



# **ARMY LISTS**

### RECONQUISTA

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

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

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

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

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

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

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

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

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

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

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

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

### FRIENDLY AND SCENARIO GAMES

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

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#### HISTORICAL INTRODUCTION

A feature of medieval Spain was the Reconquista, the Crusade by which territories were recaptured and Christianised.

In the 10<sup>th</sup> century CE, Al-Andalus was the major power in Spain. Christian kingdoms of Asturia, Galicia, Castille, Navarre and Aragon existed in the north and east. A slow but steady migration of Christian subjects to the northern kingdoms of Christian Spain increased their power. The Caliphate of Cordoba established in 929 effectively broke all ties with the Egyptian and Syrian caliphs. The Caliphate collapsed into civil war and split into "taifa" kingdoms. As many as 33 taifas obtained independence over the next century. This encouraged the Christians of the north to take over the Muslim territories. Due to their military weakness, taifa rulers on two occasions invited North African warriors. The Almoravids were invited after the fall of Toledo in 1085 and the Almohads after the fall of Lisbon in 1147. On both occasions, they were more interested in annexing the territories of the taifas to their own North African empires than in fighting the Christian states.

The Christian kingdoms that were initially fragmented consolidated over time. The Kingdom of Asturia transitioned into the Kingdom of León in 924. Galicia remained semi-independent from Leon until the 12<sup>th</sup> century. Castile broke away from León in 931, but returned to the nominal control of León in 1035 under Ferdinand I. On his death the kingdoms were split amongst his sons but were reunited by Alfonso VI (with the help of El Cid) in 1072. The kingdoms were again separated on the death of Alfonso VII until re-united in 1230 under Ferdinand III.

The Kingdom of Navarre took form around the city of Pamplona. Briefly independent in the 10<sup>th</sup> century, it freed itself from vassalage to the Caliphate of Cordoba in the early 11<sup>th</sup> century. A series of partitions and dynastic changes led to periods of rule by the kings of Aragon (1054 to 1134) and France (1285 to 1328). The southern part of Navarre was conquered by the Spanish in 1512. The northern part was merged into France.

The Crown of Aragon originated in 1137, when the Kingdom of Aragon and the County of Barcelona merged by dynastic union. Aragon was in competition with Castile for control of the middle valley of the Ebro, Barcelona was linked to southern France, known as Occitania. In 1213, Aragon allied to the southern French were defeated by Simon de Montfort and his northern French army at the Battle of Muret. Peter II of Aragon was killed in this battle, and it led to the Treaty of Meaux-Paris in which the Crown of Aragon renounced its rights to Occitania allowing these territories to be incorporated into France.

Aragon returned to an era of expanding southwards. Majorca and much of Valencia was conquered. Murcia was captured in 1266 and then handed over to Castile. When James II of Aragon completed the conquest of Valencia, Aragon was established as one of the major powers in Europe. Sicily, and Neopatria and Athens in Greece, came under Aragonese rule. In 1469 Ferdinand II of Aragon married Infanta Isabella of Castile, half-sister to King Henry IV of Castile. On his death in 1474, the territories were in a dynastic union.

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Portugal arose in the 10<sup>th</sup> century as a duchy of the Kingdom of Asturias. In 1139 Alfonso Henriques declared himself as King of Portugal. He was officially recognised by the Pope in 1179 as Alfonso I. The Algarve was conquered from the Moors in 1249, and in 1255 Lisbon became the capital. The conquest drew the anger of Alfonso X of Castile and war, but in 1263 he renounced his claim to suzerainty over the Algarve. The border with Spain has remained almost unchanged since. The Treaty of Windsor (1386) created an alliance between Portugal and England. In 1415 a Portuguese fleet, commanded by the king and the three princes, set sail for and captured Ceuta in Africa. This was the first step in creating the Portuguese Empire.

By 1250 the Emirate of Granada was the last part of the Iberian Peninsula to be held by the Muslims. It was a tributary state of Castile. Granada's peace with Castile broke down on various occasions. Granada lost territory to Castile at the Battle of Teba in 1330. In 1340, Granada under Yusuf I supported the failed Marinid invasion of the Iberian Peninsula, which ended at the Battle of Río Salado. The Emirate's attack on the Castilian frontier town of Zahara in December 1481 led to ten years of war. By 1491, the city of Granada itself lay under siege. A treaty was signed setting out the conditions for surrender. On January 2, 1492, Muhammad XII gave up complete control of Granada to Ferdinand and Isabella.

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# MAXIMUS ARMY LISTS

### **CALCULATING POINTS**

Army points are calculated as follows:

#### **GENERALS - MAXIMUS**

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

#### **CAMPS**

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

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

#### **UGs**

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

#### **Notes**

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

### **EARLY CATALAN AND ARAGON**



### 988 TO 1149 CE

#### **HISTORICAL NOTES**

Aragon was originally a Carolingian feudal county around the city of Jaca which in the 9th century CE became a vassal of the kingdom of Pamplona (later Navarre). On the death of Sancho III of Navarre in 1035, the kingdom was divided. Ramiro, Sancho's illegitimate son became ruler of Aragon. His son, Sancho Ramirez inherited both Navarre and Aragon. As the Aragonese expanded south at the expense of Al Andalus, the capital moved to first Huesca in 1096 and Zaragoza in 1118. In 1135 different rulers were chosen for Navarre and Aragon.

#### TROOP NOTES

Catalonian armies developed along similar lines as French armies of this period.

#### HISTORICAL ENEMIES

Andalusian; North African Dynasties; Taifa Andalusian; Feudal French

## **EARLY CATALAN AND ARAGON**



ARMY COMMANDER		1	Any Instinctive			DATES		988 CE to 1149 CE		
Sub-Generals		0-3	Any Instinctive			TERRAIN		Standard, Mountains		
Internal Allied Genera	ALS					Самр		Unfortified; Poor or Ave Superior	erage or M	obile;
	TYPE TRAINING AI	ND	Quality	SHOOTING SKILL	Melee	Mandatory	BASE	<b>O</b> PTIONAL	Men	
NAME	FORMATION		Ркотестіон	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Knights (before 1046 CE)	CAVALRY Formed Loc		Superior Protected	-	Short Spear	Devastating Chargers	145	_	12 24	4,6
Knights (from 1046 CE)	CAVALRY Formed Loc		Superior Protected	-	Charging Lancer	-	147	Melee Expert (32)	12 24	4,6
Upgrade knights as veteran hidalgos (from 1104 CE)	CAVALRY Drilled Loo		Superior Protected	-	Charging Lancer	Melee Expert	194	-	0 6	4,6
Spearmen	INFANTR' Tribal Clos		Average Protected	-	Short Spear	Shieldwall	67	Integral Shooters (6)	8 32	6,8
Crossbowmen (from 1000 CE)	INFANTR' Tribal Loos		Average Protected	Experienced Crossbow		Combat Shy	48	-	0	6,8
Upgrade crossbowmen (from 1046 CE)	INFANTR' Tribal Loos		Average Protected	Experienced Crossbow	_	-	70	Combat Shy (-22)	0	6,8
Basque or mercenary Berber light horse	CAVALRY Skirmishe		Average Unprotected	Experienced Javelin	_	-	47	Cantabrian (16), Combat Shy (-4)	0	4,6
Mounted crossbowmen (after 1000 CE)	CAVALRY Skirmishe		Average Protected	Experienced Crossbow	_	-	70	Combat Shy (-5)	0 6	4,6
Skirmishing javelinmen	INFANTR' Skirmishe		Average Unprotected	Experienced Javelin	_	-	29	Combat Shy (-4)	18 45	6,9
Skirmishing archers	INFANTR' Skirmishe		Average Unprotected	Experienced Bow	_	Combat Shy	40	-	0 18	6,9

## EARLY CATALAN AND ARAGON



Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	15		0	6.0
(from 1000 CE)	Skirmisher	Unprotected	Crossbow	-	Collidat Sily	40	-	9	6,9
Slingers	INFANTRY	Average	Experienced		Combat Shy	35		0	6,9
	Skirmisher	Unprotected	Sling	-	Combat sily	30	-	18	- 0,9

#### ALLIES

Andalusian allies (only in 1010 CE)

Taifa allies - Taifa Andalusian (from 1031 to 1100 CE)

Pisan allies - Early Communal Italian (from 1113 to 1115 CE)

#### Notes

A mobile superior camp represents the cart with the Cross of Pelagius. This may only be taken after 1000 CE.

#### CHANGES FROM LAST VERSION

### TAIFA ANDALUSIAN



### 1017 TO 1110 CE

#### **HISTORICAL NOTES**

The rise of the Taifas was due to the decline of the Caliphate of Cordoba. After the fall of the Caliphate of Cordoba in 1031, about 33 taifas were independent after the civil war and conflict in Al-Andalus. The strongest and largest taifa in this first period (11th century) were the Taifa of Zaragoza, Taifa of Toledo, Taifa of Badajoz, and the Taifa of Seville. In 1086 Yusuf ibn Tashfin, the Almoravid ruler of North Africa, was invited by the Muslim taifa princes of Al-Andalus in the Iberian Peninsula to defend their territories from the encroachment of Alfonso VI, King of León and Castile. He landed in Spain and defeated Castile at the Batttle of Sagrajas. By 1094, Yusuf had annexed most of the major taifas, except for Saragossa which remained independent until 1110.

#### **TROOP NOTES**

Taifa armies continued to adopt the military organisation developed under the Umayyad Caliphate. Christian troops were used from the middle of the 11th century.

#### HISTORICAL ENEMIES

Early Catalan and Aragon; Feudal Navarrese; Feudal Castile, León and Portuguese

## TAIFA ANDALUSIAN



ARMY COMMANDER		1	Any Instinctive			DATES		1017 CE to 1110 CE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Standard, Coastal		
Internal Allied Genera	LS	0-1	Any Instinctive			САМР		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ									
	TRAINING	AND	QUALITY	SHOOTING SKILL	MELEE	<b>M</b> ANDAT <b>OR</b> Y	BASE	<b>OPTIONAL</b>	Min	
Name	FORMATIO	9N	Protection	Weaponry	<b>Weaponry</b>	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Andalusian spearmen	INFANT	RY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	8	6,8
Alidalusian speamien	Tribal Cl	ose	Protected	-	Short Spear	Siliciawali	07	integral 31100ters (0)	24	0,0
Levy spearmen	INFANT:	RY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	6,8
Levy spearmen	Tribal Cl	ose	Protected	-	Short Spear	Siliciawali	71	integral bilooters (4)	16	
Black spearmen	INFANT	RY	Average	-	Short Spear	_	57	_	0	6,8
stack speatmen	Tribal Lo		Protected	-	Short Spear	_	07	_	8	0,0
Berher spearmen	INFANT		Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	6,8
Berber spearmen	Tribal Cl		Protected	-	Short Spear	Sinciawan	07	integral bilooters (0)	8	0,0
Crossbowmen (from 1065	INFANT		Average	Experienced	_	_	70	Combat Shy (-22)	0	6,8
CE)	Tribal Lo	ose	Protected	Crossbow			, 0	Comoat Sily (-22)	8	
Andalusian or Berber cavalry	CAVALE	RY	Average	Experienced			47	Cantabrian (16),	6	4,6
7 indahusian of Derber Cavany	Skirmish		Unprotected	Javelin	_	_	47	Combat Shy (-4)	36	4,0
Andalusian horse archers	CAVALE	RY	Average	Experienced	_	_	57	Cantabrian (16),	0	4,6
7 indatustati fiorse arcticis	Skirmish	ıer	Unprotected	Bow	_	_	07	Combat Shy (-4)	6	<del>-1,</del> 0
Berber javelinmen	INFANT	RY	Average	Experienced	<u>_</u>	_	29	Combat Shy (-4)	0	6,9
	Skirmish	ıer	Unprotected	Javelin	_	_	27	Combat Sily (-4)	9	0,>
Skirmishing archers	INFANT	RY	Average	Experienced	_	Combat Shy	40		0	6,9
	Skirmish	ier	Unprotected	Bow	-	Compatibility	<del>-1</del> 0	<u>-</u>	18	<u> </u>
Slingers	INFANT	RY	Average	Experienced		Combat Shy	35	<u>_</u>	0	6,9
Jiiigeis	Skirmish	ier	Unprotected	Sling	-	Compatibily	00	-	9	0,7

### TAIFA ANDALUSIAN



ONLY TAIFA OF SEVILLE (F	гом 1023 то 109	91 CE) or Taifa of	ZARAGOZA (1017	7 то 1110 <b>СЕ</b> )					
Arab cavalry	CAVALRY	Average	-	Long Spear		115	Combat Shy (-28)	0	4,6
That Cavally	Formed Loose	Protected	-	Long Spear	-	110	Combat Sily (-20)	12	<del>-1</del> ,0
Christian knights (before	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145		0	4,6
1046 CE)	Formed Loose	Protected	-	— Short Spear Devastating Charg		140	-	6	<del></del>
Christian knights (from 1046	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	0	4,6
CE)	Formed Loose	Protected	-			147	ividice Expert (02)	6	<del>-1,</del> 0
Upgrade knights under El	CAVALRY	Superior	-	Charging Lancer	Melee Expert	194			4,6
Cid (see note)	Drilled Loose	Protected	-			174		All	4,0
Christian spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77		0	6,8
	Formed Close	Protected	-	Siloit speal	Siliciawali	//	-	16	0,0

#### NOTES

The army of the Taifa of Valencia between 1094 and 1101 CE should be represented by a Feudal Castilian army commanded by El Cid. If the Taifa of Zaragoza is used from 1081 to 1086 CE and Christian Knights are taken then the C-in-C must be El Cid. El Cid must be a Legendary or Talented commander.

#### CHANGES FROM LAST VERSION

Corrected spelling mistake. Added crossbowmen.

### FEUDAL NAVARRESE



### 1035 **∓0** 1327 **CE**

#### **HISTORICAL NOTES**

On his death in 1035, Sancho III divided his possessions among his four sons. García Sánchez III received Navarre. Ferdinand received the County of Castile and after the Battle of Tamarón in 1037 was able to unite Castile with León as king Ferdinand I. The relationship between García and Ferdinand deteriorated and ended when García was killed at the Battle of Atapuerca, in September 1054. García was succeeded by Sancho IV who was murdered in 1076. Alfonso VI of León and Castile took control of much of Navarre whilst Sancho Ramierez of Aragon took control of the rest of the territory. This led to a period of Aragonese expansion. To the south the border was moved to the Ebro River, Zaragoza was taken in 1118 and Tudela in 1119. The status quo between Aragon and Castile stood until the 1134. Navarre chose García Ramirez as King. Navarre faced Castilian invasions in 1173 and 1199. By 1200 Western Navarre was in Castilian control. Navarre passed by marriage to the House of Champagne. From 1276 Navarre effectively passed into French control. It then remained in personal union with France until the death of Charles I in 1328.

#### TROOP NOTES

Navarrese armies consisted of a core of knights supported by infantry.

#### HISTORICAL ENEMIES

Early Feudal French; Taifa Andalusian; Feudal Castile, León and Portuguese

## FEUDAL NAVARRESE



ARMY COMMANDER	1	Any Instinctive			DATES		1035 CE to 1327 CE		
SUB-GENERALS	0-	3 Any Instinctive			TERRAIN		Mountains		
Internal Allied Genera	ALS				САМР		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min	
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
Knights (before 1046 CE)	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145		6	4,6
Mights (before 1040 CL)	Formed Loose	Protected	-	Short Spear	Devastating Chargers	140		12	4,0
Knights (from 1046 to 1149	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	6	4,6
CE)	Formed Loose	Protected	-	Charging Lancer	-	147	Melee Expert (32)	12	4,0
Upgrade knights as veteran hidalgos (from 1104 to 1149	CAVALRY	Superior	-	Charging Lancer	Melee Expert	194	_	0	4,6
CE)	Drilled Loose	Protected	-		Weice Expert	171		6	1,0
MIXED TUG COMPRISING 1	m/2 KNIGHTS ANI	1/2 SERGEANTS (FRO	ом 1150 CE)						
Valahta	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29)	3	4,6
Knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	132	Meilee Expert (29)	6	4,0
Corresponde	CAVALRY	Average	-			80	Malaa Eyro art (22)	=	
Sergeants	Formed Loose	Protected	-	-	-	00	Melee Expert (23)	=	
Military order knights (from	CAVALRY	Superior	-	Cl · I	D	100	M 1 F . (40)	0	4
1150 to 1276 CE)	Tribal Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	189	Melee Expert (40)	4	4
T 1.	INFANTRY	Average	Unskilled	C1 . C		70	Shoot & Charge (6),	0	(00
Javelinmen	Formed Loose	Protected	Javelin	Short Spear	-	70	Combat Shy (-22)	36	6,8,9
C	INFANTRY	Average	-	C1 . C	Shieldwall	(7	C 1 (1 (20)	12	(00
Spearmen	Tribal Close	Protected	-	Short Spear	Snieidwaii	67	Combat Shy (-22)	48	6,8,9
Military order sergeants	INFANTRY	Average	-	Cl ut Cu u	Shieldwall	00	Internal Claratons (6)	0	6
(from 1150 to 1276 CE)	Drilled Close	Protected	-	Short Spear	Smeiawan	82	Integral Shooters (6)	6	_ 0
Military order crossbowmen	INFANTRY	Average	Experienced			85	Combat Chy (00)	0	6
(from 1150 to 1276 CE)	Drilled Loose	Protected	Crossbow	-	-	00	Combat Shy (-22)	6	_ 0

## FEUDAL NAVARRESE



Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	6,8
Aicheis	Tribal Loose	Unprotected	Bow	-	-	40	Collidat Sily (-14)	8	
Crossbowmen	INFANTRY	Average	Experienced		Combat Shy	48		0	6,8
Clossoowilleli	Tribal Loose	Protected	Crossbow	-	Combat Sily	40	-	8	0,0
Upgrade crossbowmen	INFANTRY	Average	Experienced			70	Combat Shy (-22)	0	6,8
(from 1046 CE)	Tribal Loose	Protected	Crossbow	-	-	70	Collidat Sily (-22)	8	
Crossbowmen (from 1150	INFANTRY	Average	Experienced		_	70	Combat Shy (-22)	0	6,8
CE)	Tribal Loose	Protected	Crossbow	- -	-	70	Collidat Sily (-22)	8	0,0
Racque light cavalry	CAVALRY	Average	Experienced			47	Cantabrian (16),	0	4,6
Basque light cavalry	Skirmisher	Unprotected	Javelin	-		47	Combat Shy (-4)	12	4,0
Skirmishing javelinmen	INFANTRY	Average	Experienced			29	Combat Shy (-4)	0	6,9
Skiimsiinig javeiiimien	Skirmisher	Unprotected	Javelin	- -	-	49	Combat Sily (-4)	36	0,9
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	45		0	6,9
Skiiilisiiliig Clossoowilleli	Skirmisher	Unprotected	Crossbow	-	Combat Sily	40	-	9	0,9
Chirmishing archara	INFANTRY	Average	Experienced		Combat Shy	40		0	6.9
Skirmishing archers	Skirmisher	Unprotected	Bow	- -	Collidat Sily	40	-	9	0,9
Slingare	INFANTRY	Average	Experienced		Combat Shy	35		0	6,9
Slingers	Skirmisher	Unprotected	Sling	- -	Compat Sily	30	-	9	0,7

#### ALLIES

Catalan allies - Early Catalan and Aragon (from 1045 to 1070 CE)

French Crusader allies - Feudal French (from 1046 to 1149 CE)

French Crusader allies - Northern Medieval French (from 1150 to 1328 CE)

#### **Notes**

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

Only one external ally may be taken.

#### CHANGES FROM LAST VERSION

Reduced number of knights. Increased number of spearmen.



### 1037 TO 1349 €E

#### **HISTORICAL NOTES**

In 1037, Ferdinand, Navarese Count of Castile, defeated the King of León and because of his marriage to the King's sister, became king Ferdinand I. The taking of Toledo, the old Visigoth capital, in 1085 by Alfonso VI of León was a turning point in the development of León and Castile and led to a focus on territorial expansion. In 1139 Portugal obtained independence. The two kingdoms of León and Castile were split in 1157, when a major defeat for Alfonso VII of Castile weakened the authority of Castile. When Alfonso IX died in 1230, his son by Berenguela of Castile, Ferdinand III of Castile, invaded León and assumed the crown. The union was not accepted and led to 2 years of revolts. Only in 1301 was the dynastic union of the two kingdoms completed. The two kingdoms retained separate parliaments and laws until the modern era.

#### **TROOP NOTES**

The term jinete for light horse only appears in the 13th century. In areas reconquered from the Moors, the cavalry may have fought in Arab style.

#### HISTORICAL ENEMIES

Taifa Andalusian; Feudal Navarrese; Feudal Castile, León and Portuguese; Almoravid; Almohad; Taifa of Murcia; Marinid



ARMY COMMANDER	1	Any Instinctive			DATES		1037 CE to 1349 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Plains, Moun	tains	
Internal Allied General	<b>LS</b> 0-1	Any Instinctive (Portu	iguese)		САМР		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	<b>OPTIONAL</b>	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG Siz
Knights (before 1046 CE)	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	-	6	4,6
	Formed Loose	Protected	-	•				24	·
Knights (from 1046 to 1149	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	6	4,6
CE)	Formed Loose	Protected	-				1	24	
Upgrade knights as veteran	CAVALRY	Superior	-		=			0	
hidalgos (from 1074 to 1149 CE)	Drilled Loose	Protected	-	Charging Lancer	Melee Expert	194	-	6	4,6
Mixed TuG comprising 1/	2 KNIGHTS AND	1/2 SERGEANTS (FRO	эм 1150 CE)						
D 1: - 1	CAVALRY	Superior	-	Chanaina I an ann	D	207	Malaa Eassaut (40)	0	4,6
Best knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	er Devastating Chargers	207	Meiee Expert (40)	3	4,0
Darkasarka	CAVALRY	Superior	-		D	101		=	
Best sergeants	Formed Loose	Protected	-	-	Devastating Chargers	131	Meiee Expert (52)	=	
Mixed TuG comprising 1/	2 KNIGHTS AND	1/2 SERGEANTS (FRO	ом 1150 CE)						
Vnjahta	CAVALRY	Average	-	Charging Lancer		132	Malaa Exmart (20)	3	4,6
Knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	152	Meiee Expert (29)	6	4,0
Conconne	CAVALRY	Average	-			80	Malaa Erroant (22)	=	
Sergeants	Formed Loose	Protected	-	-	-	00	Melee Expert (23)	=	
Military order knights (from	CAVALRY	Superior	-	Chanain I -	D	100	Malaa E. (40)	0	16
1150 CE)	Tribal Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	189	ivielee Expert (40)	8	4,6
Canalan Galaina in Analan 1	CAVALRY	Average	-	I C		115	C 1 C1 ( 20)	0	1.6
Cavalry fighting in Arab style	Formed Loose	Protected	-	Long Spear	-	115	Combat Shy (-28)	6	4,6

70 /	ADANDIA.
ITA	OKIEM
Bar	'GLORIAM

	•				•	•			200
Caballeros villanos (from	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	_	0	4,6
1050 CE)	Formed Loose	Protected	-	22222				6	-,-
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	_	6	6,8
	Formed Close	Protected	-	Short Spear	Sinciawan	, ,		24	
Military order sergeants	INFANTRY	Average	-	Short Spear	Shieldwall	82	Integral Shooters (6)	0	6,8
(from 1150 CE)	Drilled Close	Protected	-	Short Spear	Siliciawali	02	integral bilooters (0)	8	0,0
Military order crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	6,8
(from 1150 CE)	Drilled Loose	Protected	Crossbow	-	-	00	Compatibility (-22)	8	0,0
Javelinmen	INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6),	0	6,8,9
Javeninnen	Formed Loose	Protected	Javelin	SHOIT Spear	-	70	Combat Shy (-22)	18	0,0,9
Crossbowmen	INFANTRY	Average	Experienced		Combat Shy	48		0	6,8
Crossbowillen	Tribal Loose	Protected	Crossbow	-	Combat sny	40	-	8	0,0
Upgrade crossbowmen	INFANTRY	Average	Experienced			70	Combat Shy (-22)	0	6,8
(from 1046 CE)	Tribal Loose	Protected	Crossbow	-	-	70	Comoat sily (-22)	8	0,0
Crossbowmen (from 1150	INFANTRY	Average	Experienced			70	Combat Shy (-22)	0	6,8
CE)	Tribal Loose	Protected	Crossbow	-	-	70	Combat Sily (-22)	8	0,0
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	6,8
Archers	Tribal Loose	Unprotected	Bow	-	-	40	Combat Sily (-14)	8	0,0
Time state	CAVALRY	Average	Experienced	Clarat Carre		52	C(16)	0	4,6
Jinetes	Skirmisher	Unprotected	Javelin	Short Spear	-	34	Cantabrian (16)	12	4,0
Chiemaigh in a investigance	INFANTRY	Average	Experienced			29	Combat Shy (-4)	0	6,9
Skirmishing javelinmen	Skirmisher	Unprotected	Javelin	-	-	29	Comoat sny (-4)	9	0,9
Chiero ich in a ara ach arrena an	INFANTRY	Average	Experienced		Combat Shy	45		0	6,9
Skirmishing crossbowmen	Skirmisher	Unprotected	Crossbow	-	Combat sny	43	-	9	0,9
Chiemaigh in a graph are	INFANTRY	Average	Experienced		Complet Chy	40		0	6,9
Skirmishing archers	Skirmisher	Unprotected	Bow	<del>-</del>	Combat Shy	40	-	9	0,9
Clinara	INFANTRY	Average	Experienced		Combat Chr	35		0	6,9
Slingers	Skirmisher	Unprotected	Sling	<del>-</del>	Combat Shy	50	-	12	0,9

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#### ALLIES

Navarrese allies - Feudal Navarrese

Catalan and Aragonese allies - Early Catalan and Aragon (from 1135 to 1149 CE)

Aragonese allies - Early Crown of Aragon (from 1150 CE)

Granadine allies - Medieval Granadine (from 1238 CE)

Marinid allies (from 1269 CE)

#### Notes

Minima and maxima in mixed TuGs are for knights. An equal number of sergeants must be taken. Only one external ally may be taken.

#### CHANGES FROM LAST VERSION

### FEUDAL FRENCH



### 1046 то 1149 СЕ

#### **HISTORICAL NOTES**

France during the 11th and 12th centuries CE was a series of semi-independent states under the nominal rule of the king. The kings in the 11th century were weak. Louis VI who reigned from 1108 to 1137 was more a soldier and his authority became more accepted. To wage war French kings were obliged to raise money from their vassals which made them unpopular. Louis VII reigned with his father from 1131 and continued to rule to 1180. His marriage to Eleanor of Aquitaine made him Duke of Aquitaine and strengthened his power, but also brought him into conflict with the Count of Champagne, ruler of Navarre. His marriage to Eleanor was not successful and was eventually annulled, allowing Eleanor to marry Henry FitzEmpress, the future king of England.

#### **TROOP NOTES**

This period saw the rise of the knight who would become the main force in Medieval armies. Infantry were often of poor quality and with the huge investment in castles, armies were to become more mobile and rely less on infantry.

