



THE ITALIAN WARS

AUTHORISED ARMY LISTS FOR

**MORTEM
ET GLORIAM**



ARMY LISTS

THE ITALIAN WARS

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CREATING AN ARMY WITH THE MORTEM ET GLORIAM ARMY LISTS

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

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

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

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

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

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

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

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

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

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

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

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

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

OPEN COMPETITIONS

Where Renatio et Gloriam and Mortem et Gloriam open competitions are held at the same time, it is recommended that the Italian Wars lists are included in the ReG competition and excluded from the MeG competition in the interests of play balance.

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

In 1474, Charles the Bold of Burgundy quarrelled with the Swiss, who supported the free towns in the Upper Rhine in their revolt against the tyranny of the ducal governor. He also antagonized René II, Duke of Lorraine, with whom he disputed the succession in the Duchy of Lorraine, which bordered many of his territories. These enemies readily joined forces against their common adversary Charles. Charles seized Nancy in November 1475 and then marched against the Swiss. At Grandson he was attacked by the Swiss confederate army and defeated. Charles succeeded in raising a fresh army of 30,000 men that he used to fight at Morat on 22 June 1476. He was again defeated by the Swiss army, which was assisted by the cavalry of the Duke of Lorraine. On 6 October, Charles lost Nancy, which the Duke of Lorraine recovered. Charles formed a new army and arrived before the walls of Nancy. He met the joint forces of the Lorrainers and the Swiss, who had come to the relief of the town, at the Battle of Nancy on 5 January 1477. He perished in the fight. Charles left his unmarried nineteen-year-old daughter, Mary, as his heir. The French king Louis focused on seizing the Duchy of Burgundy (a French fief) whilst the Holy Roman Emperor secured the hand of Mary for his son Maximilian. As a result, much of the Burgundian territories passed to the Holy Roman Empire. This led to the border of France and Germany becoming a matter of dispute that was only resolved in 1945.

Mary of Burgundy inherited the Duchy on the death of Charles the Bold. Louis XI of France wanted her to marry his son (the six-year old who was later to become Charles VIII) but the terms were unacceptable. Mary had to sign a charter of rights for the Low Countries, weakening the power of the Duchy. Mary chose to marry Archduke Maximilian of Austria at the end of 1477, a choice that would initiate two centuries of contention between France and the Habsburgs and ultimately end in the War of the Spanish Succession in 1701 to 1714. Mary was succeeded by her son Philip who became Philip I of Castile through marriage.

In France in 1483 Louis XI died and was succeeded by Charles VIII who was only 13 at the time. His elder sister Anne of France acted as regent jointly with her husband Peter II, Duke of Bourbon until 1491 when the young king turned 21 years of age. During Anne's regency, the great lords rebelled against royal centralisation efforts in a conflict known as the Mad War (1485 to 1488), which resulted in a victory for the royal government.

Charles married Anne of Brittany in 1491 after she had already been married by proxy to the Habsburg Holy Roman Emperor Maximilian I. Preoccupied by succession to the throne of Hungary, Maximilian did not press his claim.

In England, Henry VII had been securing his position on the throne since Bosworth in 1485. In 1492 he invaded France and laid siege to Boulogne. The French agreed to the Treaty of Etaples where Henry abandoned his support for the Bretons and the French paid an indemnity of 742,000 crowns payable at 50,000 crowns per annum and withdrew their support for the pretender Perkin Warbeck.

In Scotland, James IV proved an effective ruler, finally bringing the Lord of the Isles under control in 1493. He supported Perkin Warbeck for a time but then established good relations with both England and France. However, when Henry VIII invaded France in 1509 James reacted by invading England. James was killed at the disastrous battle of Flodden on 9 September 1513, leaving a son under 2 years old as King.

In 1494, Charles VIII invaded Italy with the aim of conquering Naples. He justified this by the Angevin claim on the throne of Naples. Initially successful, he was forced to withdraw due to a coalition of Italian States known as the League of Venice. Italian Wars would dominate Western European politics for over 50 years.

Isabella I of Castile ruled from 1474 until her death in 1504. Her marriage to Ferdinand II of Aragon became the basis for the political unification of Spain under their grandson, Charles I. Only Granada was left for Isabella and Ferdinand to conquer. It took ten years to conquer Granada culminating in 1492. The focus of Spanish policy then switched to Italy with the aim of regaining the Kingdom of Naples. Spain joined the League of Venice to oppose France in 1495, breaking the Treaty of Barcelona signed only two years earlier.

The Swabian League (Schwäbischer Bund) was a mutual defence and peace keeping association of Imperial Estates – free Imperial cities, prelates, principalities and knights – principally in the territory of the early medieval stem duchy of Swabia, established in 1488 at the behest of Emperor Frederick III of Habsburg. It consisted of 22 Imperial cities, the Swabian knights' League of St. George's Shield, bishops and princes. It had an army of up to 13,000 men. It was the main support of Maximilian in southern Germany. In the Swabian War of January to July 1499 it fought and was defeated by the Swiss in almost every encounter.

In 1499 Charles' successor Louis XII invaded Italy to claim the throne of Milan as well as Naples. Initially successful again, the French were defeated by Córdoba at the battles of Cerignola and Garigliano. The next phase of the war saw a grand alliance known as the League of Cambrai formed against the power of Venice. The main contribution was made by the French who defeated the Venetian army at Agnadello in 1509. This success resulted in a new coalition, the Holy League, to fight the French, who themselves allied with the Venetians. The French suffered several defeats, but in 1513 the Holy League started to fragment. After defeating the Swiss at Marignano in 1515, a peace treaty was negotiated.



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.

LATE SWISS



1474 TO 1522 CE

HISTORICAL NOTES

This list covers Swiss armies from the League of Constance until the disastrous battle of Bicocca in 1522 finally ended Swiss battlefield supremacy. It also includes the League of the Graubünden (Grisons), who fought in alliance with the Swiss (and in Swiss style) during the Swabian War, of 1499.

TROOP NOTES

With their series of victories against the Burgundians, the Swiss developed a fearsome reputation that altered the nature of warfare over the next century. The core of Swiss armies became fast moving large blocks of pikemen.

HISTORICAL ENEMIES

Burgundian Ordonnance; Italian Condotta; Late Medieval German; Swabian League

LATE SWISS



ARMY COMMANDER		1	Any Professional except Legendary			DATES		1474 CE to 1522 CE		
SUB-GENERALS		1-3	Any Professional			TERRAIN		Mountains		
INTERNAL ALLIED GENERALS						CAMP		Unfortified; Poor or Average		
TYPE										
NAME		TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE
Mounted crossbowmen		CAVALRY Drilled Loose	Average Protected	Experienced Crossbow	-	-	130	Melee Expert (23)	0 6	4,6
Regrade mounted crossbowmen as handgunners		CAVALRY Drilled Loose	Average -/Fully Armoured	Charge Only Firearm	-	-	123	-	0 6	4,6
Milanese knights (only from 1513 to 1515 CE)		CAVALRY Drilled Close	Average ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0 4	4
Pikemen and halberdiers		INFANTRY Drilled Close	Superior Protected	- -	Pike	Shove, Keil	147	Fleet of Foot (14), Orb (3), Barricades (56)	24 60	12
Regrade unarmoured pikemen and halberdiers		INFANTRY Drilled Close	Superior Unprotected	- -	Pike	Fleet of Foot, Shove, Keil	105	Orb (2), Barricades (36)	0 Any	12
Halberdiers (before 1477 CE)		INFANTRY Drilled Flexible	Superior Protected	- -	Polearm	-	136	Fleet of Foot (14), Orb (3), Barricades (56)	8 16	4,6,8
Halberdiers (from 1477 CE)		INFANTRY Drilled Flexible	Superior Protected	- -	Polearm	-	136	Fleet of Foot (14), Orb (3), Barricades (56)	0 8	4,6,8
Handgunners supporting swiss pike		INFANTRY Drilled Close	Superior Protected	Experienced Firearm	Pike	Shove, Keil	157	Fleet of Foot (14), Orb (3), Barricades (56)		*see note
Handgunners supporting swiss halberdiers		INFANTRY Drilled Flexible	Superior Protected	Experienced Firearm	Polearm	-	146	Fleet of Foot (14), Orb (3), Barricades (56)		*see note
Regrade mounted crossbowmen as skirmishers		CAVALRY Skirmisher	Average Protected	Experienced Crossbow	-	-	70	Combat Shy (-5), Dismountable (5)		4,6
Crossbowmen		INFANTRY Skirmisher	Average Unprotected	Experienced Crossbow	-	Combat Shy	45	-	6 18	6,9

LATE SWISS



Handgunners	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					9	
Regrade crossbowmen as handgunners (from 1490 CE)	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	1/2	6,9
	Skirmisher	Protected	Firearm					All	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Captured Burgundian guns (only in 1476 to 1477 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2,3
	Skirmisher	Unprotected	Light Art					6	
LORRAINE ALLIANCE CONTINGENT (ONLY FROM 1474 TO 1477 CE)									
Knights	CAVALRY	Average	-	Charging Lancer	-	119	-	8	4,6
	Tribal Loose	-/Fully Armoured	-					16	
Regrade Knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Italian and French knights (only in 1477 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0	4
	Drilled Close	ArmHrs/F Armoured	-					4	
Militia pikemen	INFANTRY	Poor	-	Pike	Shove	57	Orb (1)	8	8
	Formed Close	Protected	-					16	
Mercenary pikemen	INFANTRY	Average	-	Pike	Shove	95	Orb (2)	0	8
	Formed Close	Protected	-					8	
Militia halberdiers	INFANTRY	Poor	-	Polearm	-	53	-	8	6,8
	Formed Close	Protected	-					16	
Militia handgunners	INFANTRY	Poor	Experienced	-	-	25	Combat Shy (-2)	6	6,9
	Skirmisher	Unprotected	Firearm					9	
Alliance artillery	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

LATE SWISS



NOTES

* Handgunners can be separate SuGs or up to 3 can be folded into each pike or up to 2 into each halberd formation by adding "Experienced/Firearm" to those troops. There are two ways to represent this: 1) ideally replace 1 pike or halberd with a handgunner, or 2) to avoid rebasing place a handgunner skirmish base in front of the file containing them.

Milanese knights dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of the same quality.

Crossbows and handgunners can be mixed in infantry SuGs if so desired.

Alliance troops are only mandatory if an alliance contingent is taken. An alliance contingent must be in its own command or commands.

CHANGES FROM LAST VERSION

Corrected ArmHrs knights classified as Close. Corrected note on dismounted knights. Option to have unprotected pikemen.

LATER CASTILIAN



1477 TO 1497 CE

HISTORICAL NOTES

Isabella I of Castille ruled from 1474 CE until her death in 1504. Her marriage to Ferdinand II of Aragon became the basis for the political unification of Spain under their grandson, Charles I. Isabella's first major reform came during the cortes of Madrigal in 1476 in the form of a police force, La Santa Hermandad (the Holy Brotherhood). At the end of the Reconquista, only Granada was left for Isabella and Ferdinand to conquer. It took ten years to conquer Granada culminating in 1492. The focus of Spanish policy then switched to Italy with the aim of regaining the Kingdom of Naples. Spain joined the League of Venice to oppose France in 1495, breaking the Treaty of Barcelona signed only two years earlier.

TROOP NOTES

The Spanish monarchs recruited soldiers from many European countries and improved their artillery with the latest and best cannons. Pikemen started to replace spearmen. Ordonnances issued in 1495 and 1497 regulated the infantry equipment, in theory 1/3 pikemen, 1/3 sword and buckler and 1/3 crossbow or arquebus.

HISTORICAL ENEMIES

Medieval Granadine; Medieval Portuguese; Italian Wars French

LATER CASTILIAN



ARMY COMMANDER		1	Any Professional		DATES		1477 CE to 1497 CE		
SUB-GENERALS		0-3	Any Professional		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 (BEFORE 1493 CE)									
Spanish knights	CAVALRY	Average	-	Charging Lancer	-	129	Melee Expert (31), Dismountable (7)	0	4,6
	Formed Close	ArmHrs/F Armoured	-					4	
Sergeants	CAVALRY	Average	-	-	-	70	Melee Expert (23)	0	
	Formed Close	Protected	-					4	

Upgrade knights as Military orders (before 1493 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Melee Expert	230	-	0	4
	Tribal Loose	-/Fully Armoured	-					4	
Guardias de Castilla (from 1493 CE)	CAVALRY	Superior	-	Charging Lancer	Melee Expert	224	Devastating Chargers (25)	0	4,6
	Formed Close	ArmHrs/F Armoured	-					8	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	130	Melee Expert (23)	0	4,6
	Formed Flexible	Protected	Crossbow					6	
Spearmen (before 1495 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	6	6,8
	Formed Close	Protected	-					24	
Spearmen (from 1495 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
	Formed Close	Protected	-					8	
Pikemen (before 1495 CE)	INFANTRY	Average	-	Pike	Shove	95	Orb (2)	0	8
	Formed Close	Protected	-					16	
Pikemen (from 1495 CE)	INFANTRY	Average	-	Pike	Shove	95	Orb (2)	8	8
	Formed Close	Protected	-					24	
Sword and buckler men	INFANTRY	Average	-	-	Melee Expert	86	-	0	4,6
	Formed Flexible	Protected	-					12	

LATER CASTILIAN



Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					24	
Amulghavars	INFANTRY	Average	-	Impact Weapon	-	82	Melee Expert (16)	0	6,8
	Formed Flexible	Protected	-					8	
Jinetes	CAVALRY	Average	Experienced	Short Spear	-	61	Cantabrian (20)	6	4,6
	Skirmisher	Protected	Javelin					24	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					18	
Handgunners	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					18	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2,3
	Skirmisher	Unprotected	Heavy Art					6	

ONLY IN ITALY FROM 1495 CE

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

Condottieri	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0	4,6
	Drilled Close	ArmHrs/F Armoured	-					4	
Coustilliers	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23), Dismountable (5)	0	
	Drilled Close	Protected	-					4	

Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4,6
	Formed Loose	Protected	Crossbow					8	
Militia pikemen	INFANTRY	Average	-	Pike	-	87	Combat Shy (-22)	0	8
	Formed Close	Protected	-					16	

ALLIES

Neapolitan or Papal allies - Italian States (from 1495 CE)

Venetian allies - Italian Wars Venetian (from 1495 CE)

LATER CASTILIAN



NOTES

Only one ally may be taken.

CHANGES FROM LAST VERSION

Corrected Italian condottieri and coustilliers as Close.

LATER BURGUNDIAN



1478 TO 1506 CE

HISTORICAL NOTES

Mary of Burgundy inherited the Duchy on the death of Charles the Bold. Louis XI of France wanted her to marry his son (the six-year-old who was later to become Charles VIII) but the terms were unacceptable. Mary had to sign a charter of rights for the Low Countries, weakening the power of the Duchy. Mary chose to marry Archduke Maximilian of Austria at the end of 1477, a choice that would initiate two centuries of contention between France and the Hapsburgs and ultimately end in the War of the Spanish Succession in 1701 to 1714. Mary was succeeded by her son Philip who became Philip I of Castille through marriage.

TROOP NOTES

The army based on the provisions of the Ordonnance continued but the bulk of the army consisted of mercenary pikemen. It was the inefficiency of the Flemish pikemen that encourage Maximilian to form the Landsknechts.

HISTORICAL ENEMIES

French Ordonnance

LATER BURGUNDIAN



ARMY COMMANDER	1	Any Professional	DATES	1478 CE to 1506 CE
SUB-GENERALS	1-3	Any Professional	TERRAIN	Standard
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Fortified; Poor or Average

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

Ordonnance gendarmes	CAVALRY Drilled Close	Average ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers, Dismountable	167	Melee Expert (31)	2 6	4,6
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Ordonnance coustilliers	CAVALRY Drilled Close	Average Protected	- -	-	Devastating Chargers, Dismountable	98	Melee Expert (23)	2 6	
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Ordonnance mounted longbowmen	INFANTRY Drilled Loose	Average Protected	Experienced Powerbow	-	Dismountable	105	Stakes (10)	4 8	4,6
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Ordonnance longbowmen	INFANTRY Drilled Loose	Average Protected	Experienced Powerbow	-	-	95	Stakes (10)	0 8	4,6
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Pikemen and halberdiers	INFANTRY Drilled Close	Poor Protected	- -	Pike	Shove	60	Orb (1)	16 64	8
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Upgrade pikemen as mercenaries	INFANTRY Drilled Close	Average Protected	- -	Pike	Shove	100	Orb (2)		8
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Mercenary crossbowmen	INFANTRY Drilled Loose	Average Protected	Experienced Crossbow	-	-	85	-	0 6	4,6
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Mercenary handgunners	INFANTRY Drilled Loose	Average Protected	Experienced Firearm	-	-	75	-	4 12	4,6
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Swiss mercenaries (only to 1479 CE)	INFANTRY Drilled Close	Superior Protected	- -	Pike	Shove	140	Orb (3)	0 8	8
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English longbowmen (only to 1481 CE)	INFANTRY Formed Loose	Average Protected	Experienced Powerbow	-	-	90	Stakes (10), Dismountable (10)	0 8	4,6
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LATER BURGUNDIAN



Skirmishing handgunners	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					9	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2,3
	Skirmisher	Unprotected	Light Art					4	
Heavier guns on field mounts	ARTILLERY	Average	Experienced	-	Combat Shy	168	Barricades (16)	2	2,3
	Skirmisher	Unprotected	Heavy Art					4	

NOTES

Gendarmes and coustilliers dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of the same quality.
If stakes are taken, all TuGs must have the longbowmen so equipped.

CHANGES FROM LAST VERSION

Corrected note on dismounted knights.

