AUTHORISED ARMY LISTS FOR

MORTEM ET GLORIAM

MESO AMERICA

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Army Lists

Meso America

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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 their own army's list but cannot be legendary.

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

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

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

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

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

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

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

Friendly and Scenario Games

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

Historical Introduction

Mesoamerica is an important historical region and cultural area in the Americas, extending from approximately central Mexico through Belize, Guatemala, El Salvador, Honduras, Nicaragua, and northern Costa Rica. Pre-Columbian societies flourished before the Spanish colonization of the Americas in the 15th and 16th centuries.

Mesoamerican chronology is normally divided into the Pre-Classic or Formative period (2000 BCE to 200 CE), the Classic period (200 CE to 1000 CE) and the Post-Classic period (1000 CE to 1697 CE). These divisions are taken from the history of the Maya, but the chronology is applied to other Mesoamerican civilizations as well.

Among the earliest complex civilizations was the Olmec culture, which inhabited the Gulf coast of Mexico and extended inland and southwards across the Isthmus of Tehuantepec. Frequent contact and cultural interchange between the early Olmec and other cultures laid the basis for the Mesoamerican cultural area.

The eastern region of the Olmec civilization declined rapidly after 400 BCE. The western region developed into the Epi-Olmec culture. Elsewhere the Zapotec civilization arose in the Valley of Oaxaca, the Teotihuacan civilization arose in the Valley of Mexico, and the Maya civilization began to develop in modern-day Guatemala.

In the Classic period regional differences between cultures grew more manifest. The city-state of Monte Albán dominated the Valley of Oaxaca until the late Classic, leaving limited records in their mostly undeciphered script.

In the Maya region, under considerable military influence by Teotihuacan after the "arrival" of Siyaj K'ak' in 378 CE, numerous city states such as Tikal, Uaxactun, Calakmul, Copán, Quirigua, Palenque, Cobá, and Caracol reached their zeniths. Each of these polities was generally independent, although they often formed alliances and sometimes became vassal states of each other. The main conflict during this period was between Tikal and Calakmul, who fought a series of wars over the course of more than half a millennium. In the 8th and 9th centuries Classic Maya civilization collapsed and many Maya cities in the southern Maya lowlands were abandoned. The Mayan civilization moved to the northern Yucatan peninsula. In the Post-Classic Period following the collapse, the state of Chichén Itzá built an empire that briefly dominated much of the Maya region.

The Toltec for a time dominated central Mexico in the 9th and 10th centuries, then collapsed. The northern Maya were for a time united under Mayapan. Oaxaca was briefly united by Mixtec rulers in the 11th and 12th centuries.

The Mexica people came from the north or the west of Mesoamerica. The Mexicas spoke Nahuatl, the same language spoken by the Toltecs and the Chichimecs who came before them. The Mexicas arrived at the basin of the Valley of Mexico in the 14th century. The city of Tenochtitlan was founded in 1325 as an ally of Azcapotzalco, but less than a century later, in 1430, the Mexicas joined with Texcoco and Tlacopan to wage war against

Azcapotzalco and emerged victorious. This gave birth to the Triple Alliance, known as the Aztec Empire. In the earliest days of the Triple Alliance, the Mexica initiated an expansionist phase that led them to control a good part of Mesoamerica. During this time only a few regions retained their independence: Tlaxcala (Nahua), Meztitlán (Otomí), Teotitlán del Camino (Cuicatec), Tututepec (Mixtec), Tehuantepec (Zapotec), and the northwest (ruled at that time by their rivals, the Tarascans). The Aztecs left rulers of conquered cities in power so long as they agreed to pay semi-annual tribute to the Alliance, as well as supply military forces when needed for the Aztec war efforts. The Aztec Empire appeared to be on a path to asserting dominance over the Valley of Mexico region not seen since Teotihuacan. The Spanish with its conquistadores and many native allies conquered the Aztecs in 1521.

The Purépechas established the Tarascan State in the 14th century. The Purépecha were never conquered by the Aztec Empire despite several attempts by the Aztecs to do so, including a fierce war in 1479. The Purépecha cazonci Tangaxuan II pledged his allegiance as a vassal of the King of Spain without a fight in 1525. The Spanish destroyed the Purépecha state in 1530.

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	1100	900	850	700	650	600
Competent	700	550	600	450	300	250
Mediocre	250	0	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.

Middle Formative Meso-American
1200 to 400 BCE

Historical Notes

This list includes Tlatilco and other cultures that met the Olmecs. How much conflict occurred between the Olmec and other states is unknown.