#### **HISTORICAL ENEMIES**

Anglo Norman; Early Communal Italian; Early Imperial German; Feudal German; Early Catalan and Aragon; Feudal French

## FEUDAL FRENCH



ARMY COMMANDER	1	Any Instinctive			DATES		1046 CE to 1149 CE Standard, Coastal, Forest			
SUB-GENERALS	0-1	Any Instinctive			TERRAIN					
Internal Allied Genera	LS 0-2	Any Instinctive			Самр		Unfortified or Flexible;	Poor or Av	erage	
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min		
NAME	Formation	Protection	Weaponry	<b>Weaponry</b>	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE	
Feudal knights and sergeants	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	12	4,6	
	Formed Loose	Protected	-	Charging Lancer		14/	Wielee Expert (02)	36	4,0	
Mercenary knights	CAVALRY	Average	+	Charging Lancer		115	Melee Expert (23)	0	4,6	
	Drilled Loose	Protected	-	Charging Lancer		110	Wielee Expert (20)	6	4,0	
Archers	INFANTRY	Average	Experienced	_	_	48	Combat Shy (-14)	0	4,6	
	Tribal Loose	Unprotected	Bow	_		70	Collibat Sily (-14)	16	<del>-1,</del> 0	
Crossbowmen	INFANTRY	Average	Experienced	_	_	59	Combat Shy (-14)	0	6,8	
Crossoowinen	Formed Loose	Unprotected	Crossbow			07	Collibat Sily (-14)	8	0,0	
Upgrade crossbowmen with	INFANTRY	Average	Experienced		-	80	Combat Shy (-22)		6,8	
armour	Formed Loose	Protected	Crossbow	_		00	Combat Sily (-22)	Any	0,0	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77		8	6,8	
	Formed Close	Protected	-	Short Spear	Siliciawali	//		32	0,0	
Peasants	INFANTRY	Poor	Unskilled	Short Spear		25		0	9,10,12	
1 Casarra	Tribal Loose	Unprotected	Javelin	Short Spear		20	_	24	7,10,12	
Bidets, bidowers or Breton	INFANTRY	Average	Experienced			29		0	6,9	
javelinmen	Skirmisher	Unprotected	Javelin			27		9	0,7	
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9	
orining archers	Skirmisher	Unprotected	Bow	-	Combat Sny	40	<u>-</u>	9	0,9	
Skirmiching croschovemen	INFANTRY	Average	Experienced		Combat Shy	45	5	0	6,9	
kirmishing crossbowmen	Skirmisher	Unprotected	Crossbow	-	Combat Shy	45	-	9	0,5	

## FEUDAL FRENCH



#### ALLIES

Catalan allies - Early Catalan and Aragon

#### CHANGES FROM LAST VERSION

### **ALMORAVID**



### 1054 TO 1147 €E

#### **HISTORICAL NOTES**

The first Almoravid campaign occurred in the early 1050s amongst the Lamtuna tribe. The Almoravid (Murabit) sect quickly spread across the Berber tribes of the Sahara. A large area of Morocco, Western Sahara and Mauretania was subdued, and Marrakech founded in 1060. In 1086 Yusuf ibn Tashfin was invited by the Muslim taifa princes of Al-Andalus to defend their territories from the encroachment of Alfonso VI, King of León and Castile. He defeated the Castilians at the Battle of Sagrajas but then chose to return to Africa. He returned in 1090 with the intention of annexing the taifa principalities. Except for Saragossa, this had been achieved by 1094. In 1108 Tamim Al Yusuf defeated the Kingdom of Castile at the Battle of Uclés. Except for Valencia, little territory was recaptured. The Almoravids were victorious at the Battle of Fraga in 1134, killing Alfonso I of Aragon. Defeated at the Battle of Ourique by the forces of León, Lisbon was lost to the Portuguese in 1147. The conquest of the city of Marrakech by the Almohads in 1147 marked the fall of the dynasty.

#### **TROOP NOTES**

Lamtuna and Hintata were tribal troops but trained to fight in formation with long spears.

#### **HISTORICAL ENEMIES**

North African Dynasties; Bedouin Dynasties; Feudal Castile, León and Portuguese; Almohad; Tuareg

## **ALMORAVID**



ARMY COMMANDER		Any			DATES		1054 CE to 1147 CE			
SUB-GENERALS	0-3	Any			TERRAIN		Coastal, Plains, Mounta	ins		
INTERNAL ALLIED GENERA	ALS				САМР		Unfortified or Fortified; Poor or Average			
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min		
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
Christian knights (only in	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	0	4,6	
Africa)	Formed Loose	Protected	-	Charging Lancer	-	147	Ivielee Expert (52)	6	4,0	
Ghuzz mercenaries	CAVALRY	Average	Experienced			94		0	4,6	
Giluzz illercenaries	Formed Flexible	Unprotected	Bow	-	-	94	<u>-</u>	6	4,0	
Camelry	CAMELRY	Average	-	Short Spear	Devastating Chargers	98	Melee Expert (23)	0	4,6	
Callielly	Tribal Loose	Protected	-	Short Spear	Devastating Chargers	90	ivielee Expert (23)	6	4,0	
Black guard (from 1088 CE)	INFANTRY	Exceptional	-	Short Spear	Shieldwall	140		0	6,8	
	Drilled Close	Protected	-	Short Spear	Silieiuwaii	140	<u>-</u>	8	- 0,0	
Lamtuna or Hintata spearmen	INFANTRY	Superior	-	Long Spear		128	Integral Shooters (8)	0	6,8	
	Drilled Close	Protected	-	Long Spear	-	120	integral bilooters (0)	18	0,0	
Other Berber spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	16	6,8	
Outer beroef spearmen	Tribal Close	Protected	-	Short spear	Silleidwali	07	integral shooters (0)	48	0,0	
Andalusian spearmen (only	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	6,8	
in Spain)	Tribal Close	Protected	-	Short spear	Silieiuwaii	0/	integral Shooters (0)	24	0,0	
Black swordsmen	INFANTRY	Average	Unskilled	Short Spear		60	Shoot & Charge (6)	0	6,8,9	
DIACK SWOIGSIIIEII	Tribal Loose	Protected	Javelin	Short spear	-	00	SHOOL & Charge (0)	18	0,0,9	
Christian crossbowmen	INFANTRY	Average	Experienced		Combat Shy	48		0	6	
(only in Africa)	Tribal Loose	Protected	Crossbow	-	Combat Sily	40		6	0	
Berber archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	6,8	
Delbei alcheis	Tribal Loose	Unprotected	Bow	-	-	40	Compatibility (-14)	16	0,0	
Andalusian or Berber cavalry	CAVALRY	Average	Experienced			47	Cantabrian (16),	12	16	
Anidalusian of Derber Cavally	Skirmisher	Unprotected	Javelin	<u>-</u>	-	4/	4/	48	4,6	
Berber javelinmen	INFANTRY	Average	Experienced			20	29 Combat Shy (-4)	0	6,9	
Derver javeninnen	Skirmisher	Unprotected	Javelin		-	<i>∆</i> ∀		45		

## **ALMORAVID**



Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
	Skirmisher	Unprotected	Bow	-	Combat Sily	10	-	18	0,7
Slingers	INFANTRY	Average	Experienced		Combat Shy	35		0	6,9
	Skirmisher	Unprotected	Sling	-	Comoat sny		-	9	- 0,9
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	45		0	6,9
	Skirmisher	Unprotected	Crossbow	-	- Combat sny	43	-	9	0,9

#### ALLIES

Andalusian allies - Taifa Andalusian (only in Spain)

#### Notes

Armies in Spain can only be chosen in 1086 or from 1090 CE.

#### CHANGES FROM LAST VERSION

### **ALMOHAD**



### 1130 TO 1269 CE

#### **HISTORICAL NOTES**

The Almohad state was first established in the Atlas Mountains in around 1120. In 1130 Abd al-Mu'min al-Gumi conquered Marrakesh and declared himself Caliph. He succeeded in overthrowing the ruling Almoravid dynasty by 1147 and then extended his power over all the Maghreb by 1159. All Islamic Iberia was under Almohad rule by 1172. The Almohad dominance of Iberia continued until 1212 when the Almohad army was defeated at the Battle of Las Navas de Tolosa by an alliance of the Christian princes of Castile, Aragon, Navarre and Portugal. Cordoba fell to Christian forces in 1236 and Seville in 1248. The Almohads continued to rule in Africa but lost territories piecemeal and were replaced by the Marinids. The last ruler was murdered by a slave in 1269 in Marrakesh.

#### **TROOP NOTES**

The Black Guard were not so effective under the Almohads as they had been under the Almoravids. Arabs of the Banu Hilal and Sulaym became an important part of the Almohad military after 1153 CE. Following their defeat at the Battle of Las Navas de Tolosa in 1212 CE the Almohads recruited Christian cavalry.

#### **HISTORICAL ENEMIES**

North African Dynasties; Bedouin Dynasties; Later Fatimid Egyptian; Norman Sicilian; Feudal Castile, León and Portuguese; Almoravid; Taifa of Murcia; Early Crown of Aragon; Medieval Granadine; Tuareg; Banu Ghaniya; Ayyubid in Ifriqiya; Hafsid; Kingdom of Tiemcen; Marinid

## **ALMOHAD**



ARMY COMMANDER	1	Any Instinctive			DATES		1130 CE to 1269 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Coastal, Plains, Mounta	ins	
Internal Allied Genera	ALS			САМР		Unfortified or Fortified; Poor or Average			
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Men	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG Size
Cavalry	CAVALRY	Average	-	Long Spear	_	115	Combat Shy (-28)	0	4,6
Cavany	Formed Loose	Protected	-	Long Spear		110	Combat Sily (-20)	12	<del>-1,</del> 0
Arab cavalry (from 1153 CE)	CAVALRY	Average	-	Long Spear	_	82	Combat Shy (-18)	0	4,6
That cavally (Holli 1100 CL)	Formed Flexible	Unprotected	-	Long Spear		02	Combat Sily (-10)	24	7,0
Christian knights (only from	CAVALRY	Average	-	Charging Lancer	_	132	Melee Expert (29)	0	4,6
1212 CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer		102	Tviciec Expert (27)	6	7,0
Ghuzz mercenaries	CAVALRY	Average	Experienced		_	94	_	0	4,6
	Formed Flexible	Unprotected	Bow			74		6	<del>-1,</del> 0
Camelry	CAMELRY	Average	-	Short Spear	Devastating Chargers	98	Melee Expert (23)	0	4,6
	Tribal Loose	Protected	-	Short Spear	Devastating Chargers		Tviciec Expert (20)	6	1,0
Black guard	INFANTRY	Superior	-	Short Spear	Shieldwall	115	_	0	6,8
	Drilled Close	Protected	-		Differe wan			8	0,0
Berber and other spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	16	6,8
	Tribal Close	Protected	-	onore opear	Biliciawan	07	integral bilooters (o)	66	0,0
Andalusian spearmen (only	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	6,8
in Spain)	Tribal Close	Protected	-	Differ 8 pear	Bilicia Wali		integral bilooters (0)	24	0,0
Berber archers	INFANTRY	Average	Experienced	_	_	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow				, , ,	16	0,0
Andalusian or Berber cavalry	CAVALRY	Average	Experienced	_	_	47	Cantabrian (16),	12	4,6
- Induration of Bereef cavalry	Skirmisher	Unprotected	Javelin				Combat Shy (-4)	48	1,0
Berber javelinmen	INFANTRY	Average	Experienced	<u>.</u>	-	29	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Javelin					45	·,,
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	40	_	0	6,9
kirmishing archers	Skirmisher	Unprotected	Bow		Combat Shy	10		18	0,7

## **ALMOHAD**



Slingers	INFANTRY	Average	Experienced		Combat Shy	25		0	6.0
	Skirmisher	Unprotected	Sling	-	Contoat sily	JJ	-	9	6,9
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	45		0	6.0
	Skirmisher	Unprotected	Crossbow	-	Combat Sily	40	-	9	6,9

#### **NOTES**

The number of Arab cavalry and Andalusian or Berber cavalry cannot exceed 48.

#### CHANGES FROM LAST VERSION

### TAIFA OF MURCIA



### 1147 TO 1172 CE

#### **HISTORICAL NOTES**

This list covers the period from 1147 to 1172 when the Taifa of Murcia operated as a separate state after the Almohads had defeated the Almoravids and wrested control over the Moorish principalities in Iberia. It fell to the Almohads in 1172.

#### TROOP NOTES

Almogavari were border troops. Slav foot were descendants of Mamluk soldiers who fled to Murcia after the capture of Valencia by the Taifa of Toledo in 1074.

#### HISTORICAL ENEMIES

Feudal Castile, León and Portuguese; Almohad; Early Crown of Aragon

## TAIFA OF MURCIA



ARMY COMMANDER	Army Commander 1		Any Instinctive			DATES		1147 CE to 1172 CE			
SUB-GENERALS	0	-3 Any Instinctive			TERRAIN		Coastal, Mountains				
Internal Allied Gener	<b>KALS</b>				САМР		Unfortified or Flexible; Poor or Average				
	ТүрЕ										
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	<b>OPTIONAL</b>	Min			
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE		
Christian knights (before	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	0	4,6		
1150 CE)	Formed Loose	Protected	-	Charging Lancer	_	14/	Wielee Expert (02)	12	4,0		
MIXED TUG COMPRISING	1/2 KNIGHTS AN	ID 1/2 SERGEANTS (FR	ом 1150 СЕ)								
Vnichte	CAVALRY	Average	-	Charging I an oar		132	Melee Expert (29)	0	4,6		
Knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	<del>-</del>	152	ivielee Expert (29)	6	4,0		
Sergeants	CAVALRY	Average	-			80	Melee Expert (23)	=			
Seigeants	Formed Loose	Protected	-	<u>-</u>	-	00	Meiee Expert (23)	=			
Christian spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77		0	6,8		
Christian spearmen	Formed Close	Protected	-		Siliciawan	//		24			
Andalusian spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	8	6,8		
Andalusian speamen	Tribal Close	Protected	-	31101t Spear	Siliciawali			24	- 0,0		
Levy spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	6,8		
Levy speamen	Tribal Close	Protected	-	Short Spear	Siliciawan	71	integral bilooters (4)	16	0,0		
Black spearmen	INFANTRY	Average	-	Short Spear	_	57	_	0	6,8		
Diack spearmen	Tribal Loose	Protected	-	Short Spear		07		8	0,0		
Berber spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	6,8		
	Tribal Close	Protected	-	Short Spear	Silicia wan	07	integral bilooters (o)	8	0,0		
Almogavari	INFANTRY	Average	-	Impact Weapon	Fleet of Foot	60	Melee Expert (10)	0	6,8,9		
1 milogavaii	Formed Flexibl	e Unprotected	-	iiipact weapoii	11001 01 1 001	00	ivielee Expert (10)	9	0,0,7		
Slav foot	INFANTRY	Average	-	Short Spear	_	77	7 Melee Expert (16)	0	6		
	Formed Flexibl	e Protected	-	onore opear	-	, ,	Tricice Expert (10)	6			

## TAIFA OF MURCIA



Andalusian or Berber cavalry	CAVALRY	Average	Experienced		_		Cantabrian (16),	6	4,6
Tuidalusian of Delber Cavany	Skirmisher	Unprotected	Javelin	<u>-</u>		47	Combat Shy (-4)	36	<del>-1,</del> 0
Andalusian horse archers	CAVALRY	Average	Experienced			57	Cantabrian (16),	0	4,6
	Skirmisher	Unprotected	Bow	-	-	37	Combat Shy (-4)	6	
Berber javelinmen	INFANTRY	Average	Experienced			29	Combat Shy (-4)	0	6,9
Derber javenninen	Skirmisher	Unprotected	Javelin	-	-	49		9	
Chirmighing archara	INFANTRY	Average	Experienced		Combat Shy	40	-	0	6,9
Skirmishing archers	Skirmisher	Unprotected	Bow	-	Collidat Sily	40		18	0,9
Slingers	INFANTRY	Average	Experienced		Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling	<u>-</u>	Combat sny	50		9	<b>-</b> 0,9

#### **NOTES**

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

#### CHANGES FROM LAST VERSION

### EARLY CROWN OF ARAGON



### 1150 TO 1336 €E

#### HISTORICAL NOTES

The Crown of Aragon was created in 1150 with the dynastic union resulting from the marriage of the Princess of Aragon Petronilla and the Count of Barcelona Ramon Berenguer IV. Barcelona became the cultural, administrative, and economic centre of the Crown of Aragon. Aragon secured Valencia by renouncing Aragonese rights to annexing Murcia. The Crown had significant influence in the south of France until the Albigensian Crusade brought the region firmly under the control of the King of France. At the Battle of Muret in 1213 Simon de Montfort's French army defeated the Aragonese army of Peter II and Peter himself was killed. By the Treaty of Meaux-Paris in 1229 the Crown of Aragon renounced its rights to these territories.

In 1282 Peter III responded to the request of the Sicilians against the Angevins and landed in Sicily. For the whole of the 14th century, Sicily was essentially an independent kingdom, ruled by relatives of the kings of Aragon, but for all intents and purposes they were Sicilian kings (see the Aragonese Sicilian list).

In 1312, the Catalans in Greece recognized the suzerainty of King Frederick III of Sicily, who appointed his son Manfred as Duke of Athens. The ducal title remained in the hands of the Crown of Aragon until 1388, but actual authority was exercised by a series of vicars-general (see the Catalan Company in Greece list).

#### **TROOP NOTES**

The Military Orders in Spain were more numerous than elsewhere but sometimes poorly disciplined. Almhughavars were border troops equipped with a couple of iron javelins called sagetes or escones, spear and short sword or dagger. Their fighting style involved missiles combined with a fierce charge.

#### HISTORICAL ENEMIES

Later Communal Italian; Almohad; Taifa of Murcia; Banu Ghaniya

## EARLY CROWN OF ARAGON



ARMY COMMANDER	1	Any Instinctive			DATES		1150 CE to 1336 CE		
SUB-GENERALS	0-	3 Any Instinctive			TERRAIN		Standard, Mountains		
Internal Allied Genera	ALS				САМР		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG Size
MIXED TUG COMPRISING 1	/2 KNIGHTS AN	d 1/2 sergeants							
Doot luichte	CAVALRY	Superior	-	Chansina I an ann	Davis stations Change	207	Malaa Erwanet (40)	0	4,6
Best knights	Formed Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	207	Melee Expert (40)	3	4,0
Post sorgonnts	CAVALRY	Superior	-		Devastating Chargers	131	Melee Expert (32)	=	
Best sergeants	Formed Loose	Protected	-	-	Devastating Chargers	131	Meiee Expert (32)	=	
MIXED TUG COMPRISING 1	/2 KNIGHTS AN	D 1/2 SERGEANTS							
Knights	CAVALRY	Average	-	Charging Lancer		132	Malaa Erraant (20)	3	4,6
	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	152	Melee Expert (29)	6	4,0
Sergeants	CAVALRY	Average	-			80	Melee Expert (23)	=	
Jergeants	Formed Loose	Protected	-		-	00	Meiee Expert (20)	=	
N A:1:4	CAVALRY	Superior	-	Chansina I an ann	D : C1	100	M 1 F . (40)	0	1.6
Military order knights	Tribal Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	189	Melee Expert (40)	8	4,6
Cavalls alforrats (from 1275	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145		0	4,6
CE)	Formed Loose	Protected	-	Short spear	Devastating Chargers	140	-	6	4,0
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77		0	6,8
	Formed Close	Protected	-	Short Spear	Siliciawan	//	_	24	
Crossbowmen	INFANTRY	Average	Experienced	_	_	80	Combat Shy (-22)	0	6,8
Crossoowinen	Formed Loose	Protected	Crossbow			00	Contoat Sity (-22)	16	0,0
Almughavars (after 1150 CE)	INFANTRY	Average	-	Impact Weapon	Fleet of Foot	60	Melee Expert (10)	0	6,8,9
	Formed Flexible	0 11 7 1 1 1 1 1 1 1	-	inpact Weapon	I FIEEL OF FOOL		U Melee Expert (10)	36	0,0,7
Jinetes	CAVALRY	Average	Experienced	Short Spear	<u>-</u>	52	Cantabrian (16)	0	4,6
	Skirmisher	Unprotected	Javelin	Snort Spear	<del>-</del>		Salitatifian (10)	12	.,0

## EARLY CROWN OF ARAGON



Skirmishing javelinmen	INFANTRY	Average	Experienced		_	29	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Javelin			27	Combat Sily (-4)	9	0,7
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	45	-	0	6.9
	Skirmisher	Unprotected	Crossbow	<u>-</u>	Collidat Sily	40		9	U, 9
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40	-	0	6.9
Skillinstling archers	Skirmisher	Unprotected	Bow	<u>-</u>	Collidat Sily	40		9	- 0,9
Slingers	INFANTRY	Average	Experienced		Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling	<del>-</del>	Comoat sny	30		9	- 0,9

#### **ALLIES**

Languedoc and Cathar allies - Southern Medieval French (from 1166 to 1213 CE)

#### Notes

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

#### CHANGES FROM LAST VERSION

### NORTHERN MEDIEVAL FRENCH



### 1150 TO 1337 €E

#### **HISTORICAL NOTES**

This list represents the armies of the King of France or armies commanded on his behalf by royal princes. It also represents armies of peers from northern France and Gascony. In 1154 the coronation of Henry II of England resulted in him controlling Normandy (an English possession), Anjou (inherited from his father), Aquitaine (through his marriage to Eleanor) and Brittany (as his vassal). The English king could as a result hold as much or greater power than his nominal overlord. The reign of Philip II Augustus from 1179 to 1223 saw the French royal domain and influence expand. He spent much of his reign fighting the Angevins. Philip used Henry II's son, Richard, against him. When Richard replaced his father as King, he and Philip went on the Third Crusade. During the Crusade they fell out. Richard was on the verge of defeating Philip when he was killed. The balance of power only shifted after the defeat of the Imperialist allies of King John at Bouvines in 1214. The defeat of a French invasion of England in 1217, still left Gascony in the south-west as the only English territory in France.

The Albigensian or Cathar Crusade. was primarily fought by the French crown to both destroy the Cathar faith. From 1209 to 1215 it was successful, but a series of revolts over the next 10 years caused many lands to be lost. A renewed crusade resulted in the Treaty of Paris in 1229 which realigned the County of Toulouse into France and the capture of the Cathar fortress in 1244 drove the religion underground.

King Louis IX reigned from 1226 to 1270. Under his reign France became more centralised. His successor Philip III saw an opportunity to capture the entire Spanish March, but his Aragonese Crusade ended in disaster and he died shortly afterwards. Philip IV focused his efforts against the English and in Northern France. He won a spectacular victory at Courtrai in 1302 against the Flemish. This period also saw the creation of the Auld Alliance with Scotland. The death of Charles IV in 1328 was to trigger the Hundred Years' War.

#### TROOP NOTES

Northern French knights had a reputation for their ferocious charge.

Ribauds were originally a militia raised in Paris in 1138 by Philip II. They were disbanded by Philip V as being too undisciplined. The term was used for peasants who would follow the knights, slitting the throats of the wounded who were considered not worth a ransom. This doesn't seem to justify treating them as a separate UG.

#### **HISTORICAL ENEMIES**

Feudal English; Medieval English; Early Medieval Low Countries; Feudal German; Later Communal Italian; Imperial German; Southern Medieval French; Hafsid

# NORTHERN MEDIEVAL FRENCH



ARMY COMMANDER		1	Any Instinctive			DATES		1150 CE to 1337 CE		
SUB-GENERALS		0-1	Any Instinctive			TERRAIN		Standard, Coastal, Fore	est	
Internal Allied Gener	ALS	0-2	Any Instinctive			Самр		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min	
NAME	FORMATIO	ON	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
MIXED TUG COMPRISING	<b>1/2</b> қиі <b>с</b> нтѕ	AND	1/2 SERGEANTS							
Vnichte	CAVALR	Y	Superior	-	Charging I an agr	Davidatatina Characas	207	Malaa Exmant (40)	6	4,6
Knights	Formed Lo	ose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	15	4,0
Sergeants	CAVALR	Y	Superior	-		Devastating Chargers	131	Melee Expert (32)	=	
Jergeants	Formed Lo	ose	Protected	-	_	Devastating Chargers	101	Tvicice Expert (02)	=	
Separate sergeants	CAVALR	Y	Average	-	Charging Lancer		105	Melee Expert (23)	0	4,6
Separate sergeants	Formed Lo	ose	Protected	-	Charging Lancer	-	100	Meiee Expert (23)	6	4,0
Spearmen	INFANTE		Average	-	Short Spear	Shieldwall	77	_	8	6,8
	Formed Cl		Protected	-	onort spear	Sincia wan	, ,		32	0,0
Crossbowmen	INFANTE		Average	Experienced	_	_	80	Combat Shy (-22)	0	6,8
	Formed Lo		Protected	Crossbow				Goineat Bity (22)	8	0,0
Genoese or mercenary	INFANTE		Average	Experienced	_	_	85	Combat Shy (-22)	0	6,8
crossbowmen	Drilled Lo		Protected	Crossbow				Goineacony (22)	8	o, <b>o</b>
Archers	INFANTE		Average	Experienced	_	_	48	Combat Shy (-14)	0	4,6
Therese	Tribal Loc		Unprotected	Bow					8	.,.
Low countries spearmen	INFANTE		Average	-	Long Spear	_	86	_	0	6,9
	Formed Cl		Protected	-	20118 0 pear				9	<u> </u>
Peasants	INFANTE		Poor	Unskilled	Short Spear	<del>-</del>	25	-	0	9,10,12
	Tribal Loc		Unprotected	Javelin	21101t Spear				24	7,10,12
Bidets, bidowers or Breton	INFANTE		Average	Experienced	_	-	29	<del>-</del>	0	6,9
javelinmen	Skirmish	er	Unprotected	Javelin			27		9	٥,,

## NORTHERN MEDIEVAL FRENCH



Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Skiiiiisiiiig arciieis	Skirmisher	Unprotected	Bow	-	Collidat Sily	40	-	9	0,9
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	45		0	6,9
Skiiilisiiiig ciossoowiileii	Skirmisher	Unprotected	Crossbow	-	Collidat Sily	40	-	9	0,9

### ALLIES

Navarrese allies - Feudal Navarrese (from 1234 to 1327 CE)

Navarrese allies - Medieval Navarrese (from 1328 CE)

### Notes

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

### CHANGES FROM LAST VERSION

## SOUTHERN MEDIEVAL FRENCH



### 1150 **TO** 1337 €E

### **HISTORICAL NOTES**

This list represents the armies raised from southern France including the army of Charles of Anjou that invaded Sicily.

### TROOP NOTES

Southern French knights do not seem to have had the same reputation as their Northern counterparts.

