

AUTHORISED ARMY LISTS FOR

**MORTEM  
ET GLORIAM**

# RECONQUISTA



# ARMY LISTS

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## CONTENTS

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

- |                                       |                 |
|---------------------------------------|-----------------|
| • Early Catalan and Aragon            | 988 to 1149 CE  |
| • Taifa Andalusian                    | 1017 to 1110 CE |
| • Feudal Navarrese                    | 1035 to 1327 CE |
| • Feudal Castile, León and Portuguese | 1037 to 1349 CE |
| • Feudal French                       | 1046 to 1149 CE |
| • Almoravid                           | 1054 to 1147 CE |
| • Almohad                             | 1130 to 1269 CE |
| • Taifa of Murcia                     | 1147 to 1172 CE |
| • Early Crown of Aragon               | 1150 to 1336 CE |
| • Northern Medieval French            | 1150 to 1337 CE |
| • Southern Medieval French            | 1150 to 1337 CE |
| • Medieval Granadine                  | 1228 to 1492 CE |
| • Medieval Navarrese                  | 1328 to 1379 CE |
| • Crown of Aragon                     | 1336 to 1479 CE |
| • Medieval Castilian                  | 1350 to 1476 CE |
| • Medieval Portuguese                 | 1350 to 1500 CE |



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

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

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

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

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

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

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

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

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

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

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

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

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

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

## FRIENDLY AND SCENARIO GAMES

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

## HISTORICAL INTRODUCTION

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.

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.



# MAXIMUS ARMY LISTS

## CALCULATING POINTS

Army points are calculated as follows:

### GENERALS - MAXIMUS

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

### CAMPS

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

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

### UGs

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

### NOTES

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

# EARLY 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



<b>ARMY COMMANDER</b>		1	Any Instinctive	<b>DATES</b>		988 CE to 1149 CE			
<b>SUB-GENERALS</b>		0-3	Any Instinctive	<b>TERRAIN</b>		Standard, Mountains			
<b>INTERNAL ALLIED GENERALS</b>				<b>CAMP</b>		Unfortified; Poor or Average or Mobile; Superior			
NAME	TYPE	TRAINING AND		SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
Knights (before 1046 CE)	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	-	12	4,6
	Formed Loose	Protected	-					24	
Knights (from 1046 CE)	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	12	4,6
	Formed Loose	Protected	-					24	
Upgrade knights as veteran hidalgos (from 1104 CE)	CAVALRY	Superior	-	Charging Lancer	Melee Expert	194	-	0	4,6
	Drilled Loose	Protected	-					6	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	8	6,8
	Tribal Close	Protected	-					32	
Crossbowmen (from 1000 CE)	INFANTRY	Average	Experienced	-	Combat Shy	48	-	0	6,8
	Tribal Loose	Protected	Crossbow					8	
Upgrade crossbowmen (from 1046 CE)	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	6,8
	Tribal Loose	Protected	Crossbow					8	
Basque or mercenary Berber light horse	CAVALRY	Average	Experienced	-	-	47	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					8	
Mounted crossbowmen (after 1000 CE)	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Crossbow					6	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	18	6,9
	Skirmisher	Unprotected	Javelin					45	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	

# EARLY CATALAN AND ARAGON



Skirmishing crossbowmen (from 1000 CE)	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					9	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling					18	

## 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

None.

# 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 Battle 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



<b>ARMY COMMANDER</b>		1	Any Instinctive	<b>DATES</b>		1017 CE to 1110 CE			
<b>SUB-GENERALS</b>		0-3	Any Instinctive	<b>TERRAIN</b>		Standard, Coastal			
<b>INTERNAL ALLIED GENERALS</b>		0-1	Any Instinctive	<b>CAMP</b>		Unfortified or Flexible; Poor or Average			
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Andalusian spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	8	6,8
	Tribal Close	Protected	-					24	
Levy spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	6,8
	Tribal Close	Protected	-					16	
Black spearmen	INFANTRY	Average	-	Short Spear	-	57	-	0	6,8
	Tribal Loose	Protected	-					8	
Berber spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	6,8
	Tribal Close	Protected	-					8	
Crossbowmen (from 1065 CE)	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	6,8
	Tribal Loose	Protected	Crossbow					8	
Andalusian or Berber cavalry	CAVALRY	Average	Experienced	-	-	47	Cantabrian (16), Combat Shy (-4)	6	4,6
	Skirmisher	Unprotected	Javelin					36	
Andalusian horse archers	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					6	
Berber javelinmen	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Javelin					9	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
Slings	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling					9	

# TAIFA ANDALUSIAN



## ONLY TAIFA OF SEVILLE (FROM 1023 TO 1091 CE) OR TAIFA OF ZARAGOZA (1017 TO 1110 CE)

Arab cavalry	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	0	4,6
	Formed Loose	Protected	-					12	
Christian knights (before 1046 CE)	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	-	0	4,6
	Formed Loose	Protected	-					6	
Christian knights (from 1046 CE)	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	0	4,6
	Formed Loose	Protected	-					6	
Upgrade knights under El Cid (see note)	CAVALRY	Superior	-	Charging Lancer	Melee Expert	194	-		4,6
	Drilled Loose	Protected	-					All	
Christian spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	6,8
	Formed Close	Protected	-					16	

## 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 TO 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 Ramirez 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 Garcia 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



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1035 CE to 1327 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Flexible; Poor or Average

NAME	TYPE	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG Siz
	TRAINING AND								
Knights (before 1046 CE)	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	-	6	4,6
	Formed Loose	Protected	-					12	
Knights (from 1046 to 1149 CE)	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	6	4,6
	Formed Loose	Protected	-					12	
Upgrade knights as veteran hidalgos (from 1104 to 1149 CE)	CAVALRY	Superior	-	Charging Lancer	Melee Expert	194	-	0	4,6
	Drilled Loose	Protected	-					6	
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (FROM 1150 CE)									
Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	3	4,6
	Formed Loose	-/Fully Armoured	-					6	
Sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	
-----									
Military order knights (from 1150 to 1276 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	189	Melee Expert (40)	0	4
	Tribal Loose	-/Fully Armoured	-					4	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6), Combat Shy (-22)	0	6,8,9
	Formed Loose	Protected	Javelin					36	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Combat Shy (-22)	12	6,8,9
	Tribal Close	Protected	-					48	
Military order sergeants (from 1150 to 1276 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	82	Integral Shooters (6)	0	6
	Drilled Close	Protected	-					6	
Military order crossbowmen (from 1150 to 1276 CE)	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6
	Drilled Loose	Protected	Crossbow					6	

# FEUDAL NAVARRESE



Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow	-	-	48	Combat Shy (-14)	8	
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	48	-	0	6,8
	Tribal Loose	Protected	Crossbow	-	Combat Shy	48	-	8	
Upgrade crossbowmen (from 1046 CE)	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	6,8
	Tribal Loose	Protected	Crossbow	-	-	70	Combat Shy (-22)	8	
Crossbowmen (from 1150 CE)	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	6,8
	Tribal Loose	Protected	Crossbow	-	-	70	Combat Shy (-22)	8	
Basque light cavalry	CAVALRY	Average	Experienced	-	-	47	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin	-	-	47	Cantabrian (16), Combat Shy (-4)	12	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Javelin	-	-	29	Combat Shy (-4)	36	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow	-	Combat Shy	45	-	9	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow	-	Combat Shy	40	-	9	
Slings	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling	-	Combat Shy	35	-	9	

## 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



## 1037 TO 1349 CE

### 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

# 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, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Instinctive (Portuguese)		CAMP		Unfortified or Flexible; Poor or Average		
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Knights (before 1046 CE)	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	-	6	4,6
	Formed Loose	Protected	-					24	
Knights (from 1046 to 1149 CE)	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	6	4,6
	Formed Loose	Protected	-					24	
Upgrade knights as veteran hidalgos (from 1074 to 1149 CE)	CAVALRY	Superior	-	Charging Lancer	Melee Expert	194	-	0	4,6
	Drilled Loose	Protected	-					6	
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (FROM 1150 CE)									
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4,6
	Formed Loose	-/Fully Armoured	-					3	
Best sergeants	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (FROM 1150 CE)									
Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	3	4,6
	Formed Loose	-/Fully Armoured	-					6	
Sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	
-----									
Military order knights (from 1150 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	189	Melee Expert (40)	0	4,6
	Tribal Loose	-/Fully Armoured	-					8	
Cavalry fighting in Arab style	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	0	4,6
	Formed Loose	Protected	-					6	



# FEUDAL CASTILE, LEÓN AND PORTUGUESE



Caballeros villanos (from 1050 CE)	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	-	0	4,6
	Formed Loose	Protected	-					6	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	6	6,8
	Formed Close	Protected	-					24	
Military order sergeants (from 1150 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	82	Integral Shooters (6)	0	6,8
	Drilled Close	Protected	-					8	
Military order crossbowmen (from 1150 CE)	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow					8	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6), Combat Shy (-22)	0	6,8,9
	Formed Loose	Protected	Javelin					18	
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	48	-	0	6,8
	Tribal Loose	Protected	Crossbow					8	
Upgrade crossbowmen (from 1046 CE)	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	6,8
	Tribal Loose	Protected	Crossbow					8	
Crossbowmen (from 1150 CE)	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	6,8
	Tribal Loose	Protected	Crossbow					8	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					8	
Jinetes	CAVALRY	Average	Experienced	Short Spear	-	52	Cantabrian (16)	0	4,6
	Skirmisher	Unprotected	Javelin					12	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Javelin					9	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					9	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling					12	

# 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

None.

# FEUDAL FRENCH



## 1046 TO 1149 CE

### 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



<b>ARMY COMMANDER</b>		1	Any Instinctive	<b>DATES</b>		1046 CE to 1149 CE			
<b>SUB-GENERALS</b>		0-1	Any Instinctive	<b>TERRAIN</b>		Standard, Coastal, Forest			
<b>INTERNAL ALLIED GENERALS</b>		0-2	Any Instinctive	<b>CAMP</b>		Unfortified or Flexible; Poor or Average			
NAME	TYPE		SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION							
Feudal knights and sergeants	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	12	4,6
	Formed Loose	Protected	-					36	
Mercenary knights	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	0	4,6
	Drilled Loose	Protected	-					6	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4,6
	Tribal Loose	Unprotected	Bow					16	
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	6,8
	Formed Loose	Unprotected	Crossbow					8	
Upgrade crossbowmen with armour	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)		6,8
	Formed Loose	Protected	Crossbow					Any	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	8	6,8
	Formed Close	Protected	-					32	
Peasants	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	9,10,12
	Tribal Loose	Unprotected	Javelin					24	
Bidets, bidowers or Breton javelinmen	INFANTRY	Average	Experienced	-	-	29	-	0	6,9
	Skirmisher	Unprotected	Javelin					9	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					9	

# FEUDAL FRENCH



## ALLIES

Catalan allies - Early Catalan and Aragon

## CHANGES FROM LAST VERSION

None.



