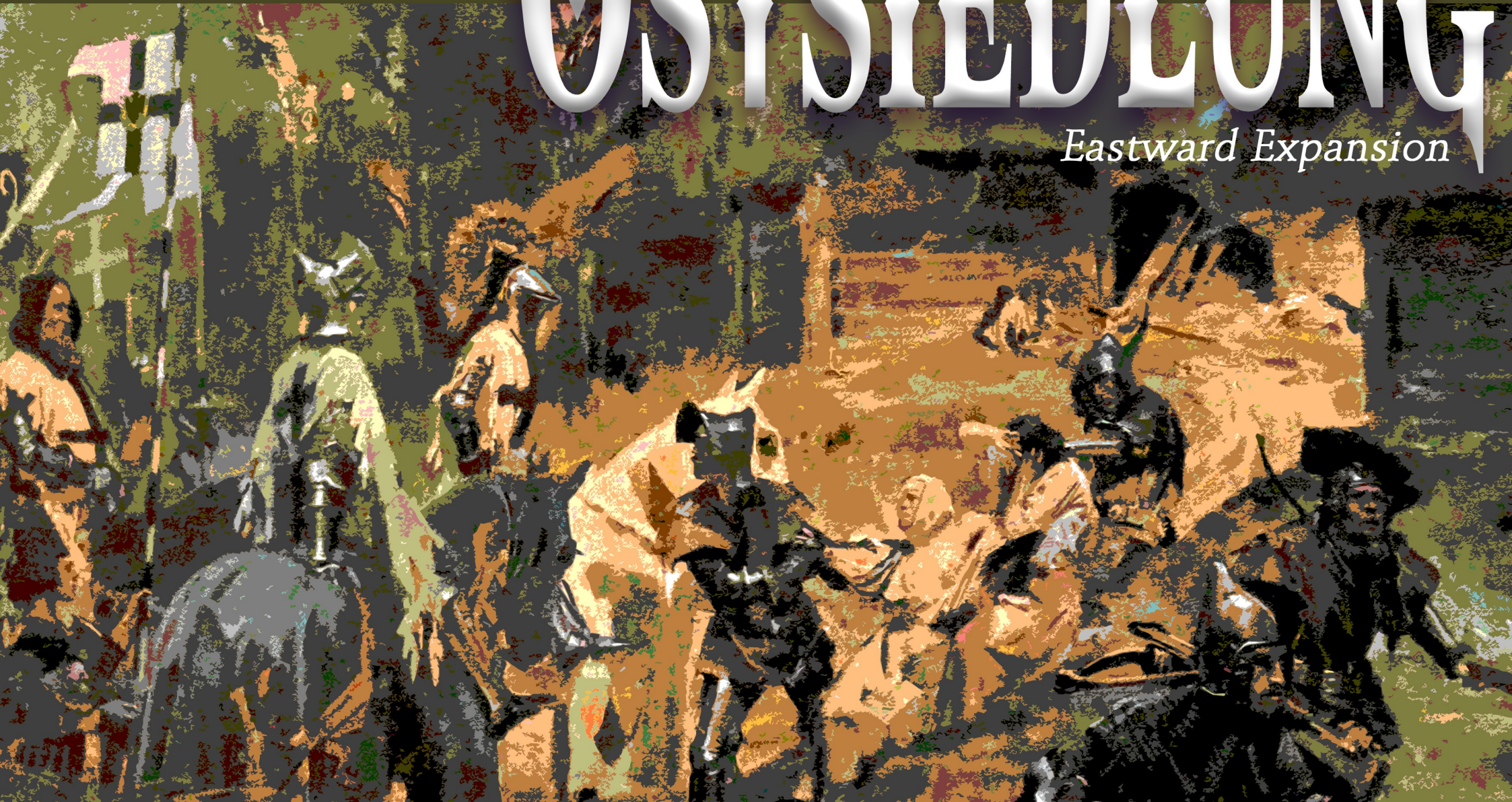


AUTHORISED ARMY LISTS FOR

**MORTEM  
ET GLORIAM**

# OSTSIEDLUNG

*Eastward Expansion*







# ARMY LISTS

## OSTSIEDLUNG

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

## CONTENTS

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

- |                            |                 |                                    |                 |
|----------------------------|-----------------|------------------------------------|-----------------|
| • Early Russian            | 1055 to 1246 CE | • Post-Mongol Russian              | 1247 to 1533 CE |
| • Early Medieval Danish    | 1071 to 1279 CE | • Medieval Norway                  | 1280 to 1390 CE |
| • Post-Viking Scandinavian | 1071 to 1279 CE | • Medieval Danish and Kalmar Union | 1280 to 1450 CE |
| • Feudal Polish            | 1100 to 1335 CE | • Medieval Swedish                 | 1280 to 1523 CE |
| • Early Lithuanian         | 1132 to 1299 CE | • Later Lithuanian                 | 1300 to 1515 CE |
| • Estonian                 | 1200 to 1227 CE | • Medieval Polish                  | 1335 to 1454 CE |
| • Prussian                 | 1200 to 1283 CE | • Hussite                          | 1419 to 1479 CE |
| • Teutonic Orders          | 1201 to 1439 CE | • Later Teutonic Order             | 1440 to 1525 CE |
| • Novgorod Republic        | 1247 to 1471 CE | • Later Medieval Polish            | 1455 to 1515 CE |

## CREATING AN ARMY WITH THE MORTEM ET GLORIAM ARMY LISTS

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

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

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

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

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

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

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

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

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

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

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

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

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

## FRIENDLY AND SCENARIO GAMES

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

## HISTORICAL INTRODUCTION

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 11<sup>th</sup> 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 14<sup>th</sup> and 15<sup>th</sup> 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

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 Przemysław 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.



# MAXIMUS ARMY LISTS

## CALCULATING POINTS

Army points are calculated as follows:

### GENERALS - MAXIMUS

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

### CAMPS

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

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

### UGs

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

### NOTES

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

# EARLY 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 GENERALS		0-2	Any Instinctive			CAMP		Unfortified or Fortified; Poor or Average		
TYPE										
NAME		TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE
Noble cavalry and retainers	CAVALRY		Superior	-	Short Spear	-	126	Melee Expert (32)	12	4,6
	Formed Loose		Protected	-					18	
Cavalry	CAVALRY		Average	-	Short Spear	-	90	Melee Expert (23)	0	4,6
	Formed Loose		Protected	-					18	
Mercenary Germans (before 1150 CE)	CAVALRY		Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23), Dismountable (5)	0	4,6
	Formed Loose		Protected	-					6	
Mercenary Germans (from 1150 CE)	CAVALRY		Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	4,6
	Formed Loose		-/Fully Armoured	-					6	
Polish cavalry	CAVALRY		Superior	-	Short Spear	-	126	Melee Expert (32)	0	4,6
	Formed Loose		Protected	-					6	
Mercenary Turks and Pechenegs	CAVALRY		Average	Experienced	-	-	94	-	0	4,6
	Formed Flexible		Unprotected	Bow					24	
Upgrade Turks and Pechenegs	CAVALRY		Average	Skilled	-	-	129	-		4,6
	Formed Flexible		Unprotected	Bow					Up to half	
Lithuanian cavalry	CAVALRY		Average	Unskilled	Short Spear	-	70	Melee Expert (15), Shoot & Charge (6), Dismountable (3)	0	4,6
	Formed Flexible		Unprotected	Javelin					6	
Polk spearmen	INFANTRY		Average	-	Short Spear	Shieldwall	77	Integral Shooters (6)	8	6,8,9
	Formed Close		Protected	-					48	
Smerdy spearmen	INFANTRY		Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	8,9,10
	Tribal Close		Protected	-					40	

# EARLY RUSSIAN



Hungarians	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	

## 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 CE

### 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 GENERALS		0-1	Any Instinctive (Wend)		CAMP		Unfortified or Fortified; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Huscarls in skjaldborg	INFANTRY	Superior	-	2-H Cut-Crush	Shieldwall, Integral Shooters	138	Dismountable (14)	0	6
	Tribal Close	Protected	-					18	
Regrade huscarls operating independently	INFANTRY	Superior	-	2-H Cut-Crush	-	143	Dismountable (14), Integral Shooters (8)		6
	Formed Flexible	Protected	-					Any	
Regrade huscarls fighting mounted (before 1200 CE)	CAVALRY	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23), Dismountable (5)	0	4,6
	Formed Loose	Protected	-					12	
Regrade huscarls fighting mounted (from 1200 CE)	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0	4,6
	Formed Loose	-/Fully Armoured	-					12	
Regrade mounted huscarls (from 1200 CE)	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40), Dismountable (9)	0	4,6
	Formed Loose	-/Fully Armoured	-					6	
Mounted crossbowmen (from 1200 CE)	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4
	Formed Loose	Protected	Crossbow					4	
Best bondi (before 1200 CE)	INFANTRY	Average	-	Short Spear	Shieldwall, Integral Shooters	73	-	6	6,8,9
	Tribal Close	Protected	-					36	
Best bondi (from 1200 CE)	INFANTRY	Average	-	Short Spear	Shieldwall, Integral Shooters	73	-	6	6,8,9
	Tribal Close	Protected	-					24	
Bondi	INFANTRY	Poor	-	Short Spear	Shieldwall, Integral Shooters	44	-	12	6,8,9
	Tribal Close	Protected	-					96	
Bondi archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					8	
Crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Crossbow					8	
Thralls	INFANTRY	Poor	-	Short Spear	Combat Shy	24	-	0	8,9,10
	Tribal Close	Protected	-					10	



# EARLY MEDIEVAL DANISH



Skirmishing archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	40	-	0 12	6,9
<b>WENDISH CONTINGENT FROM 1219 CE</b>									
Wendish cavalry	CAVALRY Formed Loose	Superior Protected	Unskilled Javelin	Short Spear	-	131	Shoot & Charge (14), Dismountable (7)	4 6	4,6
Wendish warriors	INFANTRY Tribal Loose	Average Protected	Unskilled Javelin	Short Spear	-	60	Shoot & Charge (6)	8 24	6,8,9
Wendish skirmishing archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	40	-	0 9	6,9

## 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

None.

# POST-VIKING SCANDINAVIAN



## 1071 TO 1279 CE

### 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 Valdemar Brigeresson 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, Mountains		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Fortified; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Huscarls in skjaldborg	INFANTRY	Superior	-	2-H Cut-Crush	Shieldwall, Integral Shooters	138	Dismountable (14)	0	6
	Tribal Close	Protected	-					18	
Regrade huscarls operating independently	INFANTRY	Superior	-	2-H Cut-Crush	-	143	Dismountable (14), Integral Shooters (8)		6
	Formed Flexible	Protected	-					Any	
Regrade huscarls (from 1200 CE)	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0	4,6
	Formed Loose	-/Fully Armoured	-					6	
Freelance raiders	INFANTRY	Average	-	Short Spear	Integral Shooters	73	-	0	6,8,9
	Formed Loose	Protected	-					9	
Best bondi	INFANTRY	Average	-	Short Spear	Shieldwall, Integral Shooters	73	-	6	6,8,9
	Tribal Close	Protected	-					48	
Bondi	INFANTRY	Poor	-	Short Spear	Shieldwall, Integral Shooters	44	-	12	6,8,9
	Tribal Close	Protected	-					96	
Bondi archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					8	
Crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Crossbow					8	
Thralls	INFANTRY	Poor	-	Short Spear	Combat Shy	24	-	0	8,9,10
	Tribal Close	Protected	-					10	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	

# 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

None.



