



ARMY COMMANDER	1	Any Instinctive			DATES		1300 CE to 1515 CE		
SUB-GENERALS	0-	3 Any Instinctive			TERRAIN		Coastal, Plains, Forest		
Internal Allied Genera	1.5 0-	3 Any Instinctive			Самр		Unfortified or Fortified;	Poor or Av	rerage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	ЖАЖ	UG SIZE
Best equipped Lithuanian	CAVALRY	Superior	Experienced	Short Spear	<u>-</u>	161	Shoot & Charge (14)	4	4
cavalry	Formed Loose	Protected	Bow	Short Spear		101	Shoot & Charge (14)	12	
Lithuanian cavalry	CAVALRY	Average	Experienced	Short Spear	<u>-</u>	125	Shoot & Charge (10)	0	4
	Formed Loose	Protected	Bow	Short Spear		120	Shoot & Charge (10)	24	'
Lithuanian cavalry with less	CAVALRY	Average	Experienced	Short Spear	_	100	Shoot & Charge (6)	8	4
protection	Formed Flexible	Unprotected	Bow	Bilore B pear		100	bhoot & Gharge (o)	24	<u>'</u>
TEUTONIC KNIGHTS AND SE	ERGEANTS								
Teutonic knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	1
reutonic kinglits	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Meiee Expert (40)	2	4
Teutonic sergeants	CAVALRY	Superior	-		Devastating Chargers	131	Melee Expert (32)	=	
	Formed Loose	Protected	-	-	Devastating Chargers	151	Meiee Expert (52)	=	
Tatars	CAVALRY	Average	Experienced	Short Spear		100		0	4
Tatais	Formed Flexible	Unprotected	Bow	Short spear	-	100	-	4	4
Russian boyars (from 1360	CAVALRY	Average	Experienced	Short Spear		125		0	4
CE)	Formed Loose	Protected	Bow	Short spear	-	120	-	8	4
Polish nobles (from 1386 CE)	CAVALRY	Superior	-	Charging Lancer		184	Melee Expert (40)	0	4
1 offsti floores (from 1360 CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	104	Meice Expert (40)	4	- 4
Strzelcy (from 1386 CE)	CAVALRY	Average	Experienced	_	Shoot & Charge	130	<u>_</u>	0	4
Juzeicy (Holli 1500 CE)	Formed Loose	Protected	Crossbow	<u>-</u>	SHOOL & Charge	150		4	'1
Lithuanian spearmen	INFANTRY	Average	-	Short Spear		57		0	4
Liuiuailiali spealilieli	Tribal Loose	Protected	-	SHOIL Speal	-	J/	-	8	'1

LATER LITHUANIAN



Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1
Mellels	Tribal Loose	Unprotected	Bow	- -	-	40	Compatibility (-14)	8	4
Skirmishing Tatars (from	CAVALRY	Average	Experienced	Short Spear		75		0	1
1386 CE)	Skirmisher	Unprotected	Bow	31101t Spear	-	7.0	-	8	4
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skiillisiieis	Skirmisher	Unprotected	Bow	-	Combat Sily	30	-	8	4,0
Hussite battle wagons (only	BATTLE WAGONS	Average	Experienced	Polearm		214		0	2
Svitrigaila in 1435 CE)	Formed Loose	Protected	Crossbow	I Olealili	-	214	-	2	
Cannnons and bombards	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	2
(from 1382 CE)	Skirmisher	Unprotected	Heavy Art	- -	Shy	<i>∆</i> 11	-	2	

ALLIES

Golden Horde allies (before 1441 CE)

Crimean Tatar allies - Tatar Khanates (from 1441 CE)

Teutonic Orders allies (only Svitrigaila in 1435 CE)

Notes

Polish knights and strzelcy may be combined in a TuG of 4 containing equal numbers of each.

If the army that fought at Svitrigaila in 1435 CE is taken then a Teutonic Order ally is compulsory and replaces Teutonic knights in the main list.

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

MEDIEVAL POLISH



ARMY COMMANDER	1	Any Instinctive			DATES		1335 CE to 1454 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Forest, Moun	tains	
Internal Allied Genera	ALS				САМР		Unfortified or Fortified;	Poor or Av	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Rycerz	CAVALRY	Superior	-	Charging Lancer	_	184	Melee Expert (40)	4	4
	Formed Loose	-/Fully Armoured	-	Charging Lancer		104	Meice Expert (40)	16	-
Strzelcy	CAVALRY	Average	Experienced		Shoot & Charge	130		0	4
Suzeicy	Formed Loose	Protected	Crossbow	_	Jiloot & Charge	100		16	
Replace strzelcy with czeladz	CAVALRY	Average	-	Charging Lancer	_	105			
with lance (from 1386 CE)	Formed Loose	Protected	-	Charging Lancer		100		Any	
German or Bohemian	CAVALRY	Average	-	Charging Lancer		144	Dismountable (6)	0	4
mercenaries (from 1400 CE)	Drilled Loose	-/Fully Armoured	-	- Charging Lancer	-	144	Distributitable (0)	4	- 4
Lithuanian cavalry	CAVALRY	Average	Experienced	Short Spear		125	Shoot & Charge (10)	0	4
Litituanian Cavany	Formed Loose	Protected	Bow	Short Spear		120	Shoot & Charge (10)	4	-
Lithuanian cavalry (from	CAVALRY	Superior	Experienced	Short Spear		161	Shoot & Charge (14)	0	4
1386 CE)	Formed Loose	Protected	Bow	Short Spear		101	Shoot & Charge (14)	4	-
Lithuanian cavalry with less	CAVALRY	Average	Experienced	Short Spear		100	Shoot & Charge (6)	0	4
protection (from 1386 CE)	Formed Flexible	Unprotected	Bow	Short Spear		100	SHOOL & Charge (0)	8	-
Serbian gusars (from 1386	CAVALRY	Average	-	Charging Lancer		115	Melee Expert (23)	0	4
CE)	Formed Flexible	Protected	-	- Charging Lancer	-	110	Melee Expert (23)	4	4
Mercenary horse archers	CAVALRY	Average	Experienced	Short Spear		100		0	4
iviercentary noise archers	Formed Flexible	Unprotected	Bow	- Short Spear	-	100	-	4	4
Militia axemen	INFANTRY	Average	-	2-H Cut-Crush		92		0	4
Iviiilua axeiileii	Formed Loose	Protected	-	2-11 Cut-Clush	-	94		4	- 4
Militia crossbowmen	INFANTRY	Average	Experienced		Pavise	67	Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Crossbow	-	1 avist			8	-1
Infantry of the lance	INFANTRY	Poor	-	Short Spear		35		0	4,6
mandy of the fance	Tribal Loose	Protected	-	- Short spear	-	30	- '	6	- 4,0

MEDIEVAL POLISH



Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	4,6
	Skirmisher	Unprotected	Crossbow	_	Combat 511y	00		6	-1, 0
Handgunners (from 1386	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	1
CE)	Skirmisher	Protected	Firearm	-	-	40	Combat Sily (-5)	4	4
War wagons (from 1400 CE)	BATTLE WAGONS	Average	Experienced	Polearm		214		0	2
wai wagons (nom 1400 CE)	Formed Loose	Protected	Crossbow	I Oleallii	-	214	-	2	
Cuns (from 1396 CE)	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
Guns (from 1386 CE)	Skirmisher	Unprotected	Light Art	-	- Combat Sny		Dallicades (10)	2	

ALLIES

Lithuanian allies - Later Lithuanian (from 1386 CE)

Moldavian allies - (only in 1342 CE and from 1387 CE)

Hungarian allies - Later Hungarian (from 1342 to 1382 CE and from 1440 to 1441 CE)

Hungarian allies -Black Army Hungarian (from 1442 to 1444 CE)

NOTES

Polish knights and strzelcy may be combined in a TuG of 4 containing equal numbers of each.

Lithuanian allies are commanded by a sub-general not an ally general. They cannot be hesitant or unreliable.

German mercenary knights must be commanded by a sub-general who cannot command other troops.

Mercenary knights dismount as Formed Loose, Fully Armoured, 2-H Cut-Crush of the same quality.

Only one external ally commanded by an ally general is permitted.

CHANGES FROM LAST VERSION

HUSSITE



3

note

ARMY COMMANDER	1	Any Professional			DATES		1419 CE to 1479 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Mountains		
Internal Allied Gener	ALS 0-2	Any Professional			Самр		Fortified; Poor or Avera	age	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT O RY	BASE	O PTIONAL	Min	
NAME	Formation	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Bohemian nobles (from 1423	CAVALRY	Superior	-	Charging Lancer		184	Melee Expert (40)	0	4
CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	104	Melee Expert (40)	4	4
Cavalry	CAVALRY	Average	-	Charging Lancer		115	Melee Expert (23)	0	4
Cavally	Drilled Loose	Protected	-	Charging Lancer	-	110	Meiee Expert (23)	8	
Separately deployed	INFANTRY	Average	-	Polearm		87		0	4
polearmsmen	Formed Close	Protected	-	Tolcallii		07		12	-
Regrade polearmsmen at city militia (from 1420 to 1435	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4
CE)	Formed Close	Protected	-	Short Spear	Sincidwan	7 7	Comoat sify (-22)	4	7
Peasant volunteers	INFANTRY	Poor	-	Polearm		29	Combat Shy (-9)	0	6
reasant volunteers	Tribal Loose	Unprotected	-	TOTEATTT	-	49	Combat Sily (-9)	16	_ 0
Mounted crossbowmen	CAVALRY	Average	Experienced			85	Combat Shy (-5)	0	4
Mounted Clossbowinen	Skirmisher	Protected	Crossbow	-	-	00	Combat Sily (-5)	4	4
Handgunners	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	4
Tialiuguillieis	Skirmisher	Protected	Firearm	-	-	40	Combat Sify (-5)	8	
War wagons	BATTLE WAGONS	Average	Experienced	Polearm		204		6	2,3
Wai Wagolis	Formed Loose	Protected	Crossbow	TOTEATH	-	20 4	-	16	2,0
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
Guiig	Skirmisher	Unprotected	Light Art	<u>-</u>	Combat Sily	130	Dallicaues (10)	6	
Regrade guns mounted in	BATTLE WAGONS	Average	Experienced	Polearm	_	254	_	0	* see

Light Art

Experienced

Heavy Art

Formed Loose

ARTILLERY

Skirmisher

Protected

Average

Unprotected

wagons

Cannons

Polearm

254

244

Barricades, Combat

Shy

HUSSITE



ALLIES

Polish allies - Medieval Polish (from 1421 to 1431 CE)

Notes

*One base of war wagons in a TuG may be regraded to include light artillery. City militia may not be used with Polish allies.