# ALMORAVID



## 1054 TO 1147 CE

### 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



<b>ARMY COMMANDER</b>		1	Any	<b>DATES</b>		1054 CE to 1147 CE			
<b>SUB-GENERALS</b>		0-3	Any	<b>TERRAIN</b>		Coastal, Plains, Mountains			
<b>INTERNAL ALLIED GENERALS</b>				<b>CAMP</b>		Unfortified or Fortified; Poor or Average			
NAME	TYPE		SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION							
Christian knights (only in Africa)	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	0	4,6
	Formed Loose	Protected	-					6	
Ghuzz mercenaries	CAVALRY	Average	Experienced	-	-	94	-	0	4,6
	Formed Flexible	Unprotected	Bow					6	
Camelry	CAMELRY	Average	-	Short Spear	Devastating Chargers	98	Melee Expert (23)	0	4,6
	Tribal Loose	Protected	-					6	
Black guard (from 1088 CE)	INFANTRY	Exceptional	-	Short Spear	Shieldwall	140	-	0	6,8
	Drilled Close	Protected	-					8	
Lamtuna or Hintata spearmen	INFANTRY	Superior	-	Long Spear	-	128	Integral Shooters (8)	0	6,8
	Drilled Close	Protected	-					18	
Other Berber spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	16	6,8
	Tribal Close	Protected	-					48	
Andalusian spearmen (only in Spain)	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	6,8
	Tribal Close	Protected	-					24	
Black swordsmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0	6,8,9
	Tribal Loose	Protected	Javelin					18	
Christian crossbowmen (only in Africa)	INFANTRY	Average	Experienced	-	Combat Shy	48	-	0	6
	Tribal Loose	Protected	Crossbow					6	
Berber archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					16	
Andalusian or Berber cavalry	CAVALRY	Average	Experienced	-	-	47	Cantabrian (16), Combat Shy (-4)	12	4,6
	Skirmisher	Unprotected	Javelin					48	
Berber javelinmen	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Javelin					45	

# ALMORAVID



Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling					9	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					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

None.

# 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



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1130 CE to 1269 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Coastal, Plains, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Fortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Cavalry	CAVALRY		Average	-	Long Spear	-	115	Combat Shy (-28)	0	4,6
	Formed Loose		Protected	-					12	
Arab cavalry (from 1153 CE)	CAVALRY		Average	-	Long Spear	-	82	Combat Shy (-18)	0	4,6
	Formed Flexible		Unprotected	-					24	
Christian knights (only from 1212 CE)	CAVALRY		Average	-	Charging Lancer	-	132	Melee Expert (29)	0	4,6
	Formed Loose		-/Fully Armoured	-					6	
Ghuzz mercenaries	CAVALRY		Average	Experienced	-	-	94	-	0	4,6
	Formed Flexible		Unprotected	Bow					6	
Camelry	CAMELRY		Average	-	Short Spear	Devastating Chargers	98	Melee Expert (23)	0	4,6
	Tribal Loose		Protected	-					6	
Black guard	INFANTRY		Superior	-	Short Spear	Shieldwall	115	-	0	6,8
	Drilled Close		Protected	-					8	
Berber and other spearmen	INFANTRY		Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	16	6,8
	Tribal Close		Protected	-					66	
Andalusian spearmen (only in Spain)	INFANTRY		Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	6,8
	Tribal Close		Protected	-					24	
Berber archers	INFANTRY		Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose		Unprotected	Bow					16	
Andalusian or Berber cavalry	CAVALRY		Average	Experienced	-	-	47	Cantabrian (16), Combat Shy (-4)	12	4,6
	Skirmisher		Unprotected	Javelin					48	
Berber javelinmen	INFANTRY		Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher		Unprotected	Javelin					45	
Skirmishing archers	INFANTRY		Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher		Unprotected	Bow					18	



# ALMOHAD



Slings	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling					9	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					9	

## NOTES

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

## CHANGES FROM LAST VERSION

None.

# 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		1	Any Instinctive		DATES		1147 CE to 1172 CE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Coastal, Mountains		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Flexible; Poor or Average		
-----									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Christian knights (before 1150 CE)	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	0	4,6
	Formed Loose	Protected	-					12	
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (FROM 1150 CE)									
Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	4,6
	Formed Loose	-/Fully Armoured	-					6	
Sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	
-----									
Christian spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	6,8
	Formed Close	Protected	-					24	
Andalusian spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	8	6,8
	Tribal Close	Protected	-					24	
Levy spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	6,8
	Tribal Close	Protected	-					16	
Black spearmen	INFANTRY	Average	-	Short Spear	-	57	-	0	6,8
	Tribal Loose	Protected	-					8	
Berber spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	6,8
	Tribal Close	Protected	-					8	
Almogavari	INFANTRY	Average	-	Impact Weapon	Fleet of Foot	60	Melee Expert (10)	0	6,8,9
	Formed Flexible	Unprotected	-					9	
Slav foot	INFANTRY	Average	-	Short Spear	-	77	Melee Expert (16)	0	6
	Formed Flexible	Protected	-					6	

# TAIFA OF MURCIA



Andalusian or Berber cavalry	CAVALRY	Average	Experienced	-	-	47	Cantabrian (16),	6	4,6
	Skirmisher	Unprotected	Javelin				Combat Shy (-4)	36	
Andalusian horse archers	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16),	0	4,6
	Skirmisher	Unprotected	Bow				Combat Shy (-4)	6	
Berber javelinmen	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Javelin					9	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling					9	

## NOTES

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

## CHANGES FROM LAST VERSION

None.

# EARLY CROWN OF ARAGON



## 1150 TO 1336 CE

### 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. Almughavars 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



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1150 CE to 1336 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Flexible; Poor or Average

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

Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4,6
	Formed Loose	-/Fully Armoured	-					3	

Best sergeants	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	

<b>MIXED TUĞ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS</b>									
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Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	3	4,6
	Formed Loose	-/Fully Armoured	-					6	

Sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

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Military order knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	189	Melee Expert (40)	0	4,6
	Tribal Loose	-/Fully Armoured	-					8	

Cavalls alforrats (from 1275 CE)	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	-	0	4,6
	Formed Loose	Protected	-					6	

Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	6,8
	Formed Close	Protected	-					24	

Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					16	

Almughavars (after 1150 CE)	INFANTRY	Average	-	Impact Weapon	Fleet of Foot	60	Melee Expert (10)	0	6,8,9
	Formed Flexible	Unprotected	-					36	

Jinetes	CAVALRY	Average	Experienced	Short Spear	-	52	Cantabrian (16)	0	4,6
	Skirmisher	Unprotected	Javelin					12	

# EARLY CROWN OF ARAGON



Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Javelin					9	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					9	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling					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

None.



# NORTHERN MEDIEVAL FRENCH



## 1150 TO 1337 CE

### 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, Forest				
INTERNAL ALLIED GENERALS		0-2	Any Instinctive		CAMP		Unfortified or Flexible; Poor or Average				
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS											
NAME		TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Knights		CAVALRY	Formed Loose	Superior -/Fully Armoured	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	6 15	4,6
Sergeants		CAVALRY	Formed Loose	Superior Protected	-	-	Devastating Chargers	131	Melee Expert (32)	=	
-----											
Separate sergeants		CAVALRY	Formed Loose	Average Protected	-	Charging Lancer	-	105	Melee Expert (23)	0 6	4,6
Spearmen		INFANTRY	Formed Close	Average Protected	-	Short Spear	Shieldwall	77	-	8 32	6,8
Crossbowmen		INFANTRY	Formed Loose	Average Protected	Experienced Crossbow	-	-	80	Combat Shy (-22)	0 8	6,8
Genoese or mercenary crossbowmen		INFANTRY	Drilled Loose	Average Protected	Experienced Crossbow	-	-	85	Combat Shy (-22)	0 8	6,8
Archers		INFANTRY	Tribal Loose	Average Unprotected	Experienced Bow	-	-	48	Combat Shy (-14)	0 8	4,6
Low countries spearmen		INFANTRY	Formed Close	Average Protected	-	Long Spear	-	86	-	0 9	6,9
Peasants		INFANTRY	Tribal Loose	Poor Unprotected	Unskilled Javelin	Short Spear	-	25	-	0 24	9,10,12
Bidets, bidowers or Breton javelinmen		INFANTRY	Skirmisher	Average Unprotected	Experienced Javelin	-	-	29	-	0 9	6,9

# NORTHERN MEDIEVAL FRENCH



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

## ALLIES

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

None.

# SOUTHERN MEDIEVAL FRENCH



## 1150 TO 1337 CE

### 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



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1150 CE to 1337 CE
<b>SUB-GENERALS</b>	0-1	Any Instinctive	<b>TERRAIN</b>	Standard, Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>	0-2	Any Instinctive	<b>CAMP</b>	Unfortified or Flexible; Poor or Average

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

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

Best sergeants	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	

<b>MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS</b>										
---	--	--	--	--	--	--	--	--	--	--

Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	4	4,6
	Formed Loose	-/Fully Armoured	-					12	

Sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

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Separate sergeants	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4,6
	Formed Loose	Protected	-					6	

Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	8	6,8
	Formed Close	Protected	-					32	

Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					8	

Genoese or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow					8	

Peasants	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	8,9,10
	Tribal Loose	Unprotected	Javelin					16	

Aragonese cavalry	CAVALRY	Average	Experienced	Short Spear	-	52	Cantabrian (16)	0	4,6
	Skirmisher	Unprotected	Javelin					6	

# SOUTHERN MEDIEVAL FRENCH



Bidets or basque javelinmen	INFANTRY	Average	Experienced	-	-	29	-	0	6,9
	Skirmisher	Unprotected	Javelin					9	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					9	

## NOTES

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

## CHANGES FROM LAST VERSION

None.

# 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



<b>ARMY COMMANDER</b>		1	Any Professional	<b>DATES</b>		1228 CE to 1492 CE			
<b>SUB-GENERALS</b>		0-3	Any Professional	<b>TERRAIN</b>		Coastal, Mountains			
<b>INTERNAL ALLIED GENERALS</b>				<b>CAMP</b>		Unfortified or Flexible; Poor or Average			
NAME	TYPE		SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION							
Cavalry fighting in Arab style	CAVALRY	Superior	-	Long Spear	-	161	-	0	4,6
	Formed Loose	Protected	-					12	
Cavalry fighting in Christian style (before 1340 CE)	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	4,6
	Formed Loose	-/Fully Armoured	-					6	
Peasant crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)	16	6,8
	Tribal Loose	Unprotected	Crossbow					80	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
	Formed Close	Protected	-					12	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					8	
Archers	INFANTRY	Average	Experienced	-	-	75	Combat Shy (-22)	0	6
	Formed Loose	Protected	Bow					6	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Crossbow					6	
Jinetes	CAVALRY	Average	Experienced	Short Spear	-	52	Cantabrian (16)	8	4,6
	Skirmisher	Unprotected	Javelin					30	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	4,6
	Skirmisher	Unprotected	Crossbow					6	
Handgunners (from 1400 CE)	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					9	
Guns (from 1340 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	

# MEDIEVAL GRANADINE



## CHANGES FROM LAST VERSION

None.