LATER FRENCH ORDONNANCE

1481 TO 1493 CE

HISTORICAL NOTES

In 1483 Louis XI died and was succeeded by Charles VIII who was only 13 at the time. To secure his rights to the Neapolitan throne that René of Anjou had left to his father, Charles made a series of concessions to neighbouring monarchs and conquered the Italian peninsula without much opposition.

TROOP NOTES

From 1481 the French king started using Swiss mercenaries.

HISTORICAL ENEMIES

Italian Condotta; Late Medieval German; Later French Ordonnance; Tudor English

LATER FRENCH ORDONNANCE



ARMY COMMANDER		1	Any Professional		DATES		1481 CE to 1493 CE		
SUB-GENERALS		0-3	Any Professional (0-1 Mercenary Swiss)		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Fortified; Poor or Average		
MIXED TUG COMPRISING 1/2 GENDARMES AND 1/2 COUSTILLIERS									

Ordonnance men-at-arms	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	233	Melee Expert (43)	4	4,6
	Drilled Close	ArmHrs/F Armoured	-					12	
Ordonnance coustilliers	CAVALRY	Average	-	-	Devastating Chargers, Dismountable	123	Melee Expert (29)	4	
	Drilled Close	-/Fully Armoured	-					12	
Downgrade coustilliers and valet-de-guerre with less armour	CAVALRY	Average	-	-	Devastating Chargers, Dismountable	98	Melee Expert (23)		
	Drilled Close	Protected	-					Any	

Dismount men-at-arms and coustilliers	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22)		6,8
	Drilled Close	Fully Armoured	-					Any	
Italian knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0	4
	Drilled Close	ArmHrs/F Armoured	-					4	
Ordonnance archers	INFANTRY	Average	Experienced	-	-	95	Stakes (10), Dismountable (10)	8	6,8
	Drilled Loose	Protected	Powerbow					36	
Mount ordonnance archers	CAVALRY	Average	-	Charging Lancer	-	115	-	0	4,6
	Drilled Loose	Protected	-					8	
Francs-archers	INFANTRY	Poor	Experienced	-	Combat Shy	41	Stakes (4)	0	6,8
	Tribal Loose	Unprotected	Powerbow					24	
French pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove	95	Orb (2)	0	8
	Formed Close	Protected	-					16	

LATER FRENCH ORDONNANCE



Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	6	6,8
	Formed Loose	Unprotected	Crossbow					16	
Upgrade crossbowmen with better armour	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)		6,8
	Formed Loose	Protected	Crossbow					Any	
Handgunners	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Firearm					12	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					9	
Skirmishing handgunners	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					9	
Bidets	INFANTRY	Average	Experienced	-	-	29	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Javelin					9	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2,3
	Skirmisher	Unprotected	Light Art					9	
Upgrade guns to cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					6	
SWISS MERCENARY CONTINGENT (ROYAL ARMIES ONLY)									
Pikemen and halberdiers	INFANTRY	Superior	-	Pike	Shove, Keil	147	Fleet of Foot (14), Orb (3), Barricades (56)	12	12
	Drilled Close	Protected	-					12	
Handgunners supporting swiss pike	INFANTRY	Superior	Experienced	Pike	Shove, Keil	157	Fleet of Foot (14), Orb (3), Barricades (56)		**see note
	Drilled Close	Protected	Firearm						
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6
	Skirmisher	Unprotected	Crossbow					6	

ALLIES

English allies - Tudor English (Breton rebels from 1488 to 1491 CE)

LATER FRENCH ORDONNANCE



NOTES

There must be at least as many ordonnance archers as ordonnance men-at-arms and coustilliers in the army.

Mounted men-at-arms and coustilliers and Italian knights dismount as Drilled Close, Average, Fully Armoured, 2-H Cut & Crush (Poor if downgraded to Poor).

** Up to 3 handgunners can be included into pike TuGs by adding "Experienced/Firearm" to those troops. There are two ways to represent this: 1) ideally replace 1 pike or halberd with a handgunner, or 2) to avoid rebasing place a handgunner skirmish base in front of the file containing them.

If stakes are taken, all TuGs must have the Longbowmen so equipped.

A Swiss mercenary contingent is optional. The minima only apply if the contingent is taken.

A Breton Rebel army from 1488 to 1491 CE cannot include Swiss Mercenaries, Italian knights, more than 3 cannon or guns and must include at least 8 Francs Archers and 8 French Pikemen.

CHANGES FROM LAST VERSION

Corrected note on dismounted knights.

SWABIAN LEAGUE



1488 TO 1499 CE

HISTORICAL NOTES

The Swabian League (Schwäbischer Bund) was a mutual defence and peace keeping association of Imperial Estates – free Imperial cities, prelates, principalities, and knights – principally in the territory of the early medieval stem duchy of Swabia, established in 1488 at the behest of Emperor Frederick III of Habsburg. It consisted of 22 Imperial cities, the Swabian knights' League of St. George's Shield, bishops, and princes. It had an army of up to 13,000 men. It was the main supporter of Maximilian in southern Germany. In the Swabian War of January to July 1499 it fought and was defeated by the Swiss in almost every encounter.

TROOP NOTES

The Swabian League and Maximilian German armies are not considered as allies as they completely failed to co-operate in fighting the Swiss.

HISTORICAL ENEMIES

Late Swiss; German States

SWABIAN LEAGUE



ARMY COMMANDER	1	Any Mediocre or Competent Professional	DATES	1488 CE to 1499 CE
SUB-GENERALS	0-3	Any Mediocre or Competent Professional	TERRAIN	Standard, Forest, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Fortified; Poor or Average

	TYPE								
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
GEORGSCHILD KNIGHTS									
Front rank (1/3 TUG)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Shove, Dismountable	153	-	2	6
	Tribal Close	ArmHrs/F Armoured	-					6	
Rear ranks (2/3 TuG)	CAVALRY	Average	-	-	Devastating Chargers, Shove, Dismountable	88	-	4	
	Tribal Close	Protected	-					12	
Upgrade front rank knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Shove, Dismountable	214	-	0	
	Tribal Close	ArmHrs/F Armoured	-					2	
FEUDAL KNIGHTS IN DEEP FORMATIONS									
Front rank (1/3 TUG)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Shove, Dismountable	153	-	0	6
	Tribal Close	ArmHrs/F Armoured	-					2	
Rear ranks (2/3 TuG)	CAVALRY	Average	-	-	Devastating Chargers, Shove, Dismountable	88	-	0	
	Tribal Close	Protected	-					4	

Italian men-at-arms	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0	4,6
	Drilled Close	ArmHrs/F Armoured	-					6	
Georgschild mounted handgunners	CAVALRY	Average	Charge Only	-	-	123	-	0	4,6
	Drilled Loose	-/Fully Armoured	Firearm					6	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4,6
	Formed Loose	Protected	Crossbow					6	
Tiroler erzknappen	INFANTRY	Superior	-	Short Spear	Shieldwall	108	-	0	6
	Formed Close	Protected	-					6	
Pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	8
	Drilled Close	Protected	-					16	

SWABIAN LEAGUE



Militia pikemen	INFANTRY	Poor	-	Pike	-	53	Orb (1)	8	8
	Formed Close	Protected	-					24	
City or milita crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	6	6,8
	Formed Loose	Protected	Crossbow					16	
Heerban	INFANTRY	Poor	-	Short Spear	-	25	Combat Shy (-9)	0	8,9,10
	Tribal Close	Unprotected	-					10	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					9	
Skirmishing handgunners	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					12	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

NOTES

Front rank knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut&Crush, rear rank knights as Formed Close, Average, Protected, 2-H Cut&Crush (Poor if downgraded to Poor).

Italian men-at-arms dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of the same quality.

CHANGES FROM LAST VERSION

Corrected note on dismounted knights.

JAMES IV SCOTTISH



1488 TO 1513 CE

HISTORICAL NOTES

This list covers the armies of Scotland in the late 15th century and early 16th century. The most notable battle, Flodden (fought at Branwick in Northumberland), was a disaster for the Scots where James and much of the Scottish nobility were killed.

TROOP NOTES

The first attempts to require a longer pike of at least 18' were attempted by the Scottish Parliament in 1474. James IV set about improving Scottish military capability when he ascended the throne in 1488. Initially he spent money on the navy and artillery. He also created an armour mill staffed by French armourers to produce the latest Milanese armour. Only in 1513 did he attempt to improve the infantry by using 40 French captains to drill the Scottish pikemen in "German" (strictly Swiss) tactics including advancing in echelon. These attempts ended disastrously at the Battle of Flodden. Advancing down a sodden hill, the Scots were cut to pieces by English billmen.

HISTORICAL ENEMIES

Tudor English

JAMES IV SCOTTISH



ARMY COMMANDER	1	Any Professional	DATES	1488 CE to 1513 CE
SUB-GENERALS	0-3	Any Professional	TERRAIN	Coastal, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

NAME	TYPE	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION								
Border horse	CAVALRY	Average	Charge Only	Short Spear	-	117	-	6	4,6
	Formed Loose	Protected	Crossbow					12	

BEFORE 1513 CE

Scottish spearmen	INFANTRY	Average	-	Long Spear	-	86	Orb (2), Dismountable (10)	32	6,8,9
	Formed Close	Protected	-					72	
Scottish using longer pikes	INFANTRY	Average	-	Pike	Combat Shy	65	Orb (2)	0	8
	Formed Close	Protected	-					32	

FROM 1513 CE - TUG OF 8, 1/4 FRONT RANK PIKEMEN, 3/4 REAR RANK PIKEMEN.

Upgrade front rank yeomen to nobles	INFANTRY	Average	-	Pike	Combat Shy, Shield Cover	95	Orb (3)	9	12
	Formed Close	Fully Armoured	-					24	
Lowland Scots yeomen	INFANTRY	Average	-	Pike	Combat Shy	65	Orb (2)	27	
	Formed Close	Protected	-					72	

MIXED TUGS CONSISTING OF 2/3 GENTRY AND CEITHERN AND 1/3 CEITHERN WITH BOW

Gentry and ceithern	INFANTRY	Average	-	-	Devastating Chargers	60	-	0	6,9
	Tribal Loose	Protected	-					18	
Ceithern with bow	INFANTRY	Average	Charge Only	-	Devastating Chargers	81	-	0	
	Tribal Loose	Protected	Powerbow					9	

Archers	INFANTRY	Average	Experienced	-	-	90	Stakes (10)	0	6,8
	Formed Loose	Protected	Powerbow					8	
"Small folk"	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	8,9,10
	Tribal Loose	Unprotected	Javelin					20	

JAMES IV SCOTTISH



Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2,3,4
	Skirmisher	Unprotected	Light Art					4	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2,3,4
	Skirmisher	Unprotected	Heavy Art					4	

NOTES

SPECIAL RULE: Shield Cover for Fully Armoured pikemen will downgrade shooting dice by one level when shot at frontally. These represent the pavises used in addition to the plate armour. If used the slowing effect of the Shield Cover (but not any shooting results) cannot be cancelled by prompting through fire.

CHANGES FROM LAST VERSION

Amendments to special rule. UG size.

TUDOR ENGLISH



1488 TO 1525 CE

HISTORICAL NOTES

This list covers the expeditions of Henry VII to Brittany that led to the Treaty of Etaples and the armies of Henry VIII until the Treaty of the More.

TROOP NOTES

English armies at this date were largely up to date with developments on the continent, although they still retained the use of the longbow.

HISTORICAL ENEMIES

Later French Ordonnance; James IV Scottish; Italian Wars French

TUDOR ENGLISH



ARMY COMMANDER		1	Any Professional			DATES		1488 CE to 1525 CE	
SUB-GENERALS		1-3	Any Professional			TERRAIN		Standard, Coastal	
INTERNAL ALLIED GENERALS						CAMP		Unfortified; Poor or Average	
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
Royal household knights	CAVALRY	Superior	-	Charging Lancer	-	180	Melee Expert (43), Dismountable (9)	0	4
	Formed Close	ArmHrs/F Armoured	-					4	
Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	4	4,6
	Formed Loose	-/Fully Armoured	-					6	
Demi-lances	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4,6
	Formed Loose	Protected	-					6	
Retinue longbowmen	INFANTRY	Average	Experienced	-	-	90	Stakes (10)	8	6,8
	Formed Loose	Protected	Powerbow					24	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0	4,6
	Drilled Close	Fully Armoured	-					8	
Billmen	INFANTRY	Average	-	Polearm	-	87	-	0	4,6,8
	Formed Close	Protected	-					16	
Shire levy billmen	INFANTRY	Poor	-	Polearm	-	47	Combat Shy (-13)	0	6,8
	Tribal Close	Protected	-					12	
Shire levy longbowmen	INFANTRY	Poor	Experienced	-	-	60	Stakes (6), Combat Shy (-13)	0	6,8
	Tribal Loose	Protected	Powerbow					32	
Welsh spearmen	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	6,8,9
	Tribal Loose	Unprotected	-					18	
Welsh longbowmen	INFANTRY	Average	Experienced	-	-	63	Stakes (6)	0	6,8
	Tribal Loose	Unprotected	Powerbow					24	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow					8	
Mercenary pikemen with halberdiers (before 1509 CE)	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	8
	Drilled Close	Protected	-					8	

TUDOR ENGLISH



Mercenary pikemen with halberdiers (from 1509 CE)	INFANTRY	Average	-	Pike	Shove, Keil	105	Orb (2)	0	12
	Drilled Close	Protected	-					12	
Mercenary handgunners	INFANTRY	Average	Experienced	-	-	75	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Firearm					8	
Skirmishing handgunners	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6
	Skirmisher	Protected	Firearm					6	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

NOTES

Knights dismount as Formed Close, Average, Fully Armoured, 2-Handed Cut & Crush (Poor if downgraded to Poor).
If stakes are taken, all TuGs must be so equipped.

CHANGES FROM LAST VERSION

Corrected missing optional characteristics. Corrected note on dismounted knights.

MAXIMILIAN GERMAN



1493 TO 1519 CE

HISTORICAL NOTES

This list covers Imperial German armies from when Maximilian I became Holy Roman Emperor in 1493.

TROOP NOTES

Maximilian recognised the poor quality of German knights and reorganised them along the lines of the Burgundian territories that he had acquired through his marriage, but in deep formations. The poor quality of these knights meant relying more on troops raised in his own possessions. Maximilian organised a new kind of pikemen in flamboyant dress called landsknechts. These were to take on the Swiss.

HISTORICAL ENEMIES

German States; Italian Wars French; Italian Wars Venetian

MAXIMILIAN GERMAN



ARMY COMMANDER		1	Any Professional		DATES		1493 CE to 1519 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Forest, Mountains		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Fortified; Poor or Average		

	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Welsche Garde (only before 1502 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	233	Melee Expert (43)	0	4,6
	Drilled Close	ArmHrs/F Armoured	-					6	
Gendarmes	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Dismountable	167	Melee Expert (31)	4	4,6
	Drilled Close	ArmHrs/F Armoured	-					12	
POORLY EQUIPPED KNIGHTS IN DEEP FORMATIONS									
Front rank (1/3 TUG)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Shove, Dismountable	153	-	0	6
	Tribal Close	ArmHrs/F Armoured	-					6	
Rear ranks (2/3 TuG)	CAVALRY	Average	-	-	Devastating Chargers, Shove, Dismountable	88	-	0	
	Tribal Close	Protected	-					12	

Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	130	Melee Expert (23)	0	4,6
	Drilled Loose	Protected	Crossbow					6	
Mounted handgunners	CAVALRY	Average	Charge Only	-	-	123	-	0	4,6
	Drilled Loose	-/Fully Armoured	Firearm					8	
Landsknecht pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove, Keil	105	Orb (2)	12	12
	Drilled Close	Protected	-					60	
Landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil	115	Orb (2)		**see note
	Drilled Close	Protected	Firearm						
Upgrade landsknecht pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove, Keil, Melee Expert	121	Orb (2)		12
	Drilled Close	Protected	-					Up to half	
Upgrade landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil, Melee Expert	131	Orb (2)		**see note
	Drilled Close	Protected	Firearm					Up to half	

MAXIMILIAN GERMAN



Militia pikemen and halberdiers	INFANTRY	Poor	-	Pike	-	53	Orb (1)	0	8
	Formed Close	Protected	-					32	
Longbowmen	INFANTRY	Average	Experienced	-	-	95	Stakes (10)	0	4,6
	Drilled Loose	Protected	Powerbow					6	
City or milita crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	6,8
	Formed Loose	Protected	Crossbow					16	
Arquebusiers (from 1515 CE)	INFANTRY	Average	Experienced	-	-	75	-	0	6,8
	Drilled Loose	Protected	Firearm					8	
Handgunners	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					18	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					9	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	
ONLY IN ITALY									
Italian men-at-arms	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0	4,6
	Drilled Close	ArmHrs/F Armoured	-					6	
Stradiots	CAVALRY	Average	Experienced	Short Spear	-	52	Cantabrian (16)	0	4,6
	Skirmisher	Unprotected	Javelin					6	
Italian arquebusiers	INFANTRY	Average	Experienced	-	-	75	-	0	6
	Drilled Loose	Protected	Firearm					6	

MAXIMILIAN GERMAN



NOTES

Welsche Garde and Gendarmes dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush (Poor if downgraded to Poor).

Front rank knights dismount as Formed Close, Fully Armoured, 2-H Cut&Crush, rear rank knights as Formed Close, Protected, 2-H Cut&Crush of the same quality.

Italian men-at-arms dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of the same quality.