CHANGES FROM LAST VERSION

Added handgunners. Corrected points total for war wagons.

LATER TEUTONIC ORDER



Army Commander	1	Any Professional			DATES		1440 CE to 1525 CE		
SUB-GENERALS	0-	3 Any Professional			TERRAIN		Standard, Plains, Forest	ī.	
Internal Allied Gener	RALS				САМР		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Order Banners	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	224	Melee Expert (43)	4	4
	Drilled Close	ArmHrs/F Armoured	-					4	·
KNIGHTS IN DEEP FORMA	TIONS								
Front rank (1/2 TUG)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers,	146		2	4
11011t Idilk (1/2 1 0 G)	Tribal Close	ArmHrs/F Armoured	-	Charging Lancer	Shove	140	-	4	- 4
Rear ranks (1/2 TuG)	CAVALRY	Average	-	_	Devastating Chargers,	83	_	2	
Teal falls (1/2 fue)	Tribal Close	Protected	-		Shove			4	
Turcopoles	CAVALRY	Average	Experienced	Short Spear		84		0	4
Turcopoles	Drilled Flexible	Unprotected	Javelin	Short spear	-	04	-	4	4
Mounted crossbowmen	CAVALRY	Average	Experienced	_	_	120	Melee Expert (23)	0	4
	Formed Loose	Protected	Crossbow	_	_	120	Tviciec Expert (20)	4	
Mounted handgunners	CAVALRY	Average	Unskilled	_	_	86	Melee Expert (23)	0	4
	Formed Loose	Protected	Firearm				Tviciec Expert (20)	4	,
Brother or mercenary	INFANTRY	Average	Experienced	_	<u>-</u>	85	Combat Shy (-22)	0	4
crossbowmen	Drilled Loose	Protected	Crossbow	_		00	Collidat 311y (-22)	12	
Mercenary halberdiers	INFANTRY	Average	-	Polearm	_	87	_	0	6
	Formed Close	Protected	-	roleann	_			6	
Ill-disciplined mercenary	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4
spearmen	Formed Close	Protected	-	Jilore Spear	Jilicia waii	//	Collidat only (*22)	12	
Regrade spearmen as	INFANTRY	Average	-	Pike	Shove	100	Orb (2)		6
pikemen	Drilled Close	Protected	-	TINC	3110 v C	100	010 (2)	Any	

LATER TEUTONIC ORDER



								7	
Ill-disciplined mercenary	INFANTRY	Average	Experienced		Combat Shy	58	_	0	1
crossbowmen	Formed Loose	Protected	Crossbow	-	Combat Sily	50	-	4	4
Subject spearmen	INFANTRY	Average	Experienced	Short Spear		63	Combat Shy (-22)	0	4,6
Subject spearmen	Tribal Loose	Protected	Javelin	Short Spear	-	03	Collidat 511y (-22)	12	4,0
Prussian or Livonian cavalry	CAVALRY	Average	Experienced	_		55	Combat Shy (-4)	0	1
Trussian of Livollian cavally	Skirmisher	Unprotected	Javelin	-	-	00	Combat Sily (-4)	4	4
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skillinstling arctiers	Skirmisher	Unprotected	Bow	-	Collidat Sily	50	-	6	4,0
Skirmishing handgunners	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	4,6
Skillinstillig flatidguttilets	Skirmisher	Protected	Firearm	-	-	40	Combat sily (-5)	8	4,0
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
Guils	Skirmisher	Unprotected	Light Art	-	Combat sny	130	Darricades (10)	2	
Cannons	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	2
Cannons	Skirmisher	Unprotected	Heavy Art	-	Shy	444	-	2	

CHANGES FROM LAST VERSION

LATER MEDIEVAL POLISH



ARMY COMMANDER	1	Any			DATES		1455 CE to 1515 CE		
SUB-GENERALS	0-3	Any			TERRAIN		Standard, Forest, Moun	tains	
Internal Allied Genera	ALS				Самр		Unfortified or Fortified;	Poor or Av	rerage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG Size
LANCER BANNERS, TUG OF	F 4 1/2 TOWARZ	ysze, 1/2 pocztowi							
Тохурия из	CAVALRY	Superior	-	Charging Langur		202	Melee Expert (40)	2	4
Towarzysze	Drilled Loose	-/Fully Armoured	-	Charging Lancer	-	202	Meiee Expert (40)	12	4
Pocztowi	CAVALRY	Average	Experienced		Shoot & Charge	140		2	
1 OCZtOW1	Drilled Loose	Protected	Crossbow	<u>-</u>	SHOOL & Charge	140	-	12	
FEUDAL TROOPS, TUG OF	4 1/2 RYCERZ, 1/2	2 STRZELCY							
F 1-1	CAVALRY	Superior	-	Classia I aman		104	M.1. Francis (40)	0	4
Feudal rycerz	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	184	Melee Expert (40)	4	4
Strzelcy	CAVALRY	Average	Experienced		Shoot & Charge	130		0	
Suzeicy	Formed Loose	Protected	Crossbow	-	SHOOL & Charge	130	-	4	
Lithuanian cavalry	CAVALRY	Average	Experienced	Short Spear		125	Shoot & Charge (10)	0	4
Lithuanian Cavairy	Formed Loose	Protected	Bow	Short Spear	-	123	Shoot & Charge (10)	4	4
Best Lithuanian cavalry	CAVALRY	Superior	Experienced	Short Spear		161	Shoot & Charge (14)	0	4
Dest Lititudillali Cavally	Formed Loose	Protected	Bow	Short spear	-	101	SHOOL & Charge (14)	4	4
Lithuanian cavalry with less	CAVALRY	Average	Experienced	Short Spear		100	Shoot & Charge (6)	0	4
protection	Formed Flexible	Unprotected	Bow	Short Spear		100	SHOOL & Charge (0)	8	-
Serbian gusars	CAVALRY	Average	-	Charging Lancer		115	Melee Expert (23)	0	4
	Formed Flexible	Protected	-	Charging Lancer		110	Tviciee Expert (20)	4	
Mercenary horse archers	CAVALRY	Average	Experienced	Short Spear		100		0	4
1 vici celially morse archers	Formed Flexible	Unprotected	Bow	Short Spear		100	<u> </u>	4	
Town or mercenary	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	4
crossbowmen	Drilled Loose	Protected	Crossbow	_	-	00	Compat 511y (-22)	12	-

LATER MEDIEVAL POLISH



Militia axemen	INFANTRY	Average	-	2-H Cut-Crush		92		0	1
	Formed Loose	Protected	-	Z-11 Cut-Clush	-	94	-	4	4
Infantry of the lance	INFANTRY	Poor	-	Short Spear		35		0	4,6
	Tribal Loose	Protected	-	Short Spear	-	30	-	6	4,0
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	1
Skiiilisiiliig Ciossoowmen	Skirmisher	Unprotected	Crossbow	-	Compatibility	50	-	4	4
Handgunners	INFANTRY	Average	Experienced	_		45	Combat Shy (-5)	0	4,6
- I lalluguilliels	Skirmisher	Protected	Firearm	-	-	40	Combat Sily (-0)	8	4,0
War wagons	BATTLE WAGONS	Average	Experienced	Polearm		214		0	2,3
wai wagons	Formed Loose	Protected	Crossbow	1 Oleann	-	214	-	3	2,0
Curc	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
Guns	Skirmisher	Unprotected	Light Art	_	Combat Shy		Darricades (10)	2	

ALLIES

Lithuanian allies - Later Lithuanian

Bohemian allies - Hussite (from 1471 to 1474 CE)

Moldavian allies - (to 1497 CE)

Notes

Lithuanian allies are commanded by a sub-general not an ally general. They cannot be hesitant or unreliable.

Only one external ally commanded by an ally general is permitted.

CHANGES FROM LAST VERSION



PACTO ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - PACTO

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

CAMPS

Camps are not included in Pacto games.