# MEDIEVAL NAVARRESE



## 1328 TO 1379 CE

### 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, Mountains		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Flexible; Poor or Average		
-----									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
Navarrese knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	2	4,6
	Formed Loose	-/Fully Armoured	-					3	
Navarrese sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
Norman knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4,6
	Formed Loose	-/Fully Armoured	-					4	
Norman sergeants	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	
-----									
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6), Combat Shy (-22)	6	6,8,9
	Formed Loose	Protected	Javelin					36	
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	48	-	0	6,8
	Tribal Loose	Protected	Crossbow					8	
Bidets	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Javelin					18	
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 UNDER ITS OWN SUB-GENERAL (FROM 1350 TO 1378 CE)

### Longbowmen and men at arms (mixed TuG, half with melee expert)

Longbowmen with men-at-arms	INFANTRY Formed Loose	Average Protected	Experienced Powerbow	-	Melee Expert	106	Dismountable (10), Barricades (40)	3 6	6,8
Longbowmen	INFANTRY Formed Loose	Average Protected	Experienced Powerbow	-	-	90	Dismountable (10), Barricades (40)	= =	
-----									
Separate men-at-arms	INFANTRY Drilled Close	Average Fully Armoured	- -	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0 4	4
Replace mixed TuGs with longbowmen	INFANTRY Formed Loose	Average Protected	Experienced Powerbow	-	-	90	Dismountable (10), Barricades (40)	 Any	6,8

## 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

None.

# CROWN OF ARAGON



## 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 Tiencen

# CROWN OF ARAGON



ARMY COMMANDER		1	Any		DATES		1336 CE to 1479 CE				
SUB-GENERALS		0-3	Any		TERRAIN		Standard, Mountains				
INTERNAL ALLIED GENERALS		0-1	Any Professional (Free Company ally)		CAMP		Unfortified or Fortified; Poor or Average				
MIXED TUĞ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS											
-----											
NAME		TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
MIXED TUĞ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS											
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4,6		
	Formed Loose	-/Fully Armoured	-					4			
Best sergeants	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	=			
	Formed Loose	Protected	-					=			
MIXED TUĞ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS											
Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	4	4,6		
	Formed Loose	-/Fully Armoured	-					6			
Sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	=			
	Formed Loose	Protected	-					=			
-----											
Military order knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	189	Melee Expert (40)	0	4		
	Tribal Loose	-/Fully Armoured	-					4			
Spearmen (before 1450 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8		
	Formed Close	Protected	-					24			
Spearmen (from 1450 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8		
	Formed Close	Protected	-					12			
Pikemen (from 1450 CE)	INFANTRY	Average	-	Pike	Shove	95	Orb (2)	0	8		
	Formed Close	Protected	-					24			
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	8	6,8		
	Formed Loose	Protected	Crossbow					32			
Almughavars (before 1400 CE)	INFANTRY	Superior	-	Impact Weapon	Fleet of Foot	84	Melee Expert (15)	0	6,8,9		
	Formed Flexible	Unprotected	-					18			

# CROWN OF ARAGON



Almughavars (from 1400 CE)	INFANTRY	Average	-	Impact Weapon	-	82	Melee Expert (16)	0	6,8,9
	Formed Flexible	Protected	-					18	
Jinetes	CAVALRY	Average	Experienced	Short Spear	-	61	Cantabrian (20)	0	4,6
	Skirmisher	Protected	Javelin					12	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Crossbow					6	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					18	
Javelinmen	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Javelin					9	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
Handgunners (from 1400 CE)	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					9	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons (from 1380 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	
FREE COMPANY CONTINGENT (ONLY IN 1365 CE)									
Knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	216	Melee Expert (40)	4	4,6
	Formed Loose	-/Fully Armoured	-					6	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	6	6,8
	Formed Loose	Protected	Crossbow					8	

## 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.

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

None.

# MEDIEVAL CASTILIAN



## 1350 TO 1476 CE

### 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, Mountains		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Flexible; Poor or Average		
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
Spanish knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	4	4,6
	Formed Loose	-/Fully Armoured	-					12	
Sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	
-----									
French or Free Company knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	216	Melee Expert (40)	0	4,6
	Formed Loose	-/Fully Armoured	-					8	
Military order knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	189	Melee Expert (40), Dismountable (9)	0	4,6
	Tribal Loose	-/Fully Armoured	-					8	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
	Formed Close	Protected	-					16	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6), Combat Shy (-22)	0	6,8,9
	Formed Loose	Protected	Javelin					9	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					24	
Archers	INFANTRY	Average	Experienced	-	-	75	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Bow					8	
Jinetes	CAVALRY	Average	Experienced	Short Spear	-	61	Cantabrian (20)	4	4,6
	Skirmisher	Protected	Javelin					12	
Light cavalry	CAVALRY	Average	Experienced	-	-	47	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					6	

# MEDIEVAL CASTILIAN



Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	70	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Crossbow					6	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					18	
Javelinmen	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Javelin					9	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
Handgunners (from 1400 CE)	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					9	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons (from 1380 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

## 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

None.

# MEDIEVAL PORTUGUESE



## 1350 TO 1500 CE

### 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



<b>ARMY COMMANDER</b>	1	Any	<b>DATES</b>	1350 CE to 1500 CE
<b>SUB-GENERALS</b>	0-3	Any	<b>TERRAIN</b>	Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Fortified; Poor or Average

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

Best Portuguese knights	CAVALRY Formed Loose	Superior -/Fully Armoured	- -	Charging Lancer	Devastating Chargers	207	Melee Expert (40), Dismountable (9)	0 3	4,6
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Best sergeants	CAVALRY Formed Loose	Superior Protected	- -	-	Devastating Chargers	131	Melee Expert (32), Dismountable (7)	= =	
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<b>MIXED TUQ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS</b>									
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Portuguese knights	CAVALRY Formed Loose	Average -/Fully Armoured	- -	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	2 6	4,6
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Sergeants	CAVALRY Formed Loose	Average Protected	- -	-	-	80	Melee Expert (23), Dismountable (5)	= =	
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<b>-----</b>									
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Free Company knights (before 1444 CE)	CAVALRY Formed Loose	Superior -/Fully Armoured	- -	Charging Lancer	Devastating Chargers, Dismountable	216	Melee Expert (40)	0 6	4,6
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Military order knights	CAVALRY Tribal Loose	Superior -/Fully Armoured	- -	Charging Lancer	Devastating Chargers	189	Melee Expert (40), Dismountable (9)	0 4	4
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Spearmen	INFANTRY Formed Close	Average Protected	- -	Short Spear	Shieldwall	77	Combat Shy (-22)	0 16	6,8
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Crossbowmen	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	-	-	80	Combat Shy(-22), Obstacles (20)	0 24	6,8
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Archers	INFANTRY Formed Loose	Average Unprotected	Experienced Bow	-	-	54	Combat Shy (-14), Obstacles (13)	0 24	6,8
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Upgrade archers	INFANTRY Formed Loose	Average Protected	Experienced Bow	-	-	75	Combat Shy(-22), Obstacles (20)	 Up to half	6,8
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# MEDIEVAL PORTUGUESE



Javelinmen	INFANTRY Formed Loose	Average Protected	Unskilled Javelin	Short Spear	-	70	Shoot & Charge (6), Combat Shy (-22)	0 24	6,8,9
Jinetes	CAVALRY Skirmisher	Average Protected	Experienced Javelin	Short Spear	-	61	Cantabrian (20)	0 6	4,6
Mounted crossbowmen	CAVALRY Skirmisher	Average Protected	Experienced Crossbow	-	-	70	Combat Shy (-5)	0 6	4,6
Skirmishing crossbowmen	INFANTRY Skirmisher	Average Unprotected	Experienced Crossbow	-	Combat Shy	45	-	0 18	6,9
Skirmishing javelinmen	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	-	-	29	Combat Shy (-4)	0 9	6,9
Archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	40	-	0 9	6,9
Handgunners (from 1400 CE)	INFANTRY Skirmisher	Average Protected	Experienced Firearm	-	-	40	Combat Shy (-5)	0 9	6,9
Guns	ARTILLERY Skirmisher	Average Unprotected	Experienced Light Art	-	Combat Shy	108	Barricades (16)	0 2	2
Cannons (from 1380 CE)	ARTILLERY Skirmisher	Average Unprotected	Experienced Heavy Art	-	Barricades, Combat Shy	184	-	0 2	2

## 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

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

### CAMPS

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

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

### UGs

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

### NOTES

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



# EARLY CATALAN AND ARAGON



<b>ARMY COMMANDER</b>		1	Any Instinctive	<b>DATES</b>		988 CE to 1149 CE			
<b>SUB-GENERALS</b>		0-3	Any Instinctive	<b>TERRAIN</b>		Standard, Mountains			
<b>INTERNAL ALLIED GENERALS</b>				<b>CAMP</b>		Unfortified; Poor or Average or Mobile; Superior			
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Knights (before 1046 CE)	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	-	8	4
	Formed Loose	Protected	-					16	
Knights (from 1046 CE)	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	8	4
	Formed Loose	Protected	-					16	
Upgrade knights as veteran hidalgos (from 1104 CE)	CAVALRY	Superior	-	Charging Lancer	Melee Expert	194	-	0	4
	Drilled Loose	Protected	-					4	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	4	4
	Tribal Close	Protected	-					20	
Crossbowmen (from 1000 CE)	INFANTRY	Average	Experienced	-	Combat Shy	48	-	0	4
	Tribal Loose	Protected	Crossbow					4	
Upgrade crossbowmen (from 1046 CE)	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	4
	Tribal Loose	Protected	Crossbow					4	
Basque or mercenary Berber light horse	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Javelin					4	
Mounted crossbowmen (after 1000 CE)	CAVALRY	Average	Experienced	-	-	85	Combat Shy (-5)	0	4
	Skirmisher	Protected	Crossbow					4	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	12	4,6
	Skirmisher	Unprotected	Javelin					30	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

# EARLY CATALAN AND ARAGON



Skirmishing crossbowmen (from 1000 CE)	INFANTRY Skirmisher	Average Unprotected	Experienced Crossbow	-	Combat Shy	58	-	0 6	4,6
Slingers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	43	-	0 12	4,6

## 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

None.