# FEUDAL POLISH

## 1100 TO 1335 CE

### 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



<b>ARMY COMMANDER</b>		1	Any Instinctive	<b>DATES</b>		1100 CE to 1335 CE			
<b>SUB-GENERALS</b>		0-3	Any Instinctive	<b>TERRAIN</b>		Standard, Forest			
<b>INTERNAL ALLIED GENERALS</b>		0-2	Any Instinctive	<b>CAMP</b>		Unfortified; Poor or Average			
NAME	TYPE		SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION							
Noble cavalry (before 1242 CE)	CAVALRY	Superior	-	Short Spear	-	126	Melee Expert (32)	6	4,6
	Formed Loose	Protected	-					18	
Noble cavalry (from 1242 CE)	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	6	4,6
	Formed Loose	-/Fully Armoured	-					18	
Cavalry	CAVALRY	Average	Unskilled	Short Spear	-	95	Shoot & Charge (10)	0	4,6
	Formed Loose	Protected	Javelin					12	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	-	8	6,8,9
	Tribal Close	Protected	-					48	
Axemen (from 1200 CE)	INFANTRY	Average	-	2-H Cut-Crush	-	54	-	0	6
	Tribal Loose	Unprotected	-					6	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	8	6,8
	Tribal Loose	Unprotected	Bow					48	
Poorly equipped peasants	INFANTRY	Poor	-	Short Spear	-	25	Combat Shy (-9)	0	8,9,10
	Tribal Close	Unprotected	-					20	
Hungarians or Cumans (from 1242 CE)	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					36	
Slings	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling					18	

# 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

None.

# 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 Livonian 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		
SUB-GENERALS		1-3	Any Instinctive		TERRAIN		Coastal, Plains, Forest		
INTERNAL ALLIED GENERALS					CAMP		Unfortified; Poor or Average		
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Best cavalry	CAVALRY	Superior	Unskilled	Short Spear	-	145	Melee Expert (32), Shoot & Charge (14), Dismountable (7)	0	4,6
	Formed Flexible	Protected	Javelin					18	
Better cavalry	CAVALRY	Average	Unskilled	Short Spear	-	105	Melee Expert (23), Shoot & Charge (10), Dismountable (5)	0	4,6
	Formed Flexible	Protected	Javelin					48	
Cavalry	CAVALRY	Average	Unskilled	Short Spear	-	70	Melee Expert (15), Shoot & Charge (6), Dismountable (3)	16	4,6
	Formed Flexible	Unprotected	Javelin					48	
Regrade best cavalry as dismounted	INFANTRY	Superior	Experienced	-	-	99	Dismountable (14)		6,8
	Formed Loose	Protected	Bow					Any	
Regrade better cavalry as dismounted	INFANTRY	Average	Experienced	-	-	75	Dismountable (10), Combat Shy (-22)		6,8
	Formed Loose	Protected	Bow					Any	
Regrade cavalry as dismounted	INFANTRY	Average	Experienced	-	-	54	Dismountable (6), Combat Shy (-14)		6,8
	Formed Loose	Unprotected	Bow					Any	
Lithuanian spearmen	INFANTRY	Average	-	Short Spear	-	57	-	0	6,8
	Tribal Loose	Protected	-					12	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					12	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					12	

# EARLY LITHUANIAN



## NOTES

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

## CHANGES FROM LAST VERSION

None.

# ESTONIAN



## 1200 TO 1227 CE

### 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 Latgians.

### 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



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1200 CE to 1227 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Coastal, Forest
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Nobles	INFANTRY		Superior	Unskilled	Short Spear	-	97	Shoot & Charge (8), Dismountable (14)	6	6
	Formed Loose		Protected	Javelin					24	
Warriors	INFANTRY		Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	16	6,8,9
	Tribal Loose		Protected	Javelin					108	
Crossbowmen	INFANTRY		Average	Experienced	-	-	53	Combat Shy (-14)	0	6
	Tribal Loose		Unprotected	Crossbow					6	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose		Unprotected	Bow					24	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow					18	

## ALLIES

Novgorod or Pskov allies - allies - Early Russian

## NOTES

A command cannot contain more than one TuG of nobles.

## CHANGES FROM LAST VERSION

None.



# PRUSSIAN



## 1200 TO 1283 CE

### 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



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1200 CE to 1283 CE
<b>SUB-GENERALS</b>	0-1	Any Instinctive	<b>TERRAIN</b>	Coastal, Forest
<b>INTERNAL ALLIED GENERALS</b>	0-3	Any Instinctive	<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Cavalry	CAVALRY		Superior	Unskilled	Short Spear	-	131	Shoot & Charge (14), Dismountable (7)	4	4,6
	Formed Loose		Protected	Javelin					18	
Warriors	INFANTRY		Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	16	6,8,9
	Formed Loose		Protected	Javelin					72	
Militia	INFANTRY		Poor	-	Short Spear	-	35	-	0	9,10,12
	Tribal Loose		Protected	-					36	
Crossbowmen	INFANTRY		Average	Experienced	-	-	53	Combat Shy (-14)	0	6
	Tribal Loose		Unprotected	Crossbow					6	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose		Unprotected	Bow					24	
Skirmishing cavalry	CAVALRY		Average	Experienced	-	-	47	Combat Shy (-4)	0	4,6
	Skirmisher		Unprotected	Javelin					12	
Skirmishers	INFANTRY		Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher		Unprotected	Javelin					36	

## 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

None.

# 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 Tannenberg 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					CAMP		Unfortified or Flexible; Poor or Average			
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Order Banners	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	224	Dismountable (9), Melee Expert (40)	4	4,6	
	Drilled Loose	-/Fully Armoured	-					18		
Vassal Banners	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	4,6	
	Formed Loose	-/Fully Armoured	-					12		
Other Banners (from 1230 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	4,6	
	Formed Loose	-/Fully Armoured	-					6		
Turcoples (from 1230 CE)	CAVALRY	Average	Experienced	Short Spear	-	84	-	4	4,6	
	Drilled Flexible	Unprotected	Javelin					12		
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4,6	
	Formed Loose	Protected	Crossbow					6		
Brother or mercenary spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	82	-	0	6,8	
	Drilled Close	Protected	-					8		
Brother or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8	
	Drilled Loose	Protected	Crossbow					16		
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8	
	Formed Close	Protected	-					16		
Settler spearmen (from 1300 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8	
	Formed Close	Protected	-					16		
Militia crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	6,8	
	Formed Loose	Protected	Crossbow					8		
Subject spearmen	INFANTRY	Average	Experienced	Short Spear	-	63	Combat Shy (-22)	0	6,8,9	
	Tribal Loose	Protected	Javelin					36		
Hungarians (until 1225 CE)	CAVALRY	Average	Experienced	-	-	57	Combat Shy (-4)	0	4,6	
	Skirmisher	Unprotected	Bow					12		

# TEUTONIC ORDERS



Prussian or Livonian cavalry	CAVALRY	Average	Experienced	-	-	47	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin	-	-	47	Combat Shy (-4)	6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow	-	Combat Shy	40	-	12	
Skirmishing handgunners (from 1400 CE)	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm	-	-	40	Combat Shy (-5)	9	
Guns (from 1340 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art	-	Combat Shy	108	Barricades (16)	2	
Cannons (from 1380 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat	184	-	0	2
	Skirmisher	Unprotected	Heavy Art	-	Shy	184	-	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 Generals					Camp		Unfortified or Fortified; Poor or Average			
Name	Type	Training and	Quality	Shooting Skill	Melee	Mandatory	Base	Optional	Min	Uq Size
	Formation	Protection	Weaponry	Weaponry	Characteristics	Pts	Characteristics	Max		
Dvor	CAVALRY	Superior	Experienced	Short Spear	-	161	-	4	4,6	
	Formed Loose	Protected	Bow					12		
Regrade dvor	CAVALRY	Superior	Charge Only	Short Spear	-	150	-		4,6	
	Formed Loose	Protected	Bow					Any		
Lesser boyars and retainers	CAVALRY	Average	Experienced	Short Spear	-	125	-	12	4,6	
	Formed Loose	Protected	Bow					48		
Regrade boyars and retainers	CAVALRY	Average	Charge Only	Short Spear	-	114	-		4,6	
	Formed Loose	Protected	Bow					Up to half		
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	6,8	
	Formed Close	Protected	-					12		
Militia archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8	
	Tribal Loose	Unprotected	Bow					8		
Militia crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)	0	6	
	Tribal Loose	Unprotected	Crossbow					6		
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9	
	Skirmisher	Unprotected	Bow					9		
Only from 1380 CE										
Tatars	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	4,6	
	Formed Flexible	Unprotected	Bow					12		
Cossack foot	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9	
	Skirmisher	Unprotected	Bow					12		
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2	
	Skirmisher	Unprotected	Light Art					2		



# NOVGOROD REPUBLIC



## ALLIES

Lithuanian allies - Early Lithuanian (before 1300 CE)

Lithuanian allies - Later Lithuanian (from 1300 CE)

## CHANGES FROM LAST VERSION

None.

# 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		1247 CE to 1533 CE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Plains, Forest		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive		CAMP		Mobile or Fortified; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Dvor	CAVALRY	Superior	Experienced	Short Spear	-	161	-	4	4,6
	Formed Loose	Protected	Bow					12	
Lesser boyars and retainers	CAVALRY	Average	Experienced	Short Spear	-	125	-	12	4,6
	Formed Loose	Protected	Bow					48	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	6,8
	Formed Close	Protected	-					12	
Militia archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					16	
Militia crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Crossbow					8	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
ONLY FROM 1380 CE									
Tatars or Cossacks	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	4,6
	Formed Flexible	Unprotected	Bow					12	
Cossacks	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					12	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	

# POST-MONGOL RUSSIAN



## ONLY FROM 1486 CE

Upgrade militia archers and crossbowmen with handguns	INFANTRY	Average	Experienced	-	-	43	Combat Shy (-14)		6,8
	Tribal Loose	Unprotected	Firearm					Any	
Upgrade Cossack infantry skirmishers with handguns	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)		6,9
	Skirmisher	Protected	Firearm					Any	

## ALLIES

Golden Horde allies (before 1380 CE)

Lithuanian allies - Later Lithuanian (Moscow in 1380 CE)

## CHANGES FROM LAST VERSION

None.

# 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



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1280 CE to 1390 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Fortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Knights	CAVALRY		Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	4	4,6
	Formed Loose		-/Fully Armoured	-					12	
Skyttar	CAVALRY		Average	Experienced	-	-	120	Melee Expert (23)	0	4,6
	Formed Loose		Protected	Crossbow					8	
Leidang	INFANTRY		Average	-	Polearm	Integral Shooters	83	-	12	6,8,9
	Tribal Close		Protected	-					96	
Skirmishing crossbowmen	INFANTRY		Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher		Unprotected	Crossbow					24	

## NOTES

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

## CHANGES FROM LAST VERSION

None.

# 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 GENERALS					CAMP		Unfortified or Fortified; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Riddare	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40), Dismountable (9)	4	4,6
	Formed Loose	-/Fully Armoured	-					8	
Fraelse	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0	4,6
	Formed Loose	-/Fully Armoured	-					6	
Smaasvenner	CAVALRY	Average	-	Charging Lancer	-	105	Combat Shy (-28)	0	4,6
	Formed Loose	Protected	-					6	
Skyttar	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4,6
	Formed Loose	Protected	Crossbow					8	
Mounted handgunners (from 1450 CE)	CAVALRY	Average	Unskilled	-	-	86	Melee Expert (23)	0	4,6
	Formed Loose	Protected	Firearm					6	
Leidang	INFANTRY	Average	-	Polearm	Integral Shooters	83	-	12	6,8,9
	Tribal Close	Protected	-					72	
Billmen or halberdiers	INFANTRY	Average	-	Polearm	-	87	-	0	6,8
	Formed Close	Protected	-					8	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					18	
FROM 1350 CE									
German mercenary men-at-arms	CAVALRY	Average	-	Charging Lancer	-	144	Dismountable (6)	0	4,6
	Drilled Loose	-/Fully Armoured	-					6	
Crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow					16	
Obudshaer	INFANTRY	Average	-	-	Melee Expert	86	-	0	6,8
	Drilled Close	Protected	-					16	

# MEDIEVAL DANISH AND KALMAR UNION



## FROM 1390 CE

Handgunners	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					12	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat	184	-	0	2
	Skirmisher	Unprotected	Heavy Art		Shy			2	

## ALLIES

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

None.