**Instead of skirmishers, up to 3 handgunners can be folded into pike or halberd formation by adding "Experienced/Firearm" to those troops. There are two ways to represent this: 1) ideally replace 1 pike or halberd with a handgunner, or 2) to avoid rebasing place a handgunner skirmish base in front of the file containing them. Upgraded landsknecht hakenbuchsensschutzen can only be used in an upgraded landsnkecht TuG.

CHANGES FROM LAST VERSION

Corrected note on dismounted knights.

GERMAN STATES



1493 TO 1520 CE

HISTORICAL NOTES

This list covers the armies of the German princes and feudal lords, larger cities, and city leagues.

TROOP NOTES

Cities tended to have only a few quality mounted troops. Reliance upon mercenaries, especially Landsknechts increased rapidly during this period.

HISTORICAL ENEMIES

Swabian League; Maximilian German; German States

GERMAN STATES



ARMY COMMANDER		1	Any Professional		DATES		1493 CE to 1520 CE				
SUB-GENERALS		0-2	Any Professional		TERRAIN		Standard, Forest, Mountains				
INTERNAL ALLIED GENERALS		0-3	Any Professional (City or Noble)		CAMP		Unfortified or Fortified; Poor or Average				
KNIGHTS IN DEEP FORMATIONS											
	NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE
Front rank (1/3 TUG)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Shove, Dismountable	153	-	2*	6		
	Tribal Close	ArmHrs/F Armoured	-								
Rear ranks (2/3 TuG)	CAVALRY	Average	-	-	Devastating Chargers, Shove, Dismountable	88	-	4*	12		
	Tribal Close	Protected	-								
Upgrade front rank knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Shove, Dismountable	214	-	0	2		
	Tribal Close	ArmHrs/F Armoured	-								

Mercenary men-at-arms	CAVALRY	Average	-	Charging Lancer	-	144	Dismountable (6)	0	4,6		
	Drilled Loose	-/Fully Armoured	-								
Mounted handgunners	CAVALRY	Average	Charge Only	-	-	123	-	0	4,6		
	Drilled Loose	-/Fully Armoured	Firearm								
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	130	Melee Expert (23)	0	4,6		
	Drilled Loose	Protected	Crossbow								
Landsknecht pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove, Keil	105	Orb (2)	0	12		
	Drilled Close	Protected	-								
Landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil	115	Orb (2)		**see note		
	Drilled Close	Protected	Firearm								
Upgrade landsknecht pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove, Keil, Melee Expert	121	Orb (2)	Up to half	12		
	Drilled Close	Protected	-								
Upgrade landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil, Melee Expert	131	Orb (2)	Up to half	**see note		
	Drilled Close	Protected	Firearm								

GERMAN STATES



City pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	16*	8
	Drilled Close	Protected	-					32	
Militia pikemen and halberdiers	INFANTRY	Poor	-	Pike	-	53	Orb (1)	0	8
	Formed Close	Protected	-					16	
City crossbowmwn	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	6*	6,8
	Drilled Loose	Protected	Crossbow					24	
Arquebusiers (from 1515 CE)	INFANTRY	Average	Experienced	-	-	75	-	0	6,8
	Drilled Loose	Protected	Firearm					8	
Heerban and feudal retainers (only before 1513 CE)	INFANTRY	Poor	-	Short Spear	-	25	Combat Shy (-9)	0	8,9,10
	Tribal Close	Unprotected	-					20	
Handgunners	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					12	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

NOTES

*An army and an allied contingent can be either noble or city. Noble contingents cannot include City Pikemen or Crossbowmen. City contingents cannot include Knights. Front rank knights and men-at-arms dismount as Formed Close, Fully Armoured, Average, 2-H Cut&Crush, rear rank knights as Formed Close, Average, Protected, 2-H Cut&Crush (poor if downgraded to poor). Mercenary men-at-Arms dismount as Formed Close, Fully Armoured, 2-Hand Cut&Crush of the same quality.

**Instead of skirmishers, up to 3 handgunners can be folded into pike or halberd formation by adding "Experienced/Firearm" to those troops. There are two ways to represent this: 1) ideally replace 1 pike or halberd with a handgunner, or 2) to avoid rebasing place a handgunner skirmish base in front of the file containing them.

CHANGES FROM LAST VERSION

Corrected note on dismounted knights.

ITALIAN STATES



1494 TO 1520 CE

HISTORICAL NOTES

This list covers the armies of Naples until 1501 CE, Milan, Florence, and the Papacy.

TROOP NOTES

Milan was especially strong in cavalry. Apart from Florence and the Papacy, Italian armies contained few pikemen and had greater proportions of firearms.

HISTORICAL ENEMIES

Italian States; Italian Wars French; Italian Wars Venetian; Pre-Cordoba Trastámara Spanish

ITALIAN STATES



ARMY COMMANDER		1	Any Professional		DATES		1494 CE to 1520 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Coastal, Standard, Mountains		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Fortified; Poor or Average		
ELMETI COMPRISING 1/2 CONDOTTIERI AND 1/2 COUSTILLIERS									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
ELMETI COMPRISING 1/2 CONDOTTIERI AND 1/2 COUSTILLIERS									
Condottieri	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	6	4,6
	Drilled Close	ArmHrs/F Armoured	-					18	
Coustilliers	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23), Dismountable (5)	6	
	Drilled Close	Protected	-					18	

Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	130	Melee Expert (23)	0	4,6
	Drilled Loose	Protected	Crossbow					12	
Mounted arquebusiers	CAVALRY	Average	Charge Only	-	-	123	-	0	4,6
	Drilled Loose	-/Fully Armoured	Firearm					8	
Landsknecht pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove, Keil	105	Orb (2)	0	12
	Drilled Close	Protected	-					24	
Landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil	115	Orb (2)		**see note
	Drilled Close	Protected	Firearm						
Upgrade landsknecht pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove, Keil, Melee Expert	121	Orb (2)		12
	Drilled Close	Protected	-					Up to half	
Upgrade landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil, Melee Expert	131	Orb (2)		**see note
	Drilled Close	Protected	Firearm					Up to half	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					12	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow					16	

ITALIAN STATES



Arquebusiers	INFANTRY	Average	Experienced	-	-	75	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Firearm					16	
Sword and buckler men	INFANTRY	Average	-	-	Melee Expert	86	-	0	6
	Drilled Close	Protected	-					6	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					9	
Handgunners	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					9	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2,3
	Skirmisher	Unprotected	Light Art					3	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2,3
	Skirmisher	Unprotected	Heavy Art					3	

ONLY FLORENCE

Militia spearmen (before 1506 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	6	6,8
	Formed Close	Protected	-					16	
Militia crossbowmen (before 1506 CE)	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	6	6,8
	Formed Loose	Protected	Crossbow					16	
Militia pikemen (from 1506 to 1512 CE)	INFANTRY	Poor	-	Pike	-	53	Orb (1)	0	8
	Formed Close	Protected	-					24	

ONLY MILAN

Famiglia Ducale	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	224	Melee Expert (43)	0	4,6
	Drilled Close	ArmHrs/F Armoured	-					8	

ONLY PAPACY

Romagnal pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove, Keil	105	Orb (2)	0	12
	Drilled Close	Protected	-					12	

ALLIES

Spanish allies - Pre-Cordoba Trastámara (only the Papacy from 1498 to 1504 CE)

Spanish allies - Cordoba Trastámara (only the Papacy from 1505 CE)

Swiss allies - Late Swiss (only Milan from 1499 to 1500 CE)

ITALIAN STATES



NOTES

**Instead of skirmishers, up to 2 handgunners can be folded into pike or halberd formation by adding "Experienced/Firearm" to those troops. There are two ways to represent this: 1) ideally replace 1 pike or halberd with a handgunner, or 2) to avoid rebasing place a handgunner skirmish base in front of the file containing them. Upgraded landsknecht hakenbuchsenschutzen can only be used in an upgraded landsknecht TuG.

Italian elmeti dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of the same quality.

An army cannot have more mounted crossbowmen and arquebusiers than Elmeti.

Any foot TuGs may take Barricades.

CHANGES FROM LAST VERSION

Corrected Famiglia Ducale classified as Close. Corrected note on dismounted knights.

ITALIAN WARS FRENCH



1494 TO 1520 CE

HISTORICAL NOTES

In 1494, Charles VIII invaded Italy with the aim of conquering Naples. He justified this by the Angevin claim on the throne of Naples. Initially successful, he was forced to withdraw due to a coalition of Italian States known as the League of Venice. In 1499 Charles' successor Louis XIII invaded Italy to claim the throne of Milan as well as Naples. Again, initially successful, the French were defeated by Córdoba at the battles of Cerignola and Garigliano. The next phase of the war saw a grand alliance known as the League of Cambrai formed against the power of Venice. The main contribution was made by the French who defeated the Venetian army at Agnadello in 1509. This success resulted in a new coalition, the Holy League, to fight the French, who themselves allied with the Venetians. The French suffered several defeats, but in 1513 the Holy League started to fragment. After defeating the Swiss at Marignano in 1515, a peace treaty was negotiated.

TROOP NOTES

French native troops needed to be well led to be effective. The ready supply of Swiss and Lansquenets reduced the need for native infantry. Adventuriers were crossbowmen or arquebusiers and were often Gascons.

HISTORICAL ENEMIES

Later Castilian; Tudor English; Maximilian German; Italian States; Italian Wars Venetian; Pre-Cordoba Trastámara Spanish; Trastámara Spanish

ITALIAN WARS FRENCH



ARMY COMMANDER		1	Any Professional		DATES		1494 CE to 1520 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal		
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
Gendarmes	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	233	Melee Expert (43)	4	4,6
	Drilled Close	ArmHrs/F Armoured	-					18	
Ordonnance "archers"	CAVALRY	Average	-	Charging Lancer	-	115	-	0	4,6
	Drilled Loose	Protected	-					6	
Italian knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0	4,6
	Drilled Close	ArmHrs/F Armoured	-					6	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	130	Melee Expert (23)	0	4,6
	Drilled Loose	Protected	Crossbow					6	
Replace crossbowmen with arquebusiers (from 1513 CE)	CAVALRY	Average	Charge Only	-	-	123	-		4,6
	Drilled Loose	-/Fully Armoured	Firearm					All or none	
French pikemen	INFANTRY	Average	-	Pike	Shove	95	Orb (2)	0	8
	Formed Close	Protected	-					16	
Swiss pikemen and halberdiers (before 1513 CE)	INFANTRY	Superior	-	Pike	Shove, Keil	147	Fleet of Foot (14), Orb (3)	0	12
	Drilled Close	Protected	-					36	
Handgunners supporting swiss pike	INFANTRY	Superior	Experienced	Pike	Shove, Keil	157	Fleet of Foot (14), Orb (3)		**see note
	Drilled Close	Protected	Firearm						
Landsknecht pikemen and halberdiers (from 1513 CE)	INFANTRY	Average	-	Pike	Shove, Keil	105	Orb (2)	0	12
	Drilled Close	Protected	-					24	
Landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil	115	Orb (2)		**see note
	Drilled Close	Protected	Firearm						
Upgrade landsknecht pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove, Keil, Melee Expert	121	Orb (2)		12
	Drilled Close	Protected	-					Up to half	
Upgrade landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil, Melee Expert	131	Orb (2)		**see note
	Drilled Close	Protected	Firearm					Up to half	

ITALIAN WARS FRENCH



Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					16	
Handgunners	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Firearm					8	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					12	
Skirmishing handgunners	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					12	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2,3
	Skirmisher	Unprotected	Light Art					3	
Upgrade guns to cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					6	

ALLIES

Venetian allies - Italian Wars Venetian (from 1513 CE)

NOTES

**Instead of skirmishers, up to 3 handgunners can be included into pike TuGs by adding "Experienced/Firearm" to those troops. There are two ways to represent this: 1) ideally replace 1 pike or halberd with a handgunner, or 2) to avoid rebasing place a handgunner skirmish base in front of the file containing them. Upgraded landsknecht hakenbuchsenscutzen can only be used in an upgraded landsnkecht TuG.

Gendarmes dismount as Drilled Close, Average, Fully Armoured, 2-H Cut & Crush.

Italian knights dismount as Drilled Close, Average, Fully Armoured, 2-H Cut & Crush (Poor if downgraded to Poor).

CHANGES FROM LAST VERSION

Corrected note on dismounted knights.

ITALIAN WARS VENETIAN



1494 TO 1520 CE

HISTORICAL NOTES

At the end of the 15th century, Venice held considerable lands in northern Italy. When the French invaded Italy, the League of Venice was formed to oppose them. Milan and Venice were the main contributors. Having successfully expelled the French, the Venetians found themselves opposed by the Pope who formed the League of Cambrai with the French to break up the Venetian possessions. After the Venetians were defeated at Agnadello in 1509, the Pope realised he had merely replaced the Venetians with the French and so switched sides! The Holy League also included Spain, England, the Holy Roman Empire. A series of victories enabled Venice to reassert its position.

TROOP NOTES

At the start of this period Venetian armies had a large mounted component supplied by the elmeti recruited through the condotta system. This declined over time. Until 1509, Venice fielded pikemen, often mercenaries. This became sporadic after this date. In common with other Italian States, firearms were enthusiastically adopted.

HISTORICAL ENEMIES

Maximilian German; Italian States; Italian Wars French; Pre-Cordoba Trastámara Spanish; Trastámara Spanish

ITALIAN WARS VENETIAN



ARMY COMMANDER		1	Any Professional		DATES		1494 CE to 1520 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Coastal, Standard		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Fortified; Poor or Average		
ELMETI COMPRISING 1/2 CONDOTTIERI AND 1/2 COUSTILLIERS									
	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
ELMETI COMPRISING 1/2 CONDOTTIERI AND 1/2 COUSTILLIERS									
Condottieri	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	2	4,6
	Drilled Close	ArmHrs/F Armoured	-					12	
Coustilliers	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23), Dismountable (5)	2	
	Drilled Close	Protected	-					12	

Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4,6
	Formed Loose	Protected	Crossbow					12	
Handgunners	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Firearm					16	
Pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove, Keil	105	Orb (2)	0	12
	Drilled Close	Protected	-					36	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Crossbow					8	
Militia spearmen (before 1518 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	6,8
	Formed Close	Protected	-					16	
Militia crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Formed Loose	Protected	Crossbow					18	
Stradiots and croavati	CAVALRY	Average	Experienced	Short Spear	-	52	Cantabrian (16)	0	4,6
	Skirmisher	Unprotected	Javelin					16	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					9	

ITALIAN WARS VENETIAN



Archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					9	
Handgunners	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					18	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

ALLIES

Milanese allies - Italian States (only in 1495 CE)

French allies - Italian Wars French (from 1513 CE)

NOTES

Italian elmeti dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of the same quality.

Any foot TuGs may take Barricades.

CHANGES FROM LAST VERSION

Corrected note on dismounted knights.

PRE-CORDOBA TRASTÁMARA SPANISH



1498 TO 1504 CE

HISTORICAL NOTES

The Spanish aim of capturing the Kingdom of Naples was achieved by 1504 with the Treaty of Lyon.

TROOP NOTES

Ordonnances issued in 1495 and 1497 regulated the infantry equipment, in theory 1/3 pikemen, 1/3 sword and buckler and 1/3 crossbow or arquebus. The sword and buckler troops had successes at Atella and Gartellano in 1503.

HISTORICAL ENEMIES

Italian States; Italian Wars French; Italian Wars Venetian

PRE-CORDOBA TRASTÁMARA SPANISH



ARMY COMMANDER		1	Any Professional	DATES		1498 CE to 1504 CE			
SUB-GENERALS		0-3	Any Professional	TERRAIN		Standard, Coastal, Mountains			
INTERNAL ALLIED GENERALS				CAMP		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							
Gendarmes	CAVALRY	Superior	-	Charging Lancer	Melee Expert	224	Devastating Chargers (25)	0	4,6
	Formed Close	ArmHrs/F Armoured	-					8	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	130	Melee Expert (23)	0	4,6
	Formed Flexible	Protected	Crossbow					6	
Pikemen	INFANTRY	Average	-	Pike	Shove	95	Orb (2)	8	8
	Formed Close	Protected	-					24	
Sword and buckler men	INFANTRY	Superior	-	-	Melee Expert	128	-	8	4,6
	Drilled Flexible	Protected	-					24	
Crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	8	6,8
	Drilled Loose	Protected	Crossbow					24	
Replace crossbowmen with arquebusiers	INFANTRY	Average	Experienced	-	-	75	Combat Shy (-22)	6	6,8
	Drilled Loose	Protected	Firearm					18	
Experimental colunella foot (from 1503 CE)	INFANTRY	Average	Experienced	Pike	-	102	Melee Expert (16), Orb (2)	0	6
	Drilled Close	Protected	Firearm					18	
Jinetes	CAVALRY	Average	Experienced	Short Spear	-	61	Cantabrian (20)	6	4,6
	Skirmisher	Protected	Javelin					24	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	45	-	0	6,9
	Skirmisher	Unprotected	Crossbow					18	
Handgunners	INFANTRY	Average	Experienced	-	-	40	Combat Shy (-5)	0	6,9
	Skirmisher	Protected	Firearm					18	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	184	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

PRE-CORDOBA TRASTÁMARA SPANISH



ONLY IN ITALY

Italian elmeti	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0 8	4,6
	Drilled Close	ArmHrs/F Armoured	-						
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0 8	4,6
	Formed Loose	Protected	Crossbow						
Militia pikemen	INFANTRY	Average	-	Pike	-	87	Combat Shy (-22)	0 16	8
	Formed Close	Protected	-						
Landsknechts (from 1500 CE)	INFANTRY	Average	-	Pike	Shove, Keil	105	Orb (2)	0 12	12
	Drilled Close	Protected	-						
Landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil	115	Orb (2)		**see note
	Drilled Close	Protected	Firearm						
Upgrade landsknechts	INFANTRY	Average	-	Pike	Shove, Keil, Melee Expert	121	Orb (2)		12
	Drilled Close	Protected	-				Any		
Upgrade landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil, Melee Expert	131	Orb (2)		**see note
	Drilled Close	Protected	Firearm						

ALLIES

Neapolitan or Papal allies - Italian States

Venetian allies - Italian Wars Venetian

NOTES

**Instead of skirmishers, up to 3 handgunners can be included into pike TuGs by adding "Experienced/Firearm" to those troops. There are two ways to represent this: 1) ideally replace 1 pike or halberd with a handgunner, or 2) to avoid rebasing place a handgunner skirmish base in front of the file containing them.