UGs

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

NOTES

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

EARLY RUSSIAN



ARMY COMMANDER		1	Any Instinctive			DATES		1055 CE to 1246 CE		
Sub-Generals		0-3	Any Instinctive			Terrain		Standard, Forest		
Internal Allied Gener	ALS	0-2	Any Instinctive							
	ТүрЕ									
	TRAINING A	NĐ	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	Formatio	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Noble cavalry and retainers	CAVALR	Y	Superior	-	Short Spear		126	Melee Expert (32)	4	1,2
Noble Cavally and retainers	Formed Lo	ose	Protected	-	31101t Spear	-	120	Meiee Expert (32)	6	1,2
Cavalry	CAVALR	Y	Average	-	Short Spear		90	Melee Expert (23)	0	1,2
Cavally	Formed Lo	ose	Protected	-	Short Spear	-	90	ivielee Expert (25)	6	1,2
Mercenary Germans (before	CAVALR	Y	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23),	0	1,2
1150 CE)	Formed Lo	ose	Protected	-	31101t Spear	Devastating Chargers	103	Dismountable (5)	2	1,2
Mercenary Germans (from	CAVALR	Y	Average	-	Charaina I an aar	Darractation Chargers	148	Dismountable (6)	0	1,2
1150 CE)	Formed Lo	ose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	140	Distributitable (0)	2	1,2
Polish cavalry	CAVALR	Y	Superior	-	Short Spear		126	Melee Expert (32)	0	1,2
1 Olisti Cavaliy	Formed Lo	ose	Protected	-	31101t Spear	-	120	Meiee Expert (32)	2	1,2
Mercenary Turks and	CAVALR	Y	Average	Experienced			94		0	1,2
Pechenegs	Formed Flex	xible	Unprotected	Bow	-	-	7 4	-	8	1,2
Upgrade Turks and	CAVALR	Y	Average	Skilled			129			1,2
Pechenegs	Formed Flex	xible	Unprotected	Bow	-	-	149	-	Up to half	1,2
Lithuanian cavalry	CAVALR	Y	Average	Unskilled	Short Spear	_	70	Melee Expert (15), Shoot & Charge (6),	0	1,2
Litituanian cavany	Formed Flex	ible	Unprotected	Javelin	Short Spear		70	Dismountable (3)	2	1,2
Polls an oarman	INFANTR	Y	Average	-	Chart Char	Shieldwall	77	Integral Chapters (6)	2	1,2
Polk spearmen	Formed Cl	ose	Protected	-	Short Spear	Siliciawali	//	Integral Shooters (6)	16	1,4
Smardy anapres on	INFANTR	Υ	Poor	-	Short Spear	Shieldwall	// 1	Integral Shooters (4)	0	2,3
Smerdy spearmen	Tribal Clo	se	Protected	-	- Short Spear	Smeiawan	41	integral Shooters (4)	14	<i>-</i> ∠,5

EARLY RUSSIAN



Hungarians	CAVALRY	Average	Experienced			70	Combat Shy (-4)	0	1.2
	Skirmisher	Unprotected	Bow	-	-	70	Collidat Sily (-4)	2	1,2
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1.2
	Skirmisher	Unprotected	Bow	-	Collidations	50	-	6	1,2

ALLIES

Polovtsy allies - Cuman or Kipchak

Hungarian allies - Early Hungarian (from 1072 to 1100 CE)

Hungarian allies - Hungarian (from 1100 CE)

Polish allies - Feudal Polish (from 1150 CE)

Notes

Germans before 1150 dismount as Formed Close, Protected, Short Spear of the same quality. Germans from 1150 dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality. Lithuanian cavalry dismount as Formed Loose, Unprotected, Experienced, Bow of the same quality.

Polish and Hungarian allies can be used together, but not with mercenary Germans, Lithuanian cavalry or Polotsvy allies.

CHANGES FROM LAST VERSION

Clarified ally restrictions.

EARLY MEDIEVAL DANISH



ARMY COMMANDER		1	Any Instinctive			DATES		1071 CE to 1279 CE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Coastal, Standard		
Internal Allied Genera	ALS	0-1	Any Instinctive (Wend	1)						
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG Size
Huscarls in skjaldborg	INFANTR	Y	Superior	-	2-H Cut-Crush	Shieldwall, Integral	138	Dismountable (14)	0	1,2
riuscaris ili skjardborg	Tribal Clo	se	Protected	-	2-II Cut-Clusii	Shooters	130	Distributitable (14)	6	— 1,∠
Regrade huscarls operating	INFANTR	Y	Superior	-	2-H Cut-Crush		143	Dismountable (14),		1,2
independently	Formed Flex		Protected	-	2-11 Cut-Clusii	-	140	Integral Shooters (8)	Any	1,2
Regrade huscarls fighting	CAVALR	Y	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23),	0	1,2
mounted (before 1200 CE)	Formed Lo		Protected	-	Short Spear	Devastating Chargers	100	Dismountable (5)	4	1,2
Regrade huscarls fighting	CAVALR		Average	-	Charging Lancer	_	132	Melee Expert (29),	0	1,2
mounted (from 1200 CE)	Formed Lo		-/Fully Armoured	-	Charging Lancer	-	102	Dismountable (6)	4	1,2
Regrade mounted huscarls	CAVALR		Superior	-	Charging Lancer	_	184	Melee Expert (40),	0	1,2
(from 1200 CE)	Formed Lo		-/Fully Armoured	-	Charging Lancer		101	Dismountable (9)	2	1,2
Mounted crossbowmen	CAVALR		Average	Experienced	_	_	120	Melee Expert (23)	0	1,2
(from 1200 CE)	Formed Lo		Protected	Crossbow			120	Tvierce Expert (20)	2	1,2
Best bondi (before 1200 CE)	INFANTR		Average	-	Short Spear	Shieldwall, Integral	73	_	2	1,2
	Tribal Clo		Protected	-	Short Spear	Shooters	, 0		12	1,2
Best bondi (from 1200 CE)	INFANTR		Average	-	Short Spear	Shieldwall, Integral	73	_	2	1,2
	Tribal Clo		Protected	-	Bilore Bpear	Shooters	, 0		8	1,2
Bondi	INFANTR		Poor	-	Short Spear	Shieldwall, Integral	44	_	3	2,3
	Tribal Clo		Protected	-	21101112	Shooters			32	
Bondi archers	INFANTR		Average	Experienced	_	=	48	Combat Shy (-14)	0	1,2
	Tribal Loo		Unprotected	Bow				301110 at 211) (1 1)	4	-,-
Crossbowmen	INFANTR		Average	Experienced	_	-	53	Combat Shy (-14)	0	1,2
	Tribal Loo		Unprotected	Crossbow					4	-,-
Thralls	INFANTR		Poor	-	Short Spear	Combat Shy	24	<u>-</u>	0	2,3
	Tribal Clo	se	Protected	-	Short Spear	Commode Siny	۷.		4	2,0

EARLY MEDIEVAL DANISH



Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50	-	0	1,2
Skirmsting archers	Skirmisher	Unprotected	Bow	-	Combat sily	30	-	4	1,4
WENDISH CONTINGENT FRO	ом 1219 СЕ								
Wandish sayalay	CAVALRY	Superior	Unskilled	Short Spear		131	Shoot & Charge (14),	2	1,2
Wendish cavalry	Formed Loose	Protected	Javelin	31101t Spear	_	101	Dismountable (7)	2	1,2
Wendish warriors	INFANTRY	Average	Unskilled	Short Spear		60	Shoot & Charge (6)	2	1,2
Welluisii Waliiois	Tribal Loose	Protected	Javelin	Short Spear	-	00	SHOOL & Charge (0)	8	1,4
Wandish skirmishing probars	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Wendish skirmishing archers	Skirmisher	Unprotected	Bow	-	Collidat Sily	50	-	4	1,2

ALLIES

German Ecclesiastical allies - Feudal German (from 1106 CE)

NOTES

Huscarls that have not been upgraded, best bondi and bondi may be mixed in the same TuG of 2 elements, 3 if including bondi. If used, elements of huscarls, best bondi and bondi must be easily distinguished.

Allied contingents drawn from this list cannot include mixed TuGs, bondi or more TuGs of huscarls than best bondi. Bondi are not compulsory in allied contingents. Best bondi remain compulsory in allied contingents.

Wends are only compulsory if a Wendish contingent is taken. A Wend ally-general must command all and only Wends.

Mounted huscarls dismount as Formed Close, Protected, 2-H Cut-Crush of the same quality.