### **HISTORICAL ENEMIES**

Later Communal Italian; Hohenstaufen Sicilian; Hohenstaufen German; Northern Medieval French

# SOUTHERN MEDIEVAL FRENCH



ARMY COMMANDER		1	Any Instinctive			DATES		1150 CE to 1337 CE		
SUB-GENERALS	_	0-1	Any Instinctive			TERRAIN		Standard, Coastal, Mou	ıntains	
Internal Allied Gene	RALS	0-2	Any Instinctive			Самр		Unfortified or Flexible;	Poor or Av	erage
	Түрв									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min	
Name	FORMATIO	1	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG Size
MIXED TUG COMPRISING	1/2 KNIGHTS	AND	1/2 SERGEANTS							
Deat lesights	CAVALRY	7	Superior	-	Chanaina I an ann	Davis at a time. Change	207	Malaa Erwant (40)	0	4,6
Best knights	Formed Loc	se	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	4	4,0
Best sergeants	CAVALRY	[	Superior	-		Devastating Chargers	131	Melee Expert (32)	=	
Dest sergeants	Formed Loc	se	Protected	-	-	Devastating Chargers	131	Meiee Expert (32)	=	
MIXED TUG COMPRISING	1/2 KNIGHTS	AND	1/2 SERGEANTS							
Valata	CAVALRY	7	Average	-	Chanaina I an ann		132	Malaa Erwant (20)	4	4,6
Knights	Formed Loc	se	-/Fully Armoured	-	Charging Lancer	-	152	Melee Expert (29)	12	4,0
Sergeants	CAVALRY	7	Average	-			80	Melee Expert (23)	=	
Jergeants	Formed Loc	se	Protected	-	-	-	00	Wielee Expert (20)	=	
Canamata	CAVALRY	7	Average	-	Chanaina I an ann		105	Malaa Erwant (22)	0	1.6
Separate sergeants	Formed Loc	se	Protected	-	Charging Lancer	-	105	Melee Expert (23)	6	4,6
Spearmen	INFANTR	Y	Average	-	Short Spear	Shieldwall	77		8	6,8
Speamien	Formed Clo		Protected	-	Short spear	Siliciawali	//	-	32	0,0
Crossbowmen	INFANTR		Average	Experienced	_	_	80	Combat Shy (-22)	0	6,8
Grossoowinen	Formed Loc		Protected	Crossbow			00	Combat bily ( 22)	8	0,0
Genoese or mercenary	INFANTR		Average	Experienced	_	_	85	Combat Shy (-22)	0	6,8
crossbowmen	Drilled Loo		Protected	Crossbow				Contout only ( 22)	8	<u></u>
Peasants	INFANTR		Poor	Unskilled	Short Spear	-	25	-	0	8,9,10
	Tribal Loos		Unprotected	Javelin	3110110 2 2 2 2 2 2				16	0,7,20
Aragonese cavalry	CAVALRY		Average	Experienced	Short Spear	-	52	Cantabrian (16)	0	4,6
	Skirmishe	r	Unprotected	Javelin	322222			2000.000.000.000	6	., -

## SOUTHERN MEDIEVAL FRENCH



2.1. 1 . 1.	INFANTRY	Average	Experienced					0	
Bidets or basque javelinmen	Skirmisher	Unprotected	Javelin		-	29	-	9	6,9
Chirminhing archara	INFANTRY	Äverage	Experienced		Combat Shy	40		0	6,9
Skirmishing archers	Skirmisher	Unprotected	Bow	-	Combat Sny	40	-	9	0,9
Skirmiching croschovemen	INFANTRY	Average	Experienced		Combat Shy	45		0	6.9
Skirmishing crossbowmen	Skirmisher	Unprotected	Crossbow	-	Compatibily	40	-	9	0,9

### Notes

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

### CHANGES FROM LAST VERSION

## MEDIEVAL GRANADINE



### 1228 TO 1492 CE

#### **HISTORICAL NOTES**

This list covers the armies of the Islamic Spanish states of Murcia and Granada.

The Murcian state formed when the governor Ibn Hud revolted against the Almohades in 1228. It collapsed after he was murdered by a subordinate in 1238.

The Granadine state was founded by Ibn al-Ahmar in 1232 after rebelling against Ibn Hud. Mohammed I ibn Nasr aligned Granada with Ferdinand III of Castile in 1246, creating a tributary state under Castille. At various times it also held the African city of Cueta (opposite Gibraltar). Granada's peace with Castile broke down on various occasions. Granada lost territory to Castile at the Battle of Teba in 1330. In 1340, Granada under Yusuf I supported the failed Marinid invasion of the Iberian Peninsula, which ended at the Battle of Río Salado. The state finally collapsed after a 10 year war in 1492.

### TROOP NOTES

Granadine armies were a mixture of native Andalusian troops and African mercenary regiments. The African regiments could be Berber, Sudanese, or sub-Saharan Africans.

### **HISTORICAL ENEMIES**

Almohad; Medieval Castilian; Later Castilian; Marinid

# MEDIEVAL GRANADINE



ARMY COMMANDER		1	Any Professional			DATES		1228 CE to 1492 CE		
SUB-GENERALS		0-3	Any Professional			TERRAIN		Coastal, Mountains		
Internal Allied Genera	LS					Самр		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>O</b> PTIONAL	Min	
Name	FORMATION	1	Protection	Weaponry	<b>Weaponry</b>	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Cavalry fighting in Arab style	CAVALRY	7	Superior	-	Long Spear	_	161	_	0	4,6
	Formed Loc		Protected	-	Long Spear		101	_	12	7,0
Cavalry fighting in Christian	CAVALRY	7	Average	-	Charging Lancer	_	132	Melee Expert (29)	0	4,6
style (before 1340 CE)	Formed Loc		-/Fully Armoured	-	Charging Lancer		102	Wielee Expert (27)	6	4,0
Peasant crossbowmen	INFANTR'	Y	Average	Experienced		_	53	Combat Shy (-14)	16	6,8
	Tribal Loos	е	Unprotected	Crossbow			00	Collidat Sily (-14)	80	
Spearmen	INFANTR'	Y	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
Speamien	Formed Clo	se	Protected	-	Short Spear	Siliciawali	//	Collidat Sily (-22)	12	0,0
Crossbowmen	INFANTR'	Y	Average	Experienced			80	Combat Shy (-22)	0	6,8
Ciossoowiiicii	Formed Loc	se	Protected	Crossbow			00	Combat 511y (-22)	8	0,0
Archers	INFANTR'	Y	Average	Experienced			75	Combat Shy (-22)	0	6
Auchers	Formed Loc	se	Protected	Bow	-	-	70	Combat Sify (-22)	6	0
Mounted crossbowmen	CAVALRY	7	Average	Experienced			70	Combat Shy (-5)	0	4,6
- Iviounted crossoowinen	Skirmishe	r	Protected	Crossbow			70	Collidat Sily (-0)	6	4,0
Jinetes	CAVALRY	7	Average	Experienced	Short Spear		52	Cantabrian (16)	8	4,6
Jilletes	Skirmishe	r	Unprotected	Javelin	31101t Spear	-	02	Calitabilali (10)	30	4,0
Skirmishing crossbowmen	INFANTR'	Y	Average	Experienced		Combat Shy	45		0	4,6
Skilllishing crossoowhien	Skirmishe	r	Unprotected	Crossbow	-	Collidat Sily	40	-	6	4,0
Handgunners (from 1400	INFANTR'	Y	Average	Experienced		<u> </u>	40	Combat Shy (-5)	0	6,9
CE)	Skirmishe	r	Protected	Firearm	<u>-</u>	<del>-</del>	40	Collidat Sily (-0)	9	0,7
Guns (from 1340 CE)	ARTILLER	Y	Average	Experienced		Combat Shy	108	Barricades (16)	0	2
Guiis (HOIH 1340 CE)	Skirmishe	r	Unprotected	Light Art	_ <u>-</u>	Compatibility	100	Dallicaues (10)	2	

# MEDIEVAL GRANADINE



### CHANGES FROM LAST VERSION

## **MEDIEVAL NAVARRESE**



### 1328 TO 1379 €E

#### HISTORICAL NOTES

This list covers the armies of the Kingdom of Navarre from the ascension of the Philip III as co-ruler with his wife Joan II in 1328. Charles IV of France who was also Charles I of Navarre was the last direct Capetian King of France. Philip III supported his cousin, Philip of Valois in the Hundred Years' War but then joined the crusade against the Kingdom of Granada during which he died. When Joan II died in 1349, she was succeeded by her son Charles III known as Charles the Bad. Charles managed to end up being trusted by neither the English nor the French. His claim to the Burgundian throne after the death of his second cousin, Philip I, Duke of Burgundy in 1361 was quickly dismissed. His attempts to expand his territories in both France and Spain backfired and by 1379 he had lost his French possessions and Navarre had been devastated and impoverished by war. Charles III set about improving the infrastructure of his kingdom and mending strained relations with France.

### TROOP NOTES

Medieval Navarrese armies tended to rely on a greater proportion of mercenaries as the resources of Navarre itself were somewhat limited.

### HISTORICAL ENEMIES

Despotate of the Morea; Albanian Principalities; 100 Years War French

# MEDIEVAL NAVARRESE



ARMY COMMANDER		1 Any Instinctive			DATES		1328 CE to 1379 CE		
Sub-Generals	0	-3 Any Instinctive			Terrain		Standard, Coastal, Mou	ıntains	
Internal Allied Geni	ERALS				Самр		Unfortified or Flexible;	Poor or Av	rerage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	<b>M</b> ANDAT <b>OR</b> Y	BASE	<b>O</b> PTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Mixed TuG comprising	G $1/2$ KNIGHTS AN	D 1/2 SERGEANTS							
Navarrese knights	CAVALRY	Average	-	Charging Lancer	_	132	Melee Expert (29)	2	4,6
ivavairese kingiits	Formed Loose	-/Fully Armoured	-	Charging Lancer		102	Tvicice Expert (27)	3	<del>-1,</del> 0
Navarrese sergeants	CAVALRY	Average	-	_	_	80	Melee Expert (23)	=	
rvavarrese sergearis	Formed Loose	Protected	-			00	Tviciec Expert (20)	=	
MIXED TUG COMPRISING	G $1/2$ KNIGHTS AN	ID 1/2 SERGEANTS							
Norman knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4,6
	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Meiee Expert (40)	4	4,0
Norman sergeants	CAVALRY	Superior	-	_	Devastating Chargers	131	Melee Expert (32)	=	
1 voiman sergeants	Formed Loose	Protected	-		Devastating Chargers	101	Tviciec Expert (02)	=	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6),	6	6,8,9
Javenninen	Formed Loose	Protected	Javelin	Short spear	-	70	Combat Shy (-22)	36	0,0,9
Crossbowmen	INFANTRY	Average	Experienced		Combat Shy	48		0	6,8
Clossoowilleli	Tribal Loose	Protected	Crossbow	-	Combat Sily	40	-	8	0,0
Bidets	INFANTRY	Average	Experienced	_	_	29	Combat Shy (-4)	0	6.9
	Skirmisher	Unprotected	Javelin					18	<u> </u>
Slingers	INFANTRY	Average	Experienced	_	Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling					18	~,~
Guns	ARTILLERY	Average	Experienced	_	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	

## MEDIEVAL NAVARRESE



ENGLISH CONTINGENT UNI	Inglish contingent under its own sub-general (from 1350 to 1378 CE)											
LONGBOWMEN AND MEN A	T ARMS (MIXED TO	JG, HALF WITH MEL	EE EXPERT)									
Longbowmen with men-at-	INFANTRY	Average	Experienced		Melee Expert	106	Dismountable (10),	3	6,8			
arms	Formed Loose	Protected	Powerbow	-	Meiee Expert	100	Barricades (40)	6	0,0			
Longbowmen	INFANTRY	Average	Experienced			90	Dismountable (10),	=				
Longoowmen	Formed Loose	Protected	Powerbow	-	-	90	Barricades (40)	=				
Congrete men et erme	INFANTRY	Average	-	2-H Cut-Crush		138	Melee Expert (22),	0	1			
Separate men-at-arms	Drilled Close	Fully Armoured	-	2-11 Cut-Clusii	-	130	Dismountable (13)	4	4			
Replace mixed TuGs with	INFANTRY	Average	Experienced			90	Dismountable (10),		6,8			
longbowmen	Formed Loose	Protected	Powerbow	_	-	90	Barricades (40)	Any				

#### **ALLIES**

Free Company allies (from 1350 CE)

### **Notes**

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

English troops are only mandatory if an English contingent is taken. Minima and maxima for longbowmen and men-at-arms TuGs are for the longbowmen with men-at-arms. An equal number of longbowmen must be taken. Note: If Barricades are taken, all the longbowmen must take it. The Barricades characteristic may be replaced with the Obstacle characteristic. TuGs of men-at-Arms and longbowmen may pass through each other in the Movement Phase without causing KaBs on either.

An English contingent cannot be taken with Free Company allies.

### CHANGES FROM LAST VERSION



### 1336 TO 1479 CE

#### **HISTORICAL NOTES**

This list covers the mainland armies of the Crown of Aragon from the coronation of Pere IV in 1336 until the dynastic union in 1479. By 1420 the Aragonese Kingdom of Sardinia finally extended throughout the island having taken nearly a century to achieve. The Greek possessions were permanently lost to Nerio I Acciaioli in 1388, but the Kingdom of Naples was added finally in 1442 by the conquest led by Alfonso V.

### **TROOP NOTES**

Spanish armies were influenced from the 1365 by the involvement of the English and French in the affairs of Spain.

### HISTORICAL ENEMIES

Early Italian Condotta; Kingdom of Naples; Medieval Castilian; Kingdom of Tiemcen



ARMY COMMANDER	1	Any			DATES		1336 CE to 1479 CE		
SUB-GENERALS	0-	3 Any			Terrain		Standard, Mountains		
Internal Allied Gener	ALS 0-	1 Any Professional (Fre	e Company ally)		Самр		Unfortified or Fortified;	Poor or Av	rerage
	Түрв								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min	
NAME	Formation	Protection	Weaponry	<b>Weaponry</b>	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
MIXED TUG COMPRISING	1/2 KNIGHTS ANI	1/2 SERGEANTS							
Best knights	CAVALRY	Superior	-	Charging Lancor	Devastating Chargers	207	Melee Expert (40)	0	4,6
Dest kinghts	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	4	4,0
Best sergeants	CAVALRY	Superior	-		Devastating Chargers	131	Melee Expert (32)	=	
Dest sergeants	Formed Loose	Protected	-	-	Devastating Chargers	151	Meiee Expert (32)	=	
MIXED TUG COMPRISING	1/2 KNIGHTS ANI	1/2 SERGEANTS							
Knights	CAVALRY	Average	-	Charaina I an aar		132	Melee Expert (29)	4	4,6
Kilights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	152	Meiee Expert (29)	6	4,0
Sergeants	CAVALRY	Average	-			80	Melee Expert (23)	=	
Seigeants	Formed Loose	Protected	-	-		00	Wielee Expert (20)	=	
N A:1:+===================================	CAVALRY	Superior	-	Chanaina I an ann	Devastating Chargers	189	Melee Expert (40)	0	4
Military order knights	Tribal Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	189	Meiee Expert (40)	4	4
Spearmen (before 1450 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
Speamen (before 1450 CE)	Formed Close	Protected	-	31101t Spear	Siliciawali	//	Collidat Sily (-22)	24	0,0
Spearmen (from 1450 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
	Formed Close	Protected	-	Short Spear	Sinciawan	, ,	Comoat bily (22)	12	0,0
Pikemen (from 1450 CE)	INFANTRY	Average	-	Pike	Shove	95	Orb (2)	0	8
Tikemen (nom 1 100 GE)	Formed Close	Protected	-	TINC	Shove		010 (2)	24	
Crossbowmen	INFANTRY	Average	Experienced	_	<u>-</u>	80	Combat Shy (-22)	8	6,8
	Formed Loose	Protected	Crossbow					32	<u> </u>
Almughavars (before 1400	INFANTRY	Superior	-	Impact Weapon	Fleet of Foot	84	Melee Expert (15)	0	6,8,9
CE)	Formed Flexible	Unprotected	-		11000 01 1 000	<u> </u>	(10)	18	



Almughavars (from 1400 CE)	INFANTRY	Average	-	Impact Weapon		82	Melee Expert (16)	0	6,8,9
Allitugilavais (HOIII 1400 CE)	Formed Flexible	Protected	-	- IIIIpact Weapoil	-	02	Meiee Expert (10)	18	0,0,9
linetes	CAVALRY	Average	Experienced	Short Spear		61	Cantabrian (20)	0	4,6
Jilletes	Skirmisher	Protected	Javelin	Short Spear	-	01	Calitabilali (20)	12	4,0
Mounted crossbowmen	CAVALRY	Average	Experienced	_	_	70	Combat Shy (-5)	0	4,6
Tviounted crossbownnen	Skirmisher	Protected	Crossbow	_	_	70	Collibationly (-0)	6	7,0
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	45		0	6,9
	Skirmisher	Unprotected	Crossbow		Collidat 511y	40		18	0,7
Javelinmen	INFANTRY	Average	Experienced	_	_	29	Combat Shy (-4)	0	6,9
Javeninien	Skirmisher	Unprotected	Javelin			47	Combat Sily (-4)	9	0,2
Archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Alcheis	Skirmisher	Unprotected	Bow	-	Compatibility	40	-	9	0,9
Handgunners (from 1400	INFANTRY	Average	Experienced			40	Combat Shy (-5)	0	6,9
CE)	Skirmisher	Protected	Firearm			40	Combat Sily (-0)	9	0,2
Guns	ARTILLERY	Average	Experienced		Combat Shy	108	Barricades (16)	0	2
Guils	Skirmisher	Unprotected	Light Art		Collidat 511y	100	Darricades (10)	2	<i>Δ</i>
Cannons (from 1380 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	184		0	2
Calmons (Hom 1900 CL)	Skirmisher	Unprotected	Heavy Art		Shy	104		2	Δ
FREE COMPANY CONTINGEN	NT (ONLY IN 1365	CE)							
17 . 1 .	CAVALRY	Superior	-	C1 : I	Devastating Chargers,	016	NA 1 E (40)	4	4.6
Knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Dismountable	216	Melee Expert (40)	6	4,6
Crossbowmen	INFANTRY	Average	Experienced			80	Combat Chr. (20)	6	6,8
Clossoominen	Formed Loose	Protected	Crossbow		-	80	Combat Shy (-22)	8	- 0,8
ALLIES									

French allies - French Ordonnance (from 1462 to 1466 CE)



### Notes

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

Free Company knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush.

A Free Company ally may only command a Free Company contingent. Free Company troops are only mandatory if the contingent is taken.

### CHANGES FROM LAST VERSION

### **MEDIEVAL CASTILIAN**



### 1350 TO 1476 €E

#### **HISTORICAL NOTES**

Pedro (Peter) I of Castile succeeded his father in 1350 CE and ruled until 1369. From 1356 to 1366, Pedro engaged in constant wars with Aragon. In 1366 his bastard brother, Henry of Trastámara, led an army of free company soldiers against Pedro. Pedro abandoned the kingdom and eventually sought refuge with the Edward, the Black Prince. Edward restored him to the throne after the Battle of Nájera in 1367, but left Spain after Pedro had failed to pay his costs. Henry of Trastámara returned to Castile in September 1368. Henry and Pedro met in battle at Montiel. Pedro's army was beaten, and he took refuge in the fortress. Pedro was betrayed by Du Guesclin who was Henry's envoy and killed by Henry himself. Henry and his successor John I then went to war against Portugal and England in the Hundred Years' War. They had to fight off the attempts of John of Gaunt, to claim the Castilian throne in right of his second wife, Pedro's daughter. The defeats John I suffered in Trancoso and at the Battle of Aljubarrota in May and August 1385 had ended any possibility of his reigning as king of Portugal.

John II ruled from 1406 to 1454, his uncle Ferdinand I of Aragon ruled as regent for much of his minority. The marriage of Ferdinand II of Aragon and Isabella I of Castile, in 1469, began, a familial union of the two kingdoms.

#### TROOP NOTES

Castilian forces could be entirely mounted.

### HISTORICAL ENEMIES

Free Company; Later 100 Years War English; French Ordonnance; Medieval Granadine; Crown of Aragon; Medieval Portuguese; Marinid

# MEDIEVAL CASTILIAN



ARMY COMMANDER	1	Any			DATES		1350 CE to 1476 CE		
SUB-GENERALS	0-3	Any			TERRAIN		Standard, Plains, Moun	tains	
Internal Allied Gener	(ALS				Самр		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min	
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
MIXED TUG COMPRISING	1/2 KNIGHTS AND	1/2 SERGEANTS							
Spanish knights	CAVALRY	Average	-	Charging Lancar		132	Melee Expert (29)	4	4,6
Spanish kinghts	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	132	ivielee Expert (29)	12	4,0
Corgonate	CAVALRY	Average	-			80	Melee Expert (23)	=	
Sergeants	Formed Loose	Protected	-	-	-	80	Melee Expert (23)	=	
French or Free Company	CAVALRY	Superior	-	Classia I aman	Devastating Chargers,	216	λ 4 · 1 · · · Γ · · · · · · · · (40)	0	1.6
knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Dismountable	210	Melee Expert (40)	8	4,6
Military order knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	189	Melee Expert (40),	0	4,6
Tyllitary Order Kinglits	Tribal Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	109	Dismountable (9)	8	4,0
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
Speamen	Formed Close	Protected	-	Short Spear	Siliciawan	//	Controat Sity (-22)	16	0,0
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	_	70	Shoot & Charge (6),	0	6,8,9
Javeninien	Formed Loose	Protected	Javelin	Short Spear		, 0	Combat Shy (-22)	9	
Crossbowmen	INFANTRY	Average	Experienced		_	80	Combat Shy (-22)	0	6,8
Crossoowinen	Formed Loose	Protected	Crossbow	_	_	00	Comoat Sily (-22)	24	0,0
Archers	INFANTRY	Average	Experienced	_	_	75	Combat Shy (-22)	0	6,8
7 deficis	Formed Loose	Protected	Bow			70	Comoat Sily (22)	8	0,0
Jinetes	CAVALRY	Average	Experienced	Short Spear		61	Cantabrian (20)	4	4,6
	Skirmisher	Protected	Javelin	onor opear		01	Garraorian (20)	12	1,0
Light cavalry	CAVALRY	Average	Experienced			47	Cantabrian (16),	0	4,6
	Skirmisher	Unprotected	Javelin		-	7/	Combat Shy (-4)	6	<del>т,</del> о

## MEDIEVAL CASTILIAN



Mounted crossbowmen	CAVALRY	Average	Experienced	_		70	Combat Shy (-5)	0	4,6
iviounted crossbownnen	Skirmisher	Protected	Crossbow	-	-	70	Collidat Sily (-3)	6	4,0
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	45		0	6,9
Skiiiiisiiiiig Clossoowiiieii	Skirmisher	Unprotected	Crossbow	-	Combat Sily	40	-	18	0,9
Javelinmen	INFANTRY	Average	Experienced			29	Combat Shy (-4)	0	6,9
Javeninnen	Skirmisher	Unprotected	Javelin	-	-	49	Combat Sily (-4)	9	0,9
Archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Auchers	Skirmisher	Unprotected	Bow	-	Combat Sily	40	-	9	0,9
Handgunners (from 1400	INFANTRY	Average	Experienced			40	Combat Shy (-5)	0	6,9
CE)	Skirmisher	Protected	Firearm	-	-	40	Collidat Sily (-5)	9	0,9
Guns	ARTILLERY	Average	Experienced		Combat Shy	108	Barricades (16)	0	2
Guiis	Skirmisher	Unprotected	Light Art	-	Combat sny	100	Dallicades (10)	2	2
Cannons (from 1380 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	184		0	2
Califiolis (Holli 1300 CE)	Skirmisher	Unprotected	Heavy Art	- <u>-</u>	Shy	104	-	2	- 4

### **ALLIES**

Free Company allies (only before 1390 CE)

Navarrese allies - Medieval Navarrese (from 1410 CE)

Aragonese allies - Crown of Aragon (from 1410 to 1476 CE)

### Notes

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

French, Free Company or Military Order knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush. Only one external ally may be taken.

### CHANGES FROM LAST VERSION

## MEDIEVAL PORTUGUESE



### 1350 TO 1500 €E

#### **HISTORICAL NOTES**

From 1365 Ferdinand I became embroiled in wars against Castile, partly due to the intrigues of John of Gaunt. When Ferdinand died in 1383, he left no male heir. Ferdinand's illegitimate brother John claimed the throne and had secured it by 1385 despite an invasion from Castile. John ruled until 1433 and during his reign Cueta in Africa was captured from the Marinid sultan of Morocco. Between 1458 and 1471 under Alfonso V, Portugal captured further Moroccan territories. These helped establish Portugal as a trading nation and laid the foundations for the Portuguese empire.

#### TROOP NOTES

The Portuguese made use of javelinmen armed with a spear as well as javelins. Pits, ditches, and caltrops were used on occasions, such as at the Battle of Ajubarrota in 1385.

### **HISTORICAL ENEMIES**

Medieval Castilian; Later Castilian; Marinid

# MEDIEVAL PORTUGUESE



ARMY COMMANDER		1	Any			DATES		1350 CE to 1500 CE		
SUB-GENERALS		0-3	Any			TERRAIN		Coastal, Mountains		
INTERNAL ALLIED GENER	ALS					САМР		Unfortified or Fortified	l; Poor or Ave	rage
	ТүрЕ									
	TRAINING AN	D	QUALITY	SHOOTING SKILL	Melee	<b>M</b> ANDAT <b>OR</b> Y	BASE	<b>OPTIONAL</b>	<b>M</b> in	
Name	Formation		Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SEZE
MIXED TUG COMPRISING	1/2 KNIGHTS A	ND 1	l/2 sergeants							
Doct Dortugues Inights	CAVALRY		Superior	-	Charging I an aar	Devastating Chargers	207	Melee Expert (40),	0	4,6
Best Portuguese knights	Formed Loos	se	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	3	4,0
Post sergennts	CAVALRY		Superior	-		Devastating Chargers	131	Melee Expert (32),	=	
Best sergeants	Formed Loos	se	Protected	-	-	Devastating Chargers	131	Dismountable (7)	=	
MIXED TUG COMPRISING	1/2 KNIGHTS A	ND 1	l/2 SERGEANTS							
D	CAVALRY		Average	-	Chamina I aman		132	Melee Expert (29),	2	1.6
Portuguese knights	Formed Loos	se	-/Fully Armoured	-	Charging Lancer	-	152	Dismountable (6)	6	4,6
Corgonata	CAVALRY		Average	-			80	Melee Expert (23),	=	
Sergeants	Formed Loos	se	Protected	-	-	-	00	Dismountable (5)	=	
Free Company knights	CAVALRY		Superior	-	Chamina I aman	Devastating Chargers,	216	λ 4 . 1 (40)	0	1.6
(before 1444 CE)	Formed Loos	se	-/Fully Armoured	-	Charging Lancer	Dismountable	210	Melee Expert (40)	6	4,6
Military order knights	CAVALRY		Superior	-	Charging I an aar	Devastating Chargers	189	Melee Expert (40),	0	4
Military order kinging	Tribal Loos	е	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	109	Dismountable (9)	4	4
Spearmen	INFANTRY	7	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
Speamen	Formed Clos	se	Protected	-	Siloit spear	Siliciawali	//	Comoat 3ny (-22)	16	0,0
Crossbowmen	INFANTRY	7	Average	Experienced			80	Combat Shy(-22),	0	6,8
Crossoowillen	Formed Loos		Protected	Crossbow	_		00	Obstacles (20)	24	0,0
Archers	INFANTRY		Average	Experienced		_	54	Combat Shy (-14),	0	6,8
1 11 011013	Formed Loos		Unprotected	Bow			O I	Obstacles (13)	24	
Upgrade archers	INFANTRY		Average	Experienced		_	75	Combat Shy(-22),		6,8
	Formed Loos	se	Protected	Bow			7.0	Obstacles (20)	Up to half	<u> </u>

## MEDIEVAL PORTUGUESE



Javelinmen	INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6),	0	6,8,9
Javenninen	Formed Loose	Protected	Javelin	Short spear	-	70	Combat Shy (-22)	24	0,0,9
Jinetes	CAVALRY	Average	Experienced	Short Spear		61	Cantabrian (20)	0	4,6
Jilletes	Skirmisher	Protected	Javelin	Short spear	-	01	CalitaUliali (20)	6	4,0
Mounted crossbowmen	CAVALRY	Average	Experienced			70	Combat Shy (-5)	0	4,6
Mounted Clossbowillen	Skirmisher	Protected	Crossbow	-	-	70	Collidat Sily (-0)	6	4,0
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	45		0	6,9
Skilllishing crossbownien	Skirmisher	Unprotected	Crossbow	-	Collidat Sily	40	-	18	0,9
Skirmishing javelinmen	INFANTRY	Average	Experienced			29	Combat Shy (-4)	0	6,9
Skiillisiillig javeillillieli	Skirmisher	Unprotected	Javelin	-	-	<i>∆ y</i>	Collidat Sily (-4)	9	0,9
Archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Archers	Skirmisher	Unprotected	Bow	-	Collidat Sily	40	-	9	0,9
Handgunners (from 1400	INFANTRY	Average	Experienced			40	Combat Shy (-5)	0	6,9
CE)	Skirmisher	Protected	Firearm	-	-	40	Collidat Sily (-0)	9	0,9
Cuna	ARTILLERY	Average	Experienced		CombatChy	108	Barricades (16)	0	2
Guns	Skirmisher	Unprotected	Light Art	_	Combat Shy	100	Dailicades (10)	2	
Cannons (from 1380 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	184		0	2
Camions (nom 1500 CE)	Skirmisher	Unprotected	Heavy Art	_	Shy	104	<u>-</u>	2	

### ALLIES

English allies - Early 100 Years War English (from 1365 to 1390 CE)

Castilian allies - Medieval Castilian (from 1474 to 1476 CE)

### **Notes**

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

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

Free Company knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush.