Troop Notes

What evidence exists suggests warriors are armed with a variety of improvised weapons and projectiles. Other weapons included maces, lances, and very short stone knives. Shields and armour were not used. Most lack much in the way of formal military training. During the San Lorenzo phase the Olmecs' foes were settled societies that fought stand up battles. During the subsequent La Venta phase foes also included many nomadic raiders who employed a hit and run style of fighting.

Historical Enemies

Middle Formative Meso-American 6201; Olmec 6202.

6201

Middle Formative Meso-American

Army Commander	1	Any Instinctive	Dates	1200 BCE to 400 BCE
Sub-Generals	0-2	Any Instinctive	Terrain	Mountains, Standard, Jungle
Internal Allied Generals	1-3	Any Instinctive	Camp	Unfortified; Poor or Average

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base PTS	Optional Characteristics	Min Max	UG Size
Elite warriors	INFANTRY	Superior	-	Short Spear	-	52	-	6	6,8,9
	Tribal Loose	Unprotected	-					36	
Upgrade elite warriors as raiders (after 900 BCE)	INFANTRY	Superior	Experienced	Short Spear	Fleet of Foot	67	Shoot & Charge (6)		6,8,9
	Tribal Loose	Unprotected	Javelin					Any	
Note: A command may only include 1 TuG of Elite warriors.									
Warriors	INFANTRY	Average	-	Short Spear	-	38	-	32	6,8,9
	Tribal Loose	Unprotected	-					200	
Upgrade warriors as raiders (after 900 BCE)	INFANTRY	Average	Experienced	Short Spear	Fleet of Foot	50	Shoot & Charge (6)		6,8,9
	Tribal Loose	Unprotected	Javelin					Any	
Note: A command may not mix raiders and non-raiders.									
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	25	-	0	6,9
	Skirmisher	Unprotected	Javelin					27	

Changes from last version

None.

Olmec

1200 BCE to 200 CE

Historical Notes

The Olmecs were the earliest known major civilization in Mexico. They lived in the tropical lowlands of south-central Mexico. The Olmecs first used warfare to expand trade and access to resources. Early Olmec culture emerged, centred on the San Lorenzo Tenochtitlán site near the coast. They dominated the trade routes of the Veracruz region. Around 900 BCE the city of La Venta assumed power and dominated for the next 500 years. Between 400 and 350 BCE, the population in the eastern half of the Olmec heartland dropped precipitously, possibly due to agricultural practices or vulcanism. The western region continued to be occupied well past 400 BCE and is known as the Epi-Olmec culture. Olmec influence appears in central, western, and southern Mexico and Guatemala. This may have been due to tribal chieftains acquiring Olmec artefacts to boost their status.

Troop Notes

Olmec forces initially used obsidian-edged weapons. From 900 BCE troops equipped with slings, clay projectiles and yucca cotton armour appeared. By 400 BCE stone knives, obsidian-tip spears, spear throwers, wooden shields, upper-torso armour and hide helmets were available.

Historical Enemies

Middle Formative Meso-American 6201; Olmec 6202.

6202

Olmec

Army Commander	1	Any Instinctive	Dates	1200 BCE to 200 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Mountains, Standard
Internal Allied Generals	0-3	Any Instinctive	Camp	Unfortified; Poor or Average

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base PTS	Optional Characteristics	Min Max	UG Size
Olmec elite warriors	INFANTRY	Superior	-	Short Spear	Fleet of Foot	71	-	8	4,6
	Formed Loose	Unprotected	-					24	
Note: A command may only include 1 TuG of elite warriors.									
Commoners	INFANTRY	Average	-	Short Spear	Fleet of Foot	44	Combat Shy (-14)	32	6,8,9
	Tribal Loose	Unprotected	-					180	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	25	-	0	6,9
	Skirmisher	Unprotected	Javelin					24	
Slingers (after 900 BCE)	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling					24	
After 200 CE									
Upgrade elite warriors	INFANTRY	Superior	-	Short Spear	-	94	-		4,6
	Formed Loose	Protected	-					Any	
Upgrade commoners	INFANTRY	Average	-	Short Spear	-	57	Combat Shy (-22)		6,8,9
	Tribal Loose	Protected	-					Up to 1/3	

Changes from last version

None.

Teotihuacan

100 to 750 CE

Historical Notes

Teotihuacan, located in the Basin of Central Mexico, was the largest city in the history of the New World. It was dominated by two gigantic pyramids and a huge sacred avenue. At its peak between 375 and 500 CE, the city controlled a large area of the central highlands of Mexico and probably exacted tribute from conquered territories via the threat of military attack.