# 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 GENERALS					CAMP		Unfortified or Fortified; Poor or Average		
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
Riddare	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40), Dismountable (9)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Fraelse	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	4	4,6
	Formed Loose	-/Fully Armoured	-					6	
Smaasvenner	CAVALRY	Average	-	Charging Lancer	-	105	Combat Shy (-28)	0	4
	Formed Loose	Protected	-					4	
Mounted handgunners (from 1450 CE)	CAVALRY	Average	Unskilled	-	-	86	Melee Expert (23)	0	4
	Formed Loose	Protected	Firearm					4	
Skyttar	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4,6
	Formed Loose	Protected	Crossbow					8	
ALLMØGE									
Front ranks (1/2 TuG)	INFANTRY	Average	Experienced	Polearm	-	112	-	6	6,8
	Formed Flexible	Protected	Crossbow					20	
Rear ranks (1/2 TuG)	INFANTRY	Average	Experienced	-	-	80	-	6	
	Formed Loose	Protected	Crossbow					20	
UPGRADE ALLMØGE AS DALECARLIAN ALLMØGE									
Dalecarlian front ranks (1/2 TuG)	INFANTRY	Superior	Experienced	Polearm	-	149	-	0	6,8
	Formed Flexible	Protected	Crossbow					4	
Dalecarlian rear ranks (1/2 TuG)	INFANTRY	Superior	Experienced	-	-	104	-	0	
	Formed Loose	Protected	Crossbow					4	
-----									

# MEDIEVAL SWEDISH



Leidang (before 1397 CE)	INFANTRY	Average	-	Polearm	Integral Shooters	83	-	0	6,8,9
	Tribal Close	Protected	-					72	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					18	
Handgunners (from 1390 CE)	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6
	Skirmisher	Protected	Firearm					6	
Guns (from 1390 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons (from 1390 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					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

None.

# 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 GENERALS		0-3	Any Instinctive		CAMP		Unfortified or Fortified; Poor or Average		
-----									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Best equipped Lithuanian cavalry	CAVALRY	Superior	Experienced	Short Spear	-	161	Shoot & Charge (14)	6	4,6
	Formed Loose	Protected	Bow					18	
Lithuanian cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Shoot & Charge (10)	0	4,6
	Formed Loose	Protected	Bow					36	
Lithuanian cavalry with less protection	CAVALRY	Average	Experienced	Short Spear	-	100	Shoot & Charge (6)	12	4,6
	Formed Flexible	Unprotected	Bow					36	
TEUTONIC KNIGHTS AND SERGEANTS									
Teutonic knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					2	
Teutonic sergeants	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	
-----									
Tatars	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	4,6
	Formed Flexible	Unprotected	Bow					6	
Russian boyars (from 1360 CE)	CAVALRY	Average	Experienced	Short Spear	-	125	-	0	4,6
	Formed Loose	Protected	Bow					12	
Polish nobles (from 1386 CE)	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	4,6
	Formed Loose	-/Fully Armoured	-					6	
Strzelcy (from 1386 CE)	CAVALRY	Average	Experienced	-	Shoot & Charge	130	-	0	4,6
	Formed Loose	Protected	Crossbow					6	
Lithuanian spearmen	INFANTRY	Average	-	Short Spear	-	57	-	0	6,8
	Tribal Loose	Protected	-					12	



# LATER LITHUANIAN



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

None.

# 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



<b>ARMY COMMANDER</b>		1	Any Instinctive	<b>DATES</b>		1335 CE to 1454 CE			
<b>SUB-GENERALS</b>		0-3	Any Instinctive	<b>TERRAIN</b>		Standard, Forest, Mountains			
<b>INTERNAL ALLIED GENERALS</b>				<b>CAMP</b>		Unfortified or Fortified; Poor or Average			
NAME	TYPE		SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION							
Rycerz	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	6	4,6
	Formed Loose	-/Fully Armoured	-					24	
Strzelcy	CAVALRY	Average	Experienced	-	Shoot & Charge	130	-	0	4,6
	Formed Loose	Protected	Crossbow					24	
Replace strzelcy with czeladz with lance (from 1386 CE)	CAVALRY	Average	-	Charging Lancer	-	105	-		
	Formed Loose	Protected	-					Any	
German or Bohemian mercenaries (from 1400 CE)	CAVALRY	Average	-	Charging Lancer	-	144	Dismountable (6)	0	4,6
	Drilled Loose	-/Fully Armoured	-					6	
Lithuanian cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Shoot & Charge (10)	0	4,6
	Formed Loose	Protected	Bow					6	
Lithuanian cavalry (from 1386 CE)	CAVALRY	Superior	Experienced	Short Spear	-	161	Shoot & Charge (14)	0	4,6
	Formed Loose	Protected	Bow					6	
Lithuanian cavalry with less protection (from 1386 CE)	CAVALRY	Average	Experienced	Short Spear	-	100	Shoot & Charge (6)	0	4,6
	Formed Flexible	Unprotected	Bow					12	
Serbian gusars (from 1386 CE)	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	0	4,6
	Formed Flexible	Protected	-					6	
Mercenary horse archers	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	4,6
	Formed Flexible	Unprotected	Bow					6	
Militia axemen	INFANTRY	Average	-	2-H Cut-Crush	-	92	-	0	6
	Formed Loose	Protected	-					6	
Militia crossbowmen	INFANTRY	Average	Experienced	-	Pavise	67	Combat Shy (-14)	0	6,8
	Formed Loose	Unprotected	Crossbow					12	
Infantry of the lance	INFANTRY	Poor	-	Short Spear	-	35	-	0	8,9,10
	Tribal Loose	Protected	-					10	

# MEDIEVAL POLISH



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

None.

# 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



<b>ARMY COMMANDER</b>		1	Any Professional	<b>DATES</b>		1419 CE to 1479 CE			
<b>SUB-GENERALS</b>		0-3	Any Professional	<b>TERRAIN</b>		Standard, Mountains			
<b>INTERNAL ALLIED GENERALS</b>		0-2	Any Professional	<b>CAMP</b>		Fortified; Poor or Average			
NAME	TYPE		SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION							
Bohemian nobles (from 1423 CE)	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	4,6
	Formed Loose	-/Fully Armoured	-					6	
Cavalry	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	0	4,6
	Drilled Loose	Protected	-					12	
Separately deployed polearmsmen	INFANTRY	Average	-	Polearm	-	87	-	0	6,8
	Formed Close	Protected	-					16	
Regrade polearmsmen at city militia (from 1420 to 1435 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
	Formed Close	Protected	-					8	
Peasant volunteers	INFANTRY	Poor	-	Polearm	-	29	Combat Shy (-9)	0	10,12
	Tribal Loose	Unprotected	-					24	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Crossbow					6	
Handgunners	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					12	
War wagons	BATTLE WAGONS	Average	Experienced	Polearm	-	204	-	8	2,3,4
	Formed Loose	Protected	Crossbow					24	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					8	
Regrade guns mounted in wagons	BATTLE WAGONS	Average	Experienced	Polearm	-	254	-	0	* see note
	Formed Loose	Protected	Light Art					4	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					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 GENERALS					CAMP		Unfortified or Flexible; Poor or Average		
-----									
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Order Banners	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	224	Melee Expert (43)	4	4,6
	Drilled Close	ArmHrs/F Armoured	-					8	
KNIGHTS IN DEEP FORMATIONS									
Front rank (1/3 TUG)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Shove	146	-	2	6
	Tribal Close	ArmHrs/F Armoured	-					4	
Rear ranks (2/3 TuG)	CAVALRY	Average	-	-	Devastating Chargers, Shove	83	-	4	
	Tribal Close	Protected	-					8	
Upgrade front rank knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Shove	205	-	0	
	Tribal Close	ArmHrs/F Armoured	-					2	
-----									
Turcoples	CAVALRY	Average	Experienced	Short Spear	-	84	-	0	4,6
	Drilled Flexible	Unprotected	Javelin					6	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4,6
	Formed Loose	Protected	Crossbow					6	
Mounted handgunners	CAVALRY	Average	Unskilled	-	-	86	Melee Expert (23)	0	4,6
	Formed Loose	Protected	Firearm					6	
Brother or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow					16	
Mercenary halberdiers	INFANTRY	Average	-	Polearm	-	87	-	0	8
	Formed Close	Protected	-					8	

# LATER TEUTONIC ORDER



Ill-disciplined mercenary spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
	Formed Close	Protected	-					16	
Regrade spearmen as pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)		8
	Drilled Close	Protected	-					Any	
Ill-disciplined mercenary crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	6,8
	Formed Loose	Protected	Crossbow					8	
Subject spearmen	INFANTRY	Average	Experienced	Short Spear	-	63	Combat Shy (-22)	0	6,8,9
	Tribal Loose	Protected	Javelin					18	
Prussian or Livonian cavalry	CAVALRY	Average	Experienced	-	-	47	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
Skirmishing handgunners	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					12	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

## CHANGES FROM LAST VERSION

None.

# 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



<b>ARMY COMMANDER</b>	1	Any	<b>DATES</b>	1455 CE to 1515 CE
<b>SUB-GENERALS</b>	0-3	Any	<b>TERRAIN</b>	Standard, Forest, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Fortified; Poor or Average

	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
<b>LANCER BANNERS, TUĞ OF 4 OR 6 1/2 TOWARZYSZE, 1/2 POCZTOWI; OR TUĞ OF 6 1/3 TOWARZYSZE, 2/3 POCZTOWI</b>									

Towarzysze	CAVALRY	Superior	-	Charging Lancer	-	202	Melee Expert (40)	4	4,6
	Drilled Loose	-/Fully Armoured	-					16	
Pocztowi	CAVALRY	Average	Experienced	-	Shoot & Charge	140	-	4	
	Drilled Loose	Protected	Crossbow					20	

<b>FEUDAL TROOPS, TUĞ OF 4 OR 6 1/2 RYCERZ, 1/2 STRZELCY; OR TUĞ OF 6 1/3 RYCERZ, 2/3 STRZELCY</b>									
--	--	--	--	--	--	--	--	--	--

Feudal rycerz	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	4,6
	Formed Loose	-/Fully Armoured	-					6	
Strzelcy	CAVALRY	Average	Experienced	-	Shoot & Charge	130	-	0	
	Formed Loose	Protected	Crossbow					6	

<b>-----</b>									
--------------	--	--	--	--	--	--	--	--	--

Lithuanian cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Shoot & Charge (10)	0	4,6
	Formed Loose	Protected	Bow					6	
Best Lithuanian cavalry	CAVALRY	Superior	Experienced	Short Spear	-	161	Shoot & Charge (14)	0	4,6
	Formed Loose	Protected	Bow					6	
Lithuanian cavalry with less protection	CAVALRY	Average	Experienced	Short Spear	-	100	Shoot & Charge (6)	0	4,6
	Formed Flexible	Unprotected	Bow					12	
Serbian gusars	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	0	4,6
	Formed Flexible	Protected	-					6	
Mercenary horse archers	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	4,6
	Formed Flexible	Unprotected	Bow					6	
Town or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow					16	

# LATER MEDIEVAL POLISH



Militia axemen	INFANTRY	Average	-	2-H Cut-Crush	-	92	-	0	6
	Formed Loose	Protected	-					6	
Infantry of the lance	INFANTRY	Poor	-	Short Spear	-	35	-	0	8,9,10
	Tribal Loose	Protected	-					10	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6
	Skirmisher	Unprotected	Crossbow					6	
Handgunners	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					12	
War wagons	BATTLE WAGONS	Average	Experienced	Polearm	-	214	-	0	2,3,4
	Formed Loose	Protected	Crossbow					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					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

None.