### CHANGES FROM LAST VERSION

Corrected note on dismounted knights. Portuguese knights dismountable.



# MAGNA ARMY LISTS

### **CALCULATING POINTS**

Army points are calculated as follows:

### GENERALS - MAGNA

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

### **CAMPS**

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

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

### **UGs**

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

### **Notes**

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

# **EARLY CATALAN AND ARAGON**



Army Commander		1	Any Instinctive			DATES		988 CE to 1149 CE		
Sub-Generals		0-3	Any Instinctive			TERRAIN		Standard, Mountains		
Internal Allied Genera	ALS					Самр		Unfortified; Poor or Ave Superior	erage or Mo	obile;
Name	Type Training ai Formation		QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	Melee Weaponry	Mandatory Characteristics	Base PTS	Optional Characteristics	Min Max	UG Size
	CAVALRY		Superior	-	VVEAPONKT	CHARACTERISTICS	ат	CHARACTERISTICS	8	UQ SIZE
Knights (before 1046 CE)	Formed Loc		Protected	-	Short Spear	Devastating Chargers	145	-	16	4
Vn:-1-t- (fun n. 1046 CE)	CAVALRY	(	Superior	-	Charrier I an arm		1 47	Malas Essas ant (22)	8	4
Knights (from 1046 CE)	Formed Loc	se	Protected	-	Charging Lancer	-	147	Melee Expert (32)	16	4
Upgrade knights as veteran	CAVALRY	7	Superior	-	Charaina I an aar	Melee Expert	194		0	4
hidalgos (from 1104 CE)	Drilled Loo	se	Protected	-	Charging Lancer	Meiee Expert	194	- '	4	<b>–</b> 4
Spearmen	INFANTR'	Y	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	4	4
- Spearmen	Tribal Clos	se	Protected	-	Short Spear	Siliciawali	07	integral bilooters (0)	20	<del>-</del>
Crossbowmen (from 1000	INFANTR'	Y	Average	Experienced	_	Combat Shy	48	_	0	4
CE)	Tribal Loos	se	Protected	Crossbow		Combat Sily	40		4	
Upgrade crossbowmen	INFANTR'	Y	Average	Experienced			70	Combat Shy (-22)	0	4
(from 1046 CE)	Tribal Loos	se	Protected	Crossbow	-	-	70	Compatibility (-22)	4	
Basque or mercenary Berber	CAVALRY	<i>[</i>	Average	Experienced			55	Cantabrian (16),	0	4
light horse	Skirmishe	r	Unprotected	Javelin	-	-	55	Combat Shy (-4)	4	- 4
Mounted crossbowmen	CAVALRY	<i>[</i>	Average	Experienced			85	Combat Shy (-5)	0	4
(after 1000 CE)	Skirmishe	r	Protected	Crossbow	-	-	00	Compacing (-5)	4	- 4
Skirmiching javalinman	INFANTR'	Y	Average	Experienced			32	Combat Shy (-4)	12	4,6
Skirmishing javelinmen	Skirmishe	r	Unprotected	Javelin		<u>-</u>	<u>.</u>		30	4,0
Skirmishing archers	INFANTR'	Y	Average	Experienced		Combat Shy	50		0	4,6
Skillinstillig atchers	Skirmishe	r	Unprotected	Bow	_	Combat Sily	50	- '	12	- 4,0

## EARLY CATALAN AND ARAGON



Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	50		0	16
(from 1000 CE)	Skirmisher	Unprotected	Crossbow	-	Combat Sily	50	-	6	4,0
Clingara	INFANTRY	Average	Experienced		Combat Shy	12		0	16
Slingers	Skirmisher	Unprotected	Sling	-	Collibat Sily	43	-	12	4,0

### ALLIES

Andalusian allies (only in 1010 CE)

Taifa allies - Taifa Andalusian (from 1031 to 1100 CE)

Pisan allies - Early Communal Italian (from 1113 to 1115 CE)

### Notes

A mobile superior camp represents the cart with the Cross of Pelagius. This may only be taken after 1000 CE.

### CHANGES FROM LAST VERSION

# TAIFA ANDALUSIAN



Army Commander		1	Any Instinctive			DATES		1017 CE to 1110 CE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Standard, Coastal		
Internal Allied Genera	LS	0-1	Any Instinctive			САМР		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ									
	TRAINING	AND	QUALITY	SHOOTING SKILL	MELEE	<b>M</b> ANDAT <b>OR</b> Y	BASE	<b>OPTIONAL</b>	Min	
NAME	FORMAT	ION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Andalysian sparman	INFANT	RY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	4	4
Andalusian spearmen	Tribal Cl	lose	Protected	-	Short Spear	Silielawali	07	integral Shooters (0)	16	4
Lovergroomen	INFANT	RY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	4
Levy spearmen	Tribal Cl	lose	Protected	-	Short Spear	Silleidwaii	41	integral shooters (4)	12	4
Plack an oarm on	INFANT	RY	Average	-	Short Spear		57		0	4
Black spearmen	Tribal Lo	ose	Protected	-	Short Spear	-	37		4	4
Berber spearmen	INFANT	RY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	1
berber spearmen	Tribal Cl	lose	Protected	-	Short Spear	Silielawali	07	integral Shooters (0)	4	4
Crossbowmen (from 1065	INFANT	RY	Average	Experienced			70	Combat Shy (-22)	0	4
CE)	Tribal Lo	ose	Protected	Crossbow	<del>-</del>	-	70	Compatibility (-22)	4	4
Andalusian or Berber cavalry	CAVAL	RY	Average	Experienced			55	Cantabrian (16),	4	4
Andarusian of Derber Cavalry	Skirmisl	her	Unprotected	Javelin	<del>-</del>	-	55	Combat Shy (-4)	24	4
Andalusian horse archers	CAVAL	RY	Average	Experienced			70	Cantabrian (16),	0	4
Andardsian noise archers	Skirmisl	her	Unprotected	Bow	<u>-</u>	-	70	Combat Shy (-4)	4	4
Berber javelinmen	INFANT	RY	Average	Experienced			32	Combat Shy (-4)	0	4,6
berber javennmen	Skirmisl	her	Unprotected	Javelin	<del>-</del>	-	34	Compatibility (-4)	6	4,0
Skirmishing archers	INFANT	RY	Average	Experienced		Combat Shy	50		0	4,6
Skillinslillig archers	Skirmisl	her	Unprotected	Bow	<u>-</u>	Combat sily	50	- '	12	4,0
Clingora	INFANT	RY	Average	Experienced		Combat Shy	43		0	4,6
Slingers	Skirmisl	her	Unprotected	Sling	<del>-</del>	Combat sily	45	- '	6	4,0

## TAIFA ANDALUSIAN



ONLY TAIFA OF SEVILLE (F	гом 1023 то 109	1 CE) or Taifa of	ZARAGOZA (1017	7 то 1110 <b>СЕ</b> )					
Arab cavalry	CAVALRY	Average	-	Long Spear		115	Combat Shy (-28)	0	4
That Cavally	Formed Loose	Protected	-	Long Spear		110	Compatibily (-20)	8	<del></del>
Christian knights (before	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145		0	1
1046 CE)	Formed Loose	Protected	-			140		4	4
Christian knights (from 1046	CAVALRY	Superior	-	Charging Lancer	_	147	Melee Expert (32)	0	1
CE)	Formed Loose	Protected	-			17/		4	<del>-</del>
Upgrade knights under El	CAVALRY	Superior	-	Charging Lancer	Melee Expert	194			1
Cid (see note)	Drilled Loose	Protected	-			174		All	<del>-</del> 4
Christian spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77		0	1
Christian spearmen	Formed Close	Protected	-	Siloit speal	Snieidwall	//	-	12	4

### NOTES

The army of the Taifa of Valencia between 1094 and 1101 CE should be represented by a Feudal Castilian army commanded by El Cid. If the Taifa of Zaragoza is used from 1081 to 1086 CE and Christian Knights are taken then the C-in-C must be El Cid. El Cid must be a Legendary or Talented commander.

### CHANGES FROM LAST VERSION

Corrected spelling mistake. Added crossbowmen.

# FEUDAL NAVARRESE



ARMY COMMANDER	1	Any Instinctive			DATES		1035 CE to 1327 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Mountains		
Internal Allied Genera	ALS				САМР		Unfortified or Flexible;	Poor or Ave	erage
	ТүрЕ				_				
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min	
Name	FORMATION	Protection	Weaponry	<b>Weaponry</b>	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Knights (before 1046 CE)	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	_	4	4
idiigita (octore 1040 CL)	Formed Loose	Protected	-	Short Spear	Devastating Chargers	140	_	8	
Knights (from 1046 to 1149	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	4	4
CE)	Formed Loose	Protected	-	Charging Lancer		147	Tviciee Expert (02)	8	
Upgrade knights as veteran hidalgos (from 1104 to 1149	CAVALRY	Superior	-	Charging Lancer	Melee Expert	194	_	0	4
CE)	Drilled Loose	Protected	-	Charging Lancer	wielee Expert	171		4	,
MIXED TUG COMPRISING 1	$\mathbf{/2}$ KNIGHTS AND	1/2 SERGEANTS (FRO	ом 1150 CE)						
Knights	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29)	2	4
Kilights	Formed Loose	-/Fully Armoured	-	Charging Lancer		102	Iviciee Expert (27)	4	7
Sergeants	CAVALRY	Average	-			80	Melee Expert (23)	=	
Seigeants	Formed Loose	Protected	-	-	-	00	Meiee Expert (23)	=	
Military order knights (from	CAVALRY	Superior	-	Charaina I an aon	Devastating Chargers	189	Melee Expert (40)	0	4
1150 to 1276 CE)	Tribal Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	109	Meiee Expert (40)	4	4
Javelinmen	INFANTRY	Average	Unskilled	Chart Char		70	Shoot & Charge (6),	0	4,6
Javenninen	Formed Loose	Protected	Javelin	Short Spear	-	70	Combat Shy (-22)	24	4,0
Con any man are	INFANTRY	Average	-	Short Spear	Shieldwall	67	Combat Shy (-22)	8	4,6
Spearmen	Tribal Close	Protected	-	Short Spear	Silielawali	07	Combat Sily (-22)	32	4,0
Military order sergeants	INFANTRY	Average	-	Short Spear	Shieldwall	82	Integral Shooters (6)	0	4
(from 1150 to 1276 CE)	Drilled Close	Protected	-	- Short spear	Silieiuwaii	04	integral shooters (0)	4	- 4
Military order crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	4
(from 1150 to 1276 CE)	Drilled Loose	Protected	Crossbow		<u>-</u>	<i></i>	Compatibily (-22)	4	<del></del>

## FEUDAL NAVARRESE



INFANTRY	Average	Experienced		//8	Combat Shy (14)	0	1
Tribal Loose	Unprotected	Bow	-	40	Collidat Sily (-14)	4	4
INFANTRY	Average	Experienced	Combat Shy	10		0	4
Tribal Loose	Protected	Crossbow	- Combat sily	40	-	4	4
INFANTRY	Average	Experienced		70	Combat Shy (22)	0	1
Tribal Loose	Protected	Crossbow	-	70	Collidat Sily (-22)	4	4
INFANTRY	Average	Experienced		70	Combat Shy (22)	0	1
Tribal Loose	Protected	Crossbow	·	70	Collidat Sily (-22)	4	4
CAVALRY	Average	Experienced		55	Cantabrian (16),	0	1
Skirmisher	Unprotected	Javelin	-	00	Combat Shy (-4)	8	4
INFANTRY	Average	Experienced		20	Combat Shy (1)	0	4,6
Skirmisher	Unprotected	Javelin	·	32	Collidat Sily (-4)	24	4,0
INFANTRY	Average	Experienced	Combat Shy	50		0	4,6
Skirmisher	Unprotected	Crossbow	- Combat sily	50	-	6	4,0
INFANTRY	Average	Experienced	Combat Shy	50		0	4,6
Skirmisher	Unprotected	Bow	- Combat sny	50	-	6	4,0
INFANTRY	Average	Experienced	Combat Shy	12		0	4,6
Skirmisher	Unprotected	Sling	- Contract Sily	40	-	6	<del></del>
	Tribal Loose INFANTRY Tribal Loose INFANTRY Tribal Loose INFANTRY Tribal Loose INFANTRY Tribal Loose CAVALRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY	Tribal Loose INFANTRY Average Tribal Loose CAVALRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Average Skirmisher Unprotected INFANTRY Average	Tribal Loose Unprotected Bow INFANTRY Average Experienced Tribal Loose Protected Crossbow CAVALRY Average Experienced Skirmisher Unprotected Javelin INFANTRY Average Experienced Skirmisher Unprotected Javelin INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Unprotected Experienced Skirmisher Unprotected Experienced Skirmisher Unprotected Experienced	Tribal Loose Unprotected Bow INFANTRY Average Experienced Combat Shy Tribal Loose Protected Crossbow INFANTRY Average Experienced Tribal Loose Protected Crossbow INFANTRY Average Experienced Tribal Loose Protected Crossbow INFANTRY Average Experienced Tribal Loose Protected Crossbow CAVALRY Average Experienced Skirmisher Unprotected Javelin INFANTRY Average Experienced Skirmisher Unprotected Javelin INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Unprotected Experienced Combat Shy	Tribal Loose Unprotected Bow  INFANTRY Average Experienced - Combat Shy  INFANTRY Average Experienced - Combat Shy  INFANTRY Average Experienced - 70  Tribal Loose Protected Crossbow  INFANTRY Average Experienced - 70  Tribal Loose Protected Crossbow  INFANTRY Average Experienced - 70  CAVALRY Average Experienced - 55  Skirmisher Unprotected Javelin  INFANTRY Average Experienced - 32  Skirmisher Unprotected Javelin  INFANTRY Average Experienced - 32  Skirmisher Unprotected Crossbow - Combat Shy  Skirmisher Unprotected Crossbow  INFANTRY Average Experienced - Combat Shy  Skirmisher Unprotected Bow  INFANTRY Average Experienced - Combat Shy  Skirmisher Unprotected Bow  INFANTRY Average Experienced - Combat Shy  Skirmisher Unprotected Bow  INFANTRY Average Experienced - Combat Shy  Skirmisher Unprotected Bow	Tribal Loose Unprotected Bow  INFANTRY Average Experienced Tribal Loose Protected Crossbow CAVALRY Average Experienced Skirmisher Unprotected Javelin INFANTRY Average Experienced Skirmisher Unprotected Javelin INFANTRY Average Experienced Skirmisher Unprotected Torossbow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Unprotected Crossbow INFANTRY Average Experienced Skirmisher Unprotected Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced	Tribal Loose Unprotected Bow Combat Shy (-14) 4  INFANTRY Average Experienced Crossbow - Combat Shy 48 - 0  Tribal Loose Protected Crossbow - Combat Shy - 44  INFANTRY Average Experienced - 70 Combat Shy (-22) 4  INFANTRY Average Experienced - 70 Combat Shy (-22) 4  INFANTRY Average Experienced - 70 Combat Shy (-22) 4  INFANTRY Average Experienced - 70 Combat Shy (-22) 4  CAVALRY Average Experienced - 70 Combat Shy (-22) 4  CAVALRY Average Experienced - 55 Cantabrian (16), 0  Skirmisher Unprotected Javelin - 55 Combat Shy (-4) 8  INFANTRY Average Experienced - 32 Combat Shy (-4) 24  INFANTRY Average Experienced - Combat Shy - 6  INFANTRY Average Experienced - Combat Shy - 6

### **ALLIES**

Catalan allies - Early Catalan and Aragon (from 1045 to 1070 CE)

French Crusader allies - Feudal French (from 1046 to 1149 CE)

French Crusader allies - Northern Medieval French (from 1150 to 1328 CE)

### **Notes**

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

Only one external ally may be taken.

### CHANGES FROM LAST VERSION

Reduced number of knights. Increased number of spearmen.

# FEUDAL CASTILE, LEÓN AND PORTUGUESE



	-		•						
ARMY COMMANDER	1	Any Instinctive			DATES		1037 CE to 1349 CE		
Sub-Generals	0-3	Any Instinctive			TERRAIN		Standard, Plains, Moun	itains	
Internal Allied Genera	0-1	Any Instinctive (Portu	iguese)		САМР		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min	
Name	FORMATION	Protection	Weaponry	<b>Weaponry</b>	CHARACTERISTICS	PTS	CHARACTERISTICS	<b>M</b> AX	UG SIZE
Knights (before 1046 CE)	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145		4	4
Kinghts (before 1040 CE)	Formed Loose	Protected	-	31101t Spear	Devastating Chargers	140	-	16	4
Knights (from 1046 to 1149	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	4	4
CE)	Formed Loose	Protected	-	Charging Lancer	-	14/	Wielee Expert (02)	16	7
Upgrade knights as veteran	CAVALRY	Superior	-	Chausina I an ann	Malaa Tawaant	194		0	4
hidalgos (from 1074 to 1149 CE)	Drilled Loose	Protected	-	Charging Lancer	Melee Expert	194	-	4	4
MIXED TUG COMPRISING 1	$oldsymbol{/2}$ KNIGHTS AND	1/2 SERGEANTS (FRO	эм 1150 CE)						
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
Dest Kinghts —	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Meice Expert (40)	2	7
Best sergeants	CAVALRY	Superior	-		Devastating Chargers	131	Melee Expert (32)	=	
Dest sergearits	Formed Loose	Protected	-	_	Devastating Chargers	101	Tviciee Expert (02)	=	
MIXED TUG COMPRISING 1	/2 KNIGHTS AND	1/2 SERGEANTS (FRO	эм 1150 CE)						
Knights	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29)	2	1
Kingitts	Formed Loose	-/Fully Armoured	-	- Charging Lancer	-	132	Meiee Expert (29)	4	4
Sergeants	CAVALRY	Average	-			80	Melee Expert (23)	=	
Seigealits	Formed Loose	Protected	-	-	-	00	Tvielee Expert (23)	=	
Military order knights (from	CAVALRY	Superior	-	Classin I.	December 1 of Char	100	M.1 T	0	4
1150 CE)	Tribal Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	189	Melee Expert (40)	4	4
Carrellor finlesians in Augli 1991	CAVALRY	Average	-	I C		115	C1 Cl ( 00)	0	Δ
Cavalry fighting in Arab style	Formed Loose	Protected	-	Long Spear	-	115	Combat Shy (-28)	4	4

# FEUDAL CASTILE, LEÓN AND PORTUGUESE

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Bar	GLORIAM

Caballeros villanos (from	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145		0	4
1050 CE)	Formed Loose	Protected	-	Jilort Spear	Devastating Chargers	140	_	4	7
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77		4	4
Spearmen	Formed Close	Protected	-	Short Spear	Silieluwali	//	-	16	4
Military order sergeants	INFANTRY	Average	-	Short Spear	Shieldwall	82	Integral Shooters (6)	0	4
(from 1150 CE)	Drilled Close	Protected	-	Short Spear	Silieluwali	02	integral shooters (0)	4	4
Military order crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	1
(from 1150 CE)	Drilled Loose	Protected	Crossbow	<del>-</del>	-	00	Combat 311y (-22)	4	4
Javelinmen	INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6),	0	4,6
Javeninnen	Formed Loose	Protected	Javelin	Short Spear	-	70	Combat Shy (-22)	12	4,0
Crossbowmen	INFANTRY	Average	Experienced		Combat Shy	48		0	4
Crossbowinen	Tribal Loose	Protected	Crossbow	-	Combat sny	40	-	4	4
Upgrade crossbowmen	INFANTRY	Average	Experienced			70	Combat Shy (-22)	0	1
(from 1046 CE)	Tribal Loose	Protected	Crossbow	-	-	70	Combat sily (-22)	4	4
Crossbowmen (from 1150	INFANTRY	Average	Experienced			70	Combat Shy (-22)	0	4
CE)	Tribal Loose	Protected	Crossbow	-	-	70	Combat sily (-22)	4	4
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1
Archers	Tribal Loose	Unprotected	Bow	<del>-</del>	-	40	Combat sily (-14)	4	4
Limotos	CAVALRY	Average	Experienced	Short Spear		60	Cantabrian (16)	0	4
Jinetes	Skirmisher	Unprotected	Javelin	Short Spear	-	00	Cantaonan (10)	8	4
Chimpighin a involume on	INFANTRY	Average	Experienced			32	Combat Shy (-4)	0	4,6
Skirmishing javelinmen	Skirmisher	Unprotected	Javelin	<del>-</del>	-	34	Collidat Sily (-4)	6	4,0
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	4,6
Skinnishing crossoowinen	Skirmisher	Unprotected	Crossbow	-	Collidat Sily	50	-	6	4,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
okimisiming archers	Skirmisher	Unprotected	Bow	<u>-</u>	Combat sny	50	<del>-</del>	6	4,0
Clingora	INFANTRY	Average	Experienced		Combat Shy	43		0	4,6
Slingers	Skirmisher	Unprotected	Sling	-	Combat sny	43	-	8	4,0

## FEUDAL CASTILE, LEÓN AND PORTUGUESE



### **ALLIES**

Navarrese allies - Feudal Navarrese

Catalan and Aragonese allies - Early Catalan and Aragon (from 1135 to 1149 CE)

Aragonese allies - Early Crown of Aragon (from 1150 CE)

Granadine allies - Medieval Granadine (from 1238 CE)

Marinid allies (from 1269 CE)

### Notes

Minima and maxima in mixed TuGs are for knights. An equal number of sergeants must be taken. Only one external ally may be taken.

### CHANGES FROM LAST VERSION

# FEUDAL FRENCH



ARMY COMMANDER SUB-GENERALS		1	Any Instinctive Any Instinctive			Dates Terrain		1046 CE to 1149 CE Standard, Coastal, Forest			
		0-1									
INTERNAL ALLIED GENERA	ALS	0-2	Any Instinctive			САМР		Unfortified or Flexible; Poor or Average			
	ТүрЕ										
	TRAINING	AND	QUALITY	SHOOTING SKILL	MELEE	<b>M</b> ANDAT <del>O</del> RY	BASE	<b>O</b> PTIONAL	Min		
Name	FORMATIO	9N	Protection	Weaponry	<b>Weaponry</b>	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
Feudal knights and sergeants	CAVALE	RΥ	Superior	+	Charging Lancer	-	147	Melee Expert (32)	8	4	
	Formed Lo	ose	Protected	-					24		
Mercenary knights	CAVALE	RΥ	Average	+	Charging Lancer	-	115	Melee Expert (23)	0	1	
Mercenary knights	Drilled Lo	ose	Protected	-					4	<del></del>	
Archers	INFANT	RY	Average	Experienced		-	48	Combat Shy (-14)	0	4	
7 deficis	Tribal Lo	ose	Unprotected	Bow					12		
Crossbowmen	INFANT		Average	Experienced		-	59	Combat Shy (-14)	0	4	
Clossoowillen	Formed Lo		Unprotected	Crossbow					4		
Upgrade crossbowmen with	INFANT	RY	Average	Experienced		-	80	Combat Shy (-22)		4	
armour	Formed Lo	ose	Protected	Crossbow					Any		
Spearmen	INFANT	RY	Average	+	Short Spear	Shieldwall	77	15 Melee Expert (23) 4 48 Combat Shy (-14) 59 Combat Shy (-14) 4 30 Combat Shy (-22) Any 77 - 20	4	4	
Spearmen	Formed C		Protected	-	Short Spear	Siliciawan	/ /		20		
Peasants	INFANT	RY	Poor	Unskilled	Short Spear	-	25	-	0	6	
- Casarts	Tribal Lo	ose	Unprotected	Javelin					16		
Bidets, bidowers or Breton	INFANT	RY	Average	Experienced			32		0	4,6	
javelinmen	Skirmish	.er	Unprotected	Javelin			02		6	4,0	
Skirmishing archers	INFANT	RY	Average	Experienced	-	Combat Shy	50	- 0 6	0	4,6	
	Skirmish	.er	Unprotected	Bow					6	<del>4,</del> 0	
Skirmishing crossbowmen	INFANT.	RY	Average	Experienced		Combat Shy	58	-	0	4,6	
Skiimsiiiig Clossoowilleli –	Skirmish	er	Unprotected	Crossbow	-	Combat Sily	50		6	4,0	

# FEUDAL FRENCH



### ALLIES

Catalan allies - Early Catalan and Aragon

### CHANGES FROM LAST VERSION

## **ALMORAVID**



ARMY COMMANDER 1 SUB-GENERALS 0-3 INTERNAL ALLIED GENERALS		Any	DATES		1054 CE to 1147 CE				
		Any		TERRAIN		Coastal, Plains, Mountains			
				Самр		Unfortified or Fortified; Poor or Average			
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Christian knights (only in	CAVALRY	Superior	-	Charging Lancer	- -	147	Melee Expert (32)	0	4
Africa)	Formed Loose	Protected	-					4	- 4
Ghuzz mercenaries	CAVALRY	Average	Experienced	_	-	94	-	0	4
Gnuzz mercenanes	Formed Flexible	Unprotected	Bow					4	
Camalary	CAMELRY	Average	-	Short Spear	Devastating Chargers	98	Melee Expert (23)	0	4
Camelry	Tribal Loose	Protected	-					4	
D1- 1 1 (( 1000 CF)	INFANTRY	Exceptional	-	Short Spear	Shieldwall	140	-	0	4
Black guard (from 1088 CE)	Drilled Close	Protected	-					4	4
Lamtuna or Hintata spearmen	INFANTRY	Superior	-	Long Spear	-	128	Integral Shooters (8)	0	4
	Drilled Close	Protected	-					12	4
O.1 P1	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	8	4
Other Berber spearmen	Tribal Close	Protected	-					32	<del>-</del> 4
Andalusian spearmen (only	INFANTRY	Average	-	Clarat Carre	Shieldwall	67	Internal Charten (6)	0	4
in Spain)	Tribal Close	Protected	-	Short Spear	Smeidwaii	0/	Integral Shooters (6)	16	4
Black swordsmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0	1.6
black swordsmen	Tribal Loose	Protected	Javelin					12	4,6
Christian crossbowmen	INFANTRY	Average	Experienced		Combat Shy	48	-	0	4
(only in Africa)	Tribal Loose	Protected	Crossbow	-				4	4
Berber archers	INFANTRY	Average	Experienced	_	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					12	4
Andalusian or Berber cavalry	CAVALRY	Average	Experienced	_	-	55	Cantabrian (16),	8	4
	Skirmisher	Unprotected	Javelin				Combat Shy (-4)	32	4
D1	INFANTRY	Average	Experienced		-	32	Combat Shy (-4)	0	4.6
Berber javelinmen	Skirmisher	Unprotected	Javelin	-				30	4,6

## **ALMORAVID**



Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
	Skirmisher	Unprotected	Bow	<u>-</u>	Combat Sily	50	-	0 12 0 6	
Slingers	INFANTRY	Average	Experienced		Combat Shy	43		0	4,6
	Skirmisher	Unprotected	Sling	<del>-</del>	Compatisny		-	6	
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	16
	Skirmisher	Unprotected	Crossbow	-	- Combat sny	50	-	6	4,6

### ALLIES

Andalusian allies - Taifa Andalusian (only in Spain)

### Notes

Armies in Spain can only be chosen in 1086 or from 1090 CE.