Troop Notes

Teotihuacan's warriors, as depicted on murals, carry atlatl dart-throwers and rectangular shields. They wore impressive costumes of feather headdresses, shell goggles, and mirrors on their backs.

Historical Enemies

Teotihuacan 6203; Classical Mayan 6204.

6203

Teotihuacan

Army Commander	1	Any Instinctive	Dates	100 CE to 750 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Mountains, Standard
Internal Allied Generals	0-3	Any Instinctive	Camp	Unfortified or Mobile; Poor or Average

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Eagle, jaguar and coyote orders (before 400 CE)	INFANTRY Formed Loose	Superior Unprotected	Experienced Javelin	-	Fleet of Foot	70	Melee Expert (15), Shoot & Charge (6)	8 24	4,6
Note: As an alternative to a separate TuG, 1 to 3 eagle, J=jaguar and coyote orders bases can be included in TuGs of warriors.									
Warriors	INFANTRY Formed Loose	Average Unprotected	Unskilled Javelin	-	Fleet of Foot	48	Shoot & Charge (2)	32 120	6,8,9
Levy	INFANTRY Tribal Loose	Poor Unprotected	Unskilled Javelin	-	-	22	-	0 36	6,8,9
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	35	-	0 36	6,9
From 400 CE									
Eagle, jaguar and coyote orders	INFANTRY Formed Loose	Superior Protected	Experienced Darts	-	-	94	Melee Expert (22), Shoot & Charge (6)	8 18	6,8
Upgrade warriors	INFANTRY Formed Loose	Average Protected	Unskilled Darts	-	-	64	Shoot & Charge (2)	 Up to half	6,8,9

Changes from last version

None.

Classical Mayan
200 to 900 CE

Historical Notes

The first Maya cities developed around 750 BCE, and by 500 BCE these cities possessed monumental architecture, including large temples with elaborate stucco façades. Hieroglyphic writing was being used in the Maya region by the 3rd century BCE. In the Late Preclassic several large cities developed in the Petén Basin, and Kaminaljuyu rose to prominence in the Guatemalan Highlands. The Maya civilization developed many city-states linked by a complex trade network. In the Maya Lowlands two great rivals, Tikal and Calakmul, became powerful. In 378 CE, Teotihuacan decisively intervened at Tikal and other nearby cities, deposed their rulers, and installed a new Teotihuacan-backed dynasty. The installation of the new dynasty led to a period of political dominance when Tikal became the most powerful city in the central lowlands. Tikal and Calakmul both developed extensive systems of allies and vassals; lesser cities that entered one of these networks gained prestige from their association with the top-tier city and maintained peaceful relations with other members of the same network.

In the southeast, Copán became the most important city. Copán reached the height of its cultural and artistic development during the rule of Uaxaclajuun Ub'aah K'awiil, who ruled from 695 to 738. His reign ended catastrophically when he was captured by his vassal, king K'ak' Tiliw Chan Yopaat of Quiriguá and executed in a public ritual. The coup may have been backed by Calakmul, to weaken a powerful ally of Tikal.

During the 9th century, the central Maya region suffered major political collapse, cities were abandoned and a northward shift in activity resulted. No universally accepted theory explains this collapse, but it is likely it was due to a combination of causes, including endemic internecine warfare, overpopulation resulting in severe environmental degradation, and drought.

Troop Notes

At the centre of the battleline stood the heavy infantry, represented by the nobles of the highest rank, generally ahawoob (rulers) and sahaloob (military chiefs). They also carried small shields, rigid or flexible. The rigid shield was round, probably of wood, fastened to the left forearm, allowing the warrior to handle its spear with both hands. The flexible shield was composed of thick ropes with knots around the edge and a handle in its upper extremity, of whom hangs a cloth or a decorated skin. The main hand-to-hand weapon was the spear having a heavy handle rarely more than 2 meters long, augmented with shorter thrusting spears with a stone razor edge These heavy warriors would have very poor mobility and their central position was supposedly ideal for the capture of sacrificial prisoners.

The rank warriors and the lesser nobility carried a one-handed thrusting spear, rigid shield, and lighter body protection. The shields could be square, rectangular, or round shaped, made of wood, wild reed, cloth, or leather, padded with skin or cotton. These would be sometimes decorated with heraldic motifs or the face of gods. These warriors took place in the flanks, pushing the enemy towards the heavy centre, to enforce the capture of prisoners.

The hadzab was a wooden two-handed sword. Axes and maces are also depicted, some of them looking like “swords” that, like the Mexica macuahuitll. These were embedded with stone or obsidian fragments.