Only one ally may be taken.

CHANGES FROM LAST VERSION

None.

TRASTÁMARA SPANISH



1505 TO 1520 CE

HISTORICAL NOTES

During this period the Spanish launched expeditions against the Muslim states in North Africa. The conquest of Navarre in 1512 CE was the first time the kingdoms of Spain were united under a single crown.

TROOP NOTES

Gonzalo Fernández de Córdoba started a series of reforms that would make it the most powerful in Europe. He created the first colonelas which integrated pikemen and arquebusiers and was to lead to the Tercios.

HISTORICAL ENEMIES

Italian Wars French; Italian Wars Venetian; Kingdom of Tiemcen

TRASTÁMARA SPANISH



ARMY COMMANDER		1	Any Professional		DATES		1505 CE to 1520 CE			
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal, Mountains			
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Flexible; Poor or Average			
TYPE										
NAME		TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Gendarmes		CAVALRY Formed Close	Superior ArmHrs/F Armoured	- -	Charging Lancer	Melee Expert	224	Devastating Chargers (25)	0 8	4,6
Colunella foot		INFANTRY Drilled Close	Average Protected	Experienced Firearm					Pike	
Arquebusiers		INFANTRY Drilled Loose	Average Protected	Experienced Firearm	-	-	75	Combat Shy (-22)		0 8
Jinetes		CAVALRY Skirmisher	Average Protected	Experienced Javelin	Short Spear	-	61	Cantabrian (20)	6 24	4,6
Handgunners		INFANTRY Skirmisher	Average Protected	Experienced Firearm					-	
Guns		ARTILLERY Skirmisher	Average Unprotected	Experienced Light Art	-	Combat Shy	108	Barricades (16)	0 2	2
Cannons		ARTILLERY Skirmisher	Average Unprotected	Experienced Heavy Art	-	Barricades, Combat Shy	184	-	0 2	
ONLY IN ITALY										
Italian elmeti		CAVALRY Drilled Close	Average ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0 8	4,6
Mounted crossbowmen		CAVALRY Formed Loose	Average Protected	Experienced Crossbow					-	
Replace crossbowmen with arquebusiers		CAVALRY Skirmisher	Average Protected	Unskilled Firearm	-	-	46	Melee Expert (10)	<div></div> Any	4,6

TRASTÁMARA SPANISH



Militia pikemen	INFANTRY	Average	-	Pike	-	87	Combat Shy (-22)	0	8
	Formed Close	Protected	-					16	
Landsknechts	INFANTRY	Average	-	Pike	Shove, Keil	105	Orb (2)	0	12
	Drilled Close	Protected	-					12	
Landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil	115	Orb (2)		**see note
	Drilled Close	Protected	Firearm						
Upgrade landsknechts	INFANTRY	Average	-	Pike	Shove, Keil, Melee Expert	121	Orb (2)	0	12
	Drilled Close	Protected	-					12	
Upgrade landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil, Melee Expert	131	Orb (2)		**see note
	Drilled Close	Protected	Firearm						
Guns on carts (from 1512 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	108	Barricades (16)	0	2,3
	Skirmisher	Unprotected	Light Art					4	

ALLIES

Neapolitan or Papal allies - Italian States

Venetian allies - Italian Wars Venetian

English allies - Tudor English (1512 CE - not in Italy)

NOTES

**Instead of skirmishers, up to 3 handgunners can be included into pike TuGs by adding "Experienced/Firearm" to those troops. There are two ways to represent this: 1) ideally replace 1 pike or halberd with a handgunner, or 2) to avoid rebasing place a handgunner skirmish base in front of the file containing them. Upgraded landsknecht hakenbuchsenschutzen can only be used in an upgraded landsknecht TuG.

Only one ally may be taken.

CHANGES FROM LAST VERSION

None.



MAGNA ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAGNA

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

CAMPS

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

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

UGs

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

NOTES

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

LATE SWISS



ARMY COMMANDER		1	Any Professional except Legendary			DATES		1474 CE to 1522 CE		
SUB-GENERALS		1-3	Any Professional			TERRAIN		Mountains		
INTERNAL ALLIED GENERALS						CAMP		Unfortified; Poor or Average		
TYPE										
NAME		TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	130	Melee Expert (23)	0	4	
	Drilled Loose	Protected	Crossbow					4		
Regrade mounted crossbowmen as handgunners	CAVALRY	Average	Charge Only	-	-	123	-	0	4	
	Drilled Loose	-/Fully Armoured	Firearm					4		
Milanese knights (only from 1513 to 1515 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0	4	
	Drilled Close	ArmHrs/F Armoured	-					4		
Pikemen and halberdiers	INFANTRY	Superior	-	Pike	Shove, Keil	147	Fleet of Foot (14), Orb (3), Barricades (56)	18	6	
	Drilled Close	Protected	-					36		
Regrade unarmoured pikemen and halberdiers	INFANTRY	Superior	-	Pike	Fleet of Foot, Shove, Keil	105	Orb (2), Barricades (36)	0	6	
	Drilled Close	Unprotected	-					Any		
Halberdiers (before 1477 CE)	INFANTRY	Superior	-	Polearm	-	136	Fleet of Foot (14), Orb (3), Barricades (56)	4	4	
	Drilled Flexible	Protected	-					12		
Halberdiers (from 1477 CE)	INFANTRY	Superior	-	Polearm	-	136	Fleet of Foot (14), Orb (3), Barricades (56)	0	4	
	Drilled Flexible	Protected	-					4		
Handgunners supporting swiss pike	INFANTRY	Superior	Experienced	Pike	Shove, Keil	157	Fleet of Foot (14), Orb (3), Barricades (56)		*see note	
	Drilled Close	Protected	Firearm							
Handgunners supporting swiss halberdiers	INFANTRY	Superior	Experienced	Polearm	-	146	Fleet of Foot (14), Orb (3), Barricades (56)		*see note	
	Drilled Flexible	Protected	Firearm							
Regrade mounted crossbowmen as skirmishers	CAVALRY	Average	Experienced	-	-	85	Combat Shy (-5), Dismountable (5)		4	
	Skirmisher	Protected	Crossbow					All		
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	4	4,6	
	Skirmisher	Unprotected	Crossbow					12		

LATE SWISS



Handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					6	
Regrade crossbowmen as handgunners (from 1490 CE)	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	1/2	4,6
	Skirmisher	Protected	Firearm					All	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Captured Burgundian guns (only in 1476 to 1477 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					4	
LORRAINE ALLIANCE CONTINGENT (ONLY FROM 1474 TO 1477 CE)									
Knights	CAVALRY	Average	-	Charging Lancer	-	119	-	8	4
	Tribal Loose	-/Fully Armoured	-					12	
Regrade Knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	4
	Formed Loose	-/Fully Armoured	-					4	
Italian and French knights (only in 1477 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0	4
	Drilled Close	ArmHrs/F Armoured	-					4	
Militia pikemen	INFANTRY	Poor	-	Pike	Shove	57	Orb (1)	6	6
	Formed Close	Protected	-					12	
Mercenary pikemen	INFANTRY	Average	-	Pike	Shove	95	Orb (2)	0	6
	Formed Close	Protected	-					6	
Militia halberdiers	INFANTRY	Poor	-	Polearm	-	53	-	4	4
	Formed Close	Protected	-					12	
Militia handgunners	INFANTRY	Poor	Experienced	-	-	30	Combat Shy (-2)	4	4,6
	Skirmisher	Unprotected	Firearm					6	
Alliance artillery	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

LATE SWISS



NOTES

* Handgunners can be separate SuGs or up to 2 can be folded into each pike or up to 1 into each halberd formation by adding "Experienced/Firearm" to those troops. There are two ways to represent this: 1) ideally replace 1 pike or halberd with a handgunner, or 2) to avoid rebasing place a handgunner skirmish base in front of the file containing them.

Milanese knights dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of the same quality.

Crossbows and handgunners can be mixed in infantry SuGs if so desired.

Alliance troops are only mandatory if an alliance contingent is taken. An alliance contingent must be in its own command or commands.

CHANGES FROM LAST VERSION

Corrected ArmHrs knights classified as Close. Corrected note on dismounted knights. Option to have unprotected pikemen.

LATER CASTILIAN



ARMY COMMANDER		1	Any Professional		DATES		1477 CE to 1497 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Flexible; Poor or Average		
MIXED TUG COMPRISING 1/2 KNIGHTS AND 1/2 SERGEANTS (BEFORE 1493 CE)									
	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 (BEFORE 1493 CE)									
Spanish knights	CAVALRY	Average	-	Charging Lancer	-	129	Melee Expert (31), Dismountable (7)	0	4
	Formed Close	ArmHrs/F Armoured	-					4	
Sergeants	CAVALRY	Average	-	-	-	70	Melee Expert (23)	0	4
	Formed Close	Protected	-					4	

Upgrade knights as Military orders (before 1493 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Melee Expert	230	-	0	4
	Tribal Loose	-/Fully Armoured	-					4	
Guardias de Castilla (from 1493 CE)	CAVALRY	Superior	-	Charging Lancer	Melee Expert	224	Devastating Chargers (25)	0	4
	Formed Close	ArmHrs/F Armoured	-					4	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	130	Melee Expert (23)	0	4
	Formed Flexible	Protected	Crossbow					4	
Spearmen (before 1495 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	4	4
	Formed Close	Protected	-					16	
Spearmen (from 1495 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4
	Formed Close	Protected	-					4	
Pikemen (before 1495 CE)	INFANTRY	Average	-	Pike	Shove	95	Orb (2)	0	6
	Formed Close	Protected	-					12	
Pikemen (from 1495 CE)	INFANTRY	Average	-	Pike	Shove	95	Orb (2)	4	6
	Formed Close	Protected	-					16	
Sword and buckler men	INFANTRY	Average	-	-	Melee Expert	86	-	0	4
	Formed Flexible	Protected	-					8	

LATER CASTILIAN



Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					16	
Amulghavars	INFANTRY	Average	-	Impact Weapon	-	82	Melee Expert (16)	0	4
	Formed Flexible	Protected	-					4	
Jinetes	CAVALRY	Average	Experienced	Short Spear	-	69	Cantabrian (20)	4	4
	Skirmisher	Protected	Javelin					16	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					12	
Handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					12	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat	244	-	0	2
	Skirmisher	Unprotected	Heavy Art		Shy			4	

ONLY IN ITALY FROM 1495 CE

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

Condottieri	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0	4
	Drilled Close	ArmHrs/F Armoured	-					4	
Coustilliers	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23), Dismountable (5)	0	
	Drilled Close	Protected	-					4	

Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4
	Formed Loose	Protected	Crossbow					4	
Militia pikemen	INFANTRY	Average	-	Pike	-	87	Combat Shy (-22)	0	6
	Formed Close	Protected	-					12	

ALLIES

Neapolitan or Papal allies - Italian States (from 1495 CE)

Venetian allies - Italian Wars Venetian (from 1495 CE)

LATER CASTILIAN



NOTES

Only one ally may be taken.

CHANGES FROM LAST VERSION

Corrected Italian condottieri and coustilliers as Close.

LATER BURGUNDIAN



ARMY COMMANDER	1	Any Professional	DATES	1478 CE to 1506 CE
SUB-GENERALS	1-3	Any Professional	TERRAIN	Standard
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Fortified; Poor or Average

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

Ordonnance gendarmes	CAVALRY Drilled Close	Average ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers, Dismountable	167	Melee Expert (31)	2 4	4
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Ordonnance coustilliers	CAVALRY Drilled Close	Average Protected	- -	-	Devastating Chargers, Dismountable	98	Melee Expert (23)	2 4	
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Ordonnance mounted longbowmen	INFANTRY Drilled Loose	Average Protected	Experienced Powerbow	-	Dismountable	105	Stakes (10)	4 4	4
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Ordonnance longbowmen	INFANTRY Drilled Loose	Average Protected	Experienced Powerbow	-	-	95	Stakes (10)	0 4	4
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Pikemen and halberdiers	INFANTRY Drilled Close	Poor Protected	- -	Pike	Shove	60	Orb (1)	12 48	6
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Upgrade pikemen as mercenaries	INFANTRY Drilled Close	Average Protected	- -	Pike	Shove	100	Orb (2)		6
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Mercenary crossbowmen	INFANTRY Drilled Loose	Average Protected	Experienced Crossbow	-	-	85	-	0 4	4
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Mercenary handgunners	INFANTRY Drilled Loose	Average Protected	Experienced Firearm	-	-	75	-	2 8	4
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Swiss mercenaries (only to 1479 CE)	INFANTRY Drilled Close	Superior Protected	- -	Pike	Shove	140	Orb (3)	0 6	6
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English longbowmen (only to 1481 CE)	INFANTRY Formed Loose	Average Protected	Experienced Powerbow	-	-	90	Stakes (10), Dismountable (10)	0 4	4
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LATER BURGUNDIAN



Skirmishing handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					6	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					4	
Heavier guns on field mounts	ARTILLERY	Average	Experienced	-	Combat Shy	228	Barricades (16)	2	2
	Skirmisher	Unprotected	Heavy Art					4	

NOTES

Gendarmes and coustilliers dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of the same quality.
If stakes are taken, all TuGs must have the longbowmen so equipped.

CHANGES FROM LAST VERSION

Corrected note on dismounted knights.

LATER FRENCH ORDONNANCE



ARMY COMMANDER		1	Any Professional		DATES		1481 CE to 1493 CE		
SUB-GENERALS		0-3	Any Professional (0-1 Mercenary Swiss)		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Fortified; Poor or Average		
MIXED TUG COMPRISING 1/2 GENDARMES AND 1/2 COUSTILLIERS									
	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 GENDARMES AND 1/2 COUSTILLIERS									
Ordonnance men-at-arms	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	233	Melee Expert (43)	2	4
	Drilled Close	ArmHrs/F Armoured	-					8	
Ordonnance coustilliers	CAVALRY	Average	-	-	Devastating Chargers, Dismountable	123	Melee Expert (29)	2	
	Drilled Close	-/Fully Armoured	-					8	
Downgrade coustilliers and valet-de-guerre with less armour	CAVALRY	Average	-	-	Devastating Chargers, Dismountable	98	Melee Expert (23)		
	Drilled Close	Protected	-					Any	

Dismount men-at-arms and coustilliers	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22)		4
	Drilled Close	Fully Armoured	-					Any	
Italian knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0	4
	Drilled Close	ArmHrs/F Armoured	-					4	
Ordonnance archers	INFANTRY	Average	Experienced	-	-	95	Stakes (10), Dismountable (10)	4	4
	Drilled Loose	Protected	Powerbow					24	
Mount ordonnance archers	CAVALRY	Average	-	Charging Lancer	-	115	-	0	4
	Drilled Loose	Protected	-					4	
Francs-archers	INFANTRY	Poor	Experienced	-	Combat Shy	41	Stakes (4)	0	4
	Tribal Loose	Unprotected	Powerbow					16	
French pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove	95	Orb (2)	0	6
	Formed Close	Protected	-					12	

LATER FRENCH ORDONNANCE



Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	4	4
	Formed Loose	Unprotected	Crossbow					12	
Upgrade crossbowmen with better armour	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)		4
	Formed Loose	Protected	Crossbow					Any	
Handgunners	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	4
	Formed Loose	Protected	Firearm					8	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					6	
Skirmishing handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					6	
Bidets	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					6	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					6	
Upgrade guns to cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					4	
SWISS MERCENARY CONTINGENT (ROYAL ARMIES ONLY)									
Pikemen and halberdiers	INFANTRY	Superior	-	Pike	Shove, Keil	147	Fleet of Foot (14), Orb (3), Barricades (56)	8	6
	Drilled Close	Protected	-					8	
Handgunners supporting swiss pike	INFANTRY	Superior	Experienced	Pike	Shove, Keil	157	Fleet of Foot (14), Orb (3), Barricades (56)		**see note
	Drilled Close	Protected	Firearm						
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4
	Skirmisher	Unprotected	Crossbow					4	

ALLIES

English allies - Tudor English (Breton rebels from 1488 to 1491 CE)

LATER FRENCH ORDONNANCE



NOTES

** Up to 2 handgunners can be included into pike TuGs by adding "Experienced/Firearm" to those troops. There are two ways to represent this: 1) ideally replace 1 pike or halberd with a handgunner, or 2) to avoid rebasing place a handgunner skirmish base in front of the file containing them.

There must be at least as many ordonnance archers as ordonnance men-at-arms and coustilliers in the army.

Mounted men-at-arms and coustilliers and Italian knights dismount as Drilled Close, Average, Fully Armoured, 2-H Cut & Crush (Poor if downgraded to Poor).

If stakes are taken, all TuGs must have the Longbowmen so equipped.

A Swiss mercenary contingent is optional. The minima only apply if the contingent is taken.

A Breton Rebel army from 1488 to 1491 CE cannot include Swiss Mercenaries, Italian knights, more than 2 cannon or guns and must include at least 4 Francs Archers and 6 French Pikemen.