### CHANGES FROM LAST VERSION

## **ALMOHAD**



ARMY COMMANDER 1 SUB-GENERALS 0-3 INTERNAL ALLIED GENERALS		Any Instinctive		Dates Terrain		1130 CE to 1269 CE Coastal, Plains, Mountains			
		Any Instinctive							
					Самр		Unfortified or Fortified; Poor or Average		
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	<b>OPTIONAL</b>	Min	
NAME	Formation	Protection	<b>Weaponry</b>	<b>Weaponry</b>	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Cavalry	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	0	4
Cavany	Formed Loose	Protected	-					8	7
Arab cavalar (from 1152 CE)	CAVALRY	Average	-	Long Spear		82	Combat Shy (-18)	0	4
Arab cavalry (from 1153 CE)	Formed Flexible	Unprotected	-	Long Spean	-			16	4
Christian knights (only from	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	4
1212 CE)	Formed Loose	-/Fully Armoured	-					4	4
Churt maranaria	CAVALRY	Average	Experienced	-	-	94	-	0	4
Ghuzz mercenaries	Formed Flexible	Unprotected	Bow					4	4
C 1	CAMELRY	Average	-	Short Spear	Devastating Chargers	98	Melee Expert (23)	0	4
Camelry	Tribal Loose	Protected	-					4	4
Black guard	INFANTRY	Superior	-	Short Spear	Shieldwall	115	-	0	4
black guard	Drilled Close	Protected	-					4	<del>-</del> 4
Berber and other spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	8	4
berber and outer speammen	Tribal Close	Protected	-	- Short Spear				44	4
Andalusian spearmen (only	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	4
in Spain)	Tribal Close	Protected	-	- Short Spear				16	4
Berber archers	INFANTRY	Average	Experienced	_	-	48	Combat Shy (-14)	0	4
Derber archers	Tribal Loose	Unprotected	Bow					12	4
Andalusian or Darbar asyalar	CAVALRY	Average	Experienced		-	55	Cantabrian (16),	8	4
Andalusian or Berber cavalry	Skirmisher	Unprotected	Javelin				Combat Shy (-4)	32	4
Berber javelinmen	INFANTRY	Average	Experienced		-	32	Combat Shy (-4)	0	4,6
Derver javeninnen	Skirmisher	Unprotected	Javelin					30	
C1:::.1::	INFANTRY	Average	Experienced		C 1 01	50		0	1.6
Skirmishing archers	61		_	<del>-</del>	Combat Shy	50	<del>-</del>		4,6

Skirmisher

Unprotected

Skirmishing archers

Bow

Combat Shy

### **ALMOHAD**

M	ORTEM	7
	CLOPIAN	+

Slingers	INFANTRY	Average	Experienced		Combat Shy	12		0	16
Smigers	Skirmisher	Unprotected	Sling	-	Compatibility	43	-	6	4,0
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	50		0	16
	Skirmisher	Unprotected	Crossbow	-	Combat sily	50	-	6	4,0

#### Notes

The number of Arab cavalry and Andalusian or Berber cavalry cannot exceed 32.

#### CHANGES FROM LAST VERSION

# TAIFA OF MURCIA



ARMY COMMANDER		1 Any Instinctive			DATES		1147 CE to 1172 CE		
SUB-GENERALS	0	-3 Any Instinctive			TERRAIN		Coastal, Mountains		
Internal Allied Gener	<b>KALS</b>				САМР		Unfortified or Flexible;	; Poor or Average	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Christian knights (before	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	0	4
1150 CE)	Formed Loose	Protected	-	Charging Lancer	_	14/	Tyleice Expert (02)	8	-
MIXED TUG COMPRISING	1/2 KNIGHTS AN	id 1/2 sergeants (fr	ом <b>1150 CE)</b>						
Vnichte	CAVALRY	Average	-	Charging I an oar		132	Melee Expert (29)	0	4
Knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	<del>-</del>	152	Meiee Expert (29)	4	4
Corgonnia	CAVALRY	Average	-			80	Melee Expert (23)	=	
Sergeants	Formed Loose	Protected	-	-	<del>-</del>	00	Meiee Expert (25)	=	
Christian spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77		0	4
Christian speamien	Formed Close	Protected	-	Short Spear	Silielawali	//	- '	16	<del>-</del> 4
Andalusian spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	4	4
Andalusian speamen	Tribal Close	Protected	-	- Short Spear	Siliciawali	07	integral Shooters (0)	16	4
Levy spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	4
Levy speamien	Tribal Close	Protected	-	- Short Spear	Siliciawali	71	integral 31100ters (4)	12	
Black spearmen	INFANTRY	Average	-	Short Spear		57		0	4
Diack speamien	Tribal Loose	Protected	-	Short Spear	_	07		4	<del>-</del>
Berber spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	4
beroer spearmen	Tribal Close	Protected	-	Short Spear	Siliciawan	07	integral bilooters (0)	4	
Almogavari	INFANTRY	Average	-	Impact Weapon	Fleet of Foot	60	Melee Expert (10)	0	4,6
1 mi108avai1	Formed Flexibl	e Unprotected	-	impact vvcapon	11001 01 1 001		Ividice Expert (10)	6	<del>-1</del> ,∪
Slav foot	INFANTRY	Average	-	Short Spear	_	77	Melee Expert (16)	0	4
J10 V 100t	Formed Flexibl	e Protected	-	onore opear	_	//	Ividice Expert (10)	4	7

### TAIFA OF MURCIA



Andalusian or Berber cavalry	CAVALRY	Average	Experienced			55	Cantabrian (16),	4	1
Alidalusiali of berber cavaliy	Skirmisher	Unprotected	Javelin	-	-	JJ	Combat Shy (-4)	24	4
Andalusian horse archers	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	1
Alidalusiali lioise alcileis	Skirmisher	Unprotected	Bow	-	-	70	Combat Shy (-4)	4	4
Berber javelinmen	INFANTRY	Average	Experienced			32	Combat Shy (-4)	0	4,6
Delbei javeiiiiiieii	Skirmisher	Unprotected	Javelin	-	-	32	Comoat sny (-4)	6	4,0
Chirminhing archara	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skirmishing archers	Skirmisher	Unprotected	Bow	-	Collidat Sily	50	-	12	4,0
Slingars	INFANTRY	Average	Experienced		Combat Shy	43		0	16
Slingers	Skirmisher	Unprotected	Sling	- -	- Combat Shy		-	6	4,6

#### **NOTES**

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

#### CHANGES FROM LAST VERSION

## EARLY CROWN OF ARAGON



ARMY COMMANDER	1	Any Instinctive			DATES		1150 CE to 1336 CE	,	
Sub-Generals	0-	3 Any Instinctive			TERRAIN		Standard, Mountains		
Internal Allied Genera	ALS				Самр		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>O</b> PTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
MIXED TUG COMPRISING 1	l/2 KNIGHTS AN	D 1/2 SERGEANTS							
D . 1 . 1 .	CAVALRY	Superior	-		D	207	M 1 E (40)	0	4
Best knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	2	4
Doct corresponts	CAVALRY	Superior	-		Dayractating Chargers	121	Malaa Erraart (20)	=	
Best sergeants	Formed Loose	Protected	-	-	Devastating Chargers	131	Melee Expert (32)	=	
MIXED TUG COMPRISING 1	l/2 KNIGHTS AN	D 1/2 SERGEANTS							
TZ : 1.	CAVALRY	Average	-	C1 : I		100	M 1 T (00)	2	4
Knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	132	Melee Expert (29)	4	4
Corporate	CAVALRY	Average	-			80	Melee Expert (23)	=	
Sergeants	Formed Loose	Protected	-	-	-	00	Meiee Expert (25)	=	
A Arte 1 1 1 1 1	CAVALRY	Superior	-		D	4.00	M 1 E (40)	0	4
Military order knights	Tribal Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	189	Melee Expert (40)	4	4
Cavalls alforrats (from 1275	CAVALRY	Superior	-	Clarat Caraca	D	1 15		0	4
CE)	Formed Loose	Protected	-	Short Spear	Devastating Chargers	145	-	4	4
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77		0	4
Spearmen	Formed Close	Protected	-	31101t Spear	Siliciawan	//	-	16	4
Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	4
Clossoowilleli	Formed Loose	Protected	Crossbow	_	-	00	Compatibility (-22)	12	<del>-</del>
Almughavars (after 1150 CE)	INFANTRY	Average	-	Impact Weapon	Fleet of Foot	60	Melee Expert (10)	0	4,6
minughavars (alter 1100 CE)	Formed Flexible	Unprotected	-	mipaci vveapon	11000 01 1 000	00	ividice Expert (10)	24	<del>-</del> ,0
Jinetes	CAVALRY	Average	Experienced	Short Spear		60	Cantabrian (16)	0	4
Juicees	Skirmisher	Unprotected	Javelin	Difort opear	_	00	Carraorian (10)	8	7

### EARLY CROWN OF ARAGON



Skirmishing javelinmen	INFANTRY	Average	Experienced			32	Combat Shy (-4)	0	4,6
Skirmstinig javenimien	Skirmisher	Unprotected	Javelin	-	-	32	Collidat Sily (-4)	6	4,0
Skirmighing grouph oxymon	INFANTRY	Average	Experienced		Combat Shy	58		0	4,6
Skirmishing crossbowmen	Skirmisher	Unprotected	Crossbow	-	Combat Sily	50		6	4,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
	Skirmisher	Unprotected	Bow	-		50	-	6	4,0
Slingers	INFANTRY	Average	Experienced		C 1 C1	43		0	4,6
	Skirmisher	Unprotected	Sling	- Combat Shy	43	-	6	4,0	

#### **ALLIES**

Languedoc and Cathar allies - Southern Medieval French (from 1166 to 1213 CE)

#### Notes

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

#### CHANGES FROM LAST VERSION

# NORTHERN MEDIEVAL FRENCH



ARMY COMMANDER		1	Any Instinctive			DATES		1150 CE to 1337 CE		
Sub-Generals		0-1	Any Instinctive			TERRAIN		Standard, Coastal, Fore	st	
Internal Allied Gener	ALS	0-2	Any Instinctive			Самр		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min	
Name	FORMATIO	ON	Ркотестю	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG Size
MIXED TUG COMPRISING	<b>1/2</b> қиі <b>с</b> нтѕ	AND	1/2 SERGEANTS							
Vnichte	CAVALR	Y	Superior	-	Charging I an agr	Davidatatina Characas	207	Malaa Erroort (40)	4	4
Knights	Formed Lo	ose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	10	4
Sergeants	CAVALR	Y	Superior	-		Devastating Chargers	131	Melee Expert (32)	=	
Jergeants	Formed Lo	ose	Protected	-	_	Devastating Chargers	101	Wielee Expert (02)	=	
Separate sergeants	CAVALR		Average	-	Charging Lancer		105	Melee Expert (23)	0	4
	Formed Lo	ose	Protected	-	Charging Lancer	-	100	Wielee Expert (20)	4	4
Spearmen	INFANTE	RΥ	Average	-	Short Spear	Shieldwall	77	_	4	4
	Formed Cl		Protected	-	Short Spear	Sincia wan	, ,		20	,
Crossbowmen	INFANTE		Average	Experienced	_	_	80	Combat Shy (-22)	0	4
	Formed Lo		Protected	Crossbow				Goineat ony (22)	4	<u>'</u>
Genoese or mercenary	INFANTE		Average	Experienced	_	_	85	Combat Shy (-22)	0	4
crossbowmen	Drilled Lo		Protected	Crossbow					4	<u>'</u>
Archers	INFANTE		Average	Experienced	_	_	48	Combat Shy (-14)	0	4
Thereas	Tribal Loc		Unprotected	Bow					4	·
Low countries spearmen	INFANTE		Average	-	Long Spear	_	86	_	0	4,6
	Formed Cl		Protected	-	Long open				6	1,0
Peasants	INFANTE		Poor	Unskilled	Short Spear	_	25	_	0	6
1 Cabairto	Tribal Loc		Unprotected	Javelin	Difference		20		16	
Bidets, bidowers or Breton	INFANTE		Average	Experienced		_	32		0	4,6
javelinmen	Skirmish	er	Unprotected	Javelin			02		6	1,0

### NORTHERN MEDIEVAL FRENCH



Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	16
Skillinstling arctiers	Skirmisher	Unprotected	Bow	<del>-</del>	Compatibility	30	-	6	4,0
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	50		0	16
	Skirmisher	Unprotected	Crossbow	-	Combat sny	50	-	6	4,0

#### ALLIES

Navarrese allies - Feudal Navarrese (from 1234 to 1327 CE)

Navarrese allies - Medieval Navarrese (from 1328 CE)

#### Notes

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

#### CHANGES FROM LAST VERSION

# SOUTHERN MEDIEVAL FRENCH



ARMY COMMANDER		1	Any Instinctive			DATES		1150 CE to 1337 CE		
SUB-GENERALS	(	0-1	Any Instinctive			TERRAIN		Standard, Coastal, Mou	ıntains	
Internal Allied Gener	ALS	0-2	Any Instinctive			Самр		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ									
	TRAINING AND	)	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min	
NAME	Formation		Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG SIZE
MIXED TUG COMPRISING	1/2 KNIGHTS AI	ND 1,	/2 SERGEANTS							
Post Imights	CAVALRY		Superior	-	Charging I an oar	Devastating Chargers	207	Melee Expert (40)	0	4
Best knights	Formed Loos	е	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Meiee Expert (40)	3	4
Best sergeants	CAVALRY		Superior	-		Devastating Chargers	131	Melee Expert (32)	=	
Dest seigeants	Formed Loos	е	Protected	-	-	Devastating Chargers	131	Melee Expert (32)	=	
MIXED TUG COMPRISING	1/2 KNIGHTS A	ND 1,	/2 SERGEANTS							
Knights	CAVALRY		Average	-	Chamaina I an ann		132	Melee Expert (29)	2	4
	Formed Loos	е	-/Fully Armoured	-	Charging Lancer	-	152	Meiee Expert (29)	8	4
Sergeants	CAVALRY		Average	-			80	Melee Expert (23)	=	
Jergearits	Formed Loos	е	Protected	-	-	-	00	Meice Expert (20)	=	
Comprehe corresponts	CAVALRY		Average	-	Charging Lancer		105	Melee Expert (23)	0	4
Separate sergeants	Formed Loos	е	Protected	-	Charging Lancer	-	103	Meiee Expert (25)	4	4
Spearmen	INFANTRY		Average	-	Short Spear	Shieldwall	77		4	4
Speamen	Formed Clos		Protected	-	Short Spear	Sincidwan	//	_	20	
Crossbowmen	INFANTRY		Average	Experienced	_	_	80	Combat Shy (-22)	0	4
Crossoowillen	Formed Loos		Protected	Crossbow				Comoat Sily (22)	4	'
Genoese or mercenary	INFANTRY		Average	Experienced	_	_	85	Combat Shy (-22)	0	4
crossbowmen	Drilled Loose		Protected	Crossbow				Contract only ( 22)	4	'
Peasants	INFANTRY		Poor	Unskilled	Short Spear	-	25	-	0	4,6
	Tribal Loose	;	Unprotected	Javelin	Siloit Spear		20		12	.,.
Aragonese cavalry	CAVALRY		Average	Experienced	Short Spear	-	60	Cantabrian (16)	0	4
	Skirmisher		Unprotected	Javelin					4	<u> </u>

### SOUTHERN MEDIEVAL FRENCH



Bidets or basque javelinmen	INFANTRY	Average	Experienced			3.7		0	16
bluets of basque Javeninnen	Skirmisher	Unprotected	Javelin	-	-	02	-	6	4,6
Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	50		0	16
	Skirmisher	Unprotected	Bow	-	Combat sny	50	<del>-</del>	6	4,6
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	16
	Skirmisher	Unprotected	Crossbow	-	Collidat Sily	50	-	6	4,6

#### Notes

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

#### CHANGES FROM LAST VERSION

# MEDIEVAL GRANADINE



ARMY COMMANDER		1	Any Professional			DATES		1228 CE to 1492 CE		
SUB-GENERALS		0-3	Any Professional			TERRAIN		Coastal, Mountains		
Internal Allied Genera	LS					Самр		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ		<u>'</u>							
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	<b>M</b> ANDAT <b>OR</b> Y	BASE	<b>OPTIONAL</b>	Min	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Cavalry fighting in Arab style	CAVALR'	Y	Superior	-	Long Spear		161		0	4
	Formed Lo	ose	Protected	-	Long Spear	-	101	-	8	4
Cavalry fighting in Christian	CAVALR'	Y	Average	-	Charging Lancar		132	Melee Expert (29)	0	1
style (before 1340 CE)	Formed Lo	ose	-/Fully Armoured	-	Charging Lancer	-	152	ivielee Expert (29)	4	4
Peasant crossbowmen	INFANTR	Y	Average	Experienced			53	Combat Shy (-14)	8	4
1 easailt ciossoowilleli	Tribal Loo	se	Unprotected	Crossbow	-	-	<i>J</i> 3	Combat Sily (-14)	56	4
Con anyma an	INFANTR	Y	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4
Spearmen	Formed Clo	ose	Protected	-	Short Spear	Silieidwali	//	Combat Sny (-22)	8	4
Crossbowmen	INFANTR	Y	Average	Experienced			80	Combat Shy (-22)	0	4
Crossoowinen	Formed Lo	ose	Protected	Crossbow	-	-	00	Combat 311y (-22)	4	4
Archers	INFANTR	Y	Average	Experienced			75	Combat Shy (-22)	0	4
Archers	Formed Lo	ose	Protected	Bow	-	-	73	Combat Sily (-22)	4	4
Mounted crossbowmen	CAVALR'	Y	Average	Experienced			85	Combat Shy (-5)	0	1
iviounted crossoowinen	Skirmishe	r	Protected	Crossbow	-	-	00	Collidat Sily (-0)	4	4
Jinetes	CAVALR'	Y	Average	Experienced	Short Spear		60	Cantabrian (16)	8	4
Jilletes	Skirmishe	r	Unprotected	Javelin	Short spear	-	00	Calitabilali (10)	20	4
Skirmishing crossbowmen	INFANTR	Y	Average	Experienced		Combat Shy	58		0	4
Skilllisillig clossoowilleli –	Skirmishe	r	Unprotected	Crossbow	-	Combat Sily	50	-	4	4
Handgunners (from 1400	INFANTR	Y	Average	Experienced			45	Combat Shy (-5)	0	4,6
CE)	Skirmishe	r	Protected	Firearm	_	-	40	Combat sny (-3)	6	4,0
Guns (from 1340 CE)	ARTILLER	Y	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
Guils (HOIH 1540 CE)	Skirmishe	r	Unprotected	Light Art	_	Combat sny	190	Darricades (10)	2	

## MEDIEVAL GRANADINE



CHANGES FROM LAST VERSION

## MEDIEVAL NAVARRESE



ARMY COMMANDER		1	Any Instinctive			DATES		1328 CE to 1379 CE		
Sub-Generals		0-3	Any Instinctive			Terrain		Standard, Coastal, Mou	ntains	
Internal Allied Gen	ERALS					Самр		Unfortified or Flexible;	Poor or Av	erage
	Түрв									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Mixed TuG comprisin	і <b>G 1/2</b> қ <b>и</b> і <b>G</b> НТS	AND :	1/2 SERGEANTS							
Navarrese knights	CAVALR'	Y	Average	-	Charging Lancer		132	Melee Expert (29)	2	4
	Formed Lo	ose	-/Fully Armoured	-	Charging Lancer	-	132	Melee Expert (29)	2	4
Navarrese sergeants	CAVALR	Y	Average	-	_	_	80	Melee Expert (23)	=	
ivavairese sergearres	Formed Lo	ose	Protected	-		_	00	Wielee Expert (20)	=	
Mixed TuG comprisin	і <b>G 1/2</b> қиі <b>G</b> НТS	AND :	1/2 SERGEANTS							
Norman knights Forme	CAVALR	Y	Superior	-	Charging I an oar	Daysastating Chargers	207	Malas Exmant (40)	0	4
	Formed Lo	ose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	2	4
Norman sergeants	CAVALR	Y	Superior	-		Devastating Chargers	131	Melee Expert (32)	=	
1101111aii seigeaiits	Formed Lo	ose	Protected	-	-	Devastating Chargers	101	Wielee Expert (02)	=	
т 1.	INFANTR	Y	Average	Unskilled	C1 . C		70	Shoot & Charge (6),	4	1.0
Javelinmen	Formed Lo	ose	Protected	Javelin	Short Spear	-	70	Combat Shy (-22)	24	4,6
Crossbowmen	INFANTR	Y	Average	Experienced		C l + Cl	48		0	4
Crossbowmen	Tribal Loo	se	Protected	Crossbow	-	Combat Shy	48	- '	4	4
Bidets	INFANTR	Y	Average	Experienced			32	Combat Shy (-4)	0	4,6
Didets	Skirmishe	er	Unprotected	Javelin	-	-	32	Combat Sily (-4)	12	4,0
Slingers	INFANTR		Average	Experienced	_	Combat Shy	43	_	0	4,6
Jilligets	Skirmishe		Unprotected	Sling	-	Collidat only	70	<u>-</u>	12	<del>-1</del> ,0
Guns	ARTILLER		Average	Experienced		Combat Shy	138	Barricades (16)	0	2
Guilo	Skirmishe	r	Unprotected	Light Art		Comode only	100	Darricades (10)	2	

### MEDIEVAL NAVARRESE



ENGLISH CONTINGENT UNI	English contingent under its own sub-general (from 1350 to 1378 CE)											
LONGBOWMEN AND MEN A	T ARMS (MIXED T	uG, half with mel	EE EXPERT)									
Longbowmen with men-at-	INFANTRY	Average	Experienced		Melee Expert	106	Dismountable (10),	2	1			
arms	Formed Loose	Protected	Powerbow	-	Meiee Expert	100	Barricades (40)	4	4			
Longbowmen	INFANTRY	Average	Experienced			90	Dismountable (10),	=				
rongoowmen	Formed Loose	Protected	Powerbow	-	-	90	Barricades (40)	=				
Congrate men et erme	INFANTRY	Average	-	2-H Cut-Crush		138	Melee Expert (22),	0	1			
Separate men-at-arms	Drilled Close	Fully Armoured	-	Z-H Cut-Clush	-	130	Dismountable (13)	4	4			
Replace mixed TuGs with	INFANTRY	Average	Experienced			90	Dismountable (10),		1			
longbowmen	Formed Loose	Protected	Powerbow	-	-	90	Barricades (40)	Any	- +			

#### ALLIES

Free Company allies (from 1350 CE)

#### **Notes**

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

English troops are only mandatory if an English contingent is taken. Minima and maxima for longbowmen and men-at-arms TuGs are for the longbowmen with men-at-arms. An equal number of longbowmen must be taken. Note: If Barricades are taken, all the longbowmen must take it. The Barricades characteristic may be replaced with the Obstacle characteristic. TuGs of men-at-Arms and longbowmen may pass through each other in the Movement Phase without causing KaBs on either.

An English contingent cannot be taken with Free Company allies.

#### CHANGES FROM LAST VERSION

### **CROWN OF ARAGON**



Army Commander		1	Any			DATES		1336 CE to 1479 CE		
Sub-Generals		0-3	Any			TERRAIN		Standard, Mountains		
Internal Allied Gener	ALS	0-1	Any Professional (Free	Company ally)		САМР		Unfortified or Fortified;	Poor or Av	verage
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min	
Name	FORMATIO	N	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
MIXED TUG COMPRISING	<b>1/2</b> қиі <b>с</b> нтѕ	AND :	1/2 SERGEANTS							
Doot lanialists	CAVALR	Y	Superior	-	Chanaina I an ann	Decrease de la Chemica de	207	Malaa Frysant (40)	0	4
Best knights	Formed Lo	ose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	2	4
D	CAVALR	Y	Superior	-		Dana station of Classica	101	Malaa Francis (22)	=	
Best sergeants	Formed Lo	ose	Protected	-	-	Devastating Chargers	131	Melee Expert (32)	=	_
Mixed TuG comprising	<b>1/2</b> қиі <b>с</b> нтѕ	AND :	1/2 SERGEANTS							
IZ., t. 1	CAVALR	Y	Average	-	Classia, Isaasa		100	Λ.4.1 Γ	2	4
Knights	Formed Lo	ose	-/Fully Armoured	-	Charging Lancer	-	132	Melee Expert (29)	4	4
Corgonata	CAVALR	Y	Average	-			80	Melee Expert (23)	=	
Sergeants	Formed Lo	ose	Protected	-	-	-	00	Meiee Expert (23)	=	
A 4:1:4 1 1 1	CAVALR	Y	Superior	-	Classia, Isaasa	Daniel Claren	100	Μ.1 Γ	0	4
Military order knights	Tribal Loc	se	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	189	Melee Expert (40)	4	<b>–</b> 4
Spearmen (before 1450 CE)	INFANTF	Ϋ́	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4
Speammen (before 1450 CE)	Formed Cl	ose	Protected	-	Short spear	Silieluwali	//	Compat 311y (-22)	16	_ 4 
Spearmen (from 1450 CE)	INFANTE	ΥΥ	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4
Speaimen (nom 1400 CL)	Formed Cl	ose	Protected	-	Short Spear	Jiliciawan	//	Compatibility (-22)	8	<del></del>
Pikemen (from 1450 CE)	INFANTE	ΥΥ	Average	-	Pike	Shove	95	Orb (2)	0	6
Tikemen (nom 1430 CL)	Formed Cl		Protected	-	TIKC	SHOVE	70	O10 (2)	16	
Crossbowmen	INFANTE		Average	Experienced		_	80	Combat Shy (-22)	4	4
	Formed Lo		Protected	Crossbow					20	,
Almughavars (before 1400	INFANTE		Superior	-	Impact Weapon	Fleet of Foot	84	Melee Expert (15)	0	4,6
CE)	Formed Flex	kible	Unprotected	-	iiipact vv capoii	11000 01 1 000	0 1	ivided Expert (10)	12	1,0