The atlatl was introduced among the Mayas from 400 CE by the people of Teotihuacan, but its widespread use would only be seen latter. This weapon was called hulche among the Maya, with the warriors so represented carrying a rectangular rigid shield as well. The use of slings and javelins is also very likely.

Historical Enemies

Teotihuacan 6203; Classical Mayan 6204.

6204

Classical Mayan

Army Commander	1	Any Instinctive	Dates	200 CE to 900 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Mountains, Jungle, Coastal
Internal Allied Generals	0-3	Any Instinctive	Camp	Unfortified or Mobile; Poor or Average

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Sahaloob with retinue	INFANTRY Tribal Close	Superior Protected	- -	Short Spear	-	87	-	0 12	4,6
Best warriors	INFANTRY Formed Loose	Superior Unprotected	- -	Short Spear	Fleet of Foot	71	-	6 16	6,8
Upgrade best warriors	INFANTRY Formed Loose	Superior Protected	- -	Short Spear	-	94	-	 Any	6,8
Hadzab men	INFANTRY Formed Loose	Superior Protected	- -	Short Spear	Melee Expert	117	-	0 4	see note
Note: 1 to 2 hadzab men can be included in a TuG of best warriors.									
Holcanob - warriors	INFANTRY Tribal Loose	Average Unprotected	- -	Short Spear	Fleet of Foot	44	Combat Shy (-14)	16 90	6,8,9
Mazeul - levy peasants	INFANTRY Tribal Loose	Average Unprotected	- -	Short Spear	Combat Shy	23	-	12 90	6,8,9
Zabin katum - "weasels"	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	-	Combat Shy	25	-	0 18	6,9
Chembal Uinac - slingers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	35	-	0 36	6,9
Skirmishers including bee nest throwers	INFANTRY Skirmisher	Average Unprotected	Experienced Firearm	-	Combat Shy	30	-	0 6	6
Hulche skirmishers (after 400 CE)	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	-	Combat Shy	25	-	0 18	6,9

Changes from last version

None.

Chichimec

800 to 1500 CE

Historical Notes

This list represents the migrating Chichimec (dog people) or Pueblo tribes of the Nahuatl language that moved from the north to the Anahuac during the 12th and 13th century and the various Chichimec tribes that remain in their former area.

Troop Notes

The Chichimec were reputed for their savage behaviour and their skilled use of the bow, their basic weapon. They were settled in small villages without real unity and were often fighting each other. They were reputed to go to war naked and painted. They resisted the conquistadors until the 17th century and numerous expeditions disappeared without any trace.

Historical Enemies

Chichimec 6205; Mexica 6206; Otomi 6207; Mixtec 6211; Zapotec 6212; Post-Toltec Cities 6213; Purépecha Empire 6215; Aztec Empire 6216; Pueblo Culture 6304.

6205

Chichimec

Army Commander	1	Any Instinctive	Dates	800 CE to 1500 CE
Sub-Generals			Terrain	Standard, Coastal
Internal Allied Generals	1-3	Any Instinctive	Camp	Unfortified or Mobile; Poor or Average

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Club-wielders	INFANTRY	Average	-	-	Fleet of Foot, Devastating Chargers	46	Combat Shy (-14)	16	6,8,9
	Tribal Loose	Unprotected	-					36	
Elite tribesmen with bow	INFANTRY	Average	Skilled	-	-	63	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					24	
Note: A command can only contain 1 TuG of elite tribesmen.									
Tribesmen with bow	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	16	6,8,9
	Tribal Loose	Unprotected	Bow					120	
Skirmishers with bow	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					36	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling					9	

Allies

	List
Mexica allies (up to 2 contingents)	6206
Otomi allies (up to 2 contingents)	6207
Mexica and Otomi allies can be used together.	

Changes from last version

None.

Mexica

800 to 1500 CE

Historical Notes

The Mexica arrived in the Valley of Mexico around 1200 CE where they encountered the remnants of the Toltec empire. They would eventually split into different groups, one of which founded the settlement of Tenochititlan in 1325. The city was to become the capital of the Aztec Empire.

Troop Notes

The Mexica were renowned as fierce warriors and were widely used as mercenaries by the numerous Toltec factions.

Historical Enemies

Chichimec 6205; Mexica 6206; Otomi 6207; Toltec Empire 6208; Aztec Empire 6216.