CHANGES FROM LAST VERSION

POST-VIKING SCANDINAVIAN



ARMY COMMANDER	1	Any Instinctive			DATES		1071 CE to 1279 CE		
SUB-GENERALS	1-3	Any Instinctive			TERRAIN		Coastal, Forest, Mounta	ins	
Internal Allied Genera	ALS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Ркотестіон	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Huscarls in skjaldborg	INFANTRY	Superior	-	2-H Cut-Crush	Shieldwall, Integral	138	Dismountable (14)	0	1,2
Truscaris in skjaldborg	Tribal Close	Protected	-	Z-M Cut-Clush	Shooters	130	Distillountable (14)	6	1,2
Regrade huscarls operating	INFANTRY	Superior	-	2-H Cut-Crush		143	Dismountable (14),		1,2
independently	Formed Flexible	Protected	-	Z-11 Cut-Clusii	-	140	Integral Shooters (8)	Any	1,2
Regrade huscarls (from 1200	CAVALRY	Average	-	Charging Lancer	_	132	Melee Expert (29),	0	1,2
CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer	_	102	Dismountable (6)	2	1,2
Freelance raiders	INFANTRY	Average	-	Short Spear	Integral Shooters	73	_	0	1,2
	Formed Loose	Protected	-	Short Spear	integral bilooters	7.0	_	4	1,2
Best bondi	INFANTRY	Average	-	Short Spear	Shieldwall, Integral	73		2	1,2
Dest bollar	Tribal Close	Protected	-	Short Spear	Shooters	7.0		16	1,2
Bondi	INFANTRY	Poor	-	Short Spear	Shieldwall, Integral	44		3	2,3
Bolidi	Tribal Close	Protected	-	Short spear	Shooters	44	-	32	2,0
Bondi archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1,2
Donar archers	Tribal Loose	Unprotected	Bow	_	_	40	Combat Sity (-14)	4	1,2
Crossbowmen	INFANTRY	Average	Experienced			53	Combat Shy (-14)	0	1,2
Crossbownnen	Tribal Loose	Unprotected	Crossbow	-	-	00	Combat Sily (-14)	4	1,2
Thralls	INFANTRY	Poor	-	Short Spear	Combat Shy	24		0	2,3
THans	Tribal Close	Protected	-	Jiloit Speai	Compacing		<u>-</u>	4	<i>2,</i> 0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Skillinstillig arcticis	Skirmisher	Unprotected	Bow	-	Combat sny	50	-	6	1,4

Post-Viking Scandinavian



Notes

Huscarls that have not been upgraded, best bondi and bondi may be mixed in the same TuG of 2 elements, 3 if including bondi. If used, elements of huscarls, best bondi and bondi must be easily distinguished.

Mounted huscarls dismount as Formed Close, Protected, 2-H Cut-Crush of the same quality.

CHANGES FROM LAST VERSION

FEUDAL POLISH



ARMY COMMANDER		1	Any Instinctive			DATES		1100 CE to 1335 CE			
SUB-GENERALS		0-3 Any Instinctive				TERRAIN	Standard, Forest				
Internal Allied Genera	ALS	0-2	Any Instinctive								
	ТүрЕ		•								
	TRAINING AN	ND	QUALITY	SHOOTING SKILL	Melee	M andat o ry	BASE	OPTIONAL	Min		
Name	FORMATION	4	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE	
Noble cavalry (before 1242	CAVALRY	(Superior	-	Chart Char		126	Malaa Errmant (22)	2	1,2	
CE)	Formed Loc	se	Protected	-	Short Spear	-	126	Melee Expert (32)	6	1,2	
Noble cavalry (from 1242	CAVALRY	[Superior	-	Charging I an aar		184	Malaa Errmant (10)	2	1,2	
CE)	Formed Loc	se	-/Fully Armoured	-	Charging Lancer	-	104	Melee Expert (40)	6	1,2	
Cavalry	CAVALRY	<i>[</i>	Average	Unskilled	Short Spear	-	95	Shoot & Charge (10)	0	1,2	
Cavally	Formed Loc	se	Protected	Javelin			70		4	1,2	
Spearmen	INFANTR'	Y	Average	-	Short Spear	Shieldwall	67	-	2	1,2	
Spearmen	Tribal Clos	е	Protected	-			07		16	1,2	
Axemen (from 1200 CE)	INFANTR'	Y	Average	-	2-H Cut-Crush	-	54		0	1,2	
Axemen (Hom 1200 CL)	Tribal Loos	se	Unprotected	-	Z-11 Cut-Clusii		04		2		
Archers	INFANTR'	Y	Average	Experienced			48	Combat Shy (-14)	2	1,2	
Attitets	Tribal Loos	se	Unprotected	Bow	-	-			16	1,2	
Poorly equipped peasants	INFANTR'	Y	Poor	-	Short Spear		25	Combat Shy (-9)	0	2,3	
1 oony equipped peasants	Tribal Clos	е	Unprotected	-	Short Spear		20	Collidat Sily (-7)	6	2,0	
Hungarians or Cumans	CAVALRY	7	Average	Experienced			70	Combat Shy (-4)	0	1,2	
(from 1242 CE)	Skirmishe	r	Unprotected	Bow			70	Compatibility (-4)	2	1,2	
Skirmishing archers	INFANTR'	Y	Average	Experienced		Combat Shy	50		0	1,2	
Driffing arcticis	Skirmishe	r	Unprotected	Bow	-	Combat sily	50	-	12		
Slingers	INFANTR'	Y	Average	Experienced		Combat Shy	43		0	1,2	
Slingers	Skirmishe	r	Unprotected	Sling		Compat Sny	43	-	6	1,4	

FEUDAL POLISH



ALLIES

Slavic allies - Wends (until 1185 CE)

German allies - Feudal German (until 1241 CE)

Hungarian allies (until 1230 CE)

Teutonic Order allies (until 1241 CE)

Notes

Hungarian allies cannot be used with German or Teutonic Order allies.

CHANGES FROM LAST VERSION

EARLY LITHUANIAN



ARMY COMMANDER		1 Any Instinctive	Any Instinctive				1132 CE to 1299 CE			
SUB-GENERALS	1	-3 Any Instinctive		Terrain		Coastal, Plains, Forest				
Internal Allied Gener	RALS									
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min		
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE	
Best cavalry	CAVALRY	Superior	Unskilled	Short Spear	_	145	Melee Expert (32), Shoot & Charge (14),	0	1,2	
Dest cavally	Formed Flexibl	e Protected	Javelin	Short Spear		110	Dismountable (7)	6	1,2	
D - + + 1	CAVALRY	Average	Unskilled	C1 C		105	Melee Expert (23),	0	1,2	
Better cavalry	Formed Flexibl	e Protected	Javelin	Short Spear	-	100	Shoot & Charge (10), Dismountable (5)	16	1,2	
Carration	CAVALRY	Average	Unskilled	Short Spear	-	70	Melee Expert (15),	4	1.2	
Cavalry	Formed Flexibl	e Unprotected	Javelin			70	Shoot & Charge (6), Dismountable (3)	16	1,2	
Regrade best cavalry as	INFANTRY	Superior	Experienced			99	Dismountable (14)		1,2	
dismounted	Formed Loose	Protected	Bow	-	-	99	Dismountable (14)	Any	1,2	
Regrade better cavalry as	INFANTRY	Average	Experienced			75	Dismountable (10),		1,2	
dismounted	Formed Loose	Protected	Bow	- -	-	7.5	Combat Shy (-22)	Any	1,2	
Regrade cavalry as	INFANTRY	Average	Experienced			54	Dismountable (6),		1,2	
dismounted	Formed Loose	Unprotected	Bow	<u>-</u>	-	54	Combat Shy (-14)	Any	1,2	
Lithuanian an anger	INFANTRY	Average	-	Short Spear		57		0	1.0	
Lithuanian spearmen	Tribal Loose	Protected	-	Short Spear	-	37	-	4	1,2	
Archers	INFANTRY	Average	Experienced			48	Combat Chy (11)	0	1,2	
LHCHEIS	Tribal Loose	Unprotected	Bow	- -	-	40	Combat Shy (-14)	4		
Clarmichara	INFANTRY	Average	Experienced		Combat Shr	50		0	1,2	
Skirmishers	Skirmisher	Unprotected	Bow	-	Combat Shy	50	- '	4	1,4	

EARLY LITHUANIAN



Notes

Cavalry dismount as dismounted cavalry with the same quality. This army may use Feigned Flight.

CHANGES FROM LAST VERSION

ESTONIAN



Army Commander Sub-Generals		1	Any Instinctive		Dates Terrain		1200 CE to 1227 CE Coastal, Forest			
		0-3	Any Instinctive							
INTERNAL ALLIED GENE	RALS									
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	O PTIONAL	Min	
Name	Formatio	N	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Nobles	INFANTR	Y	Superior	Unskilled	Short Spear		97	Shoot & Charge (8),	2	1,2
INOUIES	Formed Lo	ose	Protected	Javelin		-	<i>)</i> /	Dismountable (14)	8	1,2
Warriors	INFANTR	Y	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	4	1,2
VVaIIIOIS	Tribal Loo	se	Protected	Javelin			00		36	
Crossbowmen	INFANTR	Y	Average	Experienced		-	53	Combat Shy (-14)	0	1,2
Clossoomillell	Tribal Loo	se	Unprotected	Crossbow					2	
Arabara	INFANTR	Y	Average	Experienced			10	Combat Shy (-14)	0	1.0
Archers	Tribal Loo	se	Unprotected	Bow		-	48		8	1,2
Skirmishers	INFANTR	Y	Average	Experienced	_	Cambat Ch.	ny 50	-	0	1.2
	Skirmishe	er	Unprotected	Bow		Combat Shy			6	1,2
ALLIES										

ALLIES

Novgorod or Pskov allies allies - Early Russian

Notes

A command cannot contain more than one TuG of nobles.