### **CROWN OF ARAGON**



Formed Flexible Protected   12   12   12   12   12   13   14   15   15   15   15   15   15   15										
Skirmisher   Protected   Skirmisher   Protected   Skirmisher   Protected   Skirmisher   Protected   Crossbow   Skirmisher   Unprotected   Crossbow   Skirmisher   Unprotected   Crossbow   Skirmisher   Unprotected   Crossbow   Skirmisher   Unprotected   Skirmisher   Unprotected   Javelin   Skirmisher   Unprotected   Javelin   Skirmisher   Unprotected   Javelin   Skirmisher   Unprotected   Bow   Combat Shy   Solution   Skirmisher   Unprotected   Bow   Combat Shy   Solution   Skirmisher   Unprotected   Bow   Combat Shy   Solution   Skirmisher   Unprotected   Firearm   Skirmisher   Protected   Firearm   Skirmisher   Unprotected   Skirmisher   Protected   Firearm   Combat Shy   Skirmisher   Unprotected   Light Art   Combat Shy   Skirmisher   Unprotected   Light Art   Combat Shy   Skirmisher   Unprotected   Heavy Art   Shy   Shy   Shy   Skirmisher   Unprotected   Heavy Art   Shy	Almughayara (from 1400 CE)	INFANTRY	Average	-	Impact Weapon		82	Malaa Evnart (16)	0	4,6
Skimisher   Protected   Javelin   Short Spear   69   Cantabrian (20)   8		Formed Flexible	Protected	-	- IIIIpact Weapoil	-	02	Meiee Expert (10)	12	4,0
Mounted crossbowmen  CAVALRY Average Experienced Skirmisher Protected Crossbow  Skirmisher Protected Crossbow  Skirmishing crossbowmen  Skirmisher Skirmisher Skirmisher Unprotected Skirmisher Skirmisher Unprotected Skirmisher Unprotected Bow Combat Shy Sty Skirmisher CE Skirmisher Unprotected Skirmisher Skirmisher Unprotected Skirmisher Skirmisher Unprotected Skirmisher Skirmisher Skirmisher Skirmisher Skirmisher Skirmisher Unprotected Skirmisher Skirmisher Skirmisher Unprotected Skirmisher Skirmisher Skirmisher Unprotected Skirmisher Skirmisher Skirmisher Skirmisher Unprotected Skirmisher Skirmisher Skirmisher Skirmisher Skirmisher Unprotected Skirmisher Skirmisher Skirmisher Skirmisher Unprotected Skirmisher Skirmisher Unprotected Skirmisher Skirmisher Unprotected Skirmisher Skirmisher Skirmisher Skirmisher Unprotected Skirmisher Skirmisher Skirmisher Skirmisher Unprotected Skirmisher Skirmisher Skirmisher Skirmisher Skirmisher Unprotected Skirmisher Skirmishe	linatas	CAVALRY	Average	Experienced	Short Spaar		60	Cantabrian (20)	0	1
Mounted crossbowmen Skirmisher Protected Crossbow	Jilletes	Skirmisher	Protected	Javelin	- Short spear	-	09	Cantabhan (20)	8	4
Skirmisher Protected Crossbow  NFANTRY Average Experienced Crossbow  NFANTRY Average Experienced Crossbow  INFANTRY Average Experienced Skirmisher Unprotected Javelin  Archers INFANTRY Average Experienced Skirmisher Unprotected Bow Combat Shy 50 Combat Shy (-4) 6  Handgunners (from 1400 INFANTRY Average Experienced Skirmisher Protected Firearm Tortected Firearm ARTILLERY Average Experienced Skirmisher Unprotected Light Art Combat Shy 138 Barricades (16) 2  Cannons (from 1380 CE) ARTILLERY Average Experienced Experienced Heavy Art Shy  Formed Loose Formed Loose Formed Loose Protected Crossbow Tortected Combat Shy (-2) 4  Crossbowmen Representation of the protected Formed Loose Protected Logist Art Shy  Combat Shy 58	Mounted crosshowmen	CAVALRY	Average	Experienced			85	Combat Shy (5)	0	4
Skirmisher Unprotected Crossbow  Skirmisher Unprotected Crossbow  I2  Javelinmen  INFANTRY Average Experienced Skirmisher Unprotected Javelin  Archers  INFANTRY Average Experienced Skirmisher Unprotected Bow  Combat Shy Simisher Unprotected Bow  Combat Shy Simisher Unprotected Bow  Combat Shy Simisher Unprotected Firearm  ARTILLERY Average Experienced CE) Skirmisher Unprotected Light Art  Cannons (from 1380 CE)  ARTILLERY Average Experienced Skirmisher Unprotected Light Art  Cannons (from 1380 CE)  Rights  CAVALRY Formed Loose Fired Crossbowmen  Combat Shy Simisher Unprotected Heavy Art Shy  Devastating Chargers, Dismountable  Combat Shy (-22)  Are combat Shy (-22)		Skirmisher	Protected	Crossbow			00	Contoat Sity (-0)	4	7
Skirmisher   Unprotected   Crossbow   12	Skirmishing crosshowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	4,6
Skirmisher Unprotected Javelin		Skirmisher	Unprotected	Crossbow		Collidat Sily	<i>5</i> 0	-	12	4,0
Skirmisher Unprotected Javelin  Archers  INFANTRY Average Experienced Bow Combat Shy 50 6  Handgunners (from 1400 INFANTRY Average Experienced Firearm Combat Shy (-5) 6  Guns  ARTILLERY Average Experienced Light Art Combat Shy 138 Barricades (16) 2  Cannons (from 1380 CE) ARTILLERY Average Experienced Light Art Shy  Free Company Contingent (only in 1365 CE)  Knights  CavAlRy Superior - Charging Lancer Dismountable Formed Loose Fromed Loose Protected Crossbow - 80 Combat Shy (-22) 4  Crossbowmen Formed Loose Protected Crossbow - 80 Combat Shy (-22) 4  Combat Shy 50 - 0 At 50 Combat Shy (-5) 6  Archers  Combat Shy 50 - 45 Combat Shy (-5) 6  Archers  Combat Shy 138 Barricades (16) 2  Combat Shy 244 - 0 At 50 Combat	Invelinmen	INFANTRY	Average	Experienced			32	Combat Shy (1)	0	4,6
Archers  Skirmisher Unprotected Bow Combat Shy 50 6  Handgunners (from 1400 INFANTRY Average Experienced CE) Skirmisher Protected Firearm 45 Combat Shy (-5) 6  Guns  ARTILLERY Average Experienced Light Art Combat Shy 138 Barricades (16) 2  Cannons (from 1380 CE) ARTILLERY Average Experienced Light Art Shy 244 - 0  Skirmisher Unprotected Heavy Art Shy 244 - 0  Free Company Contingent (only in 1365 CE)  Knights  CAVALRY Superior - Charging Lancer Devastating Chargers, Dismountable 1NFANTRY Average Experienced Superion Charging Lancer Devastating Chargers, Dismountable 4  Crossbowmen Formed Loose Frotected Crossbow - 80 Combat Shy (-22) 4  Combat Shy 50 Combat Shy (-22) 4  Apricades (16) 2  Combat Shy 50 Combat Shy (-5) 6  Combat Shy (-5) 6  Apricades (16) 2  Charging Lancer Devastating Chargers, Dismountable - 80 Combat Shy (-22) 4  Combat Shy (-22) 4  Combat Shy (-22) 4  Combat Shy (-22) 4	Javenninen	Skirmisher	Unprotected	Javelin	-	-	34	Combat Sify (-4)	6	4,0
Handgunners (from 1400 CE)	Archara	INFANTRY	Average	Experienced		Combat Chry	50		0	4,6
CE) Skirmisher Protected Firearm 45 Combat Shy (-5) 6  Guns ARTILLERY Average Experienced Light Art Combat Shy Dismountable 5 Combat Shy Skirmisher Unprotected Light Art Shy 138 Barricades (16) 2  Cannons (from 1380 CE) ARTILLERY Average Experienced Barricades, Combat Shy Skirmisher Unprotected Heavy Art Shy 244 - 0  FREE COMPANY CONTINGENT (ONLY IN 1365 CE)  Knights CAVALRY Superior - Charging Lancer Formed Loose -/Fully Armoured - Charging Lancer Dismountable 216 Melee Expert (40) 4  Crossbowmen INFANTRY Average Experienced Formed Loose Protected Crossbow - 80 Combat Shy (-22) 4	Archers	Skirmisher	Unprotected	Bow		Compatibility	30	-	6	4,0
CE) Skirmisher Protected Firearm 6  Guns ARTILLERY Average Experienced	Handgunners (from 1400	INFANTRY	Average	Experienced			15	Combat Shy (5)	0	4,6
Skirmisher Unprotected Light Art  Cannons (from 1380 CE)  ARTILLERY Average Experienced Barricades, Combat Shy Skirmisher Unprotected Heavy Art  Free company contingent (only in 1365 CE)  Knights  CAVALRY Superior Formed Loose -/Fully Armoured  INFANTRY Average Experienced Formed Loose Protected Crossbow  Crossbowmen  Combat Shy Shy Sharricades (16)  2  Combat Shy Shy 244  - Devastating Chargers, Dismountable Dismountable  Combat Shy Shy  Add Combat Shy	CE)	Skirmisher	Protected	Firearm	<u>-</u>	-	40	Collidat Sily (-3)	6	4,0
Skirmisher Unprotected Light Art  Cannons (from 1380 CE)  ARTILLERY Average Experienced Skirmisher Unprotected Heavy Art  Skirmisher Unprotected Heavy Art  Free Company Contingent (only in 1365 CE)  Knights  CAVALRY Superior - Charging Lancer Devastating Chargers, Dismountable  Formed Loose -/Fully Armoured - Barricades, Combat Shy  244  Charging Lancer Devastating Chargers, Dismountable  All Armourable Street (40)  Formed Loose Protected Crossbow  Combat Shy (-22)	Cunc	ARTILLERY	Average	Experienced		Combat Shy	120	Barricades (16)	0	2
Cannons (from 1380 CE)  Skirmisher Unprotected Heavy Art  Shy  244  Charging Lancer Devastating Chargers, Dismountable  Crossbowmen  INFANTRY Average Experienced Formed Loose Protected Crossbow  Protected Crossbow  Cannons (from 1380 CE)  Heavy Art  Charging Lancer Devastating Chargers, Dismountable  Charging Lancer Dismountable  Charging Lancer Dismountable  Additional Combat Shy (-22)  Additional Combat Shy (-22)  Additional Combat Shy (-22)	Guils	Skirmisher	Unprotected	Light Art	<u>-</u>	Compatibility	130	Dallicaues (10)	2	
Skirmisher Unprotected Heavy Art Shy 2  FREE COMPANY CONTINGENT (ONLY IN 1365 CE)  Knights CAVALRY Superior - Charging Lancer Devastating Chargers, Dismountable Dismountable 216 Melee Expert (40) 4  Crossbowmen Formed Loose Protected Crossbow - Combat Shy (-22) 4	Cannons (from 1380 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	2
Knights	Californs (from 1500 CE)	Skirmisher	Unprotected	Heavy Art	<u>-</u>	Shy	244	-	2	
Knights Formed Loose -/Fully Armoured - Charging Lancer Dismountable  INFANTRY Average Experienced Formed Loose Protected Crossbow - Ranging Lancer Dismountable - Dismountable - 80 Combat Shy (-22) - 4	FREE COMPANY CONTINGE	NT (ONLY IN 1365	CE)							
Formed Loose -/Fully Armoured - Charging Lancer Dismountable 210 Welee Expert (40) 4  Crossbowmen INFANTRY Average Experienced Formed Loose Protected Crossbow - 80 Combat Shy (-22) 4	IZ., 1. 1	CAVALRY	Superior	-	Classian I	Devastating Chargers,	016	Λ 4 - 1 Γ (40)	4	4
Crossbowmen Formed Loose Protected Crossbow 80 Combat Shy (-22) 4	Knights	Formed Loose	-/Fully Armoured	-	Charging Lancer		210	Meiee Expert (40)	4	4
Formed Loose Protected Crossbow 4	Croach arrangen	INFANTRY	Average	Experienced			90	Combat Chry (20)	4	1
ALLIES	Clossoomileii	Formed Loose	Protected	Crossbow	<u>-</u>	-	00	Combat Shy (-22)	4	- 4
	ALLIES									

ALLIES

French allies - French Ordonnance (from 1462 to 1466 CE)

### CROWN OF ARAGON



#### Notes

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

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

A Free Company ally may only command a Free Company contingent. Free Company troops are only mandatory if the contingent is taken.

#### CHANGES FROM LAST VERSION

# MEDIEVAL CASTILIAN



ARMY COMMANDER		1 Any			DATES		1350 CE to 1476 CE		
SUB-GENERALS	0	-3 Any			TERRAIN		Standard, Plains, Moun	tains	
INTERNAL ALLIED GENEI	RALS				САМР		Unfortified or Flexible;	Poor or Av	erage
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	<b>M</b> ANDAT <b>OR</b> Y	BASE	<b>OPTIONAL</b>	Min	
Name	Formation	Protection	Weaponry	<b>Weaponry</b>	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Mixed TuG comprising	1/2 KNIGHTS AN	D 1/2 SERGEANTS							
Spanish knights	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29)	2	4
Spanish kinghts	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	132	Melee Expert (29)	8	4
Sergeants	CAVALRY	Average	-			80	Melee Expert (23)	=	
	Formed Loose	Protected	-				Ivicice Expert (20)	=	
French or Free Company	CAVALRY	Superior	-	Chamain a I an ann	Devastating Chargers,	216	Malaa Erwanet (40)	0	4
nights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Dismountable	210	Melee Expert (40)	4	<del>-</del> 4
Military order knights	CAVALRY	Superior	-	Charging Lancar	Devastating Chargers	189	Melee Expert (40),	0	4
TVIIITATY OTGET KINGITES	Tribal Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	109	Dismountable (9)	4	4
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4
<u> </u>	Formed Close	Protected	-	Short Spear	Siliciawan	, ,		12	<del>-</del>
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	_	70	Shoot & Charge (6),	0	4,6
Javenninen	Formed Loose	Protected	Javelin	Bilore B pear		, 0	Combat Shy (-22)	6	1,0
Crossbowmen	INFANTRY	Average	Experienced	_	_	80	Combat Shy (-22)	0	4
Glossoowilleli	Formed Loose	Protected	Crossbow				Comout only (22)	16	,
Archers	INFANTRY	Average	Experienced	_	_	75	Combat Shy (-22)	0	4
1 Hellelo	Formed Loose	Protected	Bow			, 0	Goineat only ( 22)	4	,
linetes	CAVALRY	Average	Experienced	Short Spear	_	69	Cantabrian (20)	2	4
	Skirmisher	Protected	Javelin	SHOTE Spear				8	<u>'</u>
Light cavalry	CAVALRY	Average	Experienced	_	<del>-</del>	55	Cantabrian (16),	0	4
210110 001011 9	Skirmisher	Unprotected	Javelin				Combat Shy (-4)	4	,

### MEDIEVAL CASTILIAN



Mounted crossbowmen	CAVALRY	Average	Experienced			85	Combat Shy (-5)	0	1
Widdited Crossbowinen	Skirmisher	Protected	Crossbow	-	-	00	Combat Sily (-5)	4	4
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	4,6
Skillinstillig crossbowitien	Skirmisher	Unprotected	Crossbow	-	Combat Sily	50	-	12	4,0
Javelinmen	INFANTRY	Average	Experienced		_	32	Combat Shy (-4)	0	4,6
Javeninnen	Skirmisher	Unprotected	Javelin	-	-	32	Combat Sily (-4)	6	4,0
Archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
	Skirmisher	Unprotected	Bow	- Combat sily	Combat Sily	50	-	6	4,0
Handgunners (from 1400	INFANTRY	Average	Experienced		_	45	Combat Shy (-5)	0	4,6
CE)	Skirmisher	Protected	Firearm	-	-	40	Combat Sily (-5)	6	4,0
Cuna	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	2
Guns	Skirmisher	Unprotected	Light Art	-	Combat Sily	130	Darricades (10)	2	Δ
Cannone (from 1380 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	2
Cannons (from 1380 CE)	Skirmisher	Unprotected	Heavy Art	=		∠ <del>44</del>	-	2	Δ

#### **ALLIES**

Free Company allies (only before 1390 CE)

Navarrese allies - Medieval Navarrese (from 1410 CE)

Aragonese allies - Crown of Aragon (from 1410 to 1476 CE)

#### Notes

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

French, Free Company or Military Order knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush.

Only one external ally may be taken.

#### CHANGES FROM LAST VERSION

# MEDIEVAL PORTUGUESE



ARMY COMMANDER		1	Any			DATES		1350 CE to 1500 CE		
Sub-Generals		0-3	Any			TERRAIN		Coastal, Mountains		
INTERNAL ALLIED GENE	RALS					САМР		Unfortified or Fortified	l; Poor or Ave	erage
	ТүрЕ					•				
	TRAINING AN	Ð	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min	
Name	Formation		Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Mixed TuG comprising	1/2 KNIGHTS A	ND 1	l/2 sergeants							
Doot Dortugues lenights	CAVALRY		Superior	-	Charging I an aar	Derrockskin a Chargera	207	Melee Expert (40),	0	4
Best Portuguese knights	Formed Loo	se	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	2	4
Destaurants	CAVALRY	,	Superior	-		D	101	Melee Expert (32),	=	
Best sergeants	Formed Loo	se	Protected	-		Devastating Chargers	131	Dismountable (7)	=	
MIXED TUG COMPRISING	1/2 KNIGHTS A	ND 1	1/2 SERGEANTS							
D . 1 . 1 .	CAVALRY		Average	-	C1 : I		400	Melee Expert (29),	2	4
ortuguese knights	Formed Loo	se	-/Fully Armoured	-	Charging Lancer	-	132	Dismountable (6)	4	4
·	CAVALRY	,	Average	-			80	Melee Expert (23),	=	
Sergeants	Formed Loo	se	Protected	-		-	80	Dismountable (5)	=	
Free Company knights	CAVALRY		Superior	-	C1 : I	Devastating Chargers,	016	M 1 T . (40)	0	4
(before 1444 CE)	Formed Loo	se	-/Fully Armoured	-	Charging Lancer	Dismountable	216	Melee Expert (40)	4	4
N A:1:	CAVALRY		Superior	-	Chamina I an ann	Danastation of Chauseum	189	Melee Expert (40),	0	4
Military order knights	Tribal Loos	е	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	189	Dismountable (9)	4	4
Cm on more on	INFANTRY	7	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4
Spearmen	Formed Clos	se	Protected	-	Short spear	Silleluwali	//	Combat Sily (-22)	12	4
Crossbowmen	INFANTRY	7	Average	Experienced			80	Combat Shy(-22),	0	4
Closspowillell	Formed Loo	se	Protected	Crossbow	-	-	80	Obstacles (20)	16	4
Archers	INFANTRY		Average	Experienced		_	54	Combat Shy (-14),	0	4
1 MCHC19	Formed Loo		Unprotected	Bow		<u>-</u>	U <del>T</del>	Obstacles (13)	16	<del></del>
Upgrade archers	INFANTRY		Average	Experienced	_	_	75	Combat Shy(-22),		4
opgrade archers	Formed Loo	se	Protected	Bow	-	-	70	Obstacles (20)	Up to half	<del></del>

### MEDIEVAL PORTUGUESE



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), 0	4,6
16	4,0
0	1
4	4
0	1
4	<del>-</del>
0	4,6
12	4,0
0	4,6
6	4,0
0	4,6
6	4,0
0	4,6
6	4,0
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2	- <i>L</i>
	16 0 4 0 4 0 12 0 6 0 6 0 6 0 2

#### **ALLIES**

English allies - Early 100 Years War English (from 1365 to 1390 CE)

Castilian allies - Medieval Castilian (from 1474 to 1476 CE)

#### **Notes**

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

 $Knights\ and\ accompanying\ serge ants\ dismount\ as\ Formed\ Close,\ Average,\ Fully\ Armoured,\ 2-H\ Cut\ \&\ Crush\ (Poor\ if\ downgraded\ to\ Poor).$ 

Free Company knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush.

#### CHANGES FROM LAST VERSION

Corrected note on dismounted knights. Portuguese knights dismountable.



# PACTO ARMY LISTS

#### **CALCULATING POINTS**

Army points are calculated as follows:

#### **GENERALS - PACTO**

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

#### **CAMPS**

Camps are not included in Pacto games.

#### **UGs**

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

#### NOTES

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

## **EARLY CATALAN AND ARAGON**



ARMY COMMANDER	1	Any Instinctive			DATES		988 CE to 1149 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Mountains		
Internal Allied Genera	ALS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>O</b> PTIONAL	Men	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Мах	UG Size
Knights (before 1046 CE)	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145		4	1,2
Kilights (before 1040 CE)	Formed Loose	Protected	-	Short Spear	Devastating Chargers	143	- '	8	1,2
Va:-1 (farma 1046 CE)	CAVALRY	Superior	-	Chanaina I an ann		1.47	Mala a Francout (20)	4	1.0
Knights (from 1046 CE)	Formed Loose	Protected	-	Charging Lancer	-	147	Melee Expert (32)	8	1,2
Upgrade knights as veteran	CAVALRY	Superior	-	Chanaina I an ann	N 4 = 1 = = T =t	194		0	1.0
hidalgos (from 1104 CE)	Drilled Loose	Protected	-	Charging Lancer	Melee Expert	194	- '	2	1,2
C	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	2	1,2
Spearmen	Tribal Close	Protected	-	Short Spear	Shieldwall	07	Integral Shooters (0)	12	1,2
Crossbowmen (from 1000	INFANTRY	Average	Experienced		Combat Shy	48		0	1,2
CE)	Tribal Loose	Protected	Crossbow	-	Combat Sny	40	- '	4	1,2
Upgrade crossbowmen	INFANTRY	Average	Experienced			70	Combat Shy (-22)	0	1,2
(from 1046 CE)	Tribal Loose	Protected	Crossbow	-	-	70	Combat sily (-22)	4	1,2
Basque or mercenary Berber	CAVALRY	Average	Experienced			55	Cantabrian (16),	0	1,2
light horse	Skirmisher	Unprotected	Javelin	-	-	JJ	Combat Shy (-4)	4	1,2
Mounted crossbowmen	CAVALRY	Average	Experienced			85	Combat Shy (-5)	0	1,2
(after 1000 CE)	Skirmisher	Protected	Crossbow	-	-	00	Compatibility (-5)	2	1,2
Skirmishing javelinmen	INFANTRY	Average	Experienced			32	Combat Shy (-4)	6	1,2
Skillinstning Javenninten	Skirmisher	Unprotected	Javelin	-	-	34	Compatibility (-4)	15	1,2
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Skillinstillig archers	Skirmisher	Unprotected	Bow	-	Compat Sily	30		6	1,2
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	1,2
(from 1000 CE)	Skirmisher	Unprotected	Crossbow		Comoat sny		<u>-</u>	4	1,4
Clingara	INFANTRY	Average	Experienced		Combat Shy	43		0	1,2
Slingers	Skirmisher	Unprotected	Sling	<u>-</u>	Compatibility	40	- '	6	1,4

### EARLY CATALAN AND ARAGON



#### ALLIES

Andalusian allies (only in 1010 CE)

Taifa allies - Taifa Andalusian (from 1031 to 1100 CE)

Pisan allies - Early Communal Italian (from 1113 to 1115 CE)

#### Notes

A mobile superior camp represents the cart with the Cross of Pelagius. This may only be taken after 1000 CE.

#### CHANGES FROM LAST VERSION

# TAIFA ANDALUSIAN



ARMY COMMANDER		1	Any Instinctive			DATES		1017 CE to 1110 CE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Standard, Coastal		
Internal Allied Genera	LS	0-1	Any Instinctive							
	ТүрЕ									
	TRAINING .	AND	QUALITY	SHOOTING SKILL	Melee	<b>M</b> ANDAT <b>0</b> RY	BASE	<b>O</b> PTIONAL	Min	
NAME	FORMATI	ΘN	Protection	Weaponry	<b>Weaponry</b>	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Andalusian spearmen	INFANT	RY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	2	1,2
Andalusian speamien	Tribal Cl	ose	Protected	-	Short Spear	Silleidwall	07	integral Shooters (0)	8	1,2
Levy spearmen	INFANT	RY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	2,3
Levy spearmen	Tribal Cl	ose	Protected	-	Short Spear	Siliciawali	41	integral 31100ters (4)	6	2,0
Black spearmen	INFANT	RY	Average	-	Short Spear		57		0	1,2
	Tribal Lo	ose	Protected	-	Short Spear				4	1,2
Berber spearmen	INFANT		Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	1,2
beroer spearmen	Tribal Cl		Protected	-	Short Spear	Jiliciawali	07	integral bilooters (0)	4	1,2
Crossbowmen (from 1065	INFANT	RY	Average	Experienced	<u>_</u>	_	70	Combat Shy (-22)	0	1,2
CE)	Tribal Lo	ose	Protected	Crossbow	_		70	Collidat Sily (-22)	4	1,2
Andalusian or Berber cavalry	CAVALI	RY	Average	Experienced			55	Cantabrian (16),	2	1,2
Andalusian of Berber cavally	Skirmish	ner	Unprotected	Javelin	<u>-</u>	-	00	Combat Shy (-4)	12	1,2
Andalusian horse archers	CAVALI	RY	Average	Experienced			70	Cantabrian (16),	0	1,2
7 titualusiaii iioise arciieis	Skirmish	ner	Unprotected	Bow			70	Combat Shy (-4)	2	1,2
Berber javelinmen	INFANT	RY	Average	Experienced			32	Combat Shy (-4)	0	1,2
Derbei javeninnen	Skirmish	ner	Unprotected	Javelin	<u>-</u>	-	02	Compatibility (-4)	4	1,2
Skirmishing archers	INFANT	RY	Average	Experienced		Combat Shy	50		0	1,2
ZMIIIISIIIII aiciicis	Skirmish	ner	Unprotected	Bow		Compatibily			6	1,4
Slingers	INFANT	RY	Average	Experienced		Combat Shir	43		0	1,2
Slingers	Skirmish	ner	Unprotected	Sling	_	Combat Shy	40	-	4	1,4

### TAIFA ANDALUSIAN



ONLY TAIFA OF SEVILLE (F	г <b>ком 1023 то 10</b> 9	01 CE) or Taifa of	ZARAGOZA (101	7 то 1110 СЕ)					
Arab cavalry	CAVALRY	Average	-	Long Spear		115	Combat Shy (-28)	0	1,2
That cavally	Formed Loose	Protected	-	Long Spear		110	Comoat Sily (20)	4	1,2
Christian knights (before	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145		0	1,2
1046 CE)	Formed Loose	Protected	-	onor opear 1	Devastating Chargers	1 10		2	1,2
Christian knights (from 1046	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	0	1,2
CE)	Formed Loose	Protected	-	Charging Lancer		147	Tviciec Expert (02)	2	1,2
Upgrade knights under El	CAVALRY	Superior	-	Charging Lancer	Melee Expert	194			1,2
Cid (see note)	Drilled Loose	Protected	-	Charging Lancer	Meice Expert	124	-	All	1,2
Christian spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	1,2
	Formed Close	Protected	-	Short Spear	SiliciaWali			6	1,2

#### NOTES

The army of the Taifa of Valencia between 1094 and 1101 CE should be represented by a Feudal Castilian army commanded by El Cid. If the Taifa of Zaragoza is used from 1081 to 1086 CE and Christian Knights are taken then the C-in-C must be El Cid. El Cid must be a Legendary or Talented commander.

#### CHANGES FROM LAST VERSION

Corrected spelling mistake. Added crossbowmen.