# TAIFA ANDALUSIAN



<b>ARMY COMMANDER</b>		1	Any Instinctive	<b>DATES</b>		1017 CE to 1110 CE			
<b>SUB-GENERALS</b>		0-3	Any Instinctive	<b>TERRAIN</b>		Standard, Coastal			
<b>INTERNAL ALLIED GENERALS</b>		0-1	Any Instinctive	<b>CAMP</b>		Unfortified or Flexible; Poor or Average			
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Andalusian spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	4	4
	Tribal Close	Protected	-					16	
Levy spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	4
	Tribal Close	Protected	-					12	
Black spearmen	INFANTRY	Average	-	Short Spear	-	57	-	0	4
	Tribal Loose	Protected	-					4	
Berber spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	4
	Tribal Close	Protected	-					4	
Crossbowmen (from 1065 CE)	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	4
	Tribal Loose	Protected	Crossbow					4	
Andalusian or Berber cavalry	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16), Combat Shy (-4)	4	4
	Skirmisher	Unprotected	Javelin					24	
Andalusian horse archers	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					4	
Berber javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
Slings	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling					6	

# TAIFA ANDALUSIAN



## ONLY TAIFA OF SEVILLE (FROM 1023 TO 1091 CE) OR TAIFA OF ZARAGOZA (1017 TO 1110 CE)

Arab cavalry	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	0	4
	Formed Loose	Protected	-					8	
Christian knights (before 1046 CE)	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	-	0	4
	Formed Loose	Protected	-					4	
Christian knights (from 1046 CE)	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	0	4
	Formed Loose	Protected	-					4	
Upgrade knights under El Cid (see note)	CAVALRY	Superior	-	Charging Lancer	Melee Expert	194	-		4
	Drilled Loose	Protected	-					All	
Christian spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	4
	Formed Close	Protected	-					12	

## 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 GENERALS					CAMP		Unfortified or Flexible; Poor or Average		
-----									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Knights (before 1046 CE)	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	-	4	4
	Formed Loose	Protected	-					8	
Knights (from 1046 to 1149 CE)	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	4	4
	Formed Loose	Protected	-					8	
Upgrade knights as veteran hidalgos (from 1104 to 1149 CE)	CAVALRY	Superior	-	Charging Lancer	Melee Expert	194	-	0	4
	Drilled Loose	Protected	-					4	
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (FROM 1150 CE)									
Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	2	4
	Formed Loose	-/Fully Armoured	-					4	
Sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	
-----									
Military order knights (from 1150 to 1276 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	189	Melee Expert (40)	0	4
	Tribal Loose	-/Fully Armoured	-					4	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6), Combat Shy (-22)	0	4,6
	Formed Loose	Protected	Javelin					24	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Combat Shy (-22)	8	4,6
	Tribal Close	Protected	-					32	
Military order sergeants (from 1150 to 1276 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	82	Integral Shooters (6)	0	4
	Drilled Close	Protected	-					4	
Military order crossbowmen (from 1150 to 1276 CE)	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					4	

# FEUDAL NAVARRESE



Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow	-	-			4	
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	48	-	0	4
	Tribal Loose	Protected	Crossbow	-				4	
Upgrade crossbowmen (from 1046 CE)	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	4
	Tribal Loose	Protected	Crossbow	-				4	
Crossbowmen (from 1150 CE)	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	4
	Tribal Loose	Protected	Crossbow	-				4	
Basque light cavalry	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Javelin	-				8	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin	-				24	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow	-				6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow	-				6	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling	-				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, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Instinctive (Portuguese)		CAMP		Unfortified or Flexible; Poor or Average		
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Knights (before 1046 CE)	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	-	4	4
	Formed Loose	Protected	-					16	
Knights (from 1046 to 1149 CE)	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	4	4
	Formed Loose	Protected	-					16	
Upgrade knights as veteran hidalgos (from 1074 to 1149 CE)	CAVALRY	Superior	-	Charging Lancer	Melee Expert	194	-	0	4
	Drilled Loose	Protected	-					4	
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (FROM 1150 CE)									
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					2	
Best sergeants	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (FROM 1150 CE)									
Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	2	4
	Formed Loose	-/Fully Armoured	-					4	
Sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	
-----									
Military order knights (from 1150 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	189	Melee Expert (40)	0	4
	Tribal Loose	-/Fully Armoured	-					4	
Cavalry fighting in Arab style	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	0	4
	Formed Loose	Protected	-					4	

# FEUDAL CASTILE, LEÓN AND PORTUGUESE



Caballeros villanos (from 1050 CE)	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	-	0	4
	Formed Loose	Protected	-					4	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	4	4
	Formed Close	Protected	-					16	
Military order sergeants (from 1150 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	82	Integral Shooters (6)	0	4
	Drilled Close	Protected	-					4	
Military order crossbowmen (from 1150 CE)	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					4	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6), Combat Shy (-22)	0	4,6
	Formed Loose	Protected	Javelin					12	
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	48	-	0	4
	Tribal Loose	Protected	Crossbow					4	
Upgrade crossbowmen (from 1046 CE)	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	4
	Tribal Loose	Protected	Crossbow					4	
Crossbowmen (from 1150 CE)	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	4
	Tribal Loose	Protected	Crossbow					4	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					4	
Jinetes	CAVALRY	Average	Experienced	Short Spear	-	60	Cantabrian (16)	0	4
	Skirmisher	Unprotected	Javelin					8	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					6	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling					8	



# 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

None.

# FEUDAL FRENCH



<b>ARMY COMMANDER</b>		1	Any Instinctive	<b>DATES</b>		1046 CE to 1149 CE			
<b>SUB-GENERALS</b>		0-1	Any Instinctive	<b>TERRAIN</b>		Standard, Coastal, Forest			
<b>INTERNAL ALLIED GENERALS</b>		0-2	Any Instinctive	<b>CAMP</b>		Unfortified or Flexible; Poor or Average			
NAME	TYPE		SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION							
Feudal knights and sergeants	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	8	4
	Formed Loose	Protected	-					24	
Mercenary knights	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	0	4
	Drilled Loose	Protected	-					4	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					12	
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Crossbow					4	
Upgrade crossbowmen with armour	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)		4
	Formed Loose	Protected	Crossbow					Any	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	4	4
	Formed Close	Protected	-					20	
Peasants	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	6
	Tribal Loose	Unprotected	Javelin					16	
Bidets, bidowers or Breton javelinmen	INFANTRY	Average	Experienced	-	-	32	-	0	4,6
	Skirmisher	Unprotected	Javelin					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					6	

# FEUDAL FRENCH



## ALLIES

Catalan allies - Early Catalan and Aragon

## CHANGES FROM LAST VERSION

None.

# ALMORAVID



<b>ARMY COMMANDER</b>		1	Any	<b>DATES</b>		1054 CE to 1147 CE			
<b>SUB-GENERALS</b>		0-3	Any	<b>TERRAIN</b>		Coastal, Plains, Mountains			
<b>INTERNAL ALLIED GENERALS</b>				<b>CAMP</b>		Unfortified or Fortified; Poor or Average			
NAME	TYPE		SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION							
Christian knights (only in Africa)	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	0	4
	Formed Loose	Protected	-					4	
Ghuzz mercenaries	CAVALRY	Average	Experienced	-	-	94	-	0	4
	Formed Flexible	Unprotected	Bow					4	
Camelry	CAMELRY	Average	-	Short Spear	Devastating Chargers	98	Melee Expert (23)	0	4
	Tribal Loose	Protected	-					4	
Black guard (from 1088 CE)	INFANTRY	Exceptional	-	Short Spear	Shieldwall	140	-	0	4
	Drilled Close	Protected	-					4	
Lamtuna or Hintata spearmen	INFANTRY	Superior	-	Long Spear	-	128	Integral Shooters (8)	0	4
	Drilled Close	Protected	-					12	
Other Berber spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	8	4
	Tribal Close	Protected	-					32	
Andalusian spearmen (only in Spain)	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	4
	Tribal Close	Protected	-					16	
Black swordsmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0	4,6
	Tribal Loose	Protected	Javelin					12	
Christian crossbowmen (only in Africa)	INFANTRY	Average	Experienced	-	Combat Shy	48	-	0	4
	Tribal Loose	Protected	Crossbow					4	
Berber archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					12	
Andalusian or Berber cavalry	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16), Combat Shy (-4)	8	4
	Skirmisher	Unprotected	Javelin					32	
Berber javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					30	

# ALMORAVID



Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
Slings	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling					6	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					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

None.

# ALMOHAD



<b>ARMY COMMANDER</b>		1	Any Instinctive	<b>DATES</b>		1130 CE to 1269 CE			
<b>SUB-GENERALS</b>		0-3	Any Instinctive	<b>TERRAIN</b>		Coastal, Plains, Mountains			
<b>INTERNAL ALLIED GENERALS</b>				<b>CAMP</b>		Unfortified or Fortified; Poor or Average			
NAME	TYPE		SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	TRAINING AND	QUALITY							
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Cavalry	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	0	4
	Formed Loose	Protected	-					8	
Arab cavalry (from 1153 CE)	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	4
	Formed Flexible	Unprotected	-					16	
Christian knights (only from 1212 CE)	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Ghuzz mercenaries	CAVALRY	Average	Experienced	-	-	94	-	0	4
	Formed Flexible	Unprotected	Bow					4	
Camelry	CAMELRY	Average	-	Short Spear	Devastating Chargers	98	Melee Expert (23)	0	4
	Tribal Loose	Protected	-					4	
Black guard	INFANTRY	Superior	-	Short Spear	Shieldwall	115	-	0	4
	Drilled Close	Protected	-					4	
Berber and other spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	8	4
	Tribal Close	Protected	-					44	
Andalusian spearmen (only in Spain)	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	4
	Tribal Close	Protected	-					16	
Berber archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					12	
Andalusian or Berber cavalry	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16), Combat Shy (-4)	8	4
	Skirmisher	Unprotected	Javelin					32	
Berber javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					30	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

# ALMOHAD



Slings	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling					6	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					6	

## NOTES

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

## CHANGES FROM LAST VERSION

None.