CHANGES FROM LAST VERSION

Corrected note on dismounted knights.

SWABIAN LEAGUE



ARMY COMMANDER	1	Any Mediocre or Competent Professional	DATES	1488 CE to 1499 CE
SUB-GENERALS	0-3	Any Mediocre or Competent Professional	TERRAIN	Standard, Forest, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Fortified; Poor or Average

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

GEORGSCHILD KNIGHTS									
Front rank (1/2 TUG)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Shove, Dismountable	153	-	2	4
	Tribal Close	ArmHrs/F Armoured	-					6	
Rear ranks (1/2 TuG)	CAVALRY	Average	-	-	Devastating Chargers, Shove, Dismountable	88	-	2	
	Tribal Close	Protected	-					6	

FEUDAL KNIGHTS IN DEEP FORMATIONS									
Front rank (1/2 TUG)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Shove, Dismountable	153	-	0	4
	Tribal Close	ArmHrs/F Armoured	-					2	
Rear ranks (1/2 TuG)	CAVALRY	Average	-	-	Devastating Chargers, Shove, Dismountable	88	-	0	
	Tribal Close	Protected	-					2	

Italian men-at-arms	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0	4
	Drilled Close	ArmHrs/F Armoured	-					4	
Georgschild mounted handgunners	CAVALRY	Average	Charge Only	-	-	123	-	0	4
	Drilled Loose	-/Fully Armoured	Firearm					4	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4
	Formed Loose	Protected	Crossbow					4	
Tiroler erzknappen	INFANTRY	Superior	-	Short Spear	Shieldwall	108	-	0	4
	Formed Close	Protected	-					4	
Pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	6
	Drilled Close	Protected	-					12	
Militia pikemen	INFANTRY	Poor	-	Pike	-	53	Orb (1)	6	6
	Formed Close	Protected	-					18	

SWABIAN LEAGUE



City or milita crossbowmen	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	-	Combat Shy	58	-	4 12	4
Heerban	INFANTRY Tribal Close	Poor Unprotected	- -	Short Spear	-	25	Combat Shy (-9)	0 6	4,6
Skirmishing archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 6	4,6
Skirmishing crossbowmen	INFANTRY Skirmisher	Average Unprotected	Experienced Crossbow	-	Combat Shy	58	-	0 6	4,6
Skirmishing handgunners	INFANTRY Skirmisher	Average Protected	Experienced Firearm	-	-	45	Combat Shy (-5)	0 8	4,6
Guns	ARTILLERY Skirmisher	Average Unprotected	Experienced Light Art	-	Combat Shy	138	Barricades (16)	0 2	2
Cannons	ARTILLERY Skirmisher	Average Unprotected	Experienced Heavy Art	-	Barricades, Combat Shy	244	-	0 2	2

NOTES

Front rank knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut&Crush, rear rank knights as Formed Close, Average, Protected, 2-H Cut&Crush (Poor if downgraded to Poor).

Italian men-at-arms dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of the same quality.

CHANGES FROM LAST VERSION

Corrected note on dismounted knights.

JAMES IV SCOTTISH



ARMY COMMANDER	1	Any Professional	DATES	1488 CE to 1513 CE
SUB-GENERALS	0-3	Any Professional	TERRAIN	Coastal, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

NAME	TYPE	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION								
Border horse	CAVALRY	Average	Charge Only	Short Spear	-	117	-	4	4
	Formed Loose	Protected	Crossbow					8	

BEFORE 1513 CE

Scottish spearmen	INFANTRY	Average	-	Long Spear	-	86	Orb (2), Dismountable (10)	20	4,6
	Formed Close	Protected	-					48	
Scottish using longer pikes	INFANTRY	Average	-	Pike	Combat Shy	65	Orb (2)	0	6
	Formed Close	Protected	-					24	

FROM 1513 CE - TUG OF 6, 1/3 FRONT RANK PIKEMEN, 2/3 REAR RANK PIKEMEN.

Upgrade front rank yeomen to nobles	INFANTRY	Average	-	Pike	Combat Shy, Shield Cover	95	Orb (3)	6	6
	Formed Close	Fully Armoured	-					16	
Lowland Scots yeomen	INFANTRY	Average	-	Pike	Combat Shy	65	Orb (2)	12	
	Formed Close	Protected	-					32	

MIXED TUGS CONSISTING OF 1/3 GENTRY AND CEITHERN AND 2/3 CEITHERN WITH BOW

Gentry and ceithern	INFANTRY	Average	-	-	Devastating Chargers	60	-	0	6
	Tribal Loose	Protected	-					12	
Ceithern with bow	INFANTRY	Average	Charge Only	-	Devastating Chargers	81	-	0	
	Tribal Loose	Protected	Powerbow					6	

Archers	INFANTRY	Average	Experienced	-	-	90	Stakes (10)	0	4
	Formed Loose	Protected	Powerbow					4	
"Small folk"	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	4,6
	Tribal Loose	Unprotected	Javelin					14	

JAMES IV SCOTTISH



Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2,3
	Skirmisher	Unprotected	Light Art					3	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2,3
	Skirmisher	Unprotected	Heavy Art					3	

NOTES

SPECIAL RULE: Shield Cover for Fully Armoured pikemen will downgrade shooting dice by one level when shot at frontally. These represent the pavises used in addition to the plate armour. If used the slowing effect of the Shield Cover (but not any shooting results) cannot be cancelled by prompting through fire.

CHANGES FROM LAST VERSION

Amendments to special rule.

TUDOR ENGLISH



ARMY COMMANDER		1	Any Professional	DATES		1488 CE to 1525 CE			
SUB-GENERALS		1-3	Any Professional	TERRAIN		Standard, Coastal			
INTERNAL ALLIED GENERALS				CAMP		Unfortified; Poor or Average			
NAME	TYPE		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION	WEAPONRY	MELEE WEAPONRY					
Royal household knights	CAVALRY	Superior	-	Charging Lancer	-	180	Melee Expert (43), Dismountable (9)	0	4
	Formed Close	ArmHrs/F Armoured	-					4	
Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	4	4
	Formed Loose	-/Fully Armoured	-					4	
Demi-lances	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	4
	Formed Loose	Protected	-					4	
Retinue longbowmen	INFANTRY	Average	Experienced	-	-	90	Stakes (10)	4	4
	Formed Loose	Protected	Powerbow					16	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0	4
	Drilled Close	Fully Armoured	-					4	
Billmen	INFANTRY	Average	-	Polearm	-	87	-	0	4
	Formed Close	Protected	-					12	
Shire levy billmen	INFANTRY	Poor	-	Polearm	-	47	Combat Shy (-13)	0	4
	Tribal Close	Protected	-					8	
Shire levy longbowmen	INFANTRY	Poor	Experienced	-	-	60	Stakes (6), Combat Shy (-13)	0	4
	Tribal Loose	Protected	Powerbow					20	
Welsh spearmen	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	4,6
	Tribal Loose	Unprotected	-					12	
Welsh longbowmen	INFANTRY	Average	Experienced	-	-	63	Stakes (6)	0	4
	Tribal Loose	Unprotected	Powerbow					16	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					4	
Mercenary pikemen with halberdiers (before 1509 CE)	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	6
	Drilled Close	Protected	-					6	

TUDOR ENGLISH



Mercenary pikemen with halberdiers (from 1509 CE)	INFANTRY	Average	-	Pike	Shove, Keil	105	Orb (2)	0	6
	Drilled Close	Protected	-					6	
Mercenary handgunners	INFANTRY	Average	Experienced	-	-	75	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Firearm					4	
Skirmishing handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4
	Skirmisher	Protected	Firearm					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

NOTES

Knights dismount as Formed Close, Average, Fully Armoured, 2-Handed Cut & Crush (Poor if downgraded to Poor).
If stakes are taken, all TuGs must be so equipped.

CHANGES FROM LAST VERSION

Corrected missing optional characteristics. Corrected note on dismounted knights.

MAXIMILIAN GERMAN



ARMY COMMANDER		1	Any Professional		DATES		1493 CE to 1519 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Forest, Mountains		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Fortified; Poor or Average		

	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Welsche Garde (only before 1502 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	233	Melee Expert (43)	0	4
	Drilled Close	ArmHrs/F Armoured	-					4	
Gendarmes	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Dismountable	167	Melee Expert (31)	4	4
	Drilled Close	ArmHrs/F Armoured	-					8	
POORLY EQUIPPED KNIGHTS IN DEEP FORMATIONS									
Front rank (1/2 TUG)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Shove, Dismountable	153	-	0	4
	Tribal Close	ArmHrs/F Armoured	-					4	
Rear ranks (1/2TuG)	CAVALRY	Average	-	-	Devastating Chargers, Shove, Dismountable	88	-	0	
	Tribal Close	Protected	-					4	

Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	130	Melee Expert (23)	0	4
	Drilled Loose	Protected	Crossbow					4	
Mounted handgunners	CAVALRY	Average	Charge Only	-	-	123	-	0	4
	Drilled Loose	-/Fully Armoured	Firearm					4	
Landsknecht pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove, Keil	105	Orb (2)	6	6
	Drilled Close	Protected	-					36	
Landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil	115	Orb (2)		**see note
	Drilled Close	Protected	Firearm						
Upgrade landsknecht pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove, Keil, Melee Expert	121	Orb (2)		6
	Drilled Close	Protected	-					Up to half	
Upgrade landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil, Melee Expert	131	Orb (2)		**see note
	Drilled Close	Protected	Firearm					Up to half	

MAXIMILIAN GERMAN



Militia pikemen and halberdiers	INFANTRY	Poor	-	Pike	-	53	Orb (1)	0	6
	Formed Close	Protected	-					24	
Longbowmen	INFANTRY	Average	Experienced	-	-	95	Stakes (10)	0	4
	Drilled Loose	Protected	Powerbow					4	
City or milita crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4
	Formed Loose	Protected	Crossbow					12	
Arquebusiers (from 1515 CE)	INFANTRY	Average	Experienced	-	-	75	-	0	4
	Drilled Loose	Protected	Firearm					4	
Handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					12	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					6	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	
ONLY IN ITALY									
Italian men-at-arms	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0	4
	Drilled Close	ArmHrs/F Armoured	-					4	
Stradiots	CAVALRY	Average	Experienced	Short Spear	-	60	Cantabrian (16)	0	4
	Skirmisher	Unprotected	Javelin					4	
Italian arquebusiers	INFANTRY	Average	Experienced	-	-	75	-	0	4
	Drilled Loose	Protected	Firearm					4	

NOTES

**Instead of skirmishers, up to 2 handgunners can be folded into pike or halberd formation by adding "Experienced/Firearm" to those troops. There are two ways to represent this: 1) ideally replace 1 pike or halberd with a handgunner, or 2) to avoid rebasing place a handgunner skirmish base in front of the file containing them. Upgraded landsknecht hakenbuchsenschutzen can only be used in an upgraded landsknecht TuG.

Welsche Garde and Gendarmes dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush (Poor if downgraded to Poor).

Front rank knights dismount as Formed Close, Fully Armoured, 2-H Cut&Crush, rear rank knights as Formed Close, Protected, 2-H Cut&Crush of the same quality.

Italian men-at-arms dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of the same quality.

MAXIMILIAN GERMAN



HISTORICAL NOTES

This list covers Imperial German armies from Maximillian I becoming Holy Roman Emperor in 1493.

CHANGES FROM LAST VERSION

Corrected note on dismounted knights.

GERMAN STATES



ARMY COMMANDER		1	Any Professional			DATES		1493 CE to 1520 CE			
SUB-GENERALS		0-2	Any Professional			TERRAIN		Standard, Forest, Mountains			
INTERNAL ALLIED GENERALS		0-3	Any Professional (City or Noble)			CAMP		Unfortified or Fortified; Poor or Average			
KNIGHTS IN DEEP FORMATIONS											
NAME		TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Front rank (1/2 TUG)		CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Shove, Dismountable	153	-	2*	4	
		Tribal Close	ArmHrs/F Armoured	-							
Rear ranks (1/2 TuG)		CAVALRY	Average	-	-	Devastating Chargers, Shove, Dismountable	88	-	2*	4	
		Tribal Close	Protected	-							

Mercenary men-at-arms		CAVALRY	Average	-	Charging Lancer	-	144	Dismountable (6)	0	4	
		Drilled Loose	-/Fully Armoured	-							
Mounted handgunners		CAVALRY	Average	Charge Only	-	-	123	-	0	4	
		Drilled Loose	-/Fully Armoured	Firearm							
Mounted crossbowmen		CAVALRY	Average	Experienced	-	-	130	Melee Expert (23)	0	4	
		Drilled Loose	Protected	Crossbow							
Landsknecht pikemen and halberdiers		INFANTRY	Average	-	Pike	Shove, Keil	105	Orb (2)	0	18	
		Drilled Close	Protected	-							
Landsknecht hakenbuchsenschutzen		INFANTRY	Average	Experienced	Pike	Shove, Keil	115	Orb (2)		**see note	
		Drilled Close	Protected	Firearm							
Upgrade landsknecht pikemen and halberdiers		INFANTRY	Average	-	Pike	Shove, Keil, Melee Expert	121	Orb (2)	Up to half	6	
		Drilled Close	Protected	-							
Upgrade landsknecht hakenbuchsenschutzen		INFANTRY	Average	Experienced	Pike	Shove, Keil, Melee Expert	131	Orb (2)	Up to half	**see note	
		Drilled Close	Protected	Firearm							

GERMAN STATES



City pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	12*	6
	Drilled Close	Protected	-					24	
Militia pikemen and halberdiers	INFANTRY	Poor	-	Pike	-	53	Orb (1)	0	6
	Formed Close	Protected	-					12	
City crossbowmwn	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	4*	4
	Drilled Loose	Protected	Crossbow					16	
Arquebusiers (from 1515 CE)	INFANTRY	Average	Experienced	-	-	75	-	0	4
	Drilled Loose	Protected	Firearm					4	
Heerban and feudal retainers (only before 1513 CE)	INFANTRY	Poor	-	Short Spear	-	25	Combat Shy (-9)	0	4,6
	Tribal Close	Unprotected	-					14	
Handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					8	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

NOTES

**Instead of skirmishers, up to 2 handgunners can be folded into pike or halberd formation by adding "Experienced/Firearm" to those troops. There are two ways to represent this: 1) ideally replace 1 pike or halberd with a handgunner, or 2) to avoid rebasing place a handgunner skirmish base in front of the file containing them.

*An army and an allied contingent can be either noble or city. Noble contingents cannot include City Pikemen or Crossbowmen. City contingents cannot include Knights. Front rank knights and men-at-arms dismount as Formed Close, Fully Armoured, Average, 2-H Cut&Crush, rear rank knights as Formed Close, Average, Protected, 2-H Cut&Crush (poor if downgraded to poor). Mercenary men-at-Arms dismount as Formed Close, Fully Armoured, 2-Hand Cut&Crush of the same quality.

CHANGES FROM LAST VERSION

Corrected note on dismounted knights.

ITALIAN STATES



ARMY COMMANDER		1	Any Professional		DATES		1494 CE to 1520 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Coastal, Standard, Mountains		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Fortified; Poor or Average		

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

Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	130	Melee Expert (23)	0	4
	Drilled Loose	Protected	Crossbow					8	
Mounted arquebusiers	CAVALRY	Average	Charge Only	-	-	123	-	0	4
	Drilled Loose	-/Fully Armoured	Firearm					4	
Landsknecht pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove, Keil	105	Orb (2)	0	6
	Drilled Close	Protected	-					18	
Landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil	115	Orb (2)		**see note
	Drilled Close	Protected	Firearm						
Upgrade landsknecht pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove, Keil, Melee Expert	121	Orb (2)		6
	Drilled Close	Protected	-					Up to half	
Upgrade landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil, Melee Expert	131	Orb (2)		**see note
	Drilled Close	Protected	Firearm					Up to half	
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					8	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					12	

ITALIAN STATES



Arquebusiers	INFANTRY	Average	Experienced	-	-	75	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Firearm					12	
Sword and buckler men	INFANTRY	Average	-	-	Melee Expert	86	-	0	4
	Drilled Close	Protected	-					4	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					6	
Handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					6	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

ONLY FLORENCE

Militia spearmen (before 1506 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	4	4
	Formed Close	Protected	-					12	
Militia crossbowmen (before 1506 CE)	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	4	4
	Formed Loose	Protected	Crossbow					12	
Militia pikemen (from 1506 to 1512 CE)	INFANTRY	Poor	-	Pike	-	53	Orb (1)	0	6
	Formed Close	Protected	-					18	

ONLY MILAN

Famiglia Ducale	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	224	Melee Expert (43)	0	4
	Drilled Close	ArmHrs/F Armoured	-					4	

ONLY PAPACY

Romagnal pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove, Keil	105	Orb (2)	0	6
	Drilled Close	Protected	-					6	

ALLIES

Spanish allies - Pre-Cordoba Trastámara (only the Papacy from 1498 to 1504 CE)

Spanish allies - Cordoba Trastámara (only the Papacy from 1505 CE)

Swiss allies - Late Swiss (only Milan from 1499 to 1500 CE)

ITALIAN STATES



NOTES

**Instead of skirmishers, up to 2 handgunners can be folded into pike or halberd formation by adding "Experienced/Firearm" to those troops. There are two ways to represent this: 1) ideally replace 1 pike or halberd with a handgunner, or 2) to avoid rebasing place a handgunner skirmish base in front of the file containing them. Upgraded landsknecht hakenbuchsenschutzen can only be used in an upgraded landsknecht TuG.

Italian elmeti dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of the same quality.

An army cannot have more mounted crossbowmen and arquebusiers than Elmeti.

Any foot TuGs may take Barricades.