## FEUDAL NAVARRESE



ARMY COMMANDER	1	Any Instinctive			DATES		1035 CE to 1327 CE		
SUB-GENERALS	0-3	Any Instinctive			Terrain		Mountains		
INTERNAL ALLIED GENERA	ALS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
Knights (before 1046 CE)	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145		2	1,2
Kinghts (before 1040 CE)	Formed Loose	Protected	-	Short spear	Devastating Chargers	140	-	4	1,2
Knights (from 1046 to 1149	CAVALRY	Superior	-	Chanaina I an ann		147	Mala a Francisco (22)	2	1,2
CE)	Formed Loose	Protected	-	Charging Lancer	-	14/	Melee Expert (32)	4	1,2
Upgrade knights as veteran	CAVALRY	Superior	-					0	
hidalgos (from 1104 to 1149		·		Charging Lancer	Melee Expert	194	-		1,2
CE)	Drilled Loose	Protected	-					2	
Mixed TuG comprising 1	/2 KNIGHTS AND	1/2 SERGEANTS (FRO	ом 1150 CE)						
Vaiahta	CAVALRY	Average	-	Chanaina I an ann		132	Melee Expert (29)	1	2
Knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	132	ivielee Expert (29)	2	
Caraanta	CAVALRY	Average	-			80	Malaa Errmant (22)	=	
Sergeants	Formed Loose	Protected	-	-	<del>-</del>	00	Melee Expert (23)	=	
Military order knights (from	CAVALRY	Superior	-	Cl I	D	4.00	M 1 F (40)	0	4.0
1150 to 1276 CE)	Tribal Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	189	Melee Expert (40)	2	1,2
т 1.	INFANTRY	Average	Unskilled	C1 C		70	Shoot & Charge (6),	0	4.0
Javelinmen	Formed Loose	Protected	Javelin	Short Spear	-	70	Combat Shy (-22)	12	1,2
C	INFANTRY	Average	-	C1 C	C1 · 1 1 11	<i>(</i> 7	G 1 (1 (22)	4	4.0
Spearmen	Tribal Close	Protected	-	Short Spear	Shieldwall	67	Combat Shy (-22)	16	1,2
Military order sergeants	INFANTRY	Average	-	Cl C	C1. : .1.111	00	I	0	1.0
(from 1150 to 1276 CE)	Drilled Close	Protected	-	Short Spear	Shieldwall	82	Integral Shooters (6)	2	1,2
Military order crossbowmen	INFANTRY	Average	Experienced			0.E	C 1 C1 ( 20)	0	1.0
(from 1150 to 1276 CE)	Drilled Loose	Protected	Crossbow	-	-	85	Combat Shy (-22)	2	1,2

### FEUDAL NAVARRESE



Archers	INFANTRY	Average	Experienced		48	Combat Shy (-14)	0	1,2
7 Hellers	Tribal Loose	Unprotected	Bow		40	Combat Sily (-14)	4	1,2
Crossbowmen	INFANTRY	Average	Experienced	- Combat Shy	48	-	0	1,2
Clossoowilleli	Tribal Loose	Protected	Crossbow	- Combat Sily	40		4	1,2
Upgrade crossbowmen (from 1046 CE)	INFANTRY	Average	Experienced		70	Combat Shy (-22)	0	1,2
	Tribal Loose	Protected	Crossbow		70	Collidat 511y (-22)	4	<b>−</b> 1,∠
Crossbowmen (from 1150	INFANTRY	Average	Experienced		70	Combat Shy (-22)	0	1,2
CE)	Tribal Loose	Protected	Crossbow	·	70	Collidat Sily (-22)	4	1,2
Basque light cavalry	CAVALRY	Average	Experienced	-	55	Cantabrian (16),	0	1,2
	Skirmisher	Unprotected	Javelin		- 50	Combat Shy (-4)	4	1,2
Skirmishing javelinmen	INFANTRY	Average	Experienced		32	Combat Shy (-4)	0	1,2
3kiimisimig javeimmen	Skirmisher	Unprotected	Javelin		32	Collidat Sily (-4)	12	1,2
Skirmishing crossbowmen	INFANTRY	Average	Experienced	- Combat Shy	58		0	1,2
Skiiiiisiiiiig ciossoowiiieii	Skirmisher	Unprotected	Crossbow	- Combat Sily	50	-	4	1,2
Skirmishing archers	INFANTRY	Average	Experienced	- Combat Shy	50		0	1,2
Skillinshing archers	Skirmisher	Unprotected	Bow	- Collidat Sily	50	-	4	1,2
Slingers	INFANTRY	Average	Experienced	- Combat Shy	43		0	1,2
Slingers	Skirmisher	Unprotected	Sling	- Contract Sity	40	-	4	1,2

#### **ALLIES**

Catalan allies - Early Catalan and Aragon (from 1045 to 1070 CE)

French Crusader allies - Feudal French (from 1046 to 1149 CE)

French Crusader allies - Northern Medieval French (from 1150 to 1328 CE)

#### **Notes**

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

Only one external ally may be taken.

#### CHANGES FROM LAST VERSION

Reduced number of knights. Increased number of spearmen.

# FEUDAL CASTILE, LEÓN AND PORTUGUESE



ARMY COMMANDER 1		Any Instinctive			<b>DATES</b> 1037 CE to 1349 CE				
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Plains, Mountains		
Internal Allied Genera	LS 0-1	Any Instinctive (Portuguese)							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	<b>M</b> ANDAT <del>OR</del> Y	BASE	<b>OPTIONAL</b>	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Siz
Knights (before 1046 CE)	CAVALRY	Superior	-	Short Spear	Daysatatina Characra	145	-	2	1,2
Kilights (before 1040 CE)	Formed Loose	Protected	-	Short spear	Devastating Chargers	140		8	1,2
Knights (from 1046 to 1149	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	2	1,2
CE)	Formed Loose	Protected	-	Charging Lancer	-	147	Meiee Expert (32)	8	1,2
Upgrade knights as veteran hidalgos (from 1074 to 1149	CAVALRY	Superior	-	Charging Lancer	Melee Expert	194	_	0	1,2
CE)	Drilled Loose	Protected	-	G.14151115 Z411001	Wielee Expert	174	-	2	1,2
MIXED TUG COMPRISING 1	$m{/2}$ KNIGHTS AND	1/2 SERGEANTS (FRO	ом 1150 CE)						
Best knights	CAVALRY	Superior	-	Charging Lancar	Devastating Chargers	207	Melee Expert (40)	0	2
Dest Kinghts —	Formed Loose	-/Fully Armoured	-	Charging Lancer		207		1	
Best sergeants	CAVALRY	Superior	-		Devastating Chargers	131	Melee Expert (32)	=	
Dest sergeants	Formed Loose	Protected	-	-		131		=	
Mixed TuG comprising 1	$m{/2}$ KNIGHTS AND	1/2 SERGEANTS (FRO	эм 1150 CE)						
Vnichto	CAVALRY	Average	-	Charging Lancer		132	Melee Expert (29)	1	2
Knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	152	Meiee Expert (29)	2	
Sargants	CAVALRY	Average	-			80	Melee Expert (23)	=	
Sergeants	Formed Loose	Protected	-	-	-	00	ivielee Expert (23)	=	
Military order knights (from	CAVALRY	Superior	-	Chamain I I am	Decrease in a Clarace	100	Malaa E. (40)	0	1.0
1150 CE)	Tribal Loose	-/Fully Armoured	-	- Charging Lancer	Devastating Chargers	189	Melee Expert (40)	4	1,2
Carralina finhain a in Amala areal	CAVALRY	Average	-	I and Const		115	Combat Shy (-28)	0	1.0
Cavalry fighting in Arab style	Formed Loose	Protected	-	Long Spear	-	115		2	1,2

## FEUDAL CASTILE, LEÓN AND PORTUGUESE

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Caballeros villanos (from	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	_	0	1,2
1050 CE)	Formed Loose	Protected	-		Devastating Chargers	1 10		2	1,2
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	_	2	1,2
- Spearmen	Formed Close	Protected	-	Short Spear	Sinciawan	//		8	1,2
Military order sergeants	INFANTRY	Average	-	Short Spear	Shieldwall	82	Integral Shooters (6)	0	1,2
(from 1150 CE)	Drilled Close	Protected	-	Short Spear	Siliciawali	02	integral bilooters (0)	4	1,2
Military order crossbowmen	INFANTRY	Average	Experienced			85	Combat Shy (-22)	0	1,2
(from 1150 CE)	Drilled Loose	Protected	Crossbow	-	-	00	Combat Sity (-22)	4	1,2
Javelinmen	INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6),	0	1,2
Javenimien	Formed Loose	Protected	Javelin	Short spear	-	70	Combat Shy (-22)	6	1,2
Crossbowmen	INFANTRY	Average	Experienced		Combat Shy	48		0	1,2
Crossbowinen	Tribal Loose	Protected	Crossbow	-	Combat Sny	40	-	4	1,2
Upgrade crossbowmen	INFANTRY	Average	Experienced	_		70	Combat Shy (-22)	0	1,2
from 1046 CE)	Tribal Loose	Protected	Crossbow		-	70	Combat Sily (-22)	4	1,2
Crossbowmen (from 1150	INFANTRY	Average	Experienced			70	Combat Shy (-22)	0	1,2
CE)	Tribal Loose	Protected	Crossbow	-	-	70	Combat Jily (-22)	4	1,2
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1,2
Attiers	Tribal Loose	Unprotected	Bow	-	-	40	Combat Sny (-14)	4	1,2
linotes	CAVALRY	Average	Experienced	Short Spear		60	Cantabrian (16)	0	1,2
Jinetes	Skirmisher	Unprotected	Javelin	SHOIT Spear	-	00	Calitabilali (10)	4	1,2
Skirmishing javelinmen	INFANTRY	Average	Experienced			32	Combat Shy (-4)	0	1,2
Skirmsning javenninen	Skirmisher	Unprotected	Javelin	-	-	32	Combat sily (-4)	4	1,2
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	1,2
Skillinstillig crossoowitien	Skirmisher	Unprotected	Crossbow	-	Collidat Sily	50	-	4	1,2
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
okimisming archers	Skirmisher	Unprotected	Bow	-	Collibat Sily	50	-	4 0 6 0 4 0 4 0 4 0 4 0 4 0 4	1,4
Clingare	INFANTRY	Average	Experienced		Combat Shy	43		0	1,2
Slingers	Skirmisher	Unprotected	Sling	-	Collidat Sily	40	=	4	1,4

### FEUDAL CASTILE, LEÓN AND PORTUGUESE



#### ALLIES

Navarrese allies - Feudal Navarrese

Catalan and Aragonese allies - Early Catalan and Aragon (from 1135 to 1149 CE)

Aragonese allies - Early Crown of Aragon (from 1150 CE)

Granadine allies - Medieval Granadine (from 1238 CE)

Marinid allies (from 1269 CE)

#### Notes

Minima and maxima in mixed TuGs are for knights. An equal number of sergeants must be taken. Only one external ally may be taken.

#### CHANGES FROM LAST VERSION

# FEUDAL FRENCH



ARMY COMMANDER		1	Any Instinctive			DATES		1046 CE to 1149 CE		
SUB-GENERALS		0-1	Any Instinctive			TERRAIN		Standard, Coastal, Fore	est	
INTERNAL ALLIED GENERA	LS	0-2	Any Instinctive							
	ТүрЕ									
	TRAINING	AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	<b>OPTIONAL</b>	Min	
Name	FORMATI	0N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Feudal knights and sergeants	CAVALI	RY	Superior	-	Charging Lancer		147	Melee Expert (32)	4	1,2
redual Kilights and sergeants	Formed Lo	oose	Protected	-	Charging Lancer	-	14/	Meiee Expert (32)	12	1,2
Mercenary knights	CAVALI	RY	Average	-	Charging Lancer	-	115	Melee Expert (23)	0	1,2
iviercenary kinghts	Drilled Lo	ose	Protected	-				Meiee Expert (23)	2	1,4
Archers	INFANT	RY	Average	Experienced			48	Combat Shy (-14)	0	1,2
Aucticis	Tribal Lo	ose	Unprotected	Bow	-		40	Collidat Sily (-14)	6	1,2
Crossbowmen	INFANT	RY	Average	Experienced			59	Combat Shy (-14)	0	1,2
Crossoowinen	Formed Lo	oose	Unprotected	Crossbow			07	Collibat Sily (-14)	4	1,2
Upgrade crossbowmen with	INFANT		_	80	Combat Shy (-22)		1,2			
armour	Formed Lo	oose	Protected	Crossbow		-	00	Collidat 511y (-22)	Any	1,4
Spearmen	INFANT	RY	Average	-	Short Spear	Shieldwall	77		2	1,2
	Formed C	lose	Protected	-	Short Spear	Siliciawan	//		12	1,2
Peasants	INFANT	RY	Poor	Unskilled	Short Spear	_	25	_	0	2,3
- Casarts	Tribal Lo	ose	Unprotected	Javelin	Short Spear	_	20		8	2,0
Bidets, bidowers or Breton	INFANT	RY	Average	Experienced	_	_	32	<u>-</u>	0	1,2
javelinmen	Skirmish	ner	Unprotected	Javelin	_	_	02	_	4	1,2
Skirmishing archers	INFANT		Average	Experienced		Combat Shy	50		0	1,2
	Skirmish	ner	Unprotected	Bow		Control only		<u>-</u>	4	
Skirmishing crosshowmen	INFANT	RY	Average	Experienced		Combat Shy	58		0	1,2
Skirmishing crossbowmen	Skirmish	ner	Unprotected	Crossbow	_	Controat only	58	-	4	1,4

## FEUDAL FRENCH



#### ALLIES

Catalan allies - Early Catalan and Aragon

#### CHANGES FROM LAST VERSION

# **ALMORAVID**



ARMY COMMANDER	1	Any			DATES	1054 CE to 1147 CE			
SUB-GENERALS	0-3	3 Any			TERRAIN		Coastal, Plains, Mounta	ins	
Internal Allied Genera	ALS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	<b>OPTIONAL</b>	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Christian knights (only in	CAVALRY	Superior	-	Charging Lancer		147	Melee Expert (32)	0	1,2
Africa)	Formed Loose	Protected	-	Charging Lancer	-	14/	Meiee Expert (52)	2	1,2
Ghuzz mercenaries	CAVALRY	Average	Experienced			94	-	0	1,2
Gliuzz illercellaries	Formed Flexible	Unprotected	Bow	-	-			2	1,2
Camelry	CAMELRY	Average	-	Short Spear	Devastating Chargers	98	Melee Expert (23)	0	1,2
Cameny	Tribal Loose	Protected	-	Short spear	Devastating Chargers		Meiee Expert (23)	2	1,2
Black guard (from 1088 CE)	INFANTRY	Exceptional	-	Short Spear	Shieldwall	140		0	1,2
Black guard (Holli 1000 CE)	Drilled Close	Protected	-	Short spear	Silieiuwaii	140	-	4	1,4
amtuna or Hintata	INFANTRY	Superior	-	Long Spear	-	128	Integral Shooters (8)	0	1,2
spearmen	Drilled Close	Protected	-			120	integral bilooters (o)	6	1,2
Other Berber spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	4	1,2
Outer Berber spearmen	Tribal Close	Protected	-	31101t Spear	Siliciawali	07	integral bilooters (0)	16	1,2
Andalusian spearmen (only	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	1,2
in Spain)	Tribal Close	Protected	-	Short spear	Siliciawali	07	integral bilooters (0)	8	1,2
Black swordsmen	INFANTRY	Average	Unskilled	Short Spear		60	Shoot & Charge (6)	0	1,2
DIACK SWOIGSIIIEII	Tribal Loose	Protected	Javelin	31101t Spear	-	00	SHOOL & Charge (0)	6	1,2
Christian crossbowmen	INFANTRY	Average	Experienced		Combat Shy	48		0	1,2
(only in Africa)	Tribal Loose	Protected	Crossbow		Combat Sily	40		2	1,2
Berber archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1,2
Deluci archers	Tribal Loose	Unprotected	Bow	-	-	40	Compatibily (-14)	6	1,2
Andalusian or Berber cavalry	CAVALRY	Average	Experienced			55	Cantabrian (16),	4	1,2
	Skirmisher	Unprotected	Javelin		<u>-</u>		Combat Shy (-4)	16	1,4
Rarbar invalinman	INFANTRY	Average	Experienced			32	Combat Shy (1)	0	1,2
Berber javelinmen	Skirmisher	Unprotected	Javelin	_	-	32	Combat Shy (-4)	15	1,4

### **ALMORAVID**



Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1.2
	Skirmisher	Unprotected	Bow	- -	Combat Sily	30	-	6	1,2
Slingers	INFANTRY	Average	Experienced		Combat Shy	12		0	1.2
	Skirmisher	Unprotected	Sling	- -	Combat Sily	43	-	4	1,2
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	1.2
	Skirmisher	Unprotected	Crossbow	- -	Combat Sny	JO	-	4	1,4

#### **ALLIES**

Andalusian allies - Taifa Andalusian (only in Spain)

#### Notes

Armies in Spain can only be chosen in 1086 or from 1090 CE.

#### CHANGES FROM LAST VERSION

# **ALMOHAD**



ARMY COMMANDER	1	Any Instinctive			DATES		1130 CE to 1269 CE				
Sub-Generals	0-3	Any Instinctive			TERRAIN		Coastal, Plains, Mounta	Optional         Min           Characteristics         Max         UG s           Combat Shy (-28)         0         1,2           Combat Shy (-18)         0         1,2           Melee Expert (29)         0         1,2			
Internal Allied Genera	ALS										
	ТүрЕ										
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min			
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE		
Cavalry	CAVALRY	Average	-	Long Spear		115	Combat Shy (28)	0	1.2		
Cavairy	Formed Loose	Protected	-	Long Spear		110	Combat Sify ( 20)	4	1,2		
Arab cavalry (from 1153 CE)	CAVALRY	Average	-	Long Spear		82	Combat Shy (-18)	0	1.2		
Alab cavally (Holli 1105 CE)	Formed Flexible	Unprotected	-	Long Spear	-		Collidat Sily (-10)	8	1,2		
Christian knights (only from	CAVALRY	Average	-	Charging Lancer		132	Malaa Export (20)	0	1.2		
1212 CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer	-		Meiee Expert (29)	2	1,2		
Ghuzz mercenaries	CAVALRY	Average	Experienced			94		0	1,2		
GIIdZZ IIIercenanes	Formed Flexible	Unprotected	Bow	-	-	94	-	2	1,2		
Camelry	CAMELRY	Average	-	Short Spear	Devastating Chargers	98	Melee Expert (23)	0	1,2		
	Tribal Loose	Protected	-		Devastating Chargers	90	Meiee Expert (23)	2	1,2		
Black guard	INFANTRY	Superior	-	Cl C	Shieldwall	115		0	1,2		
Diack guard	Drilled Close	Protected	-	Short Spear	Silieidwali	113		4	1,4		
Berber and other spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Chapters (6)	4	1,2		
berber and outer speammen	Tribal Close	Protected	-	Short Spear	Silieidwaii	07	Integral Shooters (6)	22	— 1,∠		
Andalusian spearmen (only	INFANTRY	Average	-	Chart Carry	Shieldwall	67	Integral Shooters (6)	0	1,2		
in Spain)	Tribal Close	Protected	-	Short Spear	Smeidwaii	07	integral Shooters (0)	8	— 1 <i>,</i> 2		
Berber archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	1,2		
Derber archers	Tribal Loose	Unprotected	Bow	-	-	40	Combat Sily (-14)	6	1,2		
Andalusian or Berber cavalry	CAVALRY	Average	Experienced			55	Cantabrian (16),	4	1,2		
Andalusian of berber cavalry	Skirmisher	Unprotected	Javelin	-	-	33	Combat Shy (-4)	16	1 <i>,</i> ∠		
Parhar invalinman	INFANTRY	Average	Experienced			32	Combat Shy (-4)	0	1,2		
Berber javelinmen	Skirmisher	Unprotected	Javelin	_	-	34	Combat Sify (-4)	15	— 1 <i>,</i> ∠		
Chimaighing anabora	INFANTRY	Average	Experienced		Cambat Chr	50		0	1.2		
Skirmishing archers	Skirmisher	Unprotected	Bow	-	Combat Shy	30	-	6	1,2		

### **ALMOHAD**



Slingers	INFANTRY	Average	Experienced		Combat Shy	12		0	1.2
	Skirmisher	Unprotected	Sling	-	Combat sny	<del>4</del> 0	-	4	1,2
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	50		0	1.2
	Skirmisher	Unprotected	Crossbow	-	Compatibility	50	-	4	1,2

#### **NOTES**

The number of Arab cavalry and Andalusian or Berber cavalry cannot exceed 16.

#### CHANGES FROM LAST VERSION

# TAIFA OF MURCIA



ARMY COMMANDER	1	Any Instinctive			DATES		1147 CE to 1172 CE		
Sub-Generals	0-3	Any Instinctive			TERRAIN		Coastal, Mountains		
		Ally illsuffcuve			TEKKAIN		Coastal, Mountains		
INTERNAL ALLIED GENE	RALS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Christian knights (before	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	0	1,2
1150 CE)	Formed Loose	Protected	-					4	
MIXED TUG COMPRISING	1/2 KNIGHTS AND	1/2 SERGEANTS (FRO	эм 1150 CE)						
Knights	CAVALRY	Average	-	Charging Lancer	_	132	Melee Expert (29)	0	2
Milgitto	Formed Loose	-/Fully Armoured	-	Charging Lancer	_	102	Wielee Expert (27)	2	
Sergeants	CAVALRY	Average	-	_	_	80	Melee Expert (23)	=	
Sergearia	Formed Loose	Protected	-				Tvicice Expert (20)	=	
Christian spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77		0	1,2
Cillisuali spealilleli	Formed Close	Protected	-	Short spear	Silielawali	//	-	8	1,4
Andalusian spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	2	1,2
7 midardsiani speamnen	Tribal Close	Protected	-	Short Spear	Siliciawan	07	integral 31100ters (0)	8	1,2
Levy spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	2,3
Levy speamen	Tribal Close	Protected	-	Short Spear	Sincia wan	1.1	integral bilooters (1)	6	2,0
Black spearmen	INFANTRY	Average	-	Short Spear	_	57	_	0	1,2
Didek spearmen	Tribal Loose	Protected	-	onore opear				4	1,2
Berber spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	1,2
	Tribal Close	Protected	-	Short Spear	Silicia Wali		micegrar birecters (e)	4	1,2
Almogavari	INFANTRY	Average	-	Impact Weapon	Fleet of Foot	60	Melee Expert (10)	0	1,2
	Formed Flexible	Unprotected	-	mpace ,, capon	11000 01 1 000		1.10100 Export (10)	4	-,-
Slav foot	INFANTRY	Average	-	Short Spear	<u>-</u>	77	Melee Expert (16)	0	1,2
	Formed Flexible	Protected	-	Silote Spear		, ,	1.10100 Empore (10)	2	*,~

## TAIFA OF MURCIA



Andalusian or Berber cavalry	CAVALRY	Average	Experienced			55	Cantabrian (16),	2	1,2
Alidalusian of Derber Cavarry	Skirmisher	Unprotected	Javelin	-	-	50	Combat Shy (-4)	12	1,2
Andalusian horse archers	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	1,2
Andalusian noise archers	Skirmisher	Unprotected	Bow	-	-	70	Combat Shy (-4)	2	1,2
Barbar izvalinman	INFANTRY	Average	Experienced			32	Combat Shy (-4)	0	1,2
Berber javelinmen	Skirmisher	Unprotected	Javelin	-	-	32	Combat 3ny (-4)	4	1,2
Chirmighing probors	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Skirmishing archers	Skirmisher	Unprotected	Bow	-	Collidat Sily	30	-	6	1,4
Slingars	INFANTRY	Average	Experienced		Combat Shy	43		0	1,2
Slingers	Skirmisher	Unprotected	Sling	- -	Combat Shy		-	4	1,4

### **NOTES**

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

## CHANGES FROM LAST VERSION

## EARLY CROWN OF ARAGON



A G					_		1150 CP 1006 CP		
ARMY COMMANDER	1	Any Instinctive			DATES		1150 CE to 1336 CE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Mountains		
INTERNAL ALLIED GENERA	ALS								
	ТүрЕ	<b>,</b>							
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>OPTIONAL</b>	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size
MIXED TUG COMPRISING 1	/2 KNIGHTS AND	1/2 SERGEANTS							
D . 1 · 1.	CAVALRY	Superior	-	C1 . I	D	207	AA 1 T (40)	0	2
Best knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	1	2
Doct corgonate	CAVALRY	Superior	-		Devastating Chargers	131	Melee Expert (32)	=	
Best sergeants	Formed Loose	Protected	-	-	Devastating Chargers	151	Meiee Expert (52)	=	
Mixed TuG comprising 1	/2 KNIGHTS AND	1/2 SERGEANTS							
TZ · 1 .	CAVALRY	Average	-	C1 · I		100	M 1 T (00)	1	2
Knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	132	Melee Expert (29)	2	2
Corconnts	CAVALRY	Average	-			80	Melee Expert (23)	=	
Sergeants	Formed Loose	Protected	-	-	-	00	Meiee Expert (23)	=	
A A · 1 ·	CAVALRY	Superior	-	C1 · I	D	100	AA 1 T (40)	0	1.0
Military order knights	Tribal Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	189	Melee Expert (40)	4	1,2
Cavalls alforrats (from 1275	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145		0	1,2
CE)	Formed Loose	Protected	-	Short spear	Devastating Chargers	140	-	2	1,2
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	<u>_</u>	0	1,2
	Formed Close	Protected	-	Short Spear	Siliciawan	/ /		8	1,2
Crossbowmen	INFANTRY	Average	Experienced	_	_	80	Combat Shy (-22)	0	1,2
CIOSSOOWIIICII	Formed Loose	Protected	Crossbow			00	Combat Sily (-22)	6	1,2
Almughavars (after 1150 CE)	INFANTRY	Average	-	Impact Weapon	Fleet of Foot	60	Melee Expert (10)	0	1,2
1 minaginavaro (arter 1100 CL)	Formed Flexible	Unprotected	-	mipact vvcapon	11001 01 1 001	00	ivided Expert (10)	12	1,2
Tinetes	CAVALRY	Average	Experienced	Short Spear	_	60	Cantabrian (16)	0	1,2
Jiiicico	Skirmisher	Unprotected	Javelin	Short Spear		00	Samathan (10)	4	1,4

## EARLY CROWN OF ARAGON



Skirmishing javelinmen	INFANTRY	Average	Experienced	<u>.</u>	_	32	Combat Shy (-4)	0	1 2
	Skirmisher	Unprotected	Javelin			02	Combat Sify (-4)	4	1,2
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58		0	1.2
Skillinstinig crossbowitien	Skirmisher	Unprotected	Crossbow	<u>-</u>	Collidat Sily	50	-	4	1,2
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1.2
	Skirmisher	Unprotected	Bow	-	Collidat Sily	50	-	4	1,2
Clingara	INFANTRY	Average	Experienced		Combat Shy	43		0	1.2
Slingers	Skirmisher	Unprotected	Sling	<del>-</del>	Combat Shy	43	-	4	1,2

### **ALLIES**

Languedoc and Cathar allies - Southern Medieval French (from 1166 to 1213 CE)

### Notes

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

### CHANGES FROM LAST VERSION

# NORTHERN MEDIEVAL FRENCH



A G		A T					4450 CP 4007 CF		
ARMY COMMANDER	1	Any Instinctive			DATES		1150 CE to 1337 CE		
SUB-GENERALS	0-1	Any Instinctive			TERRAIN		Standard, Coastal, Fore	st	
Internal Allied Gener	<b>ALS</b> 0-2	Any Instinctive							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	<b>OPTIONAL</b>	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	ЖАЖ	UG SIZE
MIXED TUG COMPRISING	1/2 KNIGHTS AND	1/2 SERGEANTS							
TZ t . 1	CAVALRY	Superior	-	Classia Issues	Daniel Champan	207	Μ.1 Γ	2	2
Knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	5	
Cargaints	CAVALRY	Superior	-		Devastating Chargers	131	Melee Expert (32)	=	
Sergeants	Formed Loose	Protected	-	-	Devastating Chargers	131	Melee Expert (32)	=	
Comprehe corresponts	CAVALRY	Average	-	Charging I an aar		105	Melee Expert (23)	0	1,2
Separate sergeants	Formed Loose	Protected	-	Charging Lancer	-	103	Meiee Expert (25)	2	1,2
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77		2	1,2
	Formed Close	Protected	-	Short Spear	Siliciawan	/ /		12	1,2
Crossbowmen	INFANTRY	Average	Experienced	_	_	80	Combat Shy (-22)	0	1,2
C103300WIIICII	Formed Loose	Protected	Crossbow	_	_	00	Combat Sily (-22)	4	1,2
Genoese or mercenary	INFANTRY	Average	Experienced	_	_	85	Combat Shy (-22)	0	1,2
crossbowmen	Drilled Loose	Protected	Crossbow			00	Comoat Sily (22)	4	1,2
Archers	INFANTRY	Average	Experienced	_	_	48	Combat Shy (-14)	0	1,2
7 Hellelb	Tribal Loose	Unprotected	Bow			10	Comode only (11)	4	1,2
Low countries spearmen	INFANTRY	Average	-	Long Spear	_	86	_	0	1,2
Low countries spearmen	Formed Close	Protected	-	Long Spear		00		4	1,2
Peasants	INFANTRY	Poor	Unskilled	Short Spear	_	25	_	0	2,3
I Caballio	Tribal Loose	Unprotected	Javelin	onore opear		20		8	2,0
Bidets, bidowers or Breton	INFANTRY	Average	Experienced			32		0	1,2
javelinmen	Skirmisher	Unprotected	Javelin	_	_	02	-	4	1,4