# MAGNA ARMY LISTS

## CALCULATING POINTS

Army points are calculated as follows:

### GENERALS - MAGNA

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

### CAMPS

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

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

### UGs

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

### NOTES

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

# EARLY RUSSIAN



ARMY COMMANDER		1	Any Instinctive		DATES		1055 CE to 1246 CE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Forest		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive		CAMP		Unfortified or Fortified; Poor or Average		
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
Noble cavalry and retainers	CAVALRY	Superior	-	Short Spear	-	126	Melee Expert (32)	8	4
	Formed Loose	Protected	-					12	
Cavalry	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23)	0	4
	Formed Loose	Protected	-					12	
Mercenary Germans (before 1150 CE)	CAVALRY	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23), Dismountable (5)	0	4
	Formed Loose	Protected	-					4	
Mercenary Germans (from 1150 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Polish cavalry	CAVALRY	Superior	-	Short Spear	-	126	Melee Expert (32)	0	4
	Formed Loose	Protected	-					4	
Mercenary Turks and Pechenegs	CAVALRY	Average	Experienced	-	-	94	-	0	4
	Formed Flexible	Unprotected	Bow					16	
Upgrade Turks and Pechenegs	CAVALRY	Average	Skilled	-	-	129	-		4
	Formed Flexible	Unprotected	Bow					Up to half	
Lithuanian cavalry	CAVALRY	Average	Unskilled	Short Spear	-	70	Melee Expert (15), Shoot & Charge (6), Dismountable (3)	0	4
	Formed Flexible	Unprotected	Javelin					4	
Polk spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Integral Shooters (6)	4	4,6
	Formed Close	Protected	-					32	
Smerdy spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	4,6
	Tribal Close	Protected	-					24	



# EARLY RUSSIAN



Hungarians	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

## 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 GENERALS		0-1	Any Instinctive (Wend)		CAMP		Unfortified or Fortified; Poor or Average			
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG Siz
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Huscarls in skjaldborg	INFANTRY	Superior	-	2-H Cut-Crush	Shieldwall, Integral Shooters	138	Dismountable (14)	0	4	
	Tribal Close	Protected	-					12		
Regrade huscarls operating independently	INFANTRY	Superior	-	2-H Cut-Crush	-	143	Dismountable (14), Integral Shooters (8)		4	
	Formed Flexible	Protected	-					Any		
Regrade huscarls fighting mounted (before 1200 CE)	CAVALRY	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23), Dismountable (5)	0	4	
	Formed Loose	Protected	-					8		
Regrade huscarls fighting mounted (from 1200 CE)	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0	4	
	Formed Loose	-/Fully Armoured	-					8		
Regrade mounted huscarls (from 1200 CE)	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40), Dismountable (9)	0	4	
	Formed Loose	-/Fully Armoured	-					4		
Mounted crossbowmen (from 1200 CE)	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4	
	Formed Loose	Protected	Crossbow					4		
Best bondi (before 1200 CE)	INFANTRY	Average	-	Short Spear	Shieldwall, Integral Shooters	73	-	4	4,6	
	Tribal Close	Protected	-					24		
Best bondi (from 1200 CE)	INFANTRY	Average	-	Short Spear	Shieldwall, Integral Shooters	73	-	4	4,6	
	Tribal Close	Protected	-					16		
Bondi	INFANTRY	Poor	-	Short Spear	Shieldwall, Integral Shooters	44	-	8	4,6	
	Tribal Close	Protected	-					64		
Bondi archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4	
	Tribal Loose	Unprotected	Bow					4		
Crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)	0	4	
	Tribal Loose	Unprotected	Crossbow					4		
Thralls	INFANTRY	Poor	-	Short Spear	Combat Shy	24	-	0	4,6	
	Tribal Close	Protected	-					6		

# EARLY MEDIEVAL DANISH



Skirmishing archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 8	4,6
<b>WENDISH CONTINGENT FROM 1219 CE</b>									
Wendish cavalry	CAVALRY Formed Loose	Superior Protected	Unskilled Javelin	Short Spear	-	131	Shoot & Charge (14), Dismountable (7)	4 4	4
Wendish warriors	INFANTRY Tribal Loose	Average Protected	Unskilled Javelin	Short Spear	-	60	Shoot & Charge (6)	4 16	4,6
Wendish skirmishing archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 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

None.

# POST-VIKING SCANDINAVIAN



ARMY COMMANDER		1	Any Instinctive		DATES		1071 CE to 1279 CE		
SUB-GENERALS		1-3	Any Instinctive		TERRAIN		Coastal, Forest, Mountains		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Fortified; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Huscarls in skjaldborg	INFANTRY	Superior	-	2-H Cut-Crush	Shieldwall, Integral Shooters	138	Dismountable (14)	0	4
	Tribal Close	Protected	-					12	
Regrade huscarls operating independently	INFANTRY	Superior	-	2-H Cut-Crush	-	143	Dismountable (14), Integral Shooters (8)		4
	Formed Flexible	Protected	-					Any	
Regrade huscarls (from 1200 CE)	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Freelance raiders	INFANTRY	Average	-	Short Spear	Integral Shooters	73	-	0	4,6
	Formed Loose	Protected	-					6	
Best bondi	INFANTRY	Average	-	Short Spear	Shieldwall, Integral Shooters	73	-	4	4,6
	Tribal Close	Protected	-					32	
Bondi	INFANTRY	Poor	-	Short Spear	Shieldwall, Integral Shooters	44	-	8	4,6
	Tribal Close	Protected	-					64	
Bondi archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					4	
Crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Crossbow					4	
Thralls	INFANTRY	Poor	-	Short Spear	Combat Shy	24	-	0	4,6
	Tribal Close	Protected	-					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

# 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

None.

# FEUDAL POLISH



ARMY COMMANDER		1	Any Instinctive		DATES		1100 CE to 1335 CE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Forest		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive		CAMP		Unfortified; Poor or Average		
TYPE									
TRAINING AND		QUALITY		SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Noble cavalry (before 1242 CE)	CAVALRY	Superior	-	Short Spear	-	126	Melee Expert (32)	4	4
	Formed Loose	Protected	-					12	
Noble cavalry (from 1242 CE)	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	4	4
	Formed Loose	-/Fully Armoured	-					12	
Cavalry	CAVALRY	Average	Unskilled	Short Spear	-	95	Shoot & Charge (10)	0	4
	Formed Loose	Protected	Javelin					8	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	-	4	4,6
	Tribal Close	Protected	-					32	
Axemen (from 1200 CE)	INFANTRY	Average	-	2-H Cut-Crush	-	54	-	0	4
	Tribal Loose	Unprotected	-					4	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	4	4
	Tribal Loose	Unprotected	Bow					32	
Poorly equipped peasants	INFANTRY	Poor	-	Short Spear	-	25	Combat Shy (-9)	0	4,6
	Tribal Close	Unprotected	-					14	
Hungarians or Cumans (from 1242 CE)	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					24	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling					12	

# 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

None.

# 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 GENERALS					CAMP		Unfortified; Poor or Average		
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE
Best cavalry	CAVALRY	Superior	Unskilled	Short Spear	-	145	Melee Expert (32), Shoot & Charge (14), Dismountable (7)	0	4
	Formed Flexible	Protected	Javelin					12	
Better cavalry	CAVALRY	Average	Unskilled	Short Spear	-	105	Melee Expert (23), Shoot & Charge (10), Dismountable (5)	0	4
	Formed Flexible	Protected	Javelin					32	
Cavalry	CAVALRY	Average	Unskilled	Short Spear	-	70	Melee Expert (15), Shoot & Charge (6), Dismountable (3)	8	4
	Formed Flexible	Unprotected	Javelin					32	
Regrade best cavalry as dismounted	INFANTRY	Superior	Experienced	-	-	99	Dismountable (14)		4
	Formed Loose	Protected	Bow					Any	
Regrade better cavalry as dismounted	INFANTRY	Average	Experienced	-	-	75	Dismountable (10), Combat Shy (-22)		4
	Formed Loose	Protected	Bow					Any	
Regrade cavalry as dismounted	INFANTRY	Average	Experienced	-	-	54	Dismountable (6), Combat Shy (-14)		4
	Formed Loose	Unprotected	Bow					Any	
Lithuanian spearmen	INFANTRY	Average	-	Short Spear	-	57	-	0	4
	Tribal Loose	Protected	-					8	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					8	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					8	



# EARLY LITHUANIAN



## NOTES

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

## CHANGES FROM LAST VERSION

None.

# ESTONIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1200 CE to 1227 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Coastal, Forest
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Nobles	INFANTRY		Superior	Unskilled	Short Spear	-	97	Shoot & Charge (8), Dismountable (14)	4	4
	Formed Loose		Protected	Javelin					16	
Warriors	INFANTRY		Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	10	4,6
	Tribal Loose		Protected	Javelin					72	
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					12	

## ALLIES

Novgorod or Pskov allies - allies - Early Russian

## NOTES

A command cannot contain more than one TuG of nobles.

## CHANGES FROM LAST VERSION

None.

# PRUSSIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1200 CE to 1283 CE
<b>SUB-GENERALS</b>	0-1	Any Instinctive	<b>TERRAIN</b>	Coastal, Forest
<b>INTERNAL ALLIED GENERALS</b>	0-3	Any Instinctive	<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Cavalry	CAVALRY		Superior	Unskilled	Short Spear	-	131	Shoot & Charge (14), Dismountable (7)	2	4
	Formed Loose		Protected	Javelin					12	
Warriors	INFANTRY		Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	10	4,6
	Formed Loose		Protected	Javelin					48	
Militia	INFANTRY		Poor	-	Short Spear	-	35	-	0	6
	Tribal Loose		Protected	-					24	
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	
Skirmishing cavalry	CAVALRY		Average	Experienced	-	-	55	Combat Shy (-4)	0	4
	Skirmisher		Unprotected	Javelin					8	
Skirmishers	INFANTRY		Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher		Unprotected	Javelin					24	

## 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

None.