# 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 GENERALS					CAMP		Unfortified or Flexible; Poor or Average			
-----										
	NAME	TYPE TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG Siz
Christian knights (before 1150 CE)	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	0	4	
	Formed Loose	Protected	-					8		
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (FROM 1150 CE)										
Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	4	
	Formed Loose	-/Fully Armoured	-					4		
Sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	=		
	Formed Loose	Protected	-					=		
-----										
Christian spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	4	
	Formed Close	Protected	-					16		
Andalusian spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	4	4	
	Tribal Close	Protected	-					16		
Levy spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	4	
	Tribal Close	Protected	-					12		
Black spearmen	INFANTRY	Average	-	Short Spear	-	57	-	0	4	
	Tribal Loose	Protected	-					4		
Berber spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	4	
	Tribal Close	Protected	-					4		
Almogavari	INFANTRY	Average	-	Impact Weapon	Fleet of Foot	60	Melee Expert (10)	0	4,6	
	Formed Flexible	Unprotected	-					6		
Slav foot	INFANTRY	Average	-	Short Spear	-	77	Melee Expert (16)	0	4	
	Formed Flexible	Protected	-					4		



# TAIFA OF MURCIA



Andalusian or Berber cavalry	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16),	4	4
	Skirmisher	Unprotected	Javelin	-	-		Combat Shy (-4)	24	
Andalusian horse archers	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16),	0	4
	Skirmisher	Unprotected	Bow	-	-		Combat Shy (-4)	4	
Berber javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin	-	-			6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow	-				12	
Slings	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling	-				6	

## NOTES

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

## CHANGES FROM LAST VERSION

None.

# EARLY CROWN OF ARAGON



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1150 CE to 1336 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Flexible; Poor or Average

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

Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					2	
Best sergeants	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	

<b>MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS</b>									
Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	2	4
	Formed Loose	-/Fully Armoured	-					4	
Sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

-----									
Military order knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	189	Melee Expert (40)	0	4
	Tribal Loose	-/Fully Armoured	-					4	
Cavalls alforrats (from 1275 CE)	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	-	0	4
	Formed Loose	Protected	-					4	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	4
	Formed Close	Protected	-					16	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					12	
Almughavars (after 1150 CE)	INFANTRY	Average	-	Impact Weapon	Fleet of Foot	60	Melee Expert (10)	0	4,6
	Formed Flexible	Unprotected	-					24	
Jinetes	CAVALRY	Average	Experienced	Short Spear	-	60	Cantabrian (16)	0	4
	Skirmisher	Unprotected	Javelin					8	

# EARLY CROWN OF ARAGON



Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					6	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling					6	

## 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

None.

# NORTHERN MEDIEVAL FRENCH



ARMY COMMANDER		1	Any Instinctive		DATES		1150 CE to 1337 CE		
SUB-GENERALS		0-1	Any Instinctive		TERRAIN		Standard, Coastal, Forest		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive		CAMP		Unfortified or Flexible; Poor or Average		
-----									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
Knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	4	4
	Formed Loose	-/Fully Armoured	-					10	
Sergeants	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	
-----									
Separate sergeants	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4
	Formed Loose	Protected	-					4	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	4	4
	Formed Close	Protected	-					20	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					4	
Genoese or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					4	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	4
	Tribal Loose	Unprotected	Bow					4	
Low countries spearmen	INFANTRY	Average	-	Long Spear	-	86	-	0	4,6
	Formed Close	Protected	-					6	
Peasants	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	6
	Tribal Loose	Unprotected	Javelin					16	
Bidets, bidowers or Breton javelinmen	INFANTRY	Average	Experienced	-	-	32	-	0	4,6
	Skirmisher	Unprotected	Javelin					6	

# NORTHERN MEDIEVAL FRENCH



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

## ALLIES

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

None.

# SOUTHERN MEDIEVAL FRENCH



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1150 CE to 1337 CE
<b>SUB-GENERALS</b>	0-1	Any Instinctive	<b>TERRAIN</b>	Standard, Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>	0-2	Any Instinctive	<b>CAMP</b>	Unfortified or Flexible; Poor or Average

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

Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					3	

Best sergeants	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	

<b>MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS</b>									
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Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	2	4
	Formed Loose	-/Fully Armoured	-					8	

Sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

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Separate sergeants	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4
	Formed Loose	Protected	-					4	

Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	4	4
	Formed Close	Protected	-					20	

Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					4	

Genoese or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					4	

Peasants	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	4,6
	Tribal Loose	Unprotected	Javelin					12	

Aragonese cavalry	CAVALRY	Average	Experienced	Short Spear	-	60	Cantabrian (16)	0	4
	Skirmisher	Unprotected	Javelin					4	

# SOUTHERN MEDIEVAL FRENCH



Bidets or basque javelinmen	INFANTRY	Average	Experienced	-	-	32	-	0	4,6
	Skirmisher	Unprotected	Javelin					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					6	

## NOTES

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

## CHANGES FROM LAST VERSION

None.

# MEDIEVAL GRANADINE



<b>ARMY COMMANDER</b>		1	Any Professional	<b>DATES</b>		1228 CE to 1492 CE			
<b>SUB-GENERALS</b>		0-3	Any Professional	<b>TERRAIN</b>		Coastal, Mountains			
<b>INTERNAL ALLIED GENERALS</b>				<b>CAMP</b>		Unfortified or Flexible; Poor or Average			
NAME	TYPE		SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION							
Cavalry fighting in Arab style	CAVALRY	Superior	-	Long Spear	-	161	-	0	4
	Formed Loose	Protected	-					8	
Cavalry fighting in Christian style (before 1340 CE)	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Peasant crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)	8	4
	Tribal Loose	Unprotected	Crossbow					56	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4
	Formed Close	Protected	-					8	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					4	
Archers	INFANTRY	Average	Experienced	-	-	75	Combat Shy (-22)	0	4
	Formed Loose	Protected	Bow					4	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	85	Combat Shy (-5)	0	4
	Skirmisher	Protected	Crossbow					4	
Jinetes	CAVALRY	Average	Experienced	Short Spear	-	60	Cantabrian (16)	8	4
	Skirmisher	Unprotected	Javelin					20	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4
	Skirmisher	Unprotected	Crossbow					4	
Handgunners (from 1400 CE)	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					6	
Guns (from 1340 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	



# MEDIEVAL GRANADINE



## CHANGES FROM LAST VERSION

None.

# MEDIEVAL NAVARRESE



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	1328 CE to 1379 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Flexible; Poor or Average

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

Navarrese knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	2	4
	Formed Loose	-/Fully Armoured	-					2	
Navarrese sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	

<b>MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS</b>									
Norman knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					2	
Norman sergeants	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	

-----									
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6), Combat Shy (-22)	4	4,6
	Formed Loose	Protected	Javelin					24	
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	48	-	0	4
	Tribal Loose	Protected	Crossbow					4	
Bidets	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					12	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling					12	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	

# MEDIEVAL NAVARRESE



## ENGLISH CONTINGENT UNDER ITS OWN SUB-GENERAL (FROM 1350 TO 1378 CE)

### Longbowmen and men at arms (mixed TuG, half with melee expert)

Longbowmen with men-at-arms	INFANTRY	Average	Experienced	-	Melee Expert	106	Dismountable (10), Barricades (40)	2 4	4
	Formed Loose	Protected	Powerbow						
Longbowmen	INFANTRY	Average	Experienced	-	-	90	Dismountable (10), Barricades (40)	= =	
	Formed Loose	Protected	Powerbow						
-----									
Separate men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0 4	4
	Drilled Close	Fully Armoured	-						
Replace mixed TuGs with longbowmen	INFANTRY	Average	Experienced	-	-	90	Dismountable (10), Barricades (40)	 Any	4
	Formed Loose	Protected	Powerbow						

## 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

None.

# CROWN OF ARAGON



ARMY COMMANDER		1	Any		DATES		1336 CE to 1479 CE				
SUB-GENERALS		0-3	Any		TERRAIN		Standard, Mountains				
INTERNAL ALLIED GENERALS		0-1	Any Professional (Free Company ally)		CAMP		Unfortified or Fortified; Poor or Average				
MIXED TUĞ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS											
-----											
NAME		TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
MIXED TUĞ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS											
Best knights	CAVALRY		Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4	
	Formed Loose		-/Fully Armoured	-					2		
Best sergeants	CAVALRY		Superior	-	-	Devastating Chargers	131	Melee Expert (32)	=		
	Formed Loose		Protected	-					=		
MIXED TUĞ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS											
Knights	CAVALRY		Average	-	Charging Lancer	-	132	Melee Expert (29)	2	4	
	Formed Loose		-/Fully Armoured	-					4		
Sergeants	CAVALRY		Average	-	-	-	80	Melee Expert (23)	=		
	Formed Loose		Protected	-					=		
-----											
Military order knights	CAVALRY		Superior	-	Charging Lancer	Devastating Chargers	189	Melee Expert (40)	0	4	
	Tribal Loose		-/Fully Armoured	-					4		
Spearmen (before 1450 CE)	INFANTRY		Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4	
	Formed Close		Protected	-					16		
Spearmen (from 1450 CE)	INFANTRY		Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4	
	Formed Close		Protected	-					8		
Pikemen (from 1450 CE)	INFANTRY		Average	-	Pike	Shove	95	Orb (2)	0	6	
	Formed Close		Protected	-					16		
Crossbowmen	INFANTRY		Average	Experienced	-	-	80	Combat Shy (-22)	4	4	
	Formed Loose		Protected	Crossbow					20		
Almughavars (before 1400 CE)	INFANTRY		Superior	-	Impact Weapon	Fleet of Foot	84	Melee Expert (15)	0	4,6	
	Formed Flexible		Unprotected	-					12		

# CROWN OF ARAGON



Almughavars (from 1400 CE)	INFANTRY	Average	-	Impact Weapon	-	82	Melee Expert (16)	0	4,6
	Formed Flexible	Protected	-					12	
Jinetes	CAVALRY	Average	Experienced	Short Spear	-	69	Cantabrian (20)	0	4
	Skirmisher	Protected	Javelin					8	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	85	Combat Shy (-5)	0	4
	Skirmisher	Protected	Crossbow					4	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					12	
Javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					6	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Handgunners (from 1400 CE)	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					6	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons (from 1380 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	
FREE COMPANY CONTINGENT (ONLY IN 1365 CE)									
Knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	216	Melee Expert (40)	4	4
	Formed Loose	-/Fully Armoured	-					4	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	4	4
	Formed Loose	Protected	Crossbow					4	

## 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

None.

# MEDIEVAL CASTILIAN



ARMY COMMANDER		1	Any		DATES		1350 CE to 1476 CE				
SUB-GENERALS		0-3	Any		TERRAIN		Standard, Plains, Mountains				
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Flexible; Poor or Average				
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS											
NAME		TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Spanish knights											
		CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	2	4	
		Formed Loose	-/Fully Armoured	-					8		
Sergeants											
		CAVALRY	Average	-	-	-	80	Melee Expert (23)	=		
		Formed Loose	Protected	-					=		
-----											
French or Free Company knights											
		CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	216	Melee Expert (40)	0	4	
		Formed Loose	-/Fully Armoured	-					4		
Military order knights											
		CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	189	Melee Expert (40), Dismountable (9)	0	4	
		Tribal Loose	-/Fully Armoured	-					4		
Spearmen											
		INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4	
		Formed Close	Protected	-					12		
Javelinmen											
		INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6), Combat Shy (-22)	0	4,6	
		Formed Loose	Protected	Javelin					6		
Crossbowmen											
		INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4	
		Formed Loose	Protected	Crossbow					16		
Archers											
		INFANTRY	Average	Experienced	-	-	75	Combat Shy (-22)	0	4	
		Formed Loose	Protected	Bow					4		
Jinetes											
		CAVALRY	Average	Experienced	Short Spear	-	69	Cantabrian (20)	2	4	
		Skirmisher	Protected	Javelin					8		
Light cavalry											
		CAVALRY	Average	Experienced	-	-	55	Cantabrian (16), Combat Shy (-4)	0	4	
		Skirmisher	Unprotected	Javelin					4		

# MEDIEVAL CASTILIAN



Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	85	Combat Shy (-5)	0	4
	Skirmisher	Protected	Crossbow					4	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					12	
Javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					6	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Handgunners (from 1400 CE)	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					6	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons (from 1380 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

## 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

None.