CHANGES FROM LAST VERSION

Corrected note on dismounted knights.

ITALIAN WARS FRENCH



ARMY COMMANDER		1	Any Professional		DATES		1494 CE to 1520 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal		
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
Gendarmes	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	233	Melee Expert (43)	4	4
	Drilled Close	ArmHrs/F Armoured	-					12	
Ordonnance "archers"	CAVALRY	Average	-	Charging Lancer	-	115	-	0	4
	Drilled Loose	Protected	-					4	
Italian knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0	4
	Drilled Close	ArmHrs/F Armoured	-					4	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	130	Melee Expert (23)	0	4
	Drilled Loose	Protected	Crossbow	-	4				
Replace crossbowmen with arquebusiers (from 1513 CE)	CAVALRY	Average	Charge Only	-	-	123	-		4
	Drilled Loose	-/Fully Armoured	Firearm	-	All or none				
French pikemen	INFANTRY	Average	-	Pike	Shove	95	Orb (2)	0	6
	Formed Close	Protected	-					12	
Swiss pikemen and halberdiers (before 1513 CE)	INFANTRY	Superior	-	Pike	Shove, Keil	147	Fleet of Foot (14), Orb (3)	0	6
	Drilled Close	Protected	-					24	
Handgunners supporting swiss pike	INFANTRY	Superior	Experienced	Pike	Shove, Keil	157	Fleet of Foot (14), Orb (3)		**see note
	Drilled Close	Protected	Firearm						
Landsknecht pikemen and halberdiers (from 1513 CE)	INFANTRY	Average	-	Pike	Shove, Keil	105	Orb (2)	0	6
	Drilled Close	Protected	-					18	
Landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil	115	Orb (2)		**see note
	Drilled Close	Protected	Firearm						
Upgrade landsknecht pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove, Keil, Melee Expert	121	Orb (2)		6
	Drilled Close	Protected	-					Up to half	
Upgrade landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil, Melee Expert	131	Orb (2)		**see note
	Drilled Close	Protected	Firearm					Up to half	

ITALIAN WARS FRENCH



Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					12	
Handgunners	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	4
	Formed Loose	Protected	Firearm					4	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					8	
Skirmishing handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					8	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Upgrade guns to cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					4	

ALLIES

Venetian allies - Italian Wars Venetian (from 1513 CE)

NOTES

**Instead of skirmishers, up to 2 handgunners can be included into pike TuGs by adding "Experienced/Firearm" to those troops. There are two ways to represent this: 1) ideally replace 1 pike or halberd with a handgunner, or 2) to avoid rebasing place a handgunner skirmish base in front of the file containing them. Upgraded landsknecht hakenbuchsenscutzen can only be used in an upgraded landsnkecht TuG.

Gendarmes dismount as Drilled Close, Average, Fully Armoured, 2-H Cut & Crush.

Italian knights dismount as Drilled Close, Average, Fully Armoured, 2-H Cut & Crush (Poor if downgraded to Poor).

CHANGES FROM LAST VERSION

Corrected note on dismounted knights.

ITALIAN WARS VENETIAN



ARMY COMMANDER		1	Any Professional		DATES		1494 CE to 1520 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Coastal, Standard		
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Fortified; Poor or Average		

	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
ELMETI COMPRISING 1/2 CONDOTTIERI AND 1/2 COUSTILLIERS									
Condottieri	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	2	4
	Drilled Close	ArmHrs/F Armoured	-					8	
Coustilliers	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23), Dismountable (5)	2	
	Drilled Close	Protected	-					8	

Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4
	Formed Loose	Protected	Crossbow					8	
Handgunners	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	4
	Formed Loose	Protected	Firearm					12	
Pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove, Keil	105	Orb (2)	0	6
	Drilled Close	Protected	-					24	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Crossbow					4	
Militia spearmen (before 1518 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	4
	Formed Close	Protected	-					12	
Militia crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Formed Loose	Protected	Crossbow					12	
Stradiots and croavati	CAVALRY	Average	Experienced	Short Spear	-	60	Cantabrian (16)	0	4
	Skirmisher	Unprotected	Javelin					12	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					6	

ITALIAN WARS VENETIAN



Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					12	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher	Unprotected	Heavy Art					2	

ALLIES

Milanese allies - Italian States (only in 1495 CE)

French allies - Italian Wars French (from 1513 CE)

NOTES

Italian elmeti dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of the same quality.

Any foot TuGs may take Barricades.

CHANGES FROM LAST VERSION

Corrected note on dismounted knights.

PRE-CORDOBA TRASTÁMARA SPANISH



ARMY COMMANDER	1	Any Professional	DATES	1498 CE to 1504 CE
SUB-GENERALS	0-3	Any Professional	TERRAIN	Standard, Coastal, Mountains
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
		FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Gendarmes	CAVALRY		Superior	-	Charging Lancer	Melee Expert	224	Devastating Chargers (25)	0	4
	Formed Close	ArmHrs/F Armoured		-					4	
Mounted crossbowmen	CAVALRY		Average	Experienced	-	-	130	Melee Expert (23)	0	4
	Formed Flexible		Protected	Crossbow					4	
Pikemen	INFANTRY		Average	-	Pike	Shove	95	Orb (2)	6	6
	Formed Close		Protected	-					18	
Sword and buckler men	INFANTRY		Superior	-	-	Melee Expert	128	-	8	4
	Drilled Flexible		Protected	-					16	
Crossbowmen	INFANTRY		Average	Experienced	-	-	85	Combat Shy (-22)	4	4
	Drilled Loose		Protected	Crossbow					16	
Replace crossbowmen with arquebusiers	INFANTRY		Average	Experienced	-	-	75	Combat Shy (-22)	4	4
	Drilled Loose		Protected	Firearm					12	
Experimental colunella foot (from 1503 CE)	INFANTRY		Average	Experienced	Pike	-	102	Melee Expert (16), Orb (2)	0	4
	Drilled Close		Protected	Firearm					12	
Jinetes	CAVALRY		Average	Experienced	Short Spear	-	69	Cantabrian (20)	4	4
	Skirmisher		Protected	Javelin					16	
Skirmishing crossbowmen	INFANTRY		Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher		Unprotected	Crossbow					12	
Handgunners	INFANTRY		Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher		Protected	Firearm					12	
Guns	ARTILLERY		Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher		Unprotected	Light Art					2	
Cannons	ARTILLERY		Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
	Skirmisher		Unprotected	Heavy Art					2	

PRE-CORDOBA TRASTÁMARA SPANISH



ONLY IN ITALY

Italian elmeti	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0	4
	Drilled Close	ArmHrs/F Armoured	-					4	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4
	Formed Loose	Protected	Crossbow					4	
Militia pikemen	INFANTRY	Average	-	Pike	-	87	Combat Shy (-22)	0	6
	Formed Close	Protected	-					12	
Landsknechts (from 1500 CE)	INFANTRY	Average	-	Pike	Shove, Keil	105	Orb (2)	0	6
	Drilled Close	Protected	-					6	
Landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil	115	Orb (2)		**see note
	Drilled Close	Protected	Firearm						
Upgrade landsknechts	INFANTRY	Average	-	Pike	Shove, Keil, Melee Expert	121	Orb (2)		6
	Drilled Close	Protected	-					Any	
Upgrade landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil, Melee Expert	131	Orb (2)		**see note
	Drilled Close	Protected	Firearm						

ALLIES

Neapolitan or Papal allies - Italian States

Venetian allies - Italian Wars Venetian

NOTES

**Instead of skirmishers, up to 2 handgunners can be included into pike TuGs by adding "Experienced/Firearm" to those troops. There are two ways to represent this: 1) ideally replace 1 pike or halberd with a handgunner, or 2) to avoid rebasing place a handgunner skirmish base in front of the file containing them.

Only one ally may be taken.

CHANGES FROM LAST VERSION

None.

TRASTÁMARA SPANISH



ARMY COMMANDER		1	Any Professional		DATES		1505 CE to 1520 CE			
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal, Mountains			
INTERNAL ALLIED GENERALS					CAMP		Unfortified or Flexible; Poor or Average			
TYPE										
NAME		TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Gendarmes		CAVALRY	Superior	-	Charging Lancer	Melee Expert	224	Devastating Chargers (25)	0	4
		Formed Close	ArmHrs/F Armoured	-					4	
Colunella foot		INFANTRY	Average	Experienced	Pike	-	102	Melee Expert (16), Orb (2), Barricades (40)	8	4
		Drilled Close	Protected	Firearm					40	
Arquebusiers		INFANTRY	Average	Experienced	-	-	75	Combat Shy (-22)	0	4
		Drilled Loose	Protected	Firearm					4	
Jinetes		CAVALRY	Average	Experienced	Short Spear	-	69	Cantabrian (20)	4	4
		Skirmisher	Protected	Javelin					16	
Handgunners		INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
		Skirmisher	Protected	Firearm					12	
Guns		ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
		Skirmisher	Unprotected	Light Art					2	
Cannons		ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	2
		Skirmisher	Unprotected	Heavy Art					2	
ONLY IN ITALY										
Italian elmeti		CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0	4
		Drilled Close	ArmHrs/F Armoured	-					4	
Mounted crossbowmen		CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	4
		Formed Loose	Protected	Crossbow					4	
Replace crossbowmen with arquebusiers		CAVALRY	Average	Unskilled	-	-	49	Melee Expert (10)		4
		Skirmisher	Protected	Firearm					Any	

TRASTÁMARA SPANISH



Militia pikemen	INFANTRY	Average	-	Pike	-	87	Combat Shy (-22)	0	6
	Formed Close	Protected	-					12	
Landsknechts	INFANTRY	Average	-	Pike	Shove, Keil	105	Orb (2)	0	6
	Drilled Close	Protected	-					6	
Landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil	115	Orb (2)		**see note
	Drilled Close	Protected	Firearm						
Upgrade landsknechts	INFANTRY	Average	-	Pike	Shove, Keil, Melee Expert	121	Orb (2)	0	6
	Drilled Close	Protected	-					6	
Upgrade landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil, Melee Expert	131	Orb (2)		**see note
	Drilled Close	Protected	Firearm						
Guns on carts (from 1512 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	2
	Skirmisher	Unprotected	Light Art					4	

ALLIES

Neapolitan or Papal allies - Italian States

Venetian allies - Italian Wars Venetian

English allies - Tudor English (1512 CE - not in Italy)

NOTES

**Instead of skirmishers, up to 2 handgunners can be included into pike TuGs by adding "Experienced/Firearm" to those troops. There are two ways to represent this: 1) ideally replace 1 pike or halberd with a handgunner, or 2) to avoid rebasing place a handgunner skirmish base in front of the file containing them. Upgraded landsknecht hakenbuchsenschutzen can only be used in an upgraded landsknecht TuG.

Only one ally may be taken.

CHANGES FROM LAST VERSION

None.



PACTO ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - PACTO

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

CAMPS

Camps are not included in Pacto games.

UGs

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

NOTES

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

LATE SWISS



ARMY COMMANDER		1	Any Professional except Legendary			DATES		1474 CE to 1522 CE		
SUB-GENERALS		1-3	Any Professional			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	UG SIZE	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	130	Melee Expert (23)	0	1,2	
	Drilled Loose	Protected	Crossbow					2		
Regrade mounted crossbowmen as handgunners	CAVALRY	Average	Charge Only	-	-	123	-	0	1,2	
	Drilled Loose	-/Fully Armoured	Firearm					2		
Milanese knights (only from 1513 to 1515 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0	1,2	
	Drilled Close	ArmHrs/F Armoured	-					2		
Pikemen and halberdiers	INFANTRY	Superior	-	Pike	Shove, Keil	147	Fleet of Foot (14), Orb (3), Barricades (56)	6	3	
	Drilled Close	Protected	-					18		
Regrade unarmoured pikemen and halberdiers	INFANTRY	Superior	-	Pike	Fleet of Foot, Shove, Keil	105	Orb (2), Barricades (36)	0	3	
	Drilled Close	Unprotected	-					Any		
Halberdiers (before 1477 CE)	INFANTRY	Superior	-	Polearm	-	136	Fleet of Foot (14), Orb (3), Barricades (56)	2	1,2	
	Drilled Flexible	Protected	-					6		
Halberdiers (from 1477 CE)	INFANTRY	Superior	-	Polearm	-	136	Fleet of Foot (14), Orb (3), Barricades (56)	0	1,2	
	Drilled Flexible	Protected	-					4		
Handgunners supporting swiss pike	INFANTRY	Superior	Experienced	Pike	Shove, Keil	157	Fleet of Foot (14), Orb (3), Barricades (56)		*see note	
	Drilled Close	Protected	Firearm							
Handgunners supporting swiss halberdiers	INFANTRY	Superior	Experienced	Polearm	-	146	Fleet of Foot (14), Orb (3), Barricades (56)		*see note	
	Drilled Flexible	Protected	Firearm							
Regrade mounted crossbowmen as skirmishers	CAVALRY	Average	Experienced	-	-	85	Combat Shy (-5), Dismountable (5)		1,2	
	Skirmisher	Protected	Crossbow					All		
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	2	1,2	
	Skirmisher	Unprotected	Crossbow					6		

LATE SWISS



Handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm					4	
Regrade crossbowmen as handgunners (from 1490 CE)	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	1/2	1,2
	Skirmisher	Protected	Firearm					All	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
Captured Burgundian guns (only in 1476 to 1477 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					2	
LORRAINE ALLIANCE CONTINGENT (ONLY FROM 1474 TO 1477 CE)									
Knights	CAVALRY	Average	-	Charging Lancer	-	119	-	2	1,2
	Tribal Loose	-/Fully Armoured	-					6	
Regrade Knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0	1,2
	Formed Loose	-/Fully Armoured	-					2	
Italian and French knights (only in 1477 CE)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0	1,2
	Drilled Close	ArmHrs/F Armoured	-					2	
Militia pikemen	INFANTRY	Poor	-	Pike	Shove	57	Orb (1)	2	3
	Formed Close	Protected	-					6	
Mercenary pikemen	INFANTRY	Average	-	Pike	Shove	95	Orb (2)	0	3
	Formed Close	Protected	-					3	
Militia halberdiers	INFANTRY	Poor	-	Polearm	-	53	-	2	2,3
	Formed Close	Protected	-					6	
Militia handgunners	INFANTRY	Poor	Experienced	-	-	30	Combat Shy (-2)	2	2,3
	Skirmisher	Unprotected	Firearm					3	
Alliance artillery	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art					1	

LATE SWISS



NOTES

* Handgunners can be separate SuGs or up to 1 can be folded into each pike or halberd formation by adding "Experienced/Firearm" to those troops. There are two ways to represent this:

1) ideally replace 1 pike or halberd with a handgunner, or 2) to avoid rebasing place a handgunner skirmish base in front of the file containing them.

Milanese knights dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of the same quality.

Crossbows and handgunners can be mixed in infantry SuGs if so desired.

Alliance troops are only mandatory if an alliance contingent is taken. An alliance contingent must be in its own command or commands.

CHANGES FROM LAST VERSION

Corrected note on dismounted knights. Option to have unprotected pikemen.

LATER CASTILIAN



ARMY COMMANDER		1	Any Professional		DATES		1477 CE to 1497 CE				
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal, Mountains				
INTERNAL ALLIED GENERALS											

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 (BEFORE 1493 CE)											
Spanish knights	CAVALRY	Average	-	Charging Lancer	-	129	Melee Expert (31), Dismountable (7)	0	2		
	Formed Close	ArmHrs/F Armoured	-					2			
Sergeants	CAVALRY	Average	-	-	-	70	Melee Expert (23)	0			
	Formed Close	Protected	-					2			

Upgrade knights as Military orders (before 1493 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Melee Expert	230	-	0	1,2		
	Tribal Loose	-/Fully Armoured	-					2			
Guardias de Castilla (from 1493 CE)	CAVALRY	Superior	-	Charging Lancer	Melee Expert	224	Devastating Chargers (25)	0	1,2		
	Formed Close	ArmHrs/F Armoured	-					4			
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	130	Melee Expert (23)	0	1,2		
	Formed Flexible	Protected	Crossbow					2			
Spearmen (before 1495 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	2	1,2		
	Formed Close	Protected	-					8			
Spearmen (from 1495 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	0	1,2		
	Formed Close	Protected	-					4			
Pikemen (before 1495 CE)	INFANTRY	Average	-	Pike	Shove	95	Orb (2)	0	3		
	Formed Close	Protected	-					6			
Pikemen (from 1495 CE)	INFANTRY	Average	-	Pike	Shove	95	Orb (2)	3	3		
	Formed Close	Protected	-					8			
Sword and buckler men	INFANTRY	Average	-	-	Melee Expert	86	-	0	1,2		
	Formed Flexible	Protected	-					4			

LATER CASTILIAN



Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					8	
Amulghavars	INFANTRY	Average	-	Impact Weapon	-	82	Melee Expert (16)	0	1,2
	Formed Flexible	Protected	-					4	
Jinetes	CAVALRY	Average	Experienced	Short Spear	-	69	Cantabrian (20)	2	1,2
	Skirmisher	Protected	Javelin					8	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					6	
Handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm					6	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat	244	-	0	1
	Skirmisher	Unprotected	Heavy Art		Shy			2	

ONLY IN ITALY FROM 1495 CE

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

Condottieri	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0	2
	Drilled Close	ArmHrs/F Armoured	-					2	
Coustilliers	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23), Dismountable (5)	0	
	Drilled Close	Protected	-					2	

Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0	1,2
	Formed Loose	Protected	Crossbow					4	
Militia pikemen	INFANTRY	Average	-	Pike	-	87	Combat Shy (-22)	0	3
	Formed Close	Protected	-					6	

ALLIES

Neapolitan or Papal allies - Italian States (from 1495 CE)

Venetian allies - Italian Wars Venetian (from 1495 CE)

LATER CASTILIAN



NOTES

Only one ally may be taken.