# 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					CAMP		Unfortified or Flexible; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Order Banners	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	224	Dismountable (9), Melee Expert (40)	4	4
	Drilled Loose	-/Fully Armoured	-					12	
Vassal Banners	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	4
	Formed Loose	-/Fully Armoured	-					8	
Other Banners (from 1230 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Turcoples (from 1230 CE)	CAVALRY	Average	Experienced	Short Spear	-	84	-	4	4
	Drilled Flexible	Unprotected	Javelin					8	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4
	Formed Loose	Protected	Crossbow					4	
Brother or mercenary spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	82	-	0	4
	Drilled Close	Protected	-					4	
Brother or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					12	
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	4
	Formed Close	Protected	-					12	
Militia crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4
	Formed Loose	Protected	Crossbow					4	
Subject spearmen	INFANTRY	Average	Experienced	Short Spear	-	63	Combat Shy (-22)	0	4,6
	Tribal Loose	Protected	Javelin					24	
Hungarians (until 1225 CE)	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	

# TEUTONIC ORDERS



Prussian or Livonian cavalry	CAVALRY	Average	Experienced	-	-	55	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Javelin					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					8	
Skirmishing handgunners (from 1400 CE)	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					6	
Guns (from 1340 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons (from 1380 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

## 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 Generals					Camp		Unfortified or Fortified; Poor or Average				
Name	Type	Training and		Quality	Shooting Skill	Melee	Mandatory	Base	Optional	Min	UG Size
	Formation	Protection	Weaponry	Weaponry	Characteristics	Pts	Characteristics	Max			
Dvor	CAVALRY	Superior	Experienced	Short Spear	-	161	-	4	8	4	
	Formed Loose	Protected	Bow								
Regrade dvor	CAVALRY	Superior	Charge Only	Short Spear	-	150	-	Any	4		
	Formed Loose	Protected	Bow								
Lesser boyars and retainers	CAVALRY	Average	Experienced	Short Spear	-	125	-	8	32	4	
	Formed Loose	Protected	Bow								
Regrade boyars and retainers	CAVALRY	Average	Charge Only	Short Spear	-	114	-	Up to half	4		
	Formed Loose	Protected	Bow								
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	8	4	
	Formed Close	Protected	-								
Militia archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4	4	
	Tribal Loose	Unprotected	Bow								
Militia crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)	0	4	4	
	Tribal Loose	Unprotected	Crossbow								
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	6	4,6	
	Skirmisher	Unprotected	Bow								
Only from 1380 CE											
Tatars	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	8	4	
	Formed Flexible	Unprotected	Bow								
Cossack foot	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	8	4,6	
	Skirmisher	Unprotected	Bow								
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2	2	
	Skirmisher	Unprotected	Light Art								

# NOVGOROD REPUBLIC



## ALLIES

Lithuanian allies - Early Lithuanian (before 1300 CE)

Lithuanian allies - Later Lithuanian (from 1300 CE)

## CHANGES FROM LAST VERSION

None.

# 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 GENERALS		0-2	Any Instinctive		CAMP		Mobile or Fortified; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Dvor	CAVALRY	Superior	Experienced	Short Spear	-	161	-	4	4
	Formed Loose	Protected	Bow					8	
Lesser boyars and retainers	CAVALRY	Average	Experienced	Short Spear	-	125	-	8	4
	Formed Loose	Protected	Bow					32	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	4
	Formed Close	Protected	-					8	
Militia archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					12	
Militia crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Crossbow					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
ONLY FROM 1380 CE									
Tatars or Cossacks	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	4
	Formed Flexible	Unprotected	Bow					8	
Cossacks	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					8	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	



# POST-MONGOL RUSSIAN



## ONLY FROM 1486 CE

Upgrade militia archers and crossbowmen with handguns	INFANTRY	Average	Experienced	-	-	43	Combat Shy (-14)		4
	Tribal Loose	Unprotected	Firearm					Any	
Upgrade Cossack infantry skirmishers with handguns	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)		4,6
	Skirmisher	Protected	Firearm					Any	

## ALLIES

Golden Horde allies (before 1380 CE)

Lithuanian allies - Later Lithuanian (Moscow in 1380 CE)

## CHANGES FROM LAST VERSION

None.

# MEDIEVAL NORWAY



ARMY COMMANDER		1	Any Instinctive		DATES		1280 CE to 1390 CE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Coastal, Mountains		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Fortified; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	4	4
	Formed Loose	-/Fully Armoured	-					8	
Skyttar	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4
	Formed Loose	Protected	Crossbow					4	
Leidang	INFANTRY	Average	-	Polearm	Integral Shooters	83	-	8	4,6
	Tribal Close	Protected	-					64	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					16	

## NOTES

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

## CHANGES FROM LAST VERSION

None.

# 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 GENERALS					CAMP		Unfortified or Fortified; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Riddare	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40), Dismountable (9)	4	4
	Formed Loose	-/Fully Armoured	-					4	
Fraelse	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Smaasvenner	CAVALRY	Average	-	Charging Lancer	-	105	Combat Shy (-28)	0	4
	Formed Loose	Protected	-					4	
Skyttar	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4
	Formed Loose	Protected	Crossbow					4	
Mounted handgunners (from 1450 CE)	CAVALRY	Average	Unskilled	-	-	86	Melee Expert (23)	0	4
	Formed Loose	Protected	Firearm					4	
Leidang	INFANTRY	Average	-	Polearm	Integral Shooters	83	-	8	4,6
	Tribal Close	Protected	-					48	
Billmen or halberdiers	INFANTRY	Average	-	Polearm	-	87	-	0	4
	Formed Close	Protected	-					4	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					12	
FROM 1350 CE									
German mercenary men-at-arms	CAVALRY	Average	-	Charging Lancer	-	144	Dismountable (6)	0	4
	Drilled Loose	-/Fully Armoured	-					4	
Crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					12	
Obudshaer	INFANTRY	Average	-	-	Melee Expert	86	-	0	4
	Drilled Close	Protected	-					12	

# MEDIEVAL DANISH AND KALMAR UNION



## FROM 1390 CE

Handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					8	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat	244	-	0	2
	Skirmisher	Unprotected	Heavy Art		Shy			2	

## ALLIES

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

None.

# MEDIEVAL SWEDISH



ARMY COMMANDER		1	Any Instinctive		DATES		1280 CE to 1523 CE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Coastal, Forest		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Fortified; Poor or Average		
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
Riddare	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40), Dismountable (9)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Fraelse	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	4	4
	Formed Loose	-/Fully Armoured	-					4	
Smaasvenner	CAVALRY	Average	-	Charging Lancer	-	105	Combat Shy (-28)	0	4
	Formed Loose	Protected	-					4	
Mounted handgunners (from 1450 CE)	CAVALRY	Average	Unskilled	-	-	86	Melee Expert (23)	0	4
	Formed Loose	Protected	Firearm					4	
Skyttar	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4
	Formed Loose	Protected	Crossbow					4	
ALLMØGE									
Front ranks (1/2 TuG)	INFANTRY	Average	Experienced	Polearm	-	112	-	4	4
	Formed Flexible	Protected	Crossbow					12	
Rear ranks (1/2 TuG)	INFANTRY	Average	Experienced	-	-	80	-	4	
	Formed Loose	Protected	Crossbow					12	
UPGRADE ALLMØGE AS DALECARLIAN ALLMØGE									
Dalecarlian front ranks (1/2 TuG)	INFANTRY	Superior	Experienced	Polearm	-	149	-	0	4
	Formed Flexible	Protected	Crossbow					2	
Dalecarlian rear ranks (1/2 TuG)	INFANTRY	Superior	Experienced	-	-	104	-	0	
	Formed Loose	Protected	Crossbow					2	
-----									

# MEDIEVAL SWEDISH



Leidang (before 1397 CE)	INFANTRY	Average	-	Polearm	Integral Shooters	83	-	0	4,6
	Tribal Close	Protected	-					48	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					12	
Handgunners (from 1390 CE)	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4
	Skirmisher	Protected	Firearm					4	
Guns (from 1390 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons (from 1390 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					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

None.

# 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 GENERALS		0-3	Any Instinctive		CAMP		Unfortified or Fortified; Poor or Average		
-----									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Best equipped Lithuanian cavalry	CAVALRY	Superior	Experienced	Short Spear	-	161	Shoot & Charge (14)	4	4
	Formed Loose	Protected	Bow					12	
Lithuanian cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Shoot & Charge (10)	0	4
	Formed Loose	Protected	Bow					24	
Lithuanian cavalry with less protection	CAVALRY	Average	Experienced	Short Spear	-	100	Shoot & Charge (6)	8	4
	Formed Flexible	Unprotected	Bow					24	
TEUTONIC KNIGHTS AND SERGEANTS									
Teutonic knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					2	
Teutonic sergeants	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	
-----									
Tatars	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	4
	Formed Flexible	Unprotected	Bow					4	
Russian boyars (from 1360 CE)	CAVALRY	Average	Experienced	Short Spear	-	125	-	0	4
	Formed Loose	Protected	Bow					8	
Polish nobles (from 1386 CE)	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Strzelcy (from 1386 CE)	CAVALRY	Average	Experienced	-	Shoot & Charge	130	-	0	4
	Formed Loose	Protected	Crossbow					4	
Lithuanian spearmen	INFANTRY	Average	-	Short Spear	-	57	-	0	4
	Tribal Loose	Protected	-					8	

# LATER LITHUANIAN



Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					8	
Skirmishing Tatars (from 1386 CE)	CAVALRY	Average	Experienced	Short Spear	-	75	-	0	4
	Skirmisher	Unprotected	Bow					8	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					8	
Hussite battle wagons (only Svitrigaila in 1435 CE)	BATTLE WAGONS	Average	Experienced	Polearm	-	214	-	0	2
	Formed Loose	Protected	Crossbow					2	
Cannons and bombards (from 1382 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					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

None.



# MEDIEVAL POLISH



ARMY COMMANDER		1	Any Instinctive		DATES		1335 CE to 1454 CE			
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Forest, Mountains			
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Fortified; Poor or Average			
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Rycerz	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	4	4	
	Formed Loose	-/Fully Armoured	-					16		
Strzelcy	CAVALRY	Average	Experienced	-	Shoot & Charge	130	-	0	4	
	Formed Loose	Protected	Crossbow					16		
Replace strzelcy with czeladz with lance (from 1386 CE)	CAVALRY	Average	-	Charging Lancer	-	105	-			
	Formed Loose	Protected	-					Any		
German or Bohemian mercenaries (from 1400 CE)	CAVALRY	Average	-	Charging Lancer	-	144	Dismountable (6)	0	4	
	Drilled Loose	-/Fully Armoured	-					4		
Lithuanian cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Shoot & Charge (10)	0	4	
	Formed Loose	Protected	Bow					4		
Lithuanian cavalry (from 1386 CE)	CAVALRY	Superior	Experienced	Short Spear	-	161	Shoot & Charge (14)	0	4	
	Formed Loose	Protected	Bow					4		
Lithuanian cavalry with less protection (from 1386 CE)	CAVALRY	Average	Experienced	Short Spear	-	100	Shoot & Charge (6)	0	4	
	Formed Flexible	Unprotected	Bow					8		
Serbian gusars (from 1386 CE)	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	0	4	
	Formed Flexible	Protected	-					4		
Mercenary horse archers	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	4	
	Formed Flexible	Unprotected	Bow					4		
Militia axemen	INFANTRY	Average	-	2-H Cut-Crush	-	92	-	0	4	
	Formed Loose	Protected	-					4		
Militia crossbowmen	INFANTRY	Average	Experienced	-	Pavise	67	Combat Shy (-14)	0	4	
	Formed Loose	Unprotected	Crossbow					8		
Infantry of the lance	INFANTRY	Poor	-	Short Spear	-	35	-	0	4,6	
	Tribal Loose	Protected	-					6		

# MEDIEVAL POLISH



Skirmishing crossbowmen	INFANTRY Skirmisher	Average Unprotected	Experienced Crossbow	-	Combat Shy	58	-	0 6	4,6
Handgunners (from 1386 CE)	INFANTRY Skirmisher	Average Protected	Experienced Firearm	-	-	45	Combat Shy (-5)	0 4	4
War wagons (from 1400 CE)	BATTLE WAGONS Formed Loose	Average Protected	Experienced Crossbow	Polearm	-	214	-	0 2	2
Guns (from 1386 CE)	ARTILLERY Skirmisher	Average Unprotected	Experienced Light Art	-	Combat Shy	138	Barricades (16)	0 2	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

None.