CHANGES FROM LAST VERSION

PRUSSIAN



ARMY COMMANDER		1	Any Instinctive		Dates Terrain		1200 CE to 1283 CE Coastal, Forest			
Sub-Generals		0-1	Any Instinctive							
Internal Allied Gene	RALS	0-3	Any Instinctive							
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	M ANDAT O RY	BASE	OPTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Cavalry	CAVALR' Formed Loc		Superior Protected	Unskilled Javelin	Short Spear	-	131	Shoot & Charge (14), Dismountable (7)	2	1,2
Warriors	INFANTR Formed Loc		Average Protected	Unskilled Javelin	Short Spear	-	70	Shoot & Charge (6)	4 24	1,2
Militia	INFANTR Tribal Loo		Poor Protected	-	Short Spear	-	35	-	0 12	2,3
Crossbowmen	INFANTR Tribal Loo		Average Unprotected	Experienced Crossbow	-	-	53	Combat Shy (-14)	0 2	1,2
Archers	INFANTR Tribal Loo		Average Unprotected	Experienced Bow	-	-	48	Combat Shy (-14)	0	1,2
Skirmishing cavalry	CAVALR` Skirmishe		Average Unprotected	Experienced Javelin	-	-	55	Combat Shy (-4)	0 4	1,2
Skirmishers	INFANTR Skirmishe		Average Unprotected	Experienced Javelin			32	Combat Shy (-4)	0 12	1,2

ALLIES

Pomeranian allies - Feudal Polish (only Prussians from 1242 CE)

Notes

Prussian cavalry can dismount as Tribal Loose, Protected, Short Spear, Devastating Chargers of the same quality.

A Yotvingian army cannot choose Coastal territory type.

CHANGES FROM LAST VERSION

TEUTONIC ORDERS



ARMY COMMANDER		Any Professional		DATES		1201 CE to 1439 CE			
SUB-GENERALS	0-3	Any Professional or 0		TERRAIN		Standard, Plains, Forest			
INTERNAL ALLIED GENERA	ALS				-				
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Mŧn	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Order Banners	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	224	Dismountable (9),	2	1,2
Order Dailliers	Drilled Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	227	Melee Expert (40)	6	1,2
Vassal Banners	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	1,2
Vassai Daiiileis	Formed Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	140	Distributitable (0)	4	1,2
Other Banners (from 1230	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	1,2
CE)	Formed Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	207	Distilloulitable (9)	2	1,2
Turcopoles (from 1230 CE)	CAVALRY	Average	Experienced	Short Spear	-	84		2	1,2
Turcopoles (Irolli 1230 CE)	Drilled Flexible	Unprotected	Javelin			04	- '	4	1,2
Mounted crossbowmen	CAVALRY	Average	Experienced		-	120	Melee Expert (23)	0	1,2
iviounted crossbownnen	Formed Loose	Protected	Crossbow			120	Melee Expert (23)	2	1,2
Brother or mercenary	INFANTRY	Average	-	Short Spear	Shieldwall	82		0	1,2
spearmen	Drilled Close	Protected	-	- Short Spear	Silielawali	02	-	4	1,2
Brother or mercenary	INFANTRY	Average	Experienced			85	5 Combat Shy (-22)	0	1,2
crossbowmen	Drilled Loose	Protected	Crossbow		-	00	Collidat Sily (-22)	6	1,2
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2
	Formed Close	Protected	-	- Short Spear	Silieiuwaii	//	Collidat Sily (-22)	6	1,2
Settler spearmen (from 1300	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2
CE)	Formed Close	Protected	-	- Short Spear	Silieluwali	//	Collidat Sily (-22)	6	1,2
Militia crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	1,2
Ivillida Clossbowilleli –	Formed Loose	Protected	Crossbow	<u>-</u>	Collidationly	58	-	4	1,2
Subject spearmen	INFANTRY	Average	Experienced	Short Spear		63	Combat Shy (-22)	0	1,2
	Tribal Loose	Protected	Javelin	Short Spear	-	US	Comoat Sily (-22)	12	1,4
Hungarians (until 1225 CE)	CAVALRY	Average	Experienced			70	Combat Shy (1)	0	1,2
Trungarians (unui 1223 CE)	Skirmisher	Unprotected	Bow	-	-	70	Combat Shy (-4)	4	1,4

TEUTONIC ORDERS



Prussian or Livonian cavalry	CAVALRY	Average	Experienced			55	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin	-	-	00		2	1,2
Skirmishing archers	INFANTRY	Average	Experienced	C	ombat Shy	50		0	1,2
	Skirmisher	Unprotected	Bow	- Collidat Sily	50	-	4	1,2	
Skirmishing handgunners	INFANTRY	Average	Experienced		45	Combat Shy (-5)	0	1,2	
(from 1400 CE)	Skirmisher	Protected	Firearm		40		4	1,2	
Cups (from 1240 CE)	ARTILLERY	Average	Experienced	C	ombat Shy	138	Barricades (16)	0	1
Guns (from 1340 CE)	Skirmisher	Unprotected	Light Art	- C	onioat sny	130	Dallicades (10)	1	1
Cannons (from 1380 CE)	ARTILLERY	Average	Experienced	Barrio	cades, Combat	244		0	1
	Skirmisher	Unprotected	Heavy Art	Shy	244	-	1	1	

ALLIES

Polish allies - Feudal Polish (from 1226 to 1242 CE)

Notes

Order Banners dismount as Drilled Close, Average, Fully Armoured, 2-H Cut & Crush. Other knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush (or Poor if downgraded to Poor).

CHANGES FROM LAST VERSION

Option for an instinctive sub-general.

Novgorod Republic



ARMY COMMANDER		Any Instinctive			Dates Terrain		1247 CE to 1471 CE	1247 CE to 1471 CE			
SUB-GENERALS	0-3	Any Instinctive		Coastal, Forest							
Internal Allied Genera	ALS										
	ТүрЕ										
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min			
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE		
Dvor	CAVALRY	Superior	Experienced	Short Spear		161		2	1,2		
Dvoi	Formed Loose	Protected	Bow	Short Spear	-	101	-	4	1,2		
Regrade dvor	CAVALRY	Superior	Charge Only	Short Spear		150			1,2		
Regiade dvoi	Formed Loose	Protected	Bow	Short Spear	-	130	-	Any	1,2		
Lesser boyars and retainers	CAVALRY	Average	Experienced	Short Spear		125	-	4	1,2		
	Formed Loose	Protected	Bow	Short Spear		120		16	1,2		
Regrade boyars and retainers	CAVALRY	Average	Charge Only	Short Spear	-	114	_		1,2		
Regiade boyais and retainers	Formed Loose	Protected	Bow			114	_	Up to half	1,2		
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	<u>-</u>	0	1,2		
	Formed Close	Protected	-			, ,		4	1,2		
Militia archers	INFANTRY	Average	Experienced	_	-	48	Combat Shy (-14)	0	1,2		
	Tribal Loose	Unprotected	Bow			10	Combat Sity (11)	4	1,2		
Militia crossbowmen	INFANTRY	Average	Experienced	_	_	53	Combat Shy (-14)	0	1,2		
	Tribal Loose	Unprotected	Crossbow					2	1,2		
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	50	_	0	1,2		
- Skilling archers	Skirmisher	Unprotected	Bow		Goinoat Siry	30		4	1,2		
ONLY FROM 1380 CE											
Tatana	CAVALRY	Average	Experienced	Clarat Carre		100		0	1.0		
Tatars	Formed Flexible	Unprotected	Bow	Short Spear	-	100	-	4	1,2		
Cossack foot	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2		
COSSACK TOOL	Skirmisher	Unprotected	Bow	-	Combat Sny	50	-	4	1,4		
Guns	ARTILLERY	Average	Experienced		Combat Shy	120	Barrica des (16)	0	1		
Guiis	Skirmisher	Unprotected	Light Art	-	Combat Sny	138	Barricades (16)	1	1		

Novgorod Republic



ALLIES

Lithuanian allies - Early Lithuanian (before 1300 CE) Lithuanian allies - Later Lithuanian (from 1300 CE)

CHANGES FROM LAST VERSION

Post-Mongol Russian



ARMY COMMANDER	1	Any Instinctive			DATES		1247 CE to 1533 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Plains, Forest		
Internal Allied Gener	ALS 0-2	Any Instinctive							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG SIZE
Dvor	CAVALRY	Superior	Experienced	Short Spear		161		2	1,2
	Formed Loose	Protected	Bow	Short Spear		101		4	1,2
Lesser boyars and retainers	CAVALRY	Average	Experienced	Short Spear		125		4	1,2
	Formed Loose	Protected	Bow	Short Spear		120		16	1,2
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	_	0	1,2
	Formed Close	Protected	-	Short Spear	Sincidwan	, ,		4	1,2
Militia archers	INFANTRY	Average	Experienced	<u>_</u>	_	48	Combat Shy (-14)	0	1,2
Ivillida arcifers	Tribal Loose	Unprotected	Bow	_	_	40	Combat Sily (-14)	6	1,2
Militia crossbowmen	INFANTRY	Average	Experienced	_	_	53	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Crossbow				Combat Sity (11)	4	1,2
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	50	_	0	1,2
	Skirmisher	Unprotected	Bow		Comoat Sily	00		4	1,2
ONLY FROM 1380 CE									
Tatars or Cossacks	CAVALRY	Average	Experienced	Short Spear		100		0	1,2
Tatals of Cossacks	Formed Flexible	Unprotected	Bow	Short Spear	-	100	-	4	1,2
Cossacks	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
COSSACKS	Skirmisher	Unprotected	Bow	- 	Comoat sily		-	4	1,4
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Guiis	Skirmisher	Unprotected	Light Art	-	Compatibily	100	Dallicaues (10)	1	1

Post-Mongol Russian



ONLY FROM 1486 CE									
Upgrade militia archers and crossbowmen with	INFANTRY	Average	Experienced			43	Combat Shy (-14)		1.2
handguns	Tribal Loose	Unprotected	Firearm	-	-	40	Collidat Sily (-14)	Any	1,2
Upgrade Cossack infantry	INFANTRY	Average	Experienced			45	Combat Shy (-5)		1.2
skirmishers with handguns	Skirmisher	Protected	Firearm	- -	-	45	Combat Sify (-5)	Any	1,∠