Battles and Campaigns

Battle of Tlatelolco (Aztecs defeat Tlatelolco)	1473 CE

6206

Mexica

Army Commander	1	Any Instinctive	Dates	800 CE to 1500 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Standard, Coastal
Internal Allied Generals			Camp	Unfortified or Mobile; Poor or Average

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Warriors	INFANTRY Tribal Loose	Average Unprotected	Charge Only Javelin	-	Fleet of Foot, Devastating Chargers	50	-	16 54	6,8,9
Javelinmen	INFANTRY Tribal Loose	Average Unprotected	Experienced Javelin	-	Fleet of Foot	45	Shoot & Charge (6), Combat Shy (-14)	16 144	6,8,9
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	-	Combat Shy	25	-	0 48	6,9
Slingers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	35	-	0 9	6,9

Allies

	List
Chichimec allies (up to 2 contingents)	6205
Otomi allies (up to 2 contingents)	6207

Chichimec and Otomi allies can be used together.

Changes from last version

None.

Otomi

800 to 1500 CE

Historical Notes

Otomi were the last settling group that came from the deserts of the north. The Otomi were the inhabitants of the central Mexican Altiplano before the arrival of Nahuatl speakers around 1000 CE, but gradually the Otomi were replaced and marginalized by Nahua peoples.

Troop Notes

Otomi warriors were also highly reputed for their fighting ferocity and the Mexica gave the name Otontin to one of their warrior ranks as an homage.

Historical Enemies

Chichimec 6205; Mexica 6206; Otomi 6207.

6207

Otomi

Army Commander	1	Any Instinctive	Dates	800 CE to 1500 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Standard, Coastal
Internal Allied Generals			Camp	Unfortified or Mobile; Poor or Average

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Club-wielders	INFANTRY	Average	-	-	Devastating Chargers	39	Combat Shy (-14)	16	6,8,9
	Tribal Loose	Unprotected	-					36	
Elite warriors	INFANTRY	Superior	-	-	Devastating Chargers	84	Combat Shy (-31)	0	6,8
	Tribal Loose	Protected	-					16	
Warriors with protection	INFANTRY	Average	-	-	Devastating Chargers	60	Combat Shy (-22)	0	6,8,9
	Tribal Loose	Protected	-					36	
Tribesmen with bow	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	16	6,8,9
	Tribal Loose	Unprotected	Bow					108	
Skirmishers with bow	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					36	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling					9	

Allies

	List
Mexica allies (before 1337 CE - up to 2 contingents)	6206
Chichimec allies (up to 2 contingents)	6205
Chichimec and Mexica allies can be used together.	

Changes from last version

None.

Toltec Empire
900 to 1150 CE

Historical Notes

The Toltecs started as one of the early waves of "dog people" immigrants into Mexico from the north. Their warlord Mixcoatl or "Cloud Serpent" established a capital at Culhuacan in 930 CE. His son Quetzalcoatl or "Plumed Serpent" moved to Tula in 968 and made it into the capital of a large, civilised empire. He was forced out with his followers by his rival Tezcatlipoca and according to legend sailed east across the Atlantic to Tlappan or "Redland". From the city of Tollan (Tula), the Toltec civilization dominated Central Mexico. Around 1122, Tula was burned down and finally destroyed by a Mexica invasion.

Troop Notes

The Toltecs were a warrior culture and fought frequent battles to take victims for sacrifice. Toltec warriors would wear decorative chestplates and elaborate feather headdresses into battle. They wrapped one arm from the shoulder down in padding and favoured small shields which could be quickly used in close combat. A beautiful, armoured tunic made of seashells was found in an offering in the Burned Palace at Tula: this armour may have been used by a high-ranking soldier or king in battle. For ranged combat, they had long darts which could be launched with lethal force and accuracy by their atlatls, or javelin throwers. For close combat, they had maquahuitl, maces, knives and a special curved club-like weapon inlaid with blades which could be used to batter or slash.

Historical Enemies

Mexica 6206; Toltec Empire 6208; Post-Classical Mayan 6209.

6208

Toltec Empire

Army Commander	1	Any Instinctive	Dates	900 CE to 1150 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Jungle, Coastal
Internal Allied Generals	0-3	Any Instinctive	Camp	Unfortified or Mobile; Poor or Average

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Eagle, jaguar and coyote orders	INFANTRY Tribal Loose	Superior Protected	Experienced Darts	-	-	80	Melee Expert (22), Shoot & Charge (6)	8 16	see note
Note: These troops cannot be fielded in TuGs in their own right. 1 to 3 Eagle, Jaguar and Coyote orders bases can be included in TuGs of warriors.									
Warriors	INFANTRY Tribal Loose	Average Protected	Unskilled Darts	-	-	54	Shoot & Charge (2)