# HUSSITE



<b>ARMY COMMANDER</b>		1	Any Professional	<b>DATES</b>		1419 CE to 1479 CE			
<b>SUB-GENERALS</b>		0-3	Any Professional	<b>TERRAIN</b>		Standard, Mountains			
<b>INTERNAL ALLIED GENERALS</b>		0-2	Any Professional	<b>CAMP</b>		Fortified; Poor or Average			
NAME	TYPE		SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION							
Bohemian nobles (from 1423 CE)	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Cavalry	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	0	4
	Drilled Loose	Protected	-					8	
Separately deployed polearmsmen	INFANTRY	Average	-	Polearm	-	87	-	0	4
	Formed Close	Protected	-					12	
Regrade polearmsmen at city militia (from 1420 to 1435 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4
	Formed Close	Protected	-					4	
Peasant volunteers	INFANTRY	Poor	-	Polearm	-	29	Combat Shy (-9)	0	6
	Tribal Loose	Unprotected	-					16	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	85	Combat Shy (-5)	0	4
	Skirmisher	Protected	Crossbow					4	
Handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4
	Skirmisher	Protected	Firearm					8	
War wagons	BATTLE WAGONS	Average	Experienced	Polearm	-	204	-	6	2,3
	Formed Loose	Protected	Crossbow					16	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					6	
Regrade guns mounted in wagons	BATTLE WAGONS	Average	Experienced	Polearm	-	254	-	0	* see note
	Formed Loose	Protected	Light Art					3	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					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 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		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Flexible; Poor or Average		
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE
Order Banners	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	224	Melee Expert (43)	4	4
	Drilled Close	ArmHrs/F Armoured	-					4	
KNIGHTS IN DEEP FORMATIONS									
Front rank (1/2 TUG)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Shove	146	-	2	4
	Tribal Close	ArmHrs/F Armoured	-					4	
Rear ranks (1/2 TuG)	CAVALRY	Average	-	-	Devastating Chargers, Shove	83	-	2	
	Tribal Close	Protected	-					4	
-----									
Turcoples	CAVALRY	Average	Experienced	Short Spear	-	84	-	0	4
	Drilled Flexible	Unprotected	Javelin					4	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4
	Formed Loose	Protected	Crossbow					4	
Mounted handgunners	CAVALRY	Average	Unskilled	-	-	86	Melee Expert (23)	0	4
	Formed Loose	Protected	Firearm					4	
Brother or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					12	
Mercenary halberdiers	INFANTRY	Average	-	Polearm	-	87	-	0	6
	Formed Close	Protected	-					6	
Ill-disciplined mercenary spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4
	Formed Close	Protected	-					12	
Regrade spearmen as pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)		6
	Drilled Close	Protected	-					Any	

# LATER TEUTONIC ORDER



Ill-disciplined mercenary crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4
	Formed Loose	Protected	Crossbow					4	
Subject spearmen	INFANTRY	Average	Experienced	Short Spear	-	63	Combat Shy (-22)	0	4,6
	Tribal Loose	Protected	Javelin					12	
Prussian or Livonian cavalry	CAVALRY	Average	Experienced	-	-	55	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Javelin					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Skirmishing handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					8	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

## CHANGES FROM LAST VERSION

None.

# LATER MEDIEVAL POLISH



<b>ARMY COMMANDER</b>	1	Any	<b>DATES</b>	1455 CE to 1515 CE
<b>SUB-GENERALS</b>	0-3	Any	<b>TERRAIN</b>	Standard, Forest, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Fortified; Poor or Average

	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
<b>LANCER BANNERS, TUG OF 4 1/2 TOWARZYSZE, 1/2 POCZTOWI</b>									

Towarzysze	CAVALRY	Superior	-	Charging Lancer	-	202	Melee Expert (40)	2	4
	Drilled Loose	-/Fully Armoured	-					12	
Pocztowi	CAVALRY	Average	Experienced	-	Shoot & Charge	140	-	2	
	Drilled Loose	Protected	Crossbow					12	

<b>FEUDAL TROOPS, TUG OF 4 1/2 RYCERZ, 1/2 STRZELCY</b>									
---	--	--	--	--	--	--	--	--	--

Feudal rycerz	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Strzelcy	CAVALRY	Average	Experienced	-	Shoot & Charge	130	-	0	
	Formed Loose	Protected	Crossbow					4	

<b>-----</b>									
--------------	--	--	--	--	--	--	--	--	--

Lithuanian cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Shoot & Charge (10)	0	4
	Formed Loose	Protected	Bow					4	
Best Lithuanian cavalry	CAVALRY	Superior	Experienced	Short Spear	-	161	Shoot & Charge (14)	0	4
	Formed Loose	Protected	Bow					4	
Lithuanian cavalry with less protection	CAVALRY	Average	Experienced	Short Spear	-	100	Shoot & Charge (6)	0	4
	Formed Flexible	Unprotected	Bow					8	
Serbian gusars	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	0	4
	Formed Flexible	Protected	-					4	
Mercenary horse archers	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	4
	Formed Flexible	Unprotected	Bow					4	
Town or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					12	

# LATER MEDIEVAL POLISH



Militia axemen	INFANTRY	Average	-	2-H Cut-Crush	-	92	-	0	4
	Formed Loose	Protected	-					4	
Infantry of the lance	INFANTRY	Poor	-	Short Spear	-	35	-	0	4,6
	Tribal Loose	Protected	-					6	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4
	Skirmisher	Unprotected	Crossbow					4	
Handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					8	
War wagons	BATTLE WAGONS	Average	Experienced	Polearm	-	214	-	0	2,3
	Formed Loose	Protected	Crossbow					3	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					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

None.





# PACTO ARMY LISTS

## CALCULATING POINTS

Army points are calculated as follows:

### GENERALS - PACTO

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

### CAMPS

Camps are not included in Pacto games.

### UGs

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

### NOTES

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

# EARLY RUSSIAN



ARMY COMMANDER		1	Any Instinctive		DATES		1055 CE to 1246 CE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Forest		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive						
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE
Noble cavalry and retainers	CAVALRY	Superior	-	Short Spear	-	126	Melee Expert (32)	4	1,2
	Formed Loose	Protected	-					6	
Cavalry	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23)	0	1,2
	Formed Loose	Protected	-					6	
Mercenary Germans (before 1150 CE)	CAVALRY	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23), Dismountable (5)	0	1,2
	Formed Loose	Protected	-					2	
Mercenary Germans (from 1150 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	1,2
	Formed Loose	-/Fully Armoured	-					2	
Polish cavalry	CAVALRY	Superior	-	Short Spear	-	126	Melee Expert (32)	0	1,2
	Formed Loose	Protected	-					2	
Mercenary Turks and Pechenegs	CAVALRY	Average	Experienced	-	-	94	-	0	1,2
	Formed Flexible	Unprotected	Bow					8	
Upgrade Turks and Pechenegs	CAVALRY	Average	Skilled	-	-	129	-		1,2
	Formed Flexible	Unprotected	Bow					Up to half	
Lithuanian cavalry	CAVALRY	Average	Unskilled	Short Spear	-	70	Melee Expert (15), Shoot & Charge (6), Dismountable (3)	0	1,2
	Formed Flexible	Unprotected	Javelin					2	
Polk spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Integral Shooters (6)	2	1,2
	Formed Close	Protected	-					16	
Smerdy spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	2,3
	Tribal Close	Protected	-					14	

# EARLY RUSSIAN



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

## 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 GENERALS		0-1	Any Instinctive (Wend)						
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Huscarls in skjaldborg	INFANTRY	Superior	-	2-H Cut-Crush	Shieldwall, Integral Shooters	138	Dismountable (14)	0	1,2
	Tribal Close	Protected	-					6	
Regrade huscarls operating independently	INFANTRY	Superior	-	2-H Cut-Crush	-	143	Dismountable (14), Integral Shooters (8)		1,2
	Formed Flexible	Protected	-					Any	
Regrade huscarls fighting mounted (before 1200 CE)	CAVALRY	Average	-	Short Spear	Devastating Chargers	103	Melee Expert (23), Dismountable (5)	0	1,2
	Formed Loose	Protected	-					4	
Regrade huscarls fighting mounted (from 1200 CE)	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0	1,2
	Formed Loose	-/Fully Armoured	-					4	
Regrade mounted huscarls (from 1200 CE)	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40), Dismountable (9)	0	1,2
	Formed Loose	-/Fully Armoured	-					2	
Mounted crossbowmen (from 1200 CE)	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	1,2
	Formed Loose	Protected	Crossbow					2	
Best bondi (before 1200 CE)	INFANTRY	Average	-	Short Spear	Shieldwall, Integral Shooters	73	-	2	1,2
	Tribal Close	Protected	-					12	
Best bondi (from 1200 CE)	INFANTRY	Average	-	Short Spear	Shieldwall, Integral Shooters	73	-	2	1,2
	Tribal Close	Protected	-					8	
Bondi	INFANTRY	Poor	-	Short Spear	Shieldwall, Integral Shooters	44	-	3	2,3
	Tribal Close	Protected	-					32	
Bondi archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					4	
Crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Crossbow					4	
Thralls	INFANTRY	Poor	-	Short Spear	Combat Shy	24	-	0	2,3
	Tribal Close	Protected	-					4	

# EARLY MEDIEVAL DANISH



Skirmishing archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 4	1,2
<b>WENDISH CONTINGENT FROM 1219 CE</b>									
Wendish cavalry	CAVALRY Formed Loose	Superior Protected	Unskilled Javelin	Short Spear	-	131	Shoot & Charge (14), Dismountable (7)	2 2	1,2
Wendish warriors	INFANTRY Tribal Loose	Average Protected	Unskilled Javelin	Short Spear	-	60	Shoot & Charge (6)	2 8	1,2
Wendish skirmishing archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 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

None.

# POST-VIKING SCANDINAVIAN



Army Commander		1	Any Instinctive			Dates		1071 CE to 1279 CE		
Sub-Generals		1-3	Any Instinctive			Terrain		Coastal, Forest, Mountains		
Internal Allied Generals										
Type										
Name	Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base Pts	Optional Characteristics	Min Max	Ug Size	
Huscarls in skjaldborg	Infantry	Superior	-	2-H Cut-Crush	Shieldwall, Integral Shooters	138	Dismountable (14)	0	1,2	
	Tribal Close	Protected	-					6		
Regrade huscarls operating independently	Infantry	Superior	-	2-H Cut-Crush	-	143	Dismountable (14), Integral Shooters (8)		1,2	
	Formed Flexible	Protected	-					Any		
Regrade huscarls (from 1200 CE)	Cavalry	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0	1,2	
	Formed Loose	-/Fully Armoured	-					2		
Freelance raiders	Infantry	Average	-	Short Spear	Integral Shooters	73	-	0	1,2	
	Formed Loose	Protected	-					4		
Best bondi	Infantry	Average	-	Short Spear	Shieldwall, Integral Shooters	73	-	2	1,2	
	Tribal Close	Protected	-					16		
Bondi	Infantry	Poor	-	Short Spear	Shieldwall, Integral Shooters	44	-	3	2,3	
	Tribal Close	Protected	-					32		
Bondi archers	Infantry	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2	
	Tribal Loose	Unprotected	Bow					4		
Crossbowmen	Infantry	Average	Experienced	-	-	53	Combat Shy (-14)	0	1,2	
	Tribal Loose	Unprotected	Crossbow					4		
Thralls	Infantry	Poor	-	Short Spear	Combat Shy	24	-	0	2,3	
	Tribal Close	Protected	-					4		
Skirmishing archers	Infantry	Average	Experienced	-	Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected	Bow					6		

# 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

None.