# MEDIEVAL PORTUGUESE



<b>ARMY COMMANDER</b>	1	Any	<b>DATES</b>	1350 CE to 1500 CE
<b>SUB-GENERALS</b>	0-3	Any	<b>TERRAIN</b>	Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Fortified; Poor or Average

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

Best Portuguese knights	CAVALRY Formed Loose	Superior -/Fully Armoured	- -	Charging Lancer	Devastating Chargers	207	Melee Expert (40), Dismountable (9)	0 2	4
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Best sergeants	CAVALRY Formed Loose	Superior Protected	- -	-	Devastating Chargers	131	Melee Expert (32), Dismountable (7)	= =	
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<b>MIXED TUQ COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS</b>									
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Portuguese knights	CAVALRY Formed Loose	Average -/Fully Armoured	- -	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	2 4	4
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Sergeants	CAVALRY Formed Loose	Average Protected	- -	-	-	80	Melee Expert (23), Dismountable (5)	= =	
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Free Company knights (before 1444 CE)	CAVALRY Formed Loose	Superior -/Fully Armoured	- -	Charging Lancer	Devastating Chargers, Dismountable	216	Melee Expert (40)	0 4	4
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Military order knights	CAVALRY Tribal Loose	Superior -/Fully Armoured	- -	Charging Lancer	Devastating Chargers	189	Melee Expert (40), Dismountable (9)	0 4	4
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Spearmen	INFANTRY Formed Close	Average Protected	- -	Short Spear	Shieldwall	77	Combat Shy (-22)	0 12	4
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Crossbowmen	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	-	-	80	Combat Shy(-22), Obstacles (20)	0 16	4
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Archers	INFANTRY Formed Loose	Average Unprotected	Experienced Bow	-	-	54	Combat Shy (-14), Obstacles (13)	0 16	4
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Upgrade archers	INFANTRY Formed Loose	Average Protected	Experienced Bow	-	-	75	Combat Shy(-22), Obstacles (20)	 Up to half	4
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# MEDIEVAL PORTUGUESE



Javelinmen	INFANTRY Formed Loose	Average Protected	Unskilled Javelin	Short Spear	-	70	Shoot & Charge (6), Combat Shy (-22)	0 16	4,6
Jinetes	CAVALRY Skirmisher	Average Protected	Experienced Javelin	Short Spear	-	69	Cantabrian (20)	0 4	4
Mounted crossbowmen	CAVALRY Skirmisher	Average Protected	Experienced Crossbow	-	-	85	Combat Shy (-5)	0 4	4
Skirmishing crossbowmen	INFANTRY Skirmisher	Average Unprotected	Experienced Crossbow	-	Combat Shy	58	-	0 12	4,6
Skirmishing javelinmen	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	-	-	32	Combat Shy (-4)	0 6	4,6
Archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 6	4,6
Handgunners (from 1400 CE)	INFANTRY Skirmisher	Average Protected	Experienced Firearm	-	-	45	Combat Shy (-5)	0 6	4,6
Guns	ARTILLERY Skirmisher	Average Unprotected	Experienced Light Art	-	Combat Shy	138	Barricades (16)	0 2	2
Cannons (from 1380 CE)	ARTILLERY Skirmisher	Average Unprotected	Experienced Heavy Art	-	Barricades, Combat Shy	244	-	0 2	2

## 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.



# PACTO ARMY LISTS

## CALCULATING POINTS

Army points are calculated as follows:

### GENERALS - PACTO

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

### CAMPS

Camps are not included in Pacto games.

### UGs

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

### NOTES

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

# EARLY 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 GENERALS										
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Knights (before 1046 CE)	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	-	4	1,2	
	Formed Loose	Protected	-					8		
Knights (from 1046 CE)	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	4	1,2	
	Formed Loose	Protected	-					8		
Upgrade knights as veteran hidalgos (from 1104 CE)	CAVALRY	Superior	-	Charging Lancer	Melee Expert	194	-	0	1,2	
	Drilled Loose	Protected	-					2		
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	2	1,2	
	Tribal Close	Protected	-					12		
Crossbowmen (from 1000 CE)	INFANTRY	Average	Experienced	-	Combat Shy	48	-	0	1,2	
	Tribal Loose	Protected	Crossbow					4		
Upgrade crossbowmen (from 1046 CE)	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	1,2	
	Tribal Loose	Protected	Crossbow					4		
Basque or mercenary Berber light horse	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16), Combat Shy (-4)	0	1,2	
	Skirmisher	Unprotected	Javelin					4		
Mounted crossbowmen (after 1000 CE)	CAVALRY	Average	Experienced	-	-	85	Combat Shy (-5)	0	1,2	
	Skirmisher	Protected	Crossbow					2		
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	6	1,2	
	Skirmisher	Unprotected	Javelin					15		
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected	Bow					6		
Skirmishing crossbowmen (from 1000 CE)	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2	
	Skirmisher	Unprotected	Crossbow					4		
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2	
	Skirmisher	Unprotected	Sling					6		

# 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

None.

# TAIFA ANDALUSIAN



ARMY COMMANDER		1	Any Instinctive		DATES		1017 CE to 1110 CE			
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Coastal			
INTERNAL ALLIED GENERALS		0-1	Any Instinctive							
TYPE										
	TRAINING AND		QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION		PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Andalusian spearmen	INFANTRY		Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	2	
	Tribal Close		Protected	-					8	
Levy spearmen	INFANTRY		Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	
	Tribal Close		Protected	-					6	
Black spearmen	INFANTRY		Average	-	Short Spear	-	57	-	0	
	Tribal Loose		Protected	-					4	
Berber spearmen	INFANTRY		Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	
	Tribal Close		Protected	-					4	
Crossbowmen (from 1065 CE)	INFANTRY		Average	Experienced	-	-	70	Combat Shy (-22)	0	
	Tribal Loose		Protected	Crossbow					4	
Andalusian or Berber cavalry	CAVALRY		Average	Experienced	-	-	55	Cantabrian (16), Combat Shy (-4)	2	
	Skirmisher		Unprotected	Javelin					12	
Andalusian horse archers	CAVALRY		Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	
	Skirmisher		Unprotected	Bow					2	
Berber javelinmen	INFANTRY		Average	Experienced	-	-	32	Combat Shy (-4)	0	
	Skirmisher		Unprotected	Javelin					4	
Skirmishing archers	INFANTRY		Average	Experienced	-	Combat Shy	50	-	0	
	Skirmisher		Unprotected	Bow					6	
Slings	INFANTRY		Average	Experienced	-	Combat Shy	43	-	0	
	Skirmisher		Unprotected	Sling					4	

# TAIFA ANDALUSIAN



## ONLY TAIFA OF SEVILLE (FROM 1023 TO 1091 CE) OR TAIFA OF ZARAGOZA (1017 TO 1110 CE)

Arab cavalry	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	0	1,2
	Formed Loose	Protected	-					4	
Christian knights (before 1046 CE)	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	-	0	1,2
	Formed Loose	Protected	-					2	
Christian knights (from 1046 CE)	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	0	1,2
	Formed Loose	Protected	-					2	
Upgrade knights under El Cid (see note)	CAVALRY	Superior	-	Charging Lancer	Melee Expert	194	-		1,2
	Drilled Loose	Protected	-					All	
Christian spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	1,2
	Formed Close	Protected	-					6	

## 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 GENERALS										
	TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN		
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE	
Knights (before 1046 CE)	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	-	2	1,2	
	Formed Loose	Protected	-					4		
Knights (from 1046 to 1149 CE)	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	2	1,2	
	Formed Loose	Protected	-					4		
Upgrade knights as veteran hidalgos (from 1104 to 1149 CE)	CAVALRY	Superior	-	Charging Lancer	Melee Expert	194	-	0	1,2	
	Drilled Loose	Protected	-					2		
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (FROM 1150 CE)										
Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	1	2	
	Formed Loose	-/Fully Armoured	-					2		
Sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	=		
	Formed Loose	Protected	-					=		
-----										
Military order knights (from 1150 to 1276 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	189	Melee Expert (40)	0	1,2	
	Tribal Loose	-/Fully Armoured	-					2		
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6), Combat Shy (-22)	0	1,2	
	Formed Loose	Protected	Javelin					12		
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Combat Shy (-22)	4	1,2	
	Tribal Close	Protected	-					16		
Military order sergeants (from 1150 to 1276 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	82	Integral Shooters (6)	0	1,2	
	Drilled Close	Protected	-					2		
Military order crossbowmen (from 1150 to 1276 CE)	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2	
	Drilled Loose	Protected	Crossbow					2		



# FEUDAL NAVARRESE



Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					4	
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	48	-	0	1,2
	Tribal Loose	Protected	Crossbow					4	
Upgrade crossbowmen (from 1046 CE)	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	1,2
	Tribal Loose	Protected	Crossbow					4	
Crossbowmen (from 1150 CE)	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	1,2
	Tribal Loose	Protected	Crossbow					4	
Basque light cavalry	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16), Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					4	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					12	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					4	

## 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, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Instinctive (Portuguese)						
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	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
	Formed Loose	Protected	-					8	
Knights (from 1046 to 1149 CE)	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	2	1,2
	Formed Loose	Protected	-					8	
Upgrade knights as veteran hidalgos (from 1074 to 1149 CE)	CAVALRY	Superior	-	Charging Lancer	Melee Expert	194	-	0	1,2
	Drilled Loose	Protected	-					2	
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (FROM 1150 CE)									
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	2
	Formed Loose	-/Fully Armoured	-					1	
Best sergeants	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (FROM 1150 CE)									
Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	1	2
	Formed Loose	-/Fully Armoured	-					2	
Sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	
-----									
Military order knights (from 1150 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	189	Melee Expert (40)	0	1,2
	Tribal Loose	-/Fully Armoured	-					4	
Cavalry fighting in Arab style	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	0	1,2
	Formed Loose	Protected	-					2	

# FEUDAL CASTILE, LEÓN AND PORTUGUESE



Caballeros villanos (from 1050 CE)	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	-	0	1,2
	Formed Loose	Protected	-					2	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	2	1,2
	Formed Close	Protected	-					8	
Military order sergeants (from 1150 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	82	Integral Shooters (6)	0	1,2
	Drilled Close	Protected	-					4	
Military order crossbowmen (from 1150 CE)	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow					4	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6), Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Javelin					6	
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	48	-	0	1,2
	Tribal Loose	Protected	Crossbow					4	
Upgrade crossbowmen (from 1046 CE)	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	1,2
	Tribal Loose	Protected	Crossbow					4	
Crossbowmen (from 1150 CE)	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	1,2
	Tribal Loose	Protected	Crossbow					4	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					4	
Jinetes	CAVALRY	Average	Experienced	Short Spear	-	60	Cantabrian (16)	0	1,2
	Skirmisher	Unprotected	Javelin					4	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					4	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					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

None.