CHANGES FROM LAST VERSION

Corrected Italian condottieri and coustilliers as Close.

LATER BURGUNDIAN



ARMY COMMANDER		1	Any Professional		DATES		1478 CE to 1506 CE			
SUB-GENERALS		1-3	Any Professional		TERRAIN		Standard			
INTERNAL ALLIED GENERALS										

	TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE	
MIXED TUG COMPRISING 1/2 GENDARMES AND 1/2 COUSTILLIERS										
Ordonnance gendarmes	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Dismountable	167	Melee Expert (31)	1	2	
	Drilled Close	ArmHrs/F Armoured	-					2		
Ordonnance coustilliers	CAVALRY	Average	-	-	Devastating Chargers, Dismountable	98	Melee Expert (23)	1	2	
	Drilled Close	Protected	-					2		

Ordonnance mounted longbowmen	INFANTRY	Average	Experienced	-	Dismountable	105	Stakes (10)	1	4	1,2
	Drilled Loose	Protected	Powerbow							
Ordonnance longbowmen	INFANTRY	Average	Experienced	-	-	95	Stakes (10)	0	4	1,2
	Drilled Loose	Protected	Powerbow							
Pikemen and halberdiers	INFANTRY	Poor	-	Pike	Shove	60	Orb (1)	6	24	3
	Drilled Close	Protected	-							
Upgrade pikemen as mercenaries	INFANTRY	Average	-	Pike	Shove	100	Orb (2)		Up to half	3
	Drilled Close	Protected	-							
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	-	0	2	1,2
	Drilled Loose	Protected	Crossbow							
Mercenary handgunners	INFANTRY	Average	Experienced	-	-	75	-	1	4	1,2
	Drilled Loose	Protected	Firearm							
Swiss mercenaries (only to 1479 CE)	INFANTRY	Superior	-	Pike	Shove	140	Orb (3)	0	3	3
	Drilled Close	Protected	-							
English longbowmen (only to 1481 CE)	INFANTRY	Average	Experienced	-	-	90	Stakes (10), Dismountable (10)	0	4	1,2
	Formed Loose	Protected	Powerbow							

LATER BURGUNDIAN



Skirmishing handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					2	
Heavier guns on field mounts	ARTILLERY	Average	Experienced	-	Combat Shy	228	Barricades (16)	1	1
	Skirmisher	Unprotected	Heavy Art					2	

NOTES

Gendarmes and coustilliers dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of the same quality.
If stakes are taken, all TuGs must have the longbowmen so equipped.

CHANGES FROM LAST VERSION

Corrected note on dismounted knights.

LATER FRENCH ORDONNANCE



ARMY COMMANDER		1	Any Professional		DATES		1481 CE to 1493 CE		
SUB-GENERALS		0-3	Any Professional (0-1 Mercenary Swiss)		TERRAIN		Standard, Coastal		
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 GENDARMES AND 1/2 COUSTILLIERS									
Ordonnance men-at-arms	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	233	Melee Expert (43)	1	2
	Drilled Close	ArmHrs/F Armoured	-					4	
Ordonnance coustilliers	CAVALRY	Average	-	-	Devastating Chargers, Dismountable	123	Melee Expert (29)	1	
	Drilled Close	-/Fully Armoured	-					4	
Downgrade coustilliers and valet-de-guerre with less armour	CAVALRY	Average	-	-	Devastating Chargers, Dismountable	98	Melee Expert (23)		
	Drilled Close	Protected	-					Any	

Dismount men-at-arms and coustilliers	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22)		1,2
	Drilled Close	Fully Armoured	-					Any	
Italian knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0	1,2
	Drilled Close	ArmHrs/F Armoured	-					2	
Ordonnance archers	INFANTRY	Average	Experienced	-	-	95	Stakes (10), Dismountable (10)	2	1,2
	Drilled Loose	Protected	Powerbow					12	
Mount ordonnance archers	CAVALRY	Average	-	Charging Lancer	-	115	-	0	1,2
	Drilled Loose	Protected	-					4	
Francs-archers	INFANTRY	Poor	Experienced	-	Combat Shy	41	Stakes (4)	0	2,3
	Tribal Loose	Unprotected	Powerbow					8	
French pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove	95	Orb (2)	0	3
	Formed Close	Protected	-					6	

LATER FRENCH ORDONNANCE



Crossbowmen	INFANTRY	Average	Experienced	-	-	59	Combat Shy (-14)	2 6	1,2
	Formed Loose	Unprotected	Crossbow						
Upgrade crossbowmen with better armour	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	Any	1,2
	Formed Loose	Protected	Crossbow						
Handgunners	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0 4	1,2
	Formed Loose	Protected	Firearm						
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0 4	1,2
	Skirmisher	Unprotected	Crossbow						
Skirmishing handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0 4	1,2
	Skirmisher	Protected	Firearm						
Bidets	INFANTRY	Average	Experienced	-	-	32	Combat Shy (-4)	0 4	1,2
	Skirmisher	Unprotected	Javelin						
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0 3	1
	Skirmisher	Unprotected	Light Art						
Upgrade guns to cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0 2	1
	Skirmisher	Unprotected	Heavy Art						
SWISS MERCENARY CONTINGENT (ROYAL ARMIES ONLY)									
Pikemen and halberdiers	INFANTRY	Superior	-	Pike	Shove, Keil	147	Fleet of Foot (14), Orb (3), Barricades (56)	3 6	3
	Drilled Close	Protected	-						
Handgunners supporting swiss pike	INFANTRY	Superior	Experienced	Pike	Shove, Keil	157	Fleet of Foot (14), Orb (3), Barricades (56)		**see note
	Drilled Close	Protected	Firearm						
Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0 2	1,2
	Skirmisher	Unprotected	Crossbow						

ALLIES

English allies - Tudor English (Breton rebels from 1488 to 1491 CE)

LATER FRENCH ORDONNANCE



NOTES

** Up to 1 handgunners can be included into a pike TuG by adding "Experienced/Firearm" to those troops. There are two ways to represent this: 1) ideally replace 1 pike or halberd with a handgunner, or 2) to avoid rebasing place a handgunner skirmish base in front of the file containing them.

There must be at least as many ordonnance archers as ordonnance men-at-arms and coustilliers in the army.

Mounted men-at-arms and coustilliers and Italian knights dismount as Drilled Close, Average, Fully Armoured, 2-H Cut & Crush (Poor if downgraded to Poor).

If stakes are taken, all TuGs must have the Longbowmen so equipped.

A Swiss mercenary contingent is optional. The minima only apply if the contingent is taken.

A Breton Rebel army from 1488 to 1491 CE cannot include Swiss Mercenaries, Italian knights, more than 1 cannon or guns and must include at least 3 Francs Archers and 3 French Pikemen.

CHANGES FROM LAST VERSION

Corrected note on dismounted knights.

SWABIAN LEAGUE



ARMY COMMANDER		1	Any Mediocre or Competent Professional			DATES		1488 CE to 1499 CE		
SUB-GENERALS		0-3	Any Mediocre or Competent Professional			TERRAIN		Standard, Forest, Mountains		
INTERNAL ALLIED GENERALS										
	TYPE									
	TRAINING AND		QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION		PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UQ SIZE
GEORGSCHILD KNIGHTS										
Front rank (1/2 TUG)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Shove, Dismountable	153	-		1	2
	Tribal Close	ArmHrs/F Armoured	-						3	
Rear ranks (1/2 TuG)	CAVALRY	Average	-	-	Devastating Chargers, Shove, Dismountable	88	-		1	
	Tribal Close	Protected	-						3	
FEUDAL KNIGHTS IN DEEP FORMATIONS										
Front rank (1/2 TUG)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Shove, Dismountable	153	-		0	2
	Tribal Close	ArmHrs/F Armoured	-						1	
Rear ranks (1/2 TuG)	CAVALRY	Average	-	-	Devastating Chargers, Shove, Dismountable	88	-		0	
	Tribal Close	Protected	-						1	

Italian men-at-arms	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)		0	1,2
	Drilled Close	ArmHrs/F Armoured	-						2	
Georgschild mounted handgunners	CAVALRY	Average	Charge Only	-	-	123	-		0	1,2
	Drilled Loose	-/Fully Armoured	Firearm						2	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)		0	1,2
	Formed Loose	Protected	Crossbow						2	
Tiroler erzknappen	INFANTRY	Superior	-	Short Spear	Shieldwall	108	-		0	1,2
	Formed Close	Protected	-						2	
Pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)		0	3
	Drilled Close	Protected	-						6	
Militia pikemen	INFANTRY	Poor	-	Pike	-	53	Orb (1)		3	3
	Formed Close	Protected	-						9	

SWABIAN LEAGUE



City or milita crossbowmen	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	-	Combat Shy	58	-	2 6	1,2
Heerban	INFANTRY Tribal Close	Poor Unprotected	- -	Short Spear	-	25	Combat Shy (-9)	0 4	2,3
Skirmishing archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 4	1,2
Skirmishing crossbowmen	INFANTRY Skirmisher	Average Unprotected	Experienced Crossbow	-	Combat Shy	58	-	0 4	1,2
Skirmishing handgunners	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	ARTILLERY Skirmisher	Average Unprotected	Experienced Heavy Art	-	Barricades, Combat Shy	244	-	0 1	1

NOTES

Front rank knights dismount as Formed Close, Average, Fully Armoured, 2-H Cut&Crush, rear rank knights as Formed Close, Average, Protected, 2-H Cut&Crush (Poor if downgraded to Poor).

Italian men-at-arms dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of the same quality.

CHANGES FROM LAST VERSION

Corrected note on dismounted knights.

JAMES IV SCOTTISH



ARMY COMMANDER		1	Any Professional			DATES		1488 CE to 1513 CE		
SUB-GENERALS		0-3	Any Professional			TERRAIN		Coastal, Mountains		
INTERNAL ALLIED GENERALS										
	TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE	
Border horse	CAVALRY	Average	Charge Only	Short Spear	-	117	-	2	1,2	
	Formed Loose	Protected	Crossbow					4		
BEFORE 1513 CE										
Scottish spearmen	INFANTRY	Average	-	Long Spear	-	86	Orb (2), Dismountable (10)	8	1,2	
	Formed Close	Protected	-					24		
Scottish using longer pikes	INFANTRY	Average	-	Pike	Combat Shy	65	Orb (2)	0	3	
	Formed Close	Protected	-					12		
FROM 1513 CE - TUG OF 3, 1/3 FRONT RANK PIKEMEN, 2/3 REAR RANK PIKEMEN.										
Upgrade front rank yeomen to nobles	INFANTRY	Average	-	Pike	Combat Shy, Shield Cover	95	Orb (3)	3	3	
	Formed Close	Fully Armoured	-					9		
Lowland Scots yeomen	INFANTRY	Average	-	Pike	Combat Shy	65	Orb (2)	6		
	Formed Close	Protected	-					18		

Gentry and ceithern	INFANTRY	Average	Charge Only	-	Devastating Chargers	81	-	0	2	
	Tribal Loose	Protected	Powerbow					6		
Archers	INFANTRY	Average	Experienced	-	-	90	Stakes (10)	0	1,2	
	Formed Loose	Protected	Powerbow					4		
"Small folk"	INFANTRY	Poor	Unskilled	Short Spear	-	25	-	0	2,3	
	Tribal Loose	Unprotected	Javelin					6		
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2	
	Skirmisher	Unprotected	Bow					6		

JAMES IV SCOTTISH



Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1,2
	Skirmisher	Unprotected	Light Art					2	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1,2
	Skirmisher	Unprotected	Heavy Art					2	

NOTES

SPECIAL RULE: Shield Cover for Fully Armoured pikemen will downgrade shooting dice by one level when shot at frontally. These represent the pavises used in addition to the plate armour.

CHANGES FROM LAST VERSION

None.

TUDOR ENGLISH



ARMY COMMANDER		1	Any Professional		DATES		1488 CE to 1525 CE		
SUB-GENERALS		1-3	Any Professional		TERRAIN		Standard, Coastal		
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
Royal household knights	CAVALRY	Superior	-	Charging Lancer	-	180	Melee Expert (43), Dismountable (9)	0	1,2
	Formed Close	ArmHrs/F Armoured	-					2	
Knights	CAVALRY	Average	-	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	1	1,2
	Formed Loose	-/Fully Armoured	-					2	
Demi-lances	CAVALRY	Average	-	Charging Lancer	-	105	Melee Expert (23)	0	1,2
	Formed Loose	Protected	-					2	
Retinue longbowmen	INFANTRY	Average	Experienced	-	-	90	Stakes (10)	2	1,2
	Formed Loose	Protected	Powerbow					8	
Men-at-arms	INFANTRY	Average	-	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (13)	0	1,2
	Drilled Close	Fully Armoured	-					4	
Billmen	INFANTRY	Average	-	Polearm	-	87	-	0	1,2
	Formed Close	Protected	-					6	
Shire levy billmen	INFANTRY	Poor	-	Polearm	-	47	Combat Shy (-13)	0	2,3
	Tribal Close	Protected	-					4	
Shire levy longbowmen	INFANTRY	Poor	Experienced	-	-	60	Stakes (6), Combat Shy (-13)	0	2,3
	Tribal Loose	Protected	Powerbow					12	
Welsh spearmen	INFANTRY	Average	-	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0	1,2
	Tribal Loose	Unprotected	-					6	
Welsh longbowmen	INFANTRY	Average	Experienced	-	-	63	Stakes (6)	0	1,2
	Tribal Loose	Unprotected	Powerbow					8	
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Crossbow					4	
Mercenary pikemen with halberdiers (before 1509 CE)	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	0	3
	Drilled Close	Protected	-					3	

TUDOR ENGLISH



Mercenary pikemen with halberdiers (from 1509 CE)	INFANTRY	Average	-	Pike	Shove, Keil	105	Orb (2)	0	3
	Drilled Close	Protected	-					3	
Mercenary handgunners	INFANTRY	Average	Experienced	-	-	75	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Firearm					4	
Skirmishing handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm					2	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art					1	

NOTES

Knights dismount as Formed Close, Average, Fully Armoured, 2-Handed Cut & Crush (Poor if downgraded to Poor).
If stakes are taken, all TuGs must be so equipped.

CHANGES FROM LAST VERSION

Corrected missing optional characteristics. Corrected note on dismounted knights.

MAXIMILIAN GERMAN



ARMY COMMANDER		1	Any Professional		DATES		1493 CE to 1519 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Forest, Mountains		
INTERNAL ALLIED GENERALS									

	TYPE								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	MANDATORY	BASE	OPTIONAL	MIN	
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Welsche Garde (only before 1502 CE)	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	233	Melee Expert (43)	0	1,2
	Drilled Close	ArmHrs/F Armoured	-					2	
Gendarmes	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Dismountable	167	Melee Expert (31)	1	1,2
	Drilled Close	ArmHrs/F Armoured	-					4	
POORLY EQUIPPED KNIGHTS IN DEEP FORMATIONS									
Front rank (1/2 TUG)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Shove, Dismountable	153	-	0	2
	Tribal Close	ArmHrs/F Armoured	-					3	
Rear ranks (1/2TuG)	CAVALRY	Average	-	-	Devastating Chargers, Shove, Dismountable	88	-	0	
	Tribal Close	Protected	-					3	

Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	130	Melee Expert (23)	0	1,2
	Drilled Loose	Protected	Crossbow					2	
Mounted handgunners	CAVALRY	Average	Charge Only	-	-	123	-	0	1,2
	Drilled Loose	-/Fully Armoured	Firearm					4	
Landsknecht pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove, Keil	105	Orb (2)	3	3
	Drilled Close	Protected	-					18	
Landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil	115	Orb (2)		**see note
	Drilled Close	Protected	Firearm						
Upgrade landsknecht pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove, Keil, Melee Expert	121	Orb (2)		3
	Drilled Close	Protected	-					Up to half	
Upgrade landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil, Melee Expert	131	Orb (2)		**see note
	Drilled Close	Protected	Firearm					Up to half	

MAXIMILIAN GERMAN



Militia pikemen and halberdiers	INFANTRY	Poor	-	Pike	-	53	Orb (1)	0	3
	Formed Close	Protected	-					12	
Longbowmen	INFANTRY	Average	Experienced	-	-	95	Stakes (10)	0	1,2
	Drilled Loose	Protected	Powerbow					2	
City or milita crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Formed Loose	Protected	Crossbow					6	
Arquebusiers (from 1515 CE)	INFANTRY	Average	Experienced	-	-	75	-	0	1,2
	Drilled Loose	Protected	Firearm					4	
Handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm					6	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art					1	
ONLY IN ITALY									
Italian men-at-arms	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0	1,2
	Drilled Close	ArmHrs/F Armoured	-					2	
Stradiots	CAVALRY	Average	Experienced	Short Spear	-	60	Cantabrian (16)	0	1,2
	Skirmisher	Unprotected	Javelin					2	
Italian arquebusiers	INFANTRY	Average	Experienced	-	-	75	-	0	1,2
	Drilled Loose	Protected	Firearm					2	

MAXIMILIAN GERMAN



NOTES

**Instead of skirmishers, up to 1 handgunner can be folded into pike or halberd formation by adding "Experienced/Firearm" to those troops. There are two ways to represent this: 1) ideally replace 1 pike or halberd with a handgunner, or 2) to avoid rebasing place a handgunner skirmish base in front of the file containing them. Upgraded landsknecht hakenbuchsenschutzen can only be used in an upgraded landsnkecht TuG.