ALLIES

Golden Horde allies (before 1380 CE)

Lithuanian allies - Later Lithuanian (Moscow in 1380 CE)

CHANGES FROM LAST VERSION

MEDIEVAL NORWAY



	Any Instinctive			DATES		1280 CE to 1390 CE		
0-3	Any Instinctive			TERRAIN		Coastal, Mountains		
ТүрЕ								
RAINING AND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT OR Y	BASE	OPTIONAL	Mŧn	
⁷ ORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
CAVALRY	Average	-	Charging Lancar		122	Melee Expert (29),	2	1,2
rmed Loose	-/Fully Armoured	-	Charging Lancer	-	102	Dismountable (6)	4	1,2
CAVALRY	Average	Experienced			120	Malaa Export (22)	0	1,2
rmed Loose	Protected	Crossbow	-	-	120	Meiee Expert (23)	4	1,2
NFANTRY	Average	-	Doloarm	Integral Chapters	02		4	1,2
ribal Close	Protected	-	I Olealiii	ilitegiai silooteis	03	-	32	1,2
nfantry	Average	Experienced		Combat Shy	50		0	1,2
Skirmisher	Unprotected	Crossbow	-	Compatisny	38	-	8	1,2
	TYPE LAINING AND CORMATION CAVALRY rmed Loose CAVALRY rmed Loose NFANTRY ribal Close NFANTRY	TYPE CAINING AND CAVALRY FORMATION CAVALRY Average rmed Loose CAVALRY Average rmed Loose Protected NFANTRY Average Protected Average Average Average Average Average Average Average Average Average Average	TYPE AAINING AND QUALITY SHOOTING SKILL FORMATION PROTECTION WEAPONRY AVERAGE	TYPE LAINING AND QUALITY SHOOTING SKILL MELEE FORMATION PROTECTION WEAPONRY WEAPONRY CAVALRY Average - Charging Lancer TMED LOOSE Protected Crossbow NFANTRY Average - Polearm Tibal Close Protected - Protected NFANTRY Average Experienced	TYPE LAINING AND QUALITY SHOOTING SKILL MELE MANDATORY CORMATION PROTECTION WEAPONRY WEAPONRY CHARACTERISTICS CAVALRY Average - Charging Lancer - TIME LOOSE Protected Crossbow NFANTRY Average - Polearm Integral Shooters NFANTRY Average Experienced - Combat Shy	TYPE LAINING AND QUALITY SHOOTING SKILL MELE MANDATORY BASE FORMATION PROTECTION WEAPONRY CHARACTERISTICS PTS CAVALRY Average - Charging Lancer - 132 CAVALRY Average Experienced - 120 TIMED LOOSE Protected Crossbow Integral Shooters 83 FINANTRY Average Experienced - Combat Shy 58	TYPE **AINING AND QUALITY SHOOTING SKILL Melee Mandatory Base Optional **Commation Protection Weaponry Weaponry Characteristics PTS Characteristics **CAVALRY Average - Charging Lancer - 132 Melee Expert (29), Dismountable (6) **CAVALRY Average Experienced rmed Loose Protected Crossbow **NFANTRY Average - Polearm Integral Shooters 83 - ** **Polearm Integral Shooters 83 - ** **Combat Shy 58 - **	TYPE AAINING AND QUALITY SHOOTING SKILL MELEE MANDATORY PROTECTION WEAPONRY WEAPONRY CHARACTERISTICS PTS CHARACTERISTICS MAX CAVALRY Average - Charging Lancer - 132 Melee Expert (29), Dismountable (6) 4 CAVALRY Average Experienced ribal Close Protected Crossbow NFANTRY Average Frotected - Polearm Integral Shooters Average Experienced - Combat Shy S8 - Combat Shy S8 - Combat Shy S8 - Combat Shy S8 - COMPTION A MIN MIN MIN MAX CHARACTERISTICS MALE CHARACTERISTICS MAX CHARACTER

Notes

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

CHANGES FROM LAST VERSION

MEDIEVAL DANISH AND KALMAR UNION



ARMY COMMANDER	1	Any Instinctive, Any ((from 1390 CE)		DATES		1280 CE to 1450 CE		
SUB-GENERALS	0-3	Any Instinctive, Any ((from 1390 CE)		TERRAIN		Coastal, Standard		
INTERNAL ALLIED GENERA	ALS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	O PTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Riddare	CAVALRY	Superior	-	Charging Lancer		184	Melee Expert (40),	2	1,2
Nudare	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	104	Dismountable (9)	4	1,2
Fraelse	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29),	0	1,2
Tracise	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	102	Dismountable (6)	2	1,2
Smaasvenner	CAVALRY	Average	-	Charging Lancer	_	105	Combat Shy (-28)	0	1,2
	Formed Loose	Protected	-	Charging Lancer		100	Combat Sily (20)	2	1,2
Skyttar	CAVALRY	Average	Experienced	_	_	120	Melee Expert (23)	0	1,2
	Formed Loose	Protected	Crossbow			120	Tviciec Expert (20)	4	1,2
Mounted handgunners (from	CAVALRY	Average	Unskilled	_	_	86	Melee Expert (23)	0	1,2
1450 CE)	Formed Loose	Protected	Firearm				Tviciec Expert (20)	2	1,2
Leidang	INFANTRY	Average	-	Polearm	Integral Shooters	83	_	4	1,2
Leidang	Tribal Close	Protected	-	1 Oleann	integral bilooters			24	1,2
Billmen or halberdiers	INFANTRY	Average	-	Polearm	_	87	_	0	1,2
	Formed Close	Protected	-	1 Olcaliii		07		4	1,2
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58	_	0	1,2
	Skirmisher	Unprotected	Crossbow		Comoat Sily	00		6	1,2
FROM 1350 CE									
German mercenary men-at-	CAVALRY	Average	-	Chanain a Lanaan		144	Dismountable (6)	0	1,2
arms	Drilled Loose	-/Fully Armoured	-	Charging Lancer	-	144	Dismountable (0)	2	1,2
Crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	1,2
CIOSSOOMIIICII	Drilled Loose	Protected	Crossbow		-	00	Compatibily (-22)	6	1,4
Obudshaer	INFANTRY	Average	-		Melee Expert	86		0	1,2
Obudsilaei	Drilled Close	Protected	-		ivieiee expert	00	-	6	1,2

MEDIEVAL DANISH AND KALMAR UNION



FROM 1390 CE									
Handgunners	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	1.2
- I lanuguiniers	Skirmisher	Protected	Firearm	<u>-</u>		40	Combat Sify (-0)	4	1,2
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Guiis	Skirmisher	Unprotected	Light Art	- <u>-</u>	Comoat sny	150	Dallicaues (10)	1	1
Cannons	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	1
Carrions	Skirmisher	Unprotected	Heavy Art	<u>-</u>	Shy	∠ 14	-	1	1

ALLIES

Swedish allies - Medieval Swedish (from 1390 CE)

German allies - Medieval German (from 1390 CE until 1440 CE)

Hanseatic League allies - Medieval German City League (from 1397 CE)

German allies - Late Medieval German (from 1440 CE)

NOTES

Riddare, fraelse and knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush (or Poor if downgraded to Poor). Only one external ally may be taken.

CHANGES FROM LAST VERSION

MEDIEVAL SWEDISH



ARMY COMMANDER	1	Any Instinctive			DATES		1280 CE to 1523 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Coastal, Forest		
Internal Allied Genera	ALS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Mŧn	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Sızı
Riddare	CAVALRY	Superior	-	Charging Lancer		184	Melee Expert (40),	0	1,2
Niduale	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	104	Dismountable (9)	2	1,2
Fraelse	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29),	2	1,2
rideise	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	132	Dismountable (6)	2	1,2
Smaasvenner	CAVALRY	Average	-	Charging Lancer		105	Combat Shy (-28)	0	1,2
Silidasveilliei	Formed Loose	Protected	-	Charging Lancer	-	100	Collidat Sily (-20)	2	1,2
Mounted handgunners (from	CAVALRY	Average	Unskilled			86	Melee Expert (23)	0	1,2
1450 CE)	Formed Loose	Protected	Firearm	-	-	00	Melee Expert (23)	2	1,2
Skyttar	CAVALRY	Average	Experienced			120	Melee Expert (23)	0	1,2
Skyttai	Formed Loose	Protected	Crossbow	_		120	Wielee Expert (20)	4	1,2
ALLMOGE									
Front ranks (1/2 TuG)	INFANTRY	Average	Experienced	Polearm		112		2	2
Front ranks (1/2 1uG)	Formed Flexible	Protected	Crossbow	Polearm	-	112	-	7	
Door romles (1 /2 TuC)	INFANTRY	Average	Experienced			80		2	
Rear ranks (1/2 TuG)	Formed Loose	Protected	Crossbow	-	-	00	-	7	
UPGRADE ALLMOGE AS DA	LECARLIAN ALLM	O GE							
Dalecarlian front ranks (1/2	INFANTRY	Superior	Experienced	D . 1		1.40		0	2
TuG)	Formed Flexible	Protected	Crossbow	Polearm	-	149	-	2	2
Dalecarlian rear ranks (1/2	INFANTRY	Superior	Experienced			104		0	
TuG)	Formed Loose	Protected	Crossbow	-	-	104	-	2	

MEDIEVAL SWEDISH



Leidang (before 1397 CE)	INFANTRY	Average	-	Polearm	Integral Shooters	83		0	1,2
Leidang (before 1397 CE)	Tribal Close	Protected	-	1 Oleanin	ilitegiai silooteis	0.0	-	24	1,2
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	1,2
3kiiiiisiiiiig ciossoowiiieii	Skirmisher	Unprotected	Crossbow	-	Combat Sily	50	-	6	1,2
Handgunners (from 1390	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	1,2
CE)	Skirmisher	Protected	Firearm	-	-	40	Combat Sily (-0)	2	1,2
Guns (from 1390 CE)	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Gulis (Holli 1390 CE)	Skirmisher	Unprotected	Light Art	-	Combat sny	130	Darricades (10)	1	
Cannons (from 1390 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	1
Camions (nom 1390 CE)	Skirmisher	Unprotected	Heavy Art	- -	Shy	∠ 44	-	1	_ 1

ALLIES

Hanseatic League allies - Medieval German City League (from 1367 CE)

NOTES

Minima and maxima for allmoge reflect the front ranks. An equal number of rear ranks must be taken.