# FEUDAL POLISH



ARMY COMMANDER		1	Any Instinctive		DATES		1100 CE to 1335 CE				
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Forest				
INTERNAL ALLIED GENERALS		0-2	Any Instinctive								
TYPE											
TRAINING AND		QUALITY		SHOOTING SKILL		MELEE		MANDATORY			
FORMATION		PROTECTION		WEAPONRY		WEAPONRY		CHARACTERISTICS			
NAME						PTS		CHARACTERISTICS			
								MIN			
								MAX			
								UG SIZE			
Noble cavalry (before 1242 CE)	CAVALRY	Superior		-		Short Spear	-	126	Melee Expert (32)	2	1,2
	Formed Loose	Protected		-						6	
Noble cavalry (from 1242 CE)	CAVALRY	Superior		-		Charging Lancer	-	184	Melee Expert (40)	2	1,2
	Formed Loose	-/Fully Armoured		-						6	
Cavalry	CAVALRY	Average		Unskilled		Short Spear	-	95	Shoot & Charge (10)	0	1,2
	Formed Loose	Protected		Javelin						4	
Spearmen	INFANTRY	Average		-		Short Spear	Shieldwall	67	-	2	1,2
	Tribal Close	Protected		-						16	
Axemen (from 1200 CE)	INFANTRY	Average		-		2-H Cut-Crush	-	54	-	0	1,2
	Tribal Loose	Unprotected		-						2	
Archers	INFANTRY	Average		Experienced		-	-	48	Combat Shy (-14)	2	1,2
	Tribal Loose	Unprotected		Bow						16	
Poorly equipped peasants	INFANTRY	Poor		-		Short Spear	-	25	Combat Shy (-9)	0	2,3
	Tribal Close	Unprotected		-						6	
Hungarians or Cumans (from 1242 CE)	CAVALRY	Average		Experienced		-	-	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected		Bow						2	
Skirmishing archers	INFANTRY	Average		Experienced		-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected		Bow						12	
Slingers	INFANTRY	Average		Experienced		-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected		Sling						6	



# 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

None.

# 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 GENERALS										
NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Best cavalry	CAVALRY		Superior	Unskilled	Short Spear	-	145	Melee Expert (32), Shoot & Charge (14), Dismountable (7)	0	1,2
	Formed Flexible		Protected	Javelin					6	
Better cavalry	CAVALRY		Average	Unskilled	Short Spear	-	105	Melee Expert (23), Shoot & Charge (10), Dismountable (5)	0	1,2
	Formed Flexible		Protected	Javelin					16	
Cavalry	CAVALRY		Average	Unskilled	Short Spear	-	70	Melee Expert (15), Shoot & Charge (6), Dismountable (3)	4	1,2
	Formed Flexible		Unprotected	Javelin					16	
Regrade best cavalry as dismounted	INFANTRY		Superior	Experienced	-	-	99	Dismountable (14)		1,2
	Formed Loose		Protected	Bow					Any	
Regrade better cavalry as dismounted	INFANTRY		Average	Experienced	-	-	75	Dismountable (10), Combat Shy (-22)		1,2
	Formed Loose		Protected	Bow					Any	
Regrade cavalry as dismounted	INFANTRY		Average	Experienced	-	-	54	Dismountable (6), Combat Shy (-14)		1,2
	Formed Loose		Unprotected	Bow					Any	
Lithuanian spearmen	INFANTRY		Average	-	Short Spear	-	57	-	0	1,2
	Tribal Loose		Protected	-					4	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose		Unprotected	Bow					4	
Skirmishers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher		Unprotected	Bow					4	

# EARLY LITHUANIAN



## NOTES

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

## CHANGES FROM LAST VERSION

None.

# ESTONIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1200 CE to 1227 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Coastal, Forest
<b>INTERNAL ALLIED GENERALS</b>				

NAME	TYPE	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	TRAINING AND FORMATION								
Nobles	INFANTRY	Superior	Unskilled	Short Spear	-	97	Shoot & Charge (8), Dismountable (14)	2	1,2
	Formed Loose	Protected	Javelin					8	
Warriors	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	4	1,2
	Tribal Loose	Protected	Javelin					36	
Crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Crossbow					2	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					8	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	

## ALLIES

Novgorod or Pskov allies - allies - Early Russian

## NOTES

A command cannot contain more than one TuG of nobles.

## CHANGES FROM LAST VERSION

None.

# PRUSSIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1200 CE to 1283 CE
<b>SUB-GENERALS</b>	0-1	Any Instinctive	<b>TERRAIN</b>	Coastal, Forest
<b>INTERNAL ALLIED GENERALS</b>	0-3	Any Instinctive		

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Cavalry	CAVALRY		Superior	Unskilled	Short Spear	-	131	Shoot & Charge (14), Dismountable (7)	2	1,2
	Formed Loose		Protected	Javelin					6	
Warriors	INFANTRY		Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	4	1,2
	Formed Loose		Protected	Javelin					24	
Militia	INFANTRY		Poor	-	Short Spear	-	35	-	0	2,3
	Tribal Loose		Protected	-					12	
Crossbowmen	INFANTRY		Average	Experienced	-	-	53	Combat Shy (-14)	0	1,2
	Tribal Loose		Unprotected	Crossbow					2	
Archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose		Unprotected	Bow					8	
Skirmishing cavalry	CAVALRY		Average	Experienced	-	-	55	Combat Shy (-4)	0	1,2
	Skirmisher		Unprotected	Javelin					4	
Skirmishers	INFANTRY		Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher		Unprotected	Javelin					12	

## 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

None.

# 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									
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Order Banners	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	224	Dismountable (9), Melee Expert (40)	2	1,2
	Drilled Loose	-/Fully Armoured	-					6	
Vassal Banners	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	148	Dismountable (6)	0	1,2
	Formed Loose	-/Fully Armoured	-					4	
Other Banners (from 1230 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	0	1,2
	Formed Loose	-/Fully Armoured	-					2	
Turcoples (from 1230 CE)	CAVALRY	Average	Experienced	Short Spear	-	84	-	2	1,2
	Drilled Flexible	Unprotected	Javelin					4	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	1,2
	Formed Loose	Protected	Crossbow					2	
Brother or mercenary spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	82	-	0	1,2
	Drilled Close	Protected	-					4	
Brother or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow					6	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2
	Formed Close	Protected	-					6	
Settler spearmen (from 1300 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2
	Formed Close	Protected	-					6	
Militia crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Formed Loose	Protected	Crossbow					4	
Subject spearmen	INFANTRY	Average	Experienced	Short Spear	-	63	Combat Shy (-22)	0	1,2
	Tribal Loose	Protected	Javelin					12	
Hungarians (until 1225 CE)	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					4	

# TEUTONIC ORDERS



Prussian or Livonian cavalry	CAVALRY	Average	Experienced	-	-	55	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					2	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Skirmishing handgunners (from 1400 CE)	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm					4	
Guns (from 1340 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
Cannons (from 1380 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art					1	

## 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 Generals									
	Type								
Name	Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base Pts	Optional Characteristics	Min Max	Uq Size
Dvor	CAVALRY	Superior	Experienced	Short Spear	-	161	-	2	1,2
	Formed Loose	Protected	Bow					4	
Regrade dvor	CAVALRY	Superior	Charge Only	Short Spear	-	150	-		1,2
	Formed Loose	Protected	Bow					Any	
Lesser boyars and retainers	CAVALRY	Average	Experienced	Short Spear	-	125	-	4	1,2
	Formed Loose	Protected	Bow					16	
Regrade boyars and retainers	CAVALRY	Average	Charge Only	Short Spear	-	114	-		1,2
	Formed Loose	Protected	Bow					Up to half	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	1,2
	Formed Close	Protected	-					4	
Militia archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					4	
Militia crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Crossbow					2	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Only from 1380 CE									
Tatars	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	1,2
	Formed Flexible	Unprotected	Bow					4	
Cossack foot	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	



# NOVGOROD REPUBLIC



## ALLIES

Lithuanian allies - Early Lithuanian (before 1300 CE)

Lithuanian allies - Later Lithuanian (from 1300 CE)

## CHANGES FROM LAST VERSION

None.

# 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 Generals		0-2	Any Instinctive						
	Type								
	Training and	Quality	Shooting Skill	Melee	Mandatory	Base	Optional	Min	
Name	Formation	Protection	Weaponry	Weaponry	Characteristics	Pts	Characteristics	Max	Uq Size
Dvor	CAVALRY	Superior	Experienced	Short Spear	-	161	-	2	1,2
	Formed Loose	Protected	Bow					4	
Lesser boyars and retainers	CAVALRY	Average	Experienced	Short Spear	-	125	-	4	1,2
	Formed Loose	Protected	Bow					16	
Militia spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	1,2
	Formed Close	Protected	-					4	
Militia archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					6	
Militia crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Crossbow					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Only from 1380 CE									
Tatars or Cossacks	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	1,2
	Formed Flexible	Unprotected	Bow					4	
Cossacks	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	

# POST-MONGOL RUSSIAN



## ONLY FROM 1486 CE

Upgrade militia archers and crossbowmen with handguns	INFANTRY	Average	Experienced	-	-	43	Combat Shy (-14)		1,2
	Tribal Loose	Unprotected	Firearm					Any	
Upgrade Cossack infantry skirmishers with handguns	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)		1,2
	Skirmisher	Protected	Firearm					Any	

## ALLIES

Golden Horde allies (before 1380 CE)

Lithuanian allies - Later Lithuanian (Moscow in 1380 CE)

## CHANGES FROM LAST VERSION

None.

# MEDIEVAL NORWAY



ARMY COMMANDER		1	Any Instinctive		DATES		1280 CE to 1390 CE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Coastal, Mountains		
INTERNAL ALLIED GENERALS									
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	2	1,2
	Formed Loose	-/Fully Armoured	-					4	
Skyttar	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Leidang	INFANTRY	Average	-	Polearm	Integral Shooters	83	-	4	1,2
	Tribal Close	Protected	-					32	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					8	

## NOTES

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

## CHANGES FROM LAST VERSION

None.

# 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 GENERALS										
	TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN		
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Riddare	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40), Dismountable (9)	2	1,2	
	Formed Loose	-/Fully Armoured	-					4		
Fraelse	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	0	1,2	
	Formed Loose	-/Fully Armoured	-					2		
Smaasvenner	CAVALRY	Average	-	Charging Lancer	-	105	Combat Shy (-28)	0	1,2	
	Formed Loose	Protected	-					2		
Skyttar	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	1,2	
	Formed Loose	Protected	Crossbow					4		
Mounted handgunners (from 1450 CE)	CAVALRY	Average	Unskilled	-	-	86	Melee Expert (23)	0	1,2	
	Formed Loose	Protected	Firearm					2		
Leidang	INFANTRY	Average	-	Polearm	Integral Shooters	83	-	4	1,2	
	Tribal Close	Protected	-					24		
Billmen or halberdiers	INFANTRY	Average	-	Polearm	-	87	-	0	1,2	
	Formed Close	Protected	-					4		
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2	
	Skirmisher	Unprotected	Crossbow					6		
FROM 1350 CE										
German mercenary men-at-arms	CAVALRY	Average	-	Charging Lancer	-	144	Dismountable (6)	0	1,2	
	Drilled Loose	-/Fully Armoured	-					2		
Crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2	
	Drilled Loose	Protected	Crossbow					6		
Obudshaer	INFANTRY	Average	-	-	Melee Expert	86	-	0	1,2	
	Drilled Close	Protected	-					6		

# MEDIEVAL DANISH AND KALMAR UNION



## FROM 1390 CE

Handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat	244	-	0	1
	Skirmisher	Unprotected	Heavy Art		Shy			1	

## ALLIES

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

None.