Welsche Garde and Gendarmes dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush (Poor if downgraded to Poor).

Front rank knights dismount as Formed Close, Fully Armoured, 2-H Cut&Crush, rear rank knights as Formed Close, Protected, 2-H Cut&Crush of the same quality.

Italian men-at-arms dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of the same quality.

CHANGES FROM LAST VERSION

Corrected note on dismounted knights.

GERMAN STATES



ARMY COMMANDER		1	Any Professional			DATES	1493 CE to 1520 CE				
SUB-GENERALS		0-2	Any Professional				TERRAIN	Standard, Forest, Mountains			
INTERNAL ALLIED GENERALS		0-3	Any Professional (City or Noble)								
KNIGHTS IN DEEP FORMATIONS											
NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE	

Front rank (1/2 TUG)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Shove, Dismountable	153	-	1*	2		
	Tribal Close	ArmHrs/F Armoured	-					3			
Rear ranks (1/2 TuG)	CAVALRY	Average	-	-	Devastating Chargers, Shove, Dismountable	88	-	1*			
	Tribal Close	Protected	-					3			

Mercenary men-at-arms	CAVALRY	Average	-	Charging Lancer	-	144	Dismountable (6)	0	1,2		
	Drilled Loose	-/Fully Armoured	-					2			
Mounted handgunners	CAVALRY	Average	Charge Only	-	-	123	-	0	1,2		
	Drilled Loose	-/Fully Armoured	Firearm					2			
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	130	Melee Expert (23)	0	1,2		
	Drilled Loose	Protected	Crossbow					2			
Landsknecht pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove, Keil	105	Orb (2)	0	3		
	Drilled Close	Protected	-					9			
Landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil	115	Orb (2)		**see note		
	Drilled Close	Protected	Firearm								
Upgrade landsknecht pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove, Keil, Melee Expert	121	Orb (2)		3		
	Drilled Close	Protected	-					Up to half			
Upgrade landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil, Melee Expert	131	Orb (2)		**see note		
	Drilled Close	Protected	Firearm					Up to half			

GERMAN STATES



City pikemen	INFANTRY	Average	-	Pike	Shove	100	Orb (2)	6*	3
	Drilled Close	Protected	-					12	
Militia pikemen and halberdiers	INFANTRY	Poor	-	Pike	-	53	Orb (1)	0	3
	Formed Close	Protected	-					6	
City crossbowmwn	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	2*	1,2
	Drilled Loose	Protected	Crossbow					8	
Arquebusiers (from 1515 CE)	INFANTRY	Average	Experienced	-	-	75	-	0	1,2
	Drilled Loose	Protected	Firearm					4	
Heerban and feudal retainers (only before 1513 CE)	INFANTRY	Poor	-	Short Spear	-	25	Combat Shy (-9)	0	2,3
	Tribal Close	Unprotected	-					6	
Handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art					1	

NOTES

**Instead of skirmishers, up to 1 handgunner can be folded into pike or halberd formation by adding "Experienced/Firearm" to those troops. There are two ways to represent this: 1) ideally replace 1 pike or halberd with a handgunner, or 2) to avoid rebasing place a handgunner skirmish base in front of the file containing them.

*An army and an allied contingent can be either noble or city. Noble contingents cannot include City Pikemen or Crossbowmen. City contingents cannot include Knights. Front rank knights and men-at-arms dismount as Formed Close, Fully Armoured, Average, 2-H Cut&Crush, rear rank knights as Formed Close, Average, Protected, 2-H Cut&Crush (poor if downgraded to poor). Mercenary men-at-Arms dismount as Formed Close, Fully Armoured, 2-Hand Cut&Crush of the same quality.

CHANGES FROM LAST VERSION

Corrected note on dismounted knights.

ITALIAN STATES



ARMY COMMANDER		1	Any Professional		DATES		1494 CE to 1520 CE			
SUB-GENERALS		0-3	Any Professional		TERRAIN		Coastal, Standard, Mountains			
INTERNAL ALLIED GENERALS										

ELMETI COMPRISING 1/2 CONDOTTIERI AND 1/2 COUSTILLIERS										
Condottieri	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	2	2	
	Drilled Close	ArmHrs/F Armoured	-					6		
Coustilliers	CAVALRY	Average	-	-	Devastating Chargers	93	Melee Expert (23), Dismountable (5)	2		
	Drilled Close	Protected	-					6		

Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	130	Melee Expert (23)	0	1,2	
	Drilled Loose	Protected	Crossbow					4		
Mounted arquebusiers	CAVALRY	Average	Charge Only	-	-	123	-	0	1,2	
	Drilled Loose	-/Fully Armoured	Firearm					4		
Landsknecht pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove, Keil	105	Orb (2)	0	3	
	Drilled Close	Protected	-					9		
Landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil	115	Orb (2)		**see note	
	Drilled Close	Protected	Firearm							
Upgrade landsknecht pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove, Keil, Melee Expert	121	Orb (2)		3	
	Drilled Close	Protected	-					Up to half		
Upgrade landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil, Melee Expert	131	Orb (2)		**see note	
	Drilled Close	Protected	Firearm					Up to half		
Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2	
	Formed Loose	Protected	Crossbow					4		
Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	0	1,2	
	Drilled Loose	Protected	Crossbow					6		

ITALIAN STATES



Arquebusiers	INFANTRY	Average	Experienced	-	-	75	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Firearm					6	
Sword and buckler men	INFANTRY	Average	-	-	Melee Expert	86	-	0	1,2
	Drilled Close	Protected	-					2	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					4	
Handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art					1	

ONLY FLORENCE

Militia spearmen (before 1506 CE)	INFANTRY	Average	-	Short Spear	Shieldwall	77	Combat Shy (-22)	2	1,2
	Formed Close	Protected	-					6	
Militia crossbowmen (before 1506 CE)	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	2	1,2
	Formed Loose	Protected	Crossbow					6	
Militia pikemen (from 1506 to 1512 CE)	INFANTRY	Poor	-	Pike	-	53	Orb (1)	0	3
	Formed Close	Protected	-					9	

ONLY MILAN

Famiglia Ducale	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	224	Melee Expert (43)	0	1,2
	Drilled Close	ArmHrs/F Armoured	-					4	

ONLY PAPACY

Romagnal pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove, Keil	105	Orb (2)	0	3
	Drilled Close	Protected	-					6	

ALLIES

Spanish allies - Pre-Cordoba Trastámara (only the Papacy from 1498 to 1504 CE)

Spanish allies - Cordoba Trastámara (only the Papacy from 1505 CE)

Swiss allies - Late Swiss (only Milan from 1499 to 1500 CE)

ITALIAN STATES



NOTES

**Instead of skirmishers, up to 1 handgunner can be folded into pike or halberd formation by adding "Experienced/Firearm" to those troops. There are two ways to represent this: 1) ideally replace 1 pike or halberd with a handgunner, or 2) to avoid rebasing place a handgunner skirmish base in front of the file containing them. Upgraded landsknecht hakenbuchsenschutzen can only be used in an upgraded landsnkecht TuG.

Italian elmeti dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of the same quality.

An army cannot have more mounted crossbowmen and arquebusiers than Elmeti.

Any foot TuGs may take Barricades.

CHANGES FROM LAST VERSION

Corrected note on dismounted knights.

ITALIAN WARS FRENCH



ARMY COMMANDER		1	Any Professional		DATES		1494 CE to 1520 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERALS									
TYPE									
TRAINING AND									
QUALITY									
SHOOTING SKILL									
MELEE									
MANDATORY									
BASE									
OPTIONAL									
MIN									
MAX									
UG SIZE									
NAME	FORMATION	PROTECTION	WEAPONRY	WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Gendarmes	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers, Dismountable	233	Melee Expert (43)	1	1,2
	Drilled Close	ArmHrs/F Armoured	-					6	
Ordonnance "archers"	CAVALRY	Average	-	Charging Lancer	-	115	-	0	1,2
	Drilled Loose	Protected	-					2	
Italian knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0	1,2
	Drilled Close	ArmHrs/F Armoured	-					2	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	130	Melee Expert (23)	0	1,2
	Drilled Loose	Protected	Crossbow	-	-			2	
Replace crossbowmen with arquebusiers (from 1513 CE)	CAVALRY	Average	Charge Only	-	-	123	-		1,2
	Drilled Loose	-/Fully Armoured	Firearm	-	-			All or none	
French pikemen	INFANTRY	Average	-	Pike	Shove	95	Orb (2)	0	3
	Formed Close	Protected	-					6	
Swiss pikemen and halberdiers (before 1513 CE)	INFANTRY	Superior	-	Pike	Shove, Keil	147	Fleet of Foot (14), Orb (3)	0	3
	Drilled Close	Protected	-					12	
Handgunners supporting swiss pike	INFANTRY	Superior	Experienced	Pike	Shove, Keil	157	Fleet of Foot (14), Orb (3)		**see note
	Drilled Close	Protected	Firearm						
Landsknecht pikemen and halberdiers (from 1513 CE)	INFANTRY	Average	-	Pike	Shove, Keil	105	Orb (2)	0	3
	Drilled Close	Protected	-					9	
Landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil	115	Orb (2)		**see note
	Drilled Close	Protected	Firearm						
Upgrade landsknecht pikemen and halberdiers	INFANTRY	Average	-	Pike	Shove, Keil, Melee Expert	121	Orb (2)		3
	Drilled Close	Protected	-					Up to half	
Upgrade landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil, Melee Expert	131	Orb (2)		**see note
	Drilled Close	Protected	Firearm					Up to half	

ITALIAN WARS FRENCH



Crossbowmen	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Crossbow					6	
Handgunners	INFANTRY	Average	Experienced	-	-	70	Combat Shy (-22)	0	1,2
	Formed Loose	Protected	Firearm					4	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow					4	
Skirmishing handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm					4	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
Upgrade guns to cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art					2	

ALLIES

Venetian allies - Italian Wars Venetian (from 1513 CE)

NOTES

**† Instead of skirmishers, up to 1 handgunner can be included into pike TuGs by adding "Experienced/Firearm" to those troops. There are two ways to represent this: 1) ideally replace 1 pike or halberd with a handgunner, or 2) to avoid rebasing place a handgunner skirmish base in front of the file containing them. Upgraded landsknecht hakenbuchsenscutzen can only be used in an upgraded landsknecht TuG.

Gendarmes dismount as Drilled Close, Average, Fully Armoured, 2-H Cut & Crush.

Italian knights dismount as Drilled Close, Average, Fully Armoured, 2-H Cut & Crush (Poor if downgraded to Poor).

CHANGES FROM LAST VERSION

Corrected note on dismounted knights.

ITALIAN WARS VENETIAN



ARMY COMMANDER		1	Any Professional		DATES		1494 CE to 1520 CE			
SUB-GENERALS		0-3	Any Professional		TERRAIN		Coastal, Standard			
INTERNAL ALLIED GENERALS										

ITALIAN WARS VENETIAN



Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	
Handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm					6	
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					1	
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art					1	

ALLIES

Milanese allies - Italian States (only in 1495 CE)

French allies - Italian Wars French (from 1513 CE)

NOTES

Italian elmeti dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of the same quality.

Any foot TuGs may take Barricades.

CHANGES FROM LAST VERSION

Corrected note on dismounted knights.

PRE-CORDOBA TRASTÁMARA SPANISH



Army Commander		1	Any Professional		Dates		1498 CE to 1504 CE		
Sub-Generals		0-3	Any Professional		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	Uq Size
Gendarmes	CAVALRY	Superior	-	Charging Lancer	Melee Expert	224	Devastating Chargers (25)	0	1,2
	Formed Close	ArmHrs/F Armoured	-					4	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	130	Melee Expert (23)	0	1,2
	Formed Flexible	Protected	Crossbow	-	2				
Pikemen	INFANTRY	Average	-	Pike	Shove	95	Orb (2)	3	3
	Formed Close	Protected	-					9	
Sword and buckler men	INFANTRY	Superior	-	-	Melee Expert	128	-	2	1,2
	Drilled Flexible	Protected	-	8					
Crossbowmen	INFANTRY	Average	Experienced	-	-	85	Combat Shy (-22)	2	1,2
	Drilled Loose	Protected	Crossbow	-	8				
Replace crossbowmen with arquebusiers	INFANTRY	Average	Experienced	-	-	75	Combat Shy (-22)	2	1,2
	Drilled Loose	Protected	Firearm	-	6				
Experimental colunella foot (from 1503 CE)	INFANTRY	Average	Experienced	Pike	-	102	Melee Expert (16), Orb (2)	0	3
	Drilled Close	Protected	Firearm					6	
Jinetes	CAVALRY	Average	Experienced	Short Spear	-	69	Cantabrian (20)	2	1,2
	Skirmisher	Protected	Javelin					8	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	1,2
	Skirmisher	Unprotected	Crossbow	6					
Handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm	6					
Guns	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art	1					
Cannons	ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art	1					

PRE-CORDOBA TRASTÁMARA SPANISH



ONLY IN ITALY

Italian elmeti	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0 4	1,2
	Drilled Close	ArmHrs/F Armoured	-						
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	120	Melee Expert (23)	0 4	1,2
	Formed Loose	Protected	Crossbow						
Militia pikemen	INFANTRY	Average	-	Pike	-	87	Combat Shy (-22)	0 6	3
	Formed Close	Protected	-						
Landsknechts (from 1500 CE)	INFANTRY	Average	-	Pike	Shove, Keil	105	Orb (2)	0 6	3
	Drilled Close	Protected	-						
Landsknecht hakenbuchsensutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil	115	Orb (2)		**see note
	Drilled Close	Protected	Firearm						
Upgrade landsknechts	INFANTRY	Average	-	Pike	Shove, Keil, Melee Expert	121	Orb (2)		3
	Drilled Close	Protected	-				Any		
Upgrade landsknecht hakenbuchsensutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil, Melee Expert	131	Orb (2)		**see note
	Drilled Close	Protected	Firearm						

ALLIES

Neapolitan or Papal allies - Italian States

Venetian allies - Italian Wars Venetian

NOTES

**Instead of skirmishers, up to 1 handgunner can be included into pike TuGs by adding "Experienced/Firearm" to those troops. There are two ways to represent this: 1) ideally replace 1 pike or halberd with a handgunner, or 2) to avoid rebasing place a handgunner skirmish base in front of the file containing them.

Only one ally may be taken.

CHANGES FROM LAST VERSION

Knights classified close.

TRASTÁMARA SPANISH



Army Commander		1	Any Professional		Dates		1505 CE to 1520 CE			
Sub-Generals		0-3	Any Professional		Terrain		Standard, 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
Gendarmes	CAVALRY		Superior	-	Charging Lancer	Melee Expert	224	Devastating Chargers (25)	0	1,2
	Formed Close	ArmHrs/F Armoured	-	4						
Colunella foot	INFANTRY		Average	Experienced	Pike	-	102	Melee Expert (16), Orb (2), Barricades (40)	3	3
	Drilled Close	Protected	Firearm	18						
Arquebusiers	INFANTRY		Average	Experienced	-	-	75	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Firearm	4						
Jinetes	CAVALRY		Average	Experienced	Short Spear	-	69	Cantabrian (20)	2	1,2
	Skirmisher	Protected	Javelin	8						
Handgunners	INFANTRY		Average	Experienced	-	-	45	Combat Shy (-5)	0	1,2
	Skirmisher	Protected	Firearm	6						
Guns	ARTILLERY		Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art	1						
Cannons	ARTILLERY		Average	Experienced	-	Barricades, Combat Shy	244	-	0	1
	Skirmisher	Unprotected	Heavy Art	1						
Only in Italy										
Italian elmeti	CAVALRY		Average	-	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0	1,2
	Drilled Close	ArmHrs/F Armoured	-	4						
Mounted crossbowmen	CAVALRY		Average	Experienced	-	-	120	Melee Expert (23)	0	1,2
	Formed Loose	Protected	Crossbow	4						
Replace crossbowmen with arquebusiers	CAVALRY		Average	Unskilled	-	-	49	Melee Expert (10)		1,2
	Skirmisher	Protected	Firearm	Any						

TRASTÁMARA SPANISH



Militia pikemen	INFANTRY	Average	-	Pike	-	87	Combat Shy (-22)	0	3
	Formed Close	Protected	-					6	
Landsknechts	INFANTRY	Average	-	Pike	Shove, Keil	105	Orb (2)	0	3
	Drilled Close	Protected	-					6	
Landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil	115	Orb (2)		**see note
	Drilled Close	Protected	Firearm						
Upgrade landsknechts	INFANTRY	Average	-	Pike	Shove, Keil, Melee Expert	121	Orb (2)	0	3
	Drilled Close	Protected	-					6	
Upgrade landsknecht hakenbuchsenschutzen	INFANTRY	Average	Experienced	Pike	Shove, Keil, Melee Expert	131	Orb (2)		**see note
	Drilled Close	Protected	Firearm						
Guns on carts (from 1512 CE)	ARTILLERY	Average	Experienced	-	Combat Shy	138	Barricades (16)	0	1
	Skirmisher	Unprotected	Light Art					2	

ALLIES

Neapolitan or Papal allies - Italian States

Venetian allies - Italian Wars Venetian

English allies - Tudor English (1512 CE - not in Italy)

NOTES

**Instead of skirmishers, up to 1 handgunner can be included into pike TuGs by adding "Experienced/Firearm" to those troops. There are two ways to represent this: 1) ideally replace 1 pike or halberd with a handgunner, or 2) to avoid rebasing place a handgunner skirmish base in front of the file containing them. Upgraded landsknecht hakenbuchsenschutzen can only be used in an upgraded landsknecht TuG.

Only one ally may be taken.

CHANGES FROM LAST VERSION

None.