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

An army prior to 1397 CE must have at least twice as many leidang as allmoge.

Any infantry TuG may be given the Barricades characteristic. They may only be used in woods or forests, or to connect open ground between two woods or forests.

CHANGES FROM LAST VERSION

LATER LITHUANIAN



ARMY COMMANDER	1	Any Instinctive			DATES		1300 CE to 1515 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Coastal, Plains, Forest		
		,					Godowi, Flamo, Forest		
Internal Allied Genera		Any Instinctive							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	MAX	UG SIZE
Best equipped Lithuanian	CAVALRY	Superior	Experienced	Short Spear	_	161	Shoot & Charge (14)	2	1,2
cavalry	Formed Loose	Protected	Bow	ı			0 \ /	6	
Lithuanian cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Shoot & Charge (10)	0	1,2
	Formed Loose	Protected	Bow					12	/
Lithuanian cavalry with less	CAVALRY	Average	Experienced	Short Spear	_	100	Shoot & Charge (6)	4	1,2
protection	Formed Flexible	Unprotected	Bow	onore opear		100	enest et enarge (e)	12	2,2
TEUTONIC KNIGHTS AND SE	ERGEANTS								
Toutonialmichta	CAVALRY	Superior	-	Charging I an agr	Devastating Chargers	207	Melee Expert (40)	0	2
Teutonic knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	ivielee Expert (40)	1	
Tautania aantaanta	CAVALRY	Superior	-		D	131	Malaa Eassaut (20)	=	
Teutonic sergeants	Formed Loose	Protected	-	-	Devastating Chargers	151	Melee Expert (32)	=	_
Tatam	CAVALRY	Average	Experienced	Cl. and Caracan		100		0	1.0
Tatars	Formed Flexible	Unprotected	Bow	Short Spear	-	100	-	2	1,2
Russian boyars (from 1360	CAVALRY	Average	Experienced	Chart Carry		125		0	1,2
CE)	Formed Loose	Protected	Bow	Short Spear	-	123	-	4	— 1 <i>,</i> ∠
Polish nobles (from 1386 CE)	CAVALRY	Superior	-	Chamaina I an ann		184	Melee Expert (40)	0	1,2
rollsh hooles (from 1560 CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	104	ivielee Expert (40)	2	— 1 <i>,</i> ∠
Stranley (from 1296 CE)	CAVALRY	Average	Experienced		Chart Or Charca	130		0	1,2
Strzelcy (from 1386 CE)	Formed Loose	Protected	Crossbow	-	Shoot & Charge	130	-	2	— 1 <i>,∠</i>
Lithuanian angarman	INFANTRY	Average	-	Short Spear		57		0	1,2
Lithuanian spearmen	Tribal Loose	Protected	-	- Short Spear	-	37	-	4	— 1 <i>,</i> ∠

LATER LITHUANIAN



Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1,2
Archers	Tribal Loose	Unprotected	Bow	-	-	40	Collidat Sily (-14)	4	1,2
Skirmishing Tatars (from	CAVALRY	Average	Experienced	Short Spear		75		0	1,2
1386 CE)	Skirmisher	Unprotected	Bow	31101t Spear	-	7.0	-	4	1,2
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Skiillisliels	Skirmisher	Unprotected	Bow	-	Combat 3ny	30	-	4	1,2
Hussite battle wagons (only	BATTLE WAGONS	Average	Experienced	Polearm		214		0	1
Svitrigaila in 1435 CE)	Formed Loose	Protected	Crossbow	I Olealli	-	214	-	2	1
Cannons and bombards	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	1
(from 1382 CE)	Skirmisher	Unprotected	Heavy Art	- -	Shy	<i>∆</i> 11	-	1	1

ALLIES

Golden Horde allies (before 1441 CE)

Crimean Tatar allies - Tatar Khanates (from 1441 CE)

Teutonic Orders allies (only Svitrigaila in 1435 CE)

Notes

Polish knights and strzelcy may be combined in a TuG of 2 containing equal numbers of each.

If the army that fought at Svitrigaila in 1435 CE is taken then a Teutonic Order ally is compulsory and replaces Teutonic knights in the main list.

Only one external ally may be taken.

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

MEDIEVAL POLISH



ARMY COMMANDER	1	Any Instinctive			DATES		1335 CE to 1454 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Forest, Moun	tains	
Internal Allied Genera	ALS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
Rycerz	CAVALRY	Superior	-	Charging Lancer		184	Melee Expert (40)	2	1,2
Ryceiz	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	104	Meiee Expert (40)	8	1,Z
Strzelcy	CAVALRY	Average	Experienced		Chart Or Charge	130		0	1,2
Suzeicy	Formed Loose	Protected	Crossbow	-	Shoot & Charge	150	-	8	− 1,∠
Replace strzelcy with czeladz	CAVALRY	Average	-	Charging I anger		105			
with lance (from 1386 CE)	Formed Loose	Protected	-	Charging Lancer	-	103	-	Any	
German or Bohemian	CAVALRY	Average	-	Charging Lancer		144	Dismountable (6)	0	1,2
mercenaries (from 1400 CE)	Drilled Loose	-/Fully Armoured	-	Charging Lancer	-	144	Dismountable (0)	2	1,Z
Lithuanian cavalry	CAVALRY	Average	Experienced	Short Spear		125	Shoot & Charge (10)	0	1,2
Liuiuailiali Cavally	Formed Loose	Protected	Bow	Short spear	-	120	SHOOL & Charge (10)	2	1,2
Lithuanian cavalry (from	CAVALRY	Superior	Experienced	Short Spear		161	Shoot & Charge (14)	0	1,2
1386 CE)	Formed Loose	Protected	Bow	Short spear	-	101	SHOOL & Charge (14)	2	1,2
Lithuanian cavalry with less	CAVALRY	Average	Experienced	Short Spear		100	Shoot & Charge (6)	0	1,2
protection (from 1386 CE)	Formed Flexible	Unprotected	Bow	Short spear	-	100	SHOOL & Charge (0)	4	1,2
Serbian gusars (from 1386	CAVALRY	Average	-	Charging Lancer		115	Melee Expert (23)	0	1,2
CE)	Formed Flexible	Protected	-	Charging Lancer	-	110	Meiee Expert (23)	2	
Mercenary horse archers	CAVALRY	Average	Experienced	Short Spear		100		0	1,2
Wiercenary noise archers	Formed Flexible	Unprotected	Bow	Short spear	-	100	-	2	1,2
Militia axemen	INFANTRY	Average	-	2-H Cut-Crush		92		0	1,2
Ivillida axellieli	Formed Loose	Protected	-	Z-M Cut-Clusii	-	94	-	2	1,2
Militia crossbowmen	INFANTRY	Average	Experienced		Pavise	67	Combat Shy (-14)	0	1,2
TVIIIIII CIOSSOOWIIICII	Formed Loose	Unprotected	Crossbow		1 avise			4	1,4
Infantry of the lance	INFANTRY	Poor	-	Short Spear		35		0	2,3
illiality of the falle	Tribal Loose	Protected	-	Short spear	-	30	-	4	<i>−</i> ∠,3

MEDIEVAL POLISH



Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58	_	0	1,2
Skiillisiillig clossoowilleli	Skirmisher	Unprotected	Crossbow	-	Combat Sily	50	-	4	1,2
Handgunners (from 1386	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	1.2
CE)	Skirmisher	Protected	Firearm	-	-	40	Combat Sily (-0)	2	1,2
War wagons (from 1400 CE)	BATTLE WAGONS	Average	Experienced	Polearm		214		0	1
Wai Wagolis (Holli 1400 CE)	Formed Loose	Protected	Crossbow	TOTEATTT	-	214	-	2	1
Cuns (from 1296 CE)	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Guns (from 1386 CE)	Skirmisher	Unprotected	Light Art	· <u>-</u>	- Compatisny		Darricades (10)	1	_ 1

ALLIES

Lithuanian allies - Later Lithuanian (from 1386 CE)

Moldavian allies - (only in 1342 CE and from 1387 CE)

Hungarian allies - Later Hungarian (from 1342 to 1382 CE and from 1440 to 1441 CE)

Hungarian allies -Black Army Hungarian (from 1442 to 1444 CE)

NOTES

Polish knights and strzelcy may be combined in a TuG of 2 containing equal numbers of each.

Lithuanian allies are commanded by a sub-general not an ally general. They cannot be hesitant or unreliable.