## NORTHERN MEDIEVAL FRENCH



Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1.2
Skillinstillig arctiers	Skirmisher	Unprotected	Bow	-	Collidat Sily	30	-	4	1,4
Chirmighing grouphousman	INFANTRY	Average	Experienced		Combat Shy	50		0	1.2
Skirmishing crossbowmen	Skirmisher	Unprotected	Crossbow	-	Collidat Sily	50	-	4	1,4

### ALLIES

Navarrese allies - Feudal Navarrese (from 1234 to 1327 CE)

Navarrese allies - Medieval Navarrese (from 1328 CE)

#### Notes

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

#### CHANGES FROM LAST VERSION

## SOUTHERN MEDIEVAL FRENCH



ARMY COMMANDER		1 Any Instinctive			DATES		1150 CE to 1337 CE		
Sub-Generals		0-1 Any Instinctive			Terrain		Standard, Coastal, Mou	ıntains	
INTERNAL ALLIED GEN	ERALS	0-2 Any Instinctive							
	ТүрЕ	•							
	TRAINING ANI	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>O</b> PTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	Characteristics	PTS	Characteristics	Max	UG SIZ
MIXED TUG COMPRISIN	IG 1/2 KNIGHTS A	ND 1/2 SERGEANTS							
D 1 t . 1	CAVALRY	Superior	-	Chamina I aman	Daniel Champion	207	M.1 T (40)	0	2
Best knights	Formed Loos	e -/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	2	2
Best sergeants	CAVALRY	Superior	-		Devastating Chargers	131	Melee Expert (32)	=	
Dest sergeants	Formed Loos	e Protected	-	-	Devastating Chargers	131	Melee Expert (32)	=	
MIXED TUG COMPRISIN	iq 1/2 Knights A	ND 1/2 SERGEANTS							
Va: alata	CAVALRY	Average	-	Chanain a Lancan		100	Malas Farrant (20)	1	2
Knights	Formed Loos	e -/Fully Armoured	-	Charging Lancer	-	132	Melee Expert (29)	4	2
Sergeants	CAVALRY	Average	-			80	Melee Expert (23)	=	
Seigeailts	Formed Loos	e Protected	-	-	-	00	ivielee Expert (23)	=	
Company	CAVALRY	Average	-	Chamina I aman		10E	M.1 T (22)	0	1.0
Separate sergeants	Formed Loos	e Protected	-	Charging Lancer	-	105	Melee Expert (23)	2	1,2
Cnorman	INFANTRY	Average	-	Short Spear	Shieldwall	77		2	1,2
Spearmen	Formed Clos	e Protected	-	Short spear	Silieidwaii	//	-	12	1,2
Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	1,2
Ciossoowilleli	Formed Loos	e Protected	Crossbow	_	_	00	Comoat July (-22)	4	1,2
Genoese or mercenary	INFANTRY		Experienced	_	_	85	Combat Shy (-22)	0	1,2
crossbowmen	Drilled Loos		Crossbow	_	_	00	Comoat July (-22)	4	1,2
Peasants	INFANTRY		Unskilled	Short Spear	_	25		0	2,3
I Caballo	Tribal Loose	Unprotected	Javelin	onore opear		20		6	2,0
Aragonese cavalry	CAVALRY	Average	Experienced	Short Spear		60	Cantabrian (16)	0	1,2
1 Hagoriese cavarry	Skirmisher	Unprotected	Javelin	onor opear	-	00	Carraoriair (10)	2	1,4

## SOUTHERN MEDIEVAL FRENCH



Bidets or basque javelinmen	INFANTRY	Average	Experienced			30		0	1.2
Bidets of basque javeninnen	Skirmisher	Unprotected	Javelin	- -	-	32	-	4	1,2
Skirmiahing archara	INFANTRY	Average	Experienced		Combat Shy	50		0	1.2
Skirmishing archers	Skirmisher	Unprotected	Bow	- -	Combat Sily	50	-	4	1,4
Skirmishing crosshowmen	INFANTRY	Average	Experienced		Combat Shy	50		0	1.2
Skirmishing crossbowmen	Skirmisher	Unprotected	Crossbow	-	Collidat Sily	50	-	4	1,2

#### Notes

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

### CHANGES FROM LAST VERSION

# MEDIEVAL GRANADINE



ARMY COMMANDER		1	Any Professional			DATES		1228 CE to 1492 CE		
SUB-GENERALS		0-3	Any Professional			TERRAIN		Coastal, Mountains		
INTERNAL ALLIED GENERA	LS									
	ТүрЕ									
	TRAINING AN	ID	QUALITY	SHOOTING SKILL	Melee	<b>M</b> ANDAT <b>OR</b> Y	BASE	<b>OPTIONAL</b>	Min	
Name	FORMATION	r	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Cavalry fighting in Arab style	CAVALRY	7	Superior	-	Long Spear		161		0	1,2
	Formed Loo	se	Protected	-	Long Spear	-	101	-	4	1,2
Cavalry fighting in Christian	CAVALRY	7	Average	-	Charging Lancer		132	Melee Expert (29)	0	1,2
style (before 1340 CE)	Formed Loo	se	-/Fully Armoured	-	Charging Lancer		102	Wielee Expert (27)	2	1,2
Peasant crossbowmen	INFANTRY	<i>Z</i>	Average	Experienced	_	_	53	Combat Shy (-14)	4	1,2
- Casalit Clossoo Willeli	Tribal Loos		Unprotected	Crossbow			00	Comoat Sily (11)	28	1,2
Spearmen	INFANTRY		Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2
	Formed Clo		Protected	-	Short Spear	Sinciawan	, ,	Contout Sity ( 22)	4	1,2
Crossbowmen	INFANTRY		Average	Experienced	_	_	80	Combat Shy (-22)	0	1,2
Crossoownien	Formed Loo		Protected	Crossbow				Comoat only (22)	4	1,2
Archers	INFANTRY		Average	Experienced	_	_	75	Combat Shy (-22)	0	1,2
7 ticliers	Formed Loo		Protected	Bow			7.0	Collidat Sily ( 22)	2	1,2
Mounted crossbowmen	CAVALRY		Average	Experienced	_	_	85	Combat Shy (-5)	0	1,2
	Skirmisher		Protected	Crossbow				Contract biry ( 0)	2	1,2
Jinetes	CAVALRY		Average	Experienced	Short Spear	_	60	Cantabrian (16)	2	1,2
Jinetes	Skirmisher		Unprotected	Javelin	Short Spear			Carrabrian (10)	10	1,2
Skirmishing crossbowmen	INFANTRY		Average	Experienced	_	Combat Shy	58	_	0	1,2
	Skirmisher		Unprotected	Crossbow		Comoat only			2	1,2
Handgunners (from 1400	INFANTRY		Average	Experienced	_	_	45	Combat Shy (-5)	0	1,2
CE)	Skirmisher		Protected	Firearm			10	Controde Sity (-0)	4	1,2
Guns (from 1340 CE)	ARTILLERY		Average	Experienced	_	Combat Shy	138	Barricades (16)	0	1
Cano (nom 10 10 CL)	Skirmisher	-	Unprotected	Light Art		Comfout only	100	Darricades (10)	1	1

# MEDIEVAL GRANADINE



CHANGES FROM LAST VERSION

# MEDIEVAL NAVARRESE



ARMY COMMANDER		1	Any Instinctive			DATES		1328 CE to 1379 CE		
Sub-Generals		0-3	Any Instinctive			TERRAIN		Standard, Coastal, Mou	ntains	
Internal Allied Gen	ERALS		,							
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>O</b> PTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Weaponry	Characteristics	PTS	CHARACTERISTICS	Max	UG SIZE
MIXED TUG COMPRISIN	G 1/2 KNIGHTS	AND :	1/2 SERGEANTS							
Navarrese knights	CAVALR	Y	Average	-	Charging I anger		132	Melee Expert (29)	1	2
inavairese kingilis	Formed Lo	ose	-/Fully Armoured	-	Charging Lancer	-	152	Meiee Expert (29)	1	4
Navarrese sergeants	CAVALR		Average	-	_	_	80	Melee Expert (23)	=	
i va varrese sergearits	Formed Lo	ose	Protected	-				Tvicice Expert (20)	=	
MIXED TUG COMPRISIN	G 1/2 KNIGHTS	AND :	1/2 SERGEANTS							
Norman knights	CAVALR	Y	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	2
INOITHAIT KINGIIIS	Formed Lo	ose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	2	
Norman sergeants	CAVALR		Superior	-	_	Devastating Chargers	131	Melee Expert (32)	=	
1 voiman sergeana	Formed Lo	ose	Protected	-		Devastrating Chargers	101	Tyleree Expert (02)	=	
Javelinmen	INFANTR	Y	Average	Unskilled	Short Spear		70	Shoot & Charge (6),	2	1,2
javenimien	Formed Lo	ose	Protected	Javelin	31101t Spear	-	70	Combat Shy (-22)	12	1,2
Crossbowmen	INFANTR		Average	Experienced	_	Combat Shy	48	_	0	1,2
Clossoowilleli	Tribal Loo		Protected	Crossbow		Combat Sily	70		4	1,2
Bidets	INFANTR		Average	Experienced	_	_	32	Combat Shy (-4)	0	1,2
	Skirmishe		Unprotected	Javelin					6	-,-
Slingers	INFANTR		Average	Experienced	_	Combat Shy	43	<del>-</del>	0	1,2
	Skirmishe		Unprotected	Sling					6	-,
Guns	ARTILLER		Average	Experienced	_	Combat Shy	138	Barricades (16)	0	1
	Skirmishe	er	Unprotected	Light Art				(-0)	1	-

## MEDIEVAL NAVARRESE



ENGLISH CONTINGENT UNI	LISH CONTINGENT UNDER ITS OWN SUB-GENERAL (FROM 1350 TO 1378 CE)											
LONGBOWMEN AND MEN A	AT ARMS (MIXED T	u <b>G</b> , half with mei	ее ехрект)									
Longbowmen with men-at-	INFANTRY	Average	Experienced		Melee Expert	106	Dismountable (10),	1	2			
arms	Formed Loose	Protected	Powerbow	-	Meiee Expert	100	Barricades (40)	2				
Longhovemon	INFANTRY	Average	Experienced			90	Dismountable (10),	=				
Longbowmen	Formed Loose	Protected	Powerbow	- -	-	90	Barricades (40)	=				
C	INFANTRY	Average	-	2-H Cut-Crush		138	Melee Expert (22),	0	1.0			
Separate men-at-arms	Drilled Close	Fully Armoured	-	2-A Cut-Crush	-	158	Dismountable (13)	2	1,2			
Replace mixed TuGs with	INFANTRY	Average	Experienced			90	Dismountable (10),		1,2			
longbowmen	Formed Loose	Protected	Powerbow	-	-	90	Barricades (40)	Any	- 1,2			

#### **ALLIES**

Free Company allies (from 1350 CE)

### **Notes**

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

English troops are only mandatory if an English contingent is taken. Minima and maxima for longbowmen and men-at-arms TuGs are for the longbowmen with men-at-arms. An equal number of longbowmen must be taken. Note: If Barricades are taken, all the longbowmen must take it. The Barricades characteristic may be replaced with the Obstacle characteristic. TuGs of men-at-Arms and longbowmen may pass through each other in the Movement Phase without causing KaBs on either.

An English contingent cannot be taken with Free Company allies.

### CHANGES FROM LAST VERSION

## **CROWN OF ARAGON**



ARMY COMMANDER		1	Any			DATES		1336 CE to 1479 CE		-,-
SUB-GENERALS		0-3	Any			TERRAIN		Standard, Mountains		
Internal Allied Gener	ALS	0-1	Any Professional (Free	Company ally)						
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	<b>O</b> PTIONAL	Min	
Name	FORMATIO	ON	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG Size
MIXED TUG COMPRISING	1/2 KNIGHTS	AND :	1/2 SERGEANTS							
D 1 1 1	CAVALR	Y	Superior	-		D : C1	207	14.1 E (40)	0	0
Best knights	Formed Lo	ose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	2	2
Doct corresponds	CAVALR	Y	Superior	-		Davidatatina Characra	131	Malaa Erraart (20)	=	
Best sergeants	Formed Lo	ose	Protected	-	-	Devastating Chargers	151	Melee Expert (32)	=	
Mixed TuG comprising	1/2 KNIGHTS	AND :	1/2 SERGEANTS							
TZ t . 1	CAVALR	Υ	Average	-	Chamina I aman		100	M. 1 T (20)	1	0
Knights	Formed Lo	ose	-/Fully Armoured	-	Charging Lancer	-	132	Melee Expert (29)	2	2
Sergeants	CAVALR	Υ	Average	-			80	Melee Expert (23)	=	
	Formed Lo	ose	Protected	-	-	-	00	Meiee Expert (23)	=	
NA:1:4	CAVALR	Y	Superior	-	Chamina I aman	Daniel Classic	100	M.1 T (40)	0	1.0
Military order knights	Tribal Loc	ose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	189	Melee Expert (40)	2	1,2
Spearmen (before 1450 CE)	INFANTF	RΥ	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2
Speamien (before 1400 CE)	Formed Cl		Protected	-	Short Spear	Siliciawali	//	Collidat Sily (-22)	8	1,2
Spearmen (from 1450 CE)	INFANTE		Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2
Spearmen (nom 1 100 GL)	Formed Cl		Protected	-	Short Spear	Sinciawan	, ,	Combat Sity (22)	4	1,2
Pikemen (from 1450 CE)	INFANTE		Average	-	Pike	Shove	95	Orb (2)	0	3
	Formed Cl		Protected	-	TIRE	Bilove			9	
Crossbowmen	INFANTE		Average	Experienced	_	-	80	Combat Shy (-22)	2	1,2
	Formed Lo		Protected	Crossbow					12	-,
Almughavars (before 1400	INFANTE		Superior	-	Impact Weapon	Fleet of Foot	84	Melee Expert (15)	0	1,2
CE)	Formed Flex	xible	Unprotected	-				(10)	6	-,-

## **CROWN OF ARAGON**



								1	
Almughavars (from 1400 CE)	INFANTRY	Average	-	Impact Weapon		82	Melee Expert (16)	0	1,2
Allitughavais (Holli 1400 CE)	Formed Flexible	Protected	-	IIIIpact Weapoii	-	02	Meiee Expert (10)	6	1,2
linetes	CAVALRY	Average	Experienced	Short Spear	_	69	Cantabrian (20)	0	1,2
Jinetes	Skirmisher	Protected	Javelin	Short Spear	-			4	1,2
Mounted crossbowmen	CAVALRY	Average	Experienced	_	_	85	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Crossbow	-			Contoat Sity (-0)	2	1,2
Skirmishing crossbowmen	INFANTRY	Average	Experienced	- Combat Shy	58		0	1,2	
	Skirmisher	Unprotected	Crossbow		Combat 511y		_	6	1,2
Javelinmen	INFANTRY	Average	Experienced		32	Combat Shy (-4)	0	1,2	
Javeninilen	Skirmisher	Unprotected	Javelin		02		4	1,2	
Archers	INFANTRY	Average	Experienced	- Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected	Bow		00		4	1,4	
Handgunners (from 1400	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	1,2
CE)	Skirmisher	Protected	Firearm	-		40	Combat Sny (-3)	4	1,2
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
Guiis	Skirmisher	Unprotected	Light Art					1	1
Cannons (from 1380 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	1
Camions (nom 1300 CL)	Skirmisher	Unprotected	Heavy Art		Shy	<i>2</i> 44	-	1	1
FREE COMPANY CONTINGE	NT (ONLY IN 1365	CE)							
77 • 1.	CAVALRY	Superior	-	Chamina I an ann	Devastating Chargers,	016	M 1 T . (40)	1	1.0
Knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Dismountable	216	Melee Expert (40)	2	1,2
Crossbowmen	INFANTRY	Average	Experienced			80	Combat Shy (22)	2	1,2
C102200MIIIGII	Formed Loose	Protected	Crossbow	_	-	00	Combat Shy (-22)	4	1,∠
Allies									

ALLIES

French allies - French Ordonnance (from 1462 to 1466 CE)

## CROWN OF ARAGON



### Notes

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

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

A Free Company ally may only command a Free Company contingent. Free Company troops are only mandatory if the contingent is taken.

### CHANGES FROM LAST VERSION

# MEDIEVAL CASTILIAN



ADMY COMMANDED	4	Α			D		1050 CF + 1476 CF			
ARMY COMMANDER	1	,			DATES		1350 CE to 1476 CE			
Sub-Generals		-3 Any			TERRAIN		Standard, Plains, Mountains			
INTERNAL ALLIED GENER	RALS									
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	<b>M</b> andat <del>o</del> ry	BASE	<b>OPTIONAL</b>	Min		
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG Size	
Mixed TuG comprising	1/2 KNIGHTS AND	1/2 SERGEANTS								
Constitution of the	CAVALRY	Average	-	Chanaina I an ann		132	Malaa Francist (20)	1	2	
Spanish knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	-	152	Melee Expert (29)	4		
Corgonata	CAVALRY	Average	-			80	Melee Expert (23)	=		
Sergeants	Formed Loose	Protected	-	-	-	00	ivielee Expert (25)	=		
French or Free Company knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	216	Melee Expert (40)	0	1.0	
	Formed Loose	-/Fully Armoured	-					4	1,2	
Military order knights	CAVALRY	Superior	-	Charging Lancer		189	Melee Expert (40),	0	1,2	
willtary order kinglits	Tribal Loose	-/Fully Armoured	-		Devastating Chargers	109	Dismountable (9)	4	1,2	
Charman	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2	
Spearmen	Formed Close	Protected	-				Comoat sny (-22)	6	1,4	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6),	0	1,2	
Javeninien	Formed Loose	Protected	Javelin				Combat Shy (-22)	4	1,2	
Crossbowmen	INFANTRY	Average	Experienced		-	80	Combat Shy (-22)	0	1,2	
Clossoomilieli	Formed Loose	Protected	Crossbow	-				8	1,2	
Archers	INFANTRY	Average	Experienced		-	75	Combat Shy (-22)	0	1,2	
Alcheis	Formed Loose	Protected	Bow	-			Comoat sny (-22)	4	1,2	
Jinetes	CAVALRY	Average	Experienced	Chart Carr	-	69	Cantabrian (20)	1	1,2	
THIEFES	Skirmisher	Protected	Javelin	Short Spear			Calitauliali (20)	4	1,4	
Light cavalry	CAVALRY	Average	Experienced			55	Cantabrian (16),	0	1,2	
Ligit cavally	Skirmisher	Unprotected	Javelin		-	33	Combat Shy (-4)	2	1,4	

## MEDIEVAL CASTILIAN



Mounted crossbowmen	CAVALRY	Average	Experienced			85	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Crossbow	-	-	00		2	1,4
Skirmishing crossbowmen	INFANTRY	Average	Experienced		Combat Shy	58	-	0	1,2
Skillinstillig crossoowillen	Skirmisher	Unprotected	Crossbow	-		50		6	1,2
Javelinmen	INFANTRY	Average	Experienced		_	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					4	
Archers	INFANTRY	Average	Experienced		Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow	-				4	1,2
Handgunners (from 1400	INFANTRY	Average	Experienced			45	Combat Shy (-5)	0	1,2
CE)	Skirmisher	Protected	Firearm	-	<del>-</del>	40	Compat Sny (-3)	4	— 1 <i>,</i> ∠
Guns	ARTILLERY	Average	Experienced		Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art	-				1	1
Cannons (from 1380 CE)	ARTILLERY	Average	Experienced		Barricades, Combat	244		0	1
Cannons (from 1380 CE)	Skirmisher	Unprotected	Heavy Art	<u>-</u>	Shy	<i>2</i> 44	-	1	1

#### **ALLIES**

Free Company allies (only before 1390 CE)

Navarrese allies - Medieval Navarrese (from 1410 CE)

Aragonese allies - Crown of Aragon (from 1410 to 1476 CE)

### Notes

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

French, Free Company or Military Order knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush. Only one external ally may be taken.

#### CHANGES FROM LAST VERSION

# MEDIEVAL PORTUGUESE



ARMY COMMANDER	1	\\ nv.			DATEG		1350 CE to 1500 CE			
Sub-Generals					Dates Terrain					
							Coastal, Mountains			
Internal Allied Gene	RALS									
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	<b>OPTIONAL</b>	Min		
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
MIXED TUG COMPRISING	1/2 KNIGHTS AND	1/2 SERGEANTS								
Dest Destruction In this	CAVALRY	Superior	-	Classia I aman	Daniel Champan	207	Melee Expert (40),	0	2	
Best Portuguese knights	Formed Loose	-/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Dismountable (9)	1	2	
Best sergeants	CAVALRY	Superior	-		Devastating Chargers	131	Melee Expert (32),	=		
Dest sergeants	Formed Loose	Protected	-	-		131	Dismountable (7)	=		
MIXED TUG COMPRISING	1/2 KNIGHTS AND	1/2 SERGEANTS								
Portuguese knights	CAVALRY	Average	-	Charging Lancer	; -	132	Melee Expert (29),	1	2	
	Formed Loose	-/Fully Armoured	-				Dismounable (6)	2	2	
Sergeants	CAVALRY	Average	-		-	80	Melee Expert (23),	=		
Sergearits	Formed Loose	Protected	-				Dismountable (5)	=		
Free Company knights	CAVALRY	Superior	-	Classias I aman	Devastating Chargers,	216	Μ.1 Γ	0	1.0	
(before 1444 CE)	Formed Loose	-/Fully Armoured	-	Charging Lancer	Dismountable	210	Melee Expert (40)	2	1,2	
Military order knights	CAVALRY	Superior	-	Chansina I an ann	Devastating Chargers	189	Melee Expert (40),	0	1,2	
Williary Order Kinghts	Tribal Loose	-/Fully Armoured	-	Charging Lancer			Dismountable (9)	2	1,2	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2	
<u> </u>	Formed Close	Protected	-	Bilore B pear	Difference volume			6	1,2	
Crossbowmen	INFANTRY	Average	Experienced	_	-	80	Combat Shy(-22),	0	1,2	
	Formed Loose	Protected	Crossbow				Obstacles (20)	8	-,-	
Archers	INFANTRY	Average	Experienced	_	-	54	Combat Shy (-14),	0	1,2	
	Formed Loose	Unprotected	Bow			<u> </u>	Obstacles (13)	8	,	
Upgrade archers	INFANTRY	Average	Experienced	_	-	75	Combat Shy(-22),		1,2	
——————————————————————————————————————	Formed Loose	Protected	Bow				Obstacles (20)	Up to half	,-	

## MEDIEVAL PORTUGUESE



INFANTRY   Average   Unskilled   Short Spear   - 70   Shoot & Charge (6), 0   Combat Shy (-22)   8										
Formed Loose Protected Javelin Combat Shy (-22) 8    CAVALRY	Javelinmen	INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6),	0	1.2
Skirmisher   Protected   Javelin   Short Spear   Gentabrian (20)   Skirmisher   Protected   Javelin   Skirmishing crossbowmen   Skirmishing crossbowmen   Skirmishing javelinmen   Skirmishing javelinmen   Skirmisher   Unprotected   Javelin   Short Spear   Gentabrian (20)   2   1,2   2   1,2   2   2   2   2   2   2   2   2   2		Formed Loose	Protected	Javelin	31101t Spear	-		Combat Shy (-22)	Shy (-22) 8	1,4
Skirmisher   Protected   Javelin   2	Jinetes	CAVALRY	Average	Experienced	Short Spear		60	Cantabrian (20)	0	1,2
Mounted crossbowmen  Skirmisher  Protected  Crossbow  Skirmishing crossbowmen  Skirmishing crossbowmen  Skirmisher  Unprotected  Crossbow  Combat Shy (-5)  Skirmishing crossbowmen  Skirmisher  Unprotected  Skirmisher  Unprotected  Skirmisher  Unprotected  Javelin  INFANTRY  Average  Experienced  Average  Experienced  INFANTRY  Average  Experienced  O  INFANTRY  Average  Experienced  O  O  O  O  O  O  O  O  O  O  O  O  O		Skirmisher	Protected	Javelin	Short Spear	-	0,7		2	
Skirmisher Protected Crossbow  Skirmisher Protected Crossbow  Skirmishing crossbowmen Skirmisher Unprotected Crossbow  Skirmisher Unprotected Crossbow  Skirmishing javelinmen Experienced  Skirmisher Unprotected Javelin  Skirmisher Unprotected Javelin  INFANTRY Average Experienced  INFANTRY Average Experienced  INFANTRY Average Experienced  Output  Tombat Shy (-4)  32 Combat Shy (-4)  4	Mounted crossbourmen	CAVALRY	Average	Experienced			85	Combat Shy (-5)	0	1,2
Skirmishing crossbowmen  Skirmisher  Unprotected  Crossbow  INFANTRY  Average  Skirmisher  Unprotected  Javelin  INFANTRY  Average  Skirmisher  Average  Experienced  Javelin  INFANTRY  Average  Experienced  O  O  O  O  O  O  O  O  O  O  O  O  O	iviounted crossbownnen	Skirmisher	Protected	Crossbow	-	-			2	
Skirmisher Unprotected Crossbow 6  Skirmishing javelinmen INFANTRY Average Experienced Javelin 5  Skirmisher Unprotected Javelin 7  Skirmisher Unprotected Javelin 7  Average Experienced 7  Average Experienced 7  O	Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1.2
Skirmishing javelinmen  Skirmisher  Unprotected  Javelin  INFANTRY  Average  Experienced		Skirmisher	Unprotected	Crossbow					6	- 1,2
Skirmisher Unprotected Javelin 4  INFANTRY Average Experienced	Skirmishing javelinmen	INFANTRY	Average	Experienced		-	32	Combat Shy (-4)	0	1.2
INFANTRY Average Experienced 0		Skirmisher	Unprotected	Javelin					4	1,4
Archore (combat Chr. 50)	Archers	INFANTRY	Average	Experienced	- Comb	Combat Shy	50		0	1,2
Skirmisher Unprotected Bow 50 - Combat sny 50 - 4		Skirmisher	Unprotected	Bow		Combat Sny		-	4	
Handgunners (from 1400 INFANTRY Average Experienced 45 Combat Shy (-5)	Handgunners (from 1400	INFANTRY	Average	Experienced			15	Combat Shy (5)	0	1.2
CE) Skirmisher Protected Firearm	CE)	Skirmisher	Protected	Firearm	-	-	<del>4</del> 0	Compat Sny (-3)	4	1,2
Guns  ARTILLERY Average Experienced  Combat Shy 138 Barricades (16)	Guns	ARTILLERY	Average	Experienced		C 1 + C1	138	Barricades (16)	0	1
Skirmisher Unprotected Light Art		Skirmisher	Unprotected	Light Art	-	Combat Sny			1	1
Cannons (from 1380 CE)  ARTILLERY  Average  Experienced  Barricades, Combat  244  1	Cannons (from 1380 CE)	ARTILLERY	Average	Experienced		Barricades, Combat Shy	244		0	1
Skirmisher Unprotected Heavy Art Shy	Cannons (from 1380 CE)	Skirmisher	Unprotected	Heavy Art	-		444	- '	1	. 1

### **ALLIES**

English allies - Early 100 Years War English (from 1365 to 1390 CE)

Castilian allies - Medieval Castilian (from 1474 to 1476 CE)

## **Notes**

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

Knights and accompanying sergeants dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush (Poor if downgraded to Poor). Free Company knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush.

### CHANGES FROM LAST VERSION

Corrected note on dismounted knights. Portuguese knights dismountable.