# FEUDAL FRENCH



ARMY COMMANDER		1	Any Instinctive			DATES		1046 CE to 1149 CE			
SUB-GENERALS		0-1	Any Instinctive			TERRAIN		Standard, Coastal, Forest			
INTERNAL ALLIED GENERALS		0-2	Any Instinctive								
TYPE		TRAINING AND		QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX			
Feudal knights and sergeants	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	4	1,2		
	Formed Loose	Protected	-					12			
Mercenary knights	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	0	1,2		
	Drilled Loose	Protected	-					2			
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2		
	Tribal Loose	Unprotected	Bow					6			
Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	0	1,2		
	Formed Loose	Unprotected	Crossbow					4			
Upgrade crossbowmen with armour	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)		1,2		
	Formed Loose	Protected	Crossbow					Any			
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	2	1,2		
	Formed Close	Protected	-					12			
Peasants	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	2,3		
	Tribal Loose	Unprotected	Javelin					8			
Bidets, bidowers or Breton javelinmen	INFANTRY	Average	Experienced	-	-	32	-	0	1,2		
	Skirmisher	Unprotected	Javelin					4			
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2		
	Skirmisher	Unprotected	Bow					4			
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2		
	Skirmisher	Unprotected	Crossbow					4			

# FEUDAL FRENCH



## ALLIES

Catalan allies - Early Catalan and Aragon

## CHANGES FROM LAST VERSION

None.

# ALMORAVID



ARMY COMMANDER		1	Any		DATES		1054 CE to 1147 CE			
SUB-GENERALS		0-3	Any		TERRAIN		Coastal, Plains, Mountains			
INTERNAL ALLIED GENERALS										
NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Christian knights (only in Africa)	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	0	1,2	
	Formed Loose	Protected	-					2		
Ghuzz mercenaries	CAVALRY	Average	Experienced	-	-	94	-	0	1,2	
	Formed Flexible	Unprotected	Bow					2		
Camelry	CAMELRY	Average	-	Short Spear	Devastating Chargers	98	Melee Expert (23)	0	1,2	
	Tribal Loose	Protected	-					2		
Black guard (from 1088 CE)	INFANTRY	Exceptional	-	Short Spear	Shieldwall	140	-	0	1,2	
	Drilled Close	Protected	-					4		
Lamtuna or Hintata spearmen	INFANTRY	Superior	-	Long Spear	-	128	Integral Shooters (8)	0	1,2	
	Drilled Close	Protected	-					6		
Other Berber spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	4	1,2	
	Tribal Close	Protected	-					16		
Andalusian spearmen (only in Spain)	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	1,2	
	Tribal Close	Protected	-					8		
Black swordsmen	INFANTRY	Average	Unskilled	Short Spear	-	60	Shoot & Charge (6)	0	1,2	
	Tribal Loose	Protected	Javelin					6		
Christian crossbowmen (only in Africa)	INFANTRY	Average	Experienced	-	Combat Shy	48	-	0	1,2	
	Tribal Loose	Protected	Crossbow					2		
Berber archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2	
	Tribal Loose	Unprotected	Bow					6		
Andalusian or Berber cavalry	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16), Combat Shy (-4)	4	1,2	
	Skirmisher	Unprotected	Javelin					16		
Berber javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2	
	Skirmisher	Unprotected	Javelin					15		

# ALMORAVID



Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	
Slings	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					4	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					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

None.



# ALMOHAD



ARMY COMMANDER		1	Any Instinctive		DATES		1130 CE to 1269 CE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Coastal, Plains, Mountains		
INTERNAL ALLIED GENERALS									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
Cavalry	CAVALRY	Average	-	Long Spear	-	115	Combat Shy (-28)	0	1,2
	Formed Loose	Protected	-					4	
Arab cavalry (from 1153 CE)	CAVALRY	Average	-	Long Spear	-	82	Combat Shy (-18)	0	1,2
	Formed Flexible	Unprotected	-					8	
Christian knights (only from 1212 CE)	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	1,2
	Formed Loose	-/Fully Armoured	-					2	
Ghuzz mercenaries	CAVALRY	Average	Experienced	-	-	94	-	0	1,2
	Formed Flexible	Unprotected	Bow					2	
Camelry	CAMELRY	Average	-	Short Spear	Devastating Chargers	98	Melee Expert (23)	0	1,2
	Tribal Loose	Protected	-					2	
Black guard	INFANTRY	Superior	-	Short Spear	Shieldwall	115	-	0	1,2
	Drilled Close	Protected	-					4	
Berber and other spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	4	1,2
	Tribal Close	Protected	-					22	
Andalusian spearmen (only in Spain)	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	1,2
	Tribal Close	Protected	-					8	
Berber archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					6	
Andalusian or Berber cavalry	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16), Combat Shy (-4)	4	1,2
	Skirmisher	Unprotected	Javelin					16	
Berber javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					15	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	

# ALMOHAD



Slings	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					4	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					4	

## NOTES

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

## CHANGES FROM LAST VERSION

None.

# 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 GENERALS									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Christian knights (before 1150 CE)	CAVALRY	Superior	-	Charging Lancer	-	147	Melee Expert (32)	0	1,2
	Formed Loose	Protected	-					4	
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (FROM 1150 CE)									
Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	2
	Formed Loose	-/Fully Armoured	-					2	
Sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	
-----									
Christian spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	1,2
	Formed Close	Protected	-					8	
Andalusian spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	2	1,2
	Tribal Close	Protected	-					8	
Levy spearmen	INFANTRY	Poor	-	Short Spear	Shieldwall	41	Integral Shooters (4)	0	2,3
	Tribal Close	Protected	-					6	
Black spearmen	INFANTRY	Average	-	Short Spear	-	57	-	0	1,2
	Tribal Loose	Protected	-					4	
Berber spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	67	Integral Shooters (6)	0	1,2
	Tribal Close	Protected	-					4	
Almogavari	INFANTRY	Average	-	Impact Weapon	Fleet of Foot	60	Melee Expert (10)	0	1,2
	Formed Flexible	Unprotected	-					4	
Slav foot	INFANTRY	Average	-	Short Spear	-	77	Melee Expert (16)	0	1,2
	Formed Flexible	Protected	-					2	

# TAIFA OF MURCIA



Andalusian or Berber cavalry	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16),	2	1,2
	Skirmisher	Unprotected	Javelin	-	-		Combat Shy (-4)	12	
Andalusian horse archers	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16),	0	1,2
	Skirmisher	Unprotected	Bow	-	-		Combat Shy (-4)	2	
Berber javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin	-	-			4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow	-				6	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling	-				4	

## NOTES

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

## CHANGES FROM LAST VERSION

None.

# 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 GENERALS										
TYPE										
TRAINING AND		QUALITY		SHOOTING SKILL		MELEE		MANDATORY		
FORMATION		PROTECTION		WEAPONRY		WEAPONRY		CHARACTERISTICS		
NAME						BASE		OPTIONAL		
						PTS		CHARACTERISTICS		
								MIN		
								MAX		
								UG SIZE		
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS										
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	2	
	Formed Loose	-/Fully Armoured	-					1		
Best sergeants	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	=		
	Formed Loose	Protected	-					=		
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS										
Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	1	2	
	Formed Loose	-/Fully Armoured	-					2		
Sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	=		
	Formed Loose	Protected	-					=		
-----										
Military order knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	189	Melee Expert (40)	0	1,2	
	Tribal Loose	-/Fully Armoured	-					4		
Cavalls alforrats (from 1275 CE)	CAVALRY	Superior	-	Short Spear	Devastating Chargers	145	-	0	1,2	
	Formed Loose	Protected	-					2		
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	0	1,2	
	Formed Close	Protected	-					8		
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2	
	Formed Loose	Protected	Crossbow					6		
Almughavars (after 1150 CE)	INFANTRY	Average	-	Impact Weapon	Fleet of Foot	60	Melee Expert (10)	0	1,2	
	Formed Flexible	Unprotected	-					12		
Jinetes	CAVALRY	Average	Experienced	Short Spear	-	60	Cantabrian (16)	0	1,2	
	Skirmisher	Unprotected	Javelin					4		

# EARLY CROWN OF ARAGON



Skirmishing javelinmen	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					4	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					4	

## 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

None.

# NORTHERN MEDIEVAL FRENCH



ARMY COMMANDER		1	Any Instinctive		DATES		1150 CE to 1337 CE		
SUB-GENERALS		0-1	Any Instinctive		TERRAIN		Standard, Coastal, Forest		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive						
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
Knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	2	2
	Formed Loose	-/Fully Armoured	-					5	
Sergeants	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	
-----									
Separate sergeants	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	1,2
	Formed Loose	Protected	-					2	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	2	1,2
	Formed Close	Protected	-					12	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Genoese or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow					4	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow					4	
Low countries spearmen	INFANTRY	Average	-	Long Spear	-	86	-	0	1,2
	Formed Close	Protected	-					4	
Peasants	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	2,3
	Tribal Loose	Unprotected	Javelin					8	
Bidets, bidowers or Breton javelinmen	INFANTRY	Average	Experienced	-	-	32	-	0	1,2
	Skirmisher	Unprotected	Javelin					4	

# NORTHERN MEDIEVAL FRENCH



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

## ALLIES

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

None.



# SOUTHERN MEDIEVAL FRENCH



ARMY COMMANDER		1	Any Instinctive		DATES		1150 CE to 1337 CE		
SUB-GENERALS		0-1	Any Instinctive		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS		0-2	Any Instinctive						
TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	2
	Formed Loose	-/Fully Armoured	-					2	
Best sergeants	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	1	2
	Formed Loose	-/Fully Armoured	-					4	
Sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	
-----									
Separate sergeants	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	1,2
	Formed Loose	Protected	-					2	
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	-	2	1,2
	Formed Close	Protected	-					12	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Genoese or mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow					4	
Peasants	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	2,3
	Tribal Loose	Unprotected	Javelin					6	
Aragonese cavalry	CAVALRY	Average	Experienced	Short Spear	-	60	Cantabrian (16)	0	1,2
	Skirmisher	Unprotected	Javelin					2	

# SOUTHERN MEDIEVAL FRENCH



Bidets or basque javelinmen	INFANTRY	Average	Experienced	-	-	32	-	0	1,2
	Skirmisher	Unprotected	Javelin					4	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					4	

## NOTES

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

## CHANGES FROM LAST VERSION

None.