# MEDIEVAL SWEDISH



ARMY COMMANDER		1	Any Instinctive		DATES		1280 CE to 1523 CE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Coastal, Forest		
INTERNAL ALLIED GENERALS									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
Riddare	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40), Dismountable (9)	0	1,2
	Formed Loose	-/Fully Armoured	-					2	
Fraelse	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	2	1,2
	Formed Loose	-/Fully Armoured	-					2	
Smaasvenner	CAVALRY	Average	-	Charging Lancer	-	105	Combat Shy (-28)	0	1,2
	Formed Loose	Protected	-					2	
Mounted handgunners (from 1450 CE)	CAVALRY	Average	Unskilled	-	-	86	Melee Expert (23)	0	1,2
	Formed Loose	Protected	Firearm					2	
Skyttar	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	1,2
	Formed Loose	Protected	Crossbow					4	
ALLMØGE									
Front ranks (1/2 TuG)	INFANTRY	Average	Experienced	Polearm	-	112	-	2	2
	Formed Flexible	Protected	Crossbow					7	
Rear ranks (1/2 TuG)	INFANTRY	Average	Experienced	-	-	80	-	2	
	Formed Loose	Protected	Crossbow					7	
UPGRADE ALLMØGE AS DALECARLIAN ALLMØGE									
Dalecarlian front ranks (1/2 TuG)	INFANTRY	Superior	Experienced	Polearm	-	149	-	0	2
	Formed Flexible	Protected	Crossbow					2	
Dalecarlian rear ranks (1/2 TuG)	INFANTRY	Superior	Experienced	-	-	104	-	0	
	Formed Loose	Protected	Crossbow					2	
-----									

# MEDIEVAL SWEDISH



Leidang (before 1397 CE)	INFANTRY	Average	-	Polearm	Integral Shooters	83	-	0	1,2
	Tribal Close	Protected	-					24	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					6	
Handgunners (from 1390 CE)	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm					2	
Guns (from 1390 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
Cannons (from 1390 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art					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

None.



# 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 GENERALS		0-3	Any Instinctive						
-----									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Best equipped Lithuanian cavalry	CAVALRY	Superior	Experienced	Short Spear	-	161	Shoot & Charge (14)	2	1,2
	Formed Loose	Protected	Bow					6	
Lithuanian cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Shoot & Charge (10)	0	1,2
	Formed Loose	Protected	Bow					12	
Lithuanian cavalry with less protection	CAVALRY	Average	Experienced	Short Spear	-	100	Shoot & Charge (6)	4	1,2
	Formed Flexible	Unprotected	Bow					12	
TEUTONIC KNIGHTS AND SERGEANTS									
Teutonic knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	2
	Formed Loose	-/Fully Armoured	-					1	
Teutonic sergeants	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	
-----									
Tatars	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	1,2
	Formed Flexible	Unprotected	Bow					2	
Russian boyars (from 1360 CE)	CAVALRY	Average	Experienced	Short Spear	-	125	-	0	1,2
	Formed Loose	Protected	Bow					4	
Polish nobles (from 1386 CE)	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	1,2
	Formed Loose	-/Fully Armoured	-					2	
Strzelcy (from 1386 CE)	CAVALRY	Average	Experienced	-	Shoot & Charge	130	-	0	1,2
	Formed Loose	Protected	Crossbow					2	
Lithuanian spearmen	INFANTRY	Average	-	Short Spear	-	57	-	0	1,2
	Tribal Loose	Protected	-					4	

# LATER LITHUANIAN



Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					4	
Skirmishing Tatars (from 1386 CE)	CAVALRY	Average	Experienced	Short Spear	-	75	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Hussite battle wagons (only Svitrigaila in 1435 CE)	BATTLE WAGONS	Average	Experienced	Polearm	-	214	-	0	1
	Formed Loose	Protected	Crossbow					2	
Cannons and bombards (from 1382 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art					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

None.

# MEDIEVAL POLISH



Army Commander		1	Any Instinctive		Dates		1335 CE to 1454 CE		
Sub-Generals		0-3	Any Instinctive		Terrain		Standard, Forest, Mountains		
Internal Allied Generals									
Name	Type	Training and	Quality	Shooting Skill	Melee	Mandatory	Base	Optional	Min
	Formation	Protection	Weaponry	Weaponry	Characteristics	Pts	Characteristics	Max	Uq Size
Rycerz	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	2	1,2
	Formed Loose	-/Fully Armoured	-					8	
Strzelcy	CAVALRY	Average	Experienced	-	Shoot & Charge	130	-	0	1,2
	Formed Loose	Protected	Crossbow					8	
Replace strzelcy with czeladz with lance (from 1386 CE)	CAVALRY	Average	-	Charging Lancer	-	105	-		
	Formed Loose	Protected	-					Any	
German or Bohemian mercenaries (from 1400 CE)	CAVALRY	Average	-	Charging Lancer	-	144	Dismountable (6)	0	1,2
	Drilled Loose	-/Fully Armoured	-					2	
Lithuanian cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Shoot & Charge (10)	0	1,2
	Formed Loose	Protected	Bow					2	
Lithuanian cavalry (from 1386 CE)	CAVALRY	Superior	Experienced	Short Spear	-	161	Shoot & Charge (14)	0	1,2
	Formed Loose	Protected	Bow					2	
Lithuanian cavalry with less protection (from 1386 CE)	CAVALRY	Average	Experienced	Short Spear	-	100	Shoot & Charge (6)	0	1,2
	Formed Flexible	Unprotected	Bow					4	
Serbian gusars (from 1386 CE)	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	0	1,2
	Formed Flexible	Protected	-					2	
Mercenary horse archers	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	1,2
	Formed Flexible	Unprotected	Bow					2	
Militia axemen	INFANTRY	Average	-	2-H Cut-Crush	-	92	-	0	1,2
	Formed Loose	Protected	-					2	
Militia crossbowmen	INFANTRY	Average	Experienced	-	Pavise	67	Combat Shy (-14)	0	1,2
	Formed Loose	Unprotected	Crossbow					4	
Infantry of the lance	INFANTRY	Poor	-	Short Spear	-	35	-	0	2,3
	Tribal Loose	Protected	-					4	

# MEDIEVAL POLISH



Skirmishing crossbowmen	INFANTRY Skirmisher	Average Unprotected	Experienced Crossbow	-	Combat Shy	58	-	0 4	1,2
Handgunners (from 1386 CE)	INFANTRY Skirmisher	Average Protected	Experienced Firearm	-	-	45	Combat Shy (-5)	0 2	1,2
War wagons (from 1400 CE)	BATTLE WAGONS Formed Loose	Average Protected	Experienced Crossbow	Polearm	-	214	-	0 2	1
Guns (from 1386 CE)	ARTILLERY Skirmisher	Average Unprotected	Experienced Light Art	-	Combat Shy	138	Barricades (16)	0 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

None.

# HUSSITE



Army Commander		1	Any Professional		Dates		1419 CE to 1479 CE			
Sub-Generals		0-3	Any Professional		Terrain		Standard, Mountains			
Internal Allied Generals		0-2	Any Professional							
Type										
Name	Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base Pts	Optional Characteristics	Min Max	Ug Size	
Bohemian nobles (from 1423 CE)	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	1,2	
	Formed Loose	-/Fully Armoured	-					2		
Cavalry	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	0	1,2	
	Drilled Loose	Protected	-					4		
Separately deployed polearmsmen	INFANTRY	Average	-	Polearm	-	87	-	0	1,2	
	Formed Close	Protected	-					6		
Regrade polearmsmen at city militia (from 1420 to 1435 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2	
	Formed Close	Protected	-					4		
Peasant volunteers	INFANTRY	Poor	-	Polearm	-	29	Combat Shy (-9)	0	2,3	
	Tribal Loose	Unprotected	-					8		
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	85	Combat Shy (-5)	0	1,2	
	Skirmisher	Protected	Crossbow					2		
Handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2	
	Skirmisher	Protected	Firearm					4		
War wagons	BATTLE WAGONS	Average	Experienced	Polearm	-	204	-	2	1	
	Formed Loose	Protected	Crossbow					8		
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1	
	Skirmisher	Unprotected	Light Art					3		
Regrade guns mounted in wagons	BATTLE WAGONS	Average	Experienced	Polearm	-	254	-	0	1	
	Formed Loose	Protected	Light Art					2		
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1	
	Skirmisher	Unprotected	Heavy Art					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		1	Any Professional		DATES		1440 CE to 1525 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Plains, Forest		
INTERNAL ALLIED GENERALS									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
Order Banners	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	224	Melee Expert (43)	2	1,2
	Drilled Close	ArmHrs/F Armoured	-					2	
KNIGHTS IN DEEP FORMATIONS									
Front rank (1/2 TUG)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Shove	146	-	1	2
	Tribal Close	ArmHrs/F Armoured	-					2	
Rear ranks (1/2 TuG)	CAVALRY	Average	-	-	Devastating Chargers, Shove	83	-	1	
	Tribal Close	Protected	-					2	
-----									
Turcopoles	CAVALRY	Average	Experienced	Short Spear	-	84	-	0	1,2
	Drilled Flexible	Unprotected	Javelin					2	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	1,2
	Formed Loose	Protected	Crossbow					2	
Mounted handgunners	CAVALRY	Average	Unskilled	-	-	86	Melee Expert (23)	0	1,2
	Formed Loose	Protected	Firearm					2	
Brother or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow					6	
Mercenary halberdiers	INFANTRY	Average	-	Polearm	-	87	-	0	1,2
	Formed Close	Protected	-					4	
Ill-disciplined mercenary spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2
	Formed Close	Protected	-					6	
Regrade spearmen as pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)		3
	Drilled Close	Protected	-					Any	

# LATER TEUTONIC ORDER



Ill-disciplined mercenary crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Formed Loose	Protected	Crossbow					4	
Subject spearmen	INFANTRY	Average	Experienced	Short Spear	-	63	Combat Shy (-22)	0	1,2
	Tribal Loose	Protected	Javelin					6	
Prussian or Livonian cavalry	CAVALRY	Average	Experienced	-	-	55	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					2	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Skirmishing handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art					1	

## CHANGES FROM LAST VERSION

None.



# LATER MEDIEVAL POLISH



ARMY COMMANDER		1	Any		DATES		1455 CE to 1515 CE		
SUB-GENERALS		0-3	Any		TERRAIN		Standard, Forest, Mountains		
INTERNAL ALLIED GENERALS									
-----									
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
LANCER BANNERS, TUĞ OF 2 1/2 TOWARZYSZE, 1/2 POCZTOWI									
Towarzysze	CAVALRY	Superior	-	Charging Lancer	-	202	Melee Expert (40)	1	2
	Drilled Loose	-/Fully Armoured	-					6	
Pocztowi	CAVALRY	Average	Experienced	-	Shoot & Charge	140	-	1	
	Drilled Loose	Protected	Crossbow					6	
FEUDAL TROOPS, TUĞ OF 2 1/2 RYCERZ, 1/2 STRZELCY									
Feudal rycerz	CAVALRY	Superior	-	Charging Lancer	-	184	Melee Expert (40)	0	2
	Formed Loose	-/Fully Armoured	-					2	
Strzelcy	CAVALRY	Average	Experienced	-	Shoot & Charge	130	-	0	
	Formed Loose	Protected	Crossbow					2	
-----									
Lithuanian cavalry	CAVALRY	Average	Experienced	Short Spear	-	125	Shoot & Charge (10)	0	1,2
	Formed Loose	Protected	Bow					2	
Best Lithuanian cavalry	CAVALRY	Superior	Experienced	Short Spear	-	161	Shoot & Charge (14)	0	1,2
	Formed Loose	Protected	Bow					2	
Lithuanian cavalry with less protection	CAVALRY	Average	Experienced	Short Spear	-	100	Shoot & Charge (6)	0	1,2
	Formed Flexible	Unprotected	Bow					4	
Serbian gusars	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	0	1,2
	Formed Flexible	Protected	-					2	
Mercenary horse archers	CAVALRY	Average	Experienced	Short Spear	-	100	-	0	1,2
	Formed Flexible	Unprotected	Bow					2	
Town or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow					6	

# 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	
Handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm					4	
War wagons	BATTLE WAGONS	Average	Experienced	Polearm	-	214	-	0	1
	Formed Loose	Protected	Crossbow					2	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					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

None.