German mercenary knights must be commanded by a sub-general who cannot command other troops.

Mercenary knights dismount as Formed Loose, Fully Armoured, 2-H Cut-Crush of the same quality.

Only one external ally commanded by an ally general is permitted.

CHANGES FROM LAST VERSION

HUSSITE



ARMY COMMANDER	1	Any Professional			DATES		1419 CE to 1479 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Mountains		
Internal Allied Gener	ALS 0-2	Any Professional							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Bohemian nobles (from 1423	CAVALRY	Superior	-	Charging Lancer		184	Melee Expert (40)	0	1,2
CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	104	Meiee Expert (40)	2	1,∠
Cavalry	CAVALRY	Average	-	Charging I an aar		115	Melee Expert (23)	0	1,2
Cavally	Drilled Loose	Protected	-	Charging Lancer	-	113	Meiee Expert (25)	4	— 1 <i>,</i> ∠
Separately deployed	INFANTRY	Average	-	Polearm		87		0	1,2
polearmsmen	Formed Close	Protected	-	TOTEATTT	-	07	-	6	1,∠
Regrade polearmsmen at city militia (from 1420 to 1435	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2
CE)	Formed Close	Protected	-	Short Spear	Silielawali	//	Combat Sily (-22)	4	1,2
Peasant volunteers	INFANTRY	Poor	-	Polearm		29	Combat Shy (-9)	0	2,3
reasant volunteers	Tribal Loose	Unprotected	-	Toleann	-	<i>∆ y</i>	Collidat Sily (-9)	8	
Mounted crossbowmen	CAVALRY	Average	Experienced			85	Combat Shy (-5)	0	1,2
iviounted crossoowinen	Skirmisher	Protected	Crossbow			00	Collidat Sily (-0)	2	1,2
Handgunners	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	1,2
i landguilliers	Skirmisher	Protected	Firearm	-	-	40	Collidat Sily (-0)	4	1,4
War wagons	BATTLE WAGONS	Average	Experienced	Polearm		204		2	1
vvai wagons	Formed Loose	Protected	Crossbow	Tolcallii		204		8	1
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Guils	Skirmisher	Unprotected	Light Art		Combat Sily	130	Darricades (10)	3	1
Regrade guns mounted in	BATTLE WAGONS	Average	Experienced	Polearm		254		0	1
wagons	Formed Loose	Protected	Light Art	1 OlCallii	<u>-</u>	20 1	-	2	1
Cannons	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	1
Camions	Skirmisher	Unprotected	Heavy Art	-	Shy	∠ 11	-	1	1

HUSSITE



ALLIES

Polish allies - Medieval Polish (from 1421 to 1431 CE)

Notes

City militia may not be used with Polish allies.

CHANGES FROM LAST VERSION

Added handgunners. Corrected points total for war wagons.

LATER TEUTONIC ORDER



Army Commander Sub-Generals		Any Professional Any Professional			Dates Terrain		1440 CE to 1525 CE Standard, Plains, Forest		
	ТүрЕ				ı				
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT OR Y	BASE	O PTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Order Banners	CAVALRY	Superior	-	Classian Issuer	Davidation Characte	224	Melee Expert (43)	2	1,2
Order Daimers	Drilled Close	ArmHrs/F Armoured	-	Charging Lancer	Devastating Chargers	44 4	Meiee Expert (43)	2	1,2
Knights in deep forma	TIONS								
F., 1. (1 /0 TI IC)	CAVALRY	Average	-	C1 . I	Devastating Chargers, Shove	146	-	1	2
Front rank (1/2 TUG)	Tribal Close	ArmHrs/F Armoured	-	Charging Lancer				2	2
Rear ranks (1/2 TuG)	CAVALRY	Average	-		Devastating Chargers, Shove	83	-	1	
real falles (1/2 fug)	Tribal Close	Protected	-					2	
Turannalas	CAVALRY	Average	Experienced	Clarat Carra		84		0	1,2
Turcopoles	Drilled Flexible	Unprotected	Javelin	Short Spear	-	04	-	0 2	1,2
Mounted crossbowmen	CAVALRY	Average	Experienced			120	Melee Expert (23)	0	1,2
Iviounted crossbowinen	Formed Loose	Protected	Crossbow	-	-	120	Melee Expert (23)	2	1,2
Mounted handgunners	CAVALRY	Average	Unskilled	_	_	86	Melee Expert (23)	0	1,2
iviounted nanagumiers	Formed Loose	Protected	Firearm	_			Wielee Expert (20)	2	1,2
Brother or mercenary	INFANTRY	Average	Experienced	_	-	85	Combat Shy (-22)	0	1,2
crossbowmen	Drilled Loose	Protected	Crossbow					6	1,2
Mercenary halberdiers	INFANTRY	Average	-	Polearm	-	87	-	0	1,2
iviciccilary naiocraicis	Formed Close	Protected	-					4	1,2
Ill-disciplined mercenary	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2
spearmen	Formed Close	Protected	-	Differ 5 pear	Jilicia vv ali	, ,		6	1,4
Regrade spearmen as	INFANTRY	Average	-	Pike	Shove	100	Orb (2)		3
pikemen	Drilled Close	Protected		TINC		100		Any	

LATER TEUTONIC ORDER



								1	
Ill-disciplined mercenary crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Formed Loose	Protected	Crossbow					4	
Cultipat an angenan	INFANTRY	Average	Experienced	Short Spear		63	Combat Shy (-22)	0	1,2
Subject spearmen	Tribal Loose	Protected	Javelin	Short Spear	-	03	Compatibility (-22)	(-4) 6 0 0 0 4 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	1,2
Prussian or Livonian cavalry	CAVALRY	Average	Experienced		-	55	Combat Shy (-4)	0	1,2
Trussian of Livollian Cavally	Skirmisher	Unprotected	Javelin					2	
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	1,2
C1.t	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	1,2
Skirmishing handgunners	Skirmisher	Protected	Firearm	-	-	40	Comoat sny (-3)	4	1,2
Guns	ARTILLERY	Average	Experienced	_	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	1
Camara	ARTILLERY	Average	Experienced	- 244	Barricades, Combat	244		0	1
Cannons	Skirmisher	Unprotected	Heavy Art		1	— 1			

CHANGES FROM LAST VERSION

LATER MEDIEVAL POLISH



ARMY COMMANDER 1 SUB-GENERALS 0-3		Any Any			DATES TERRAIN		1455 CE to 1515 CE Standard, Forest, Mountains		
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	Characteristics	PTS	Characteristics	Max	UG SIZE
Lancer Banners, TuG o	F 2 1/2 то warzys	SZE, 1/2 POCZTOWI							
T	CAVALRY	Superior	-	C1 . I	-	202	Melee Expert (40)	1	2
Towarzysze	Drilled Loose	-/Fully Armoured	-	Charging Lancer				6	
Pocztowi	CAVALRY	Average	Experienced		Shoot & Charge	140		1	
1 OCZTOWI	Drilled Loose	Protected	Crossbow				-	6	
FEUDAL TROOPS, TUG OF	2 1/2 RYCERZ, 1/2	STRZELCY							
Foundal or vocate	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	2
Feudal rycerz	Formed Loose	-/Fully Armoured	-					2	
Strzelcy	CAVALRY	Average	Experienced	_	Shoot & Charge	130	-	0	
Suzeicy	Formed Loose	Protected	Crossbow					2	
T:4	CAVALRY	Average	Experienced	Short Spear	-	125	Shoot & Charge (10)	0	1,2
Lithuanian cavalry	Formed Loose	Protected	Bow					2	— 1,2
Best Lithuanian cavalry	CAVALRY	Superior	Experienced	Short Spear	-	161	Shoot & Charge (14)	0	1,2
Dest Littidathan cavalry	Formed Loose	Protected	Bow					2	1,2
Lithuanian cavalry with less	CAVALRY	Average	Experienced	Short Spear	-	100	Shoot & Charge (6)	0	1,2
protection	Formed Flexible	Unprotected	Bow					4	1,2
Serbian gusars	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	0	1,2
	Formed Flexible	Protected	-					2	1,2
Mercenary horse archers	CAVALRY	Average	Experienced	Short Spear	-	100		0	1,2
	Formed Flexible	Unprotected	Bow					2	-,-
Town or mercenary	INFANTRY	Average	Experienced	_	-	85	Combat Shy (-22)	0	1,2
crossbowmen	Drilled Loose	Protected	Crossbow					6	1,2

LATER MEDIEVAL POLISH



Militia axemen	INFANTRY	Average	-	2-H Cut-Crush	-	92	-	0	1,2
	Formed Loose	Protected	-					2	
Infantry of the lance	INFANTRY	Poor	-	Short Spear	-	35	-	0	2,3
	Tribal Loose	Protected	-					4	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					2	1,2
	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	1,2
Handgunners	Skirmisher	Protected	Firearm	-	-	40	Combat Sily (-0)	4	
War wagons	BATTLE WAGONS	Average	Experienced	Polearm		214	-	0	1
	Formed Loose	Protected	Crossbow		-			2	1
Guns	ARTILLERY	Average	Experienced	_	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	1

ALLIES

Lithuanian allies - Later Lithuanian

Bohemian allies - Hussite (from 1471 to 1474 CE)

Moldavian allies - (to 1497 CE)

Notes

Lithuanian allies are commanded by a sub-general not an ally general. They cannot be hesitant or unreliable.

Only one external ally commanded by an ally general is permitted.

CHANGES FROM LAST VERSION