# MEDIEVAL GRANADINE



ARMY COMMANDER		1	Any Professional			DATES		1228 CE to 1492 CE		
SUB-GENERALS		0-3	Any Professional			TERRAIN		Coastal, Mountains		
INTERNAL ALLIED GENERALS										
	TYPE									
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN		
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Cavalry fighting in Arab style	CAVALRY	Superior	-	Long Spear	-	161	-	0	1,2	
	Formed Loose	Protected	-					4		
Cavalry fighting in Christian style (before 1340 CE)	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	0	1,2	
	Formed Loose	-/Fully Armoured	-					2		
Peasant crossbowmen	INFANTRY	Average	Experienced	-	-	53	Combat Shy (-14)	4	1,2	
	Tribal Loose	Unprotected	Crossbow					28		
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2	
	Formed Close	Protected	-					4		
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2	
	Formed Loose	Protected	Crossbow					4		
Archers	INFANTRY	Average	Experienced	-	-	75	Combat Shy (-22)	0	1,2	
	Formed Loose	Protected	Bow					2		
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	85	Combat Shy (-5)	0	1,2	
	Skirmisher	Protected	Crossbow					2		
Jinetes	CAVALRY	Average	Experienced	Short Spear	-	60	Cantabrian (16)	2	1,2	
	Skirmisher	Unprotected	Javelin					10		
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2	
	Skirmisher	Unprotected	Crossbow					2		
Handgunners (from 1400 CE)	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2	
	Skirmisher	Protected	Firearm					4		
Guns (from 1340 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1	
	Skirmisher	Unprotected	Light Art					1		

# MEDIEVAL GRANADINE



## CHANGES FROM LAST VERSION

None.

# MEDIEVAL NAVARRESE



ARMY COMMANDER		1	Any Instinctive		DATES		1328 CE to 1379 CE		
SUB-GENERALS		0-3	Any Instinctive		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS									
-----									
	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
Navarrese knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	1	2
	Formed Loose	-/Fully Armoured	-					1	
Navarrese sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
Norman knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	2
	Formed Loose	-/Fully Armoured	-					2	
Norman sergeants	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	
-----									
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6), Combat Shy (-22)	2	1,2
	Formed Loose	Protected	Javelin					12	
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	48	-	0	1,2
	Tribal Loose	Protected	Crossbow					4	
Bidets	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					6	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					6	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	

# MEDIEVAL NAVARRESE



## ENGLISH CONTINGENT UNDER ITS OWN SUB-GENERAL (FROM 1350 TO 1378 CE)

### Longbowmen and men at arms (mixed TuG, half with melee expert)

Longbowmen with men-at-arms	INFANTRY Formed Loose	Average Protected	Experienced Powerbow	-	Melee Expert	106	Dismountable (10), Barricades (40)	1 2	2
Longbowmen	INFANTRY Formed Loose	Average Protected	Experienced Powerbow	-	-	90	Dismountable (10), Barricades (40)	= =	
-----									
Separate men-at-arms	INFANTRY Drilled Close	Average Fully Armoured	- -	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0 2	1,2
Replace mixed TuGs with longbowmen	INFANTRY Formed Loose	Average Protected	Experienced Powerbow	-	-	90	Dismountable (10), 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

None.

# CROWN OF ARAGON



ARMY COMMANDER		1	Any		DATES		1336 CE to 1479 CE		
SUB-GENERALS		0-3	Any		TERRAIN		Standard, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Professional (Free Company ally)						
Type									
Training and		Quality	Shooting Skill	Melee	Mandatory	Base	Optional	Min	
Name	Formation	Protection	Weaponry	Weaponry	Characteristics	Pts	Characteristics	Max	Ug Size
Mixed Tuğ comprising 1/2 knights and 1/2 sergeants									
Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	2
	Formed Loose	-/Fully Armoured	-					2	
Best sergeants	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)	=	
	Formed Loose	Protected	-					=	
Mixed Tuğ comprising 1/2 knights and 1/2 sergeants									
Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	1	2
	Formed Loose	-/Fully Armoured	-					2	
Sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	=	
	Formed Loose	Protected	-					=	
-----									
Military order knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	189	Melee Expert (40)	0	1,2
	Tribal Loose	-/Fully Armoured	-					2	
Spearmen (before 1450 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2
	Formed Close	Protected	-					8	
Spearmen (from 1450 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2
	Formed Close	Protected	-					4	
Pikemen (from 1450 CE)	INFANTRY	Average	-	Pike	Shove	95	Orb (2)	0	3
	Formed Close	Protected	-					9	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	2	1,2
	Formed Loose	Protected	Crossbow					12	
Almughavars (before 1400 CE)	INFANTRY	Superior	-	Impact Weapon	Fleet of Foot	84	Melee Expert (15)	0	1,2
	Formed Flexible	Unprotected	-					6	

# CROWN OF ARAGON



Almughavars (from 1400 CE)	INFANTRY	Average	-	Impact Weapon	-	82	Melee Expert (16)	0	1,2
	Formed Flexible	Protected	-					6	
Jinetes	CAVALRY	Average	Experienced	Short Spear	-	69	Cantabrian (20)	0	1,2
	Skirmisher	Protected	Javelin					4	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	85	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Crossbow					2	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					6	
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	
Handgunners (from 1400 CE)	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
Cannons (from 1380 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art					1	
FREE COMPANY CONTINGENT (ONLY IN 1365 CE)									
Knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	216	Melee Expert (40)	1	1,2
	Formed Loose	-/Fully Armoured	-					2	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	2	1,2
	Formed Loose	Protected	Crossbow					4	

## 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

None.

# MEDIEVAL CASTILIAN



ARMY COMMANDER		1	Any		DATES		1350 CE to 1476 CE				
SUB-GENERALS		0-3	Any		TERRAIN		Standard, Plains, Mountains				
INTERNAL ALLIED GENERALS											
-----											
NAME		TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS											
Spanish knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29)	1	2		
	Formed Loose	-/Fully Armoured	-					4			
Sergeants	CAVALRY	Average	-	-	-	80	Melee Expert (23)	=			
	Formed Loose	Protected	-					=			
-----											
French or Free Company knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	216	Melee Expert (40)	0	1,2		
	Formed Loose	-/Fully Armoured	-					4			
Military order knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	189	Melee Expert (40), Dismountable (9)	0	1,2		
	Tribal Loose	-/Fully Armoured	-					4			
Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2		
	Formed Close	Protected	-					6			
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6), Combat Shy (-22)	0	1,2		
	Formed Loose	Protected	Javelin					4			
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2		
	Formed Loose	Protected	Crossbow					8			
Archers	INFANTRY	Average	Experienced	-	-	75	Combat Shy (-22)	0	1,2		
	Formed Loose	Protected	Bow					4			
Jinetes	CAVALRY	Average	Experienced	Short Spear	-	69	Cantabrian (20)	1	1,2		
	Skirmisher	Protected	Javelin					4			
Light cavalry	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16), Combat Shy (-4)	0	1,2		
	Skirmisher	Unprotected	Javelin					2			

# MEDIEVAL CASTILIAN



Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	85	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Crossbow					2	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					6	
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	
Handgunners (from 1400 CE)	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
Cannons (from 1380 CE)	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art					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

None.

# MEDIEVAL PORTUGUESE



ARMY COMMANDER	1	Any	DATES	1350 CE to 1500 CE
SUB-GENERALS	0-3	Any	TERRAIN	Coastal, Mountains
INTERNAL ALLIED GENERALS				

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

Best Portuguese knights	CAVALRY Formed Loose	Superior -/Fully Armoured	- -	Charging Lancer	Devastating Chargers	207	Melee Expert (40), Dismountable (9)	0 1	2
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Best sergeants	CAVALRY Formed Loose	Superior Protected	- -	-	Devastating Chargers	131	Melee Expert (32), Dismountable (7)	= =	
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MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS									
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Portuguese knights	CAVALRY Formed Loose	Average -/Fully Armoured	- -	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	1 2	2
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Sergeants	CAVALRY Formed Loose	Average Protected	- -	-	-	80	Melee Expert (23), Dismountable (5)	= =	
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Free Company knights (before 1444 CE)	CAVALRY Formed Loose	Superior -/Fully Armoured	- -	Charging Lancer	Devastating Chargers, Dismountable	216	Melee Expert (40)	0 2	1,2
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Military order knights	CAVALRY Tribal Loose	Superior -/Fully Armoured	- -	Charging Lancer	Devastating Chargers	189	Melee Expert (40), Dismountable (9)	0 2	1,2
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Spearmen	INFANTRY Formed Close	Average Protected	- -	Short Spear	Shieldwall	77	Combat Shy (-22)	0 6	1,2
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Crossbowmen	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	-	-	80	Combat Shy(-22), Obstacles (20)	0 8	1,2
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Archers	INFANTRY Formed Loose	Average Unprotected	Experienced Bow	-	-	54	Combat Shy (-14), Obstacles (13)	0 8	1,2
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Upgrade archers	INFANTRY Formed Loose	Average Protected	Experienced Bow	-	-	75	Combat Shy(-22), Obstacles (20)	 Up to half	1,2
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# MEDIEVAL PORTUGUESE



Javelinmen	INFANTRY Formed Loose	Average Protected	Unskilled Javelin	Short Spear	-	70	Shoot & Charge (6), Combat Shy (-22)	0 8	1,2
Jinetes	CAVALRY Skirmisher	Average Protected	Experienced Javelin	Short Spear	-	69	Cantabrian (20)	0 2	1,2
Mounted crossbowmen	CAVALRY Skirmisher	Average Protected	Experienced Crossbow	-	-	85	Combat Shy (-5)	0 2	1,2
Skirmishing crossbowmen	INFANTRY Skirmisher	Average Unprotected	Experienced Crossbow	-	Combat Shy	58	-	0 6	1,2
Skirmishing javelinmen	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	-	-	32	Combat Shy (-4)	0 4	1,2
Archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 4	1,2
Handgunners (from 1400 CE)	INFANTRY Skirmisher	Average Protected	Experienced Firearm	-	-	45	Combat Shy (-5)	0 4	1,2
Guns	ARTILLERY Skirmisher	Average Unprotected	Experienced Light Art	-	Combat Shy	138	Barricades (16)	0 1	1
Cannons (from 1380 CE)	ARTILLERY Skirmisher	Average Unprotected	Experienced Heavy Art	-	Barricades, Combat Shy	244	-	0 1	1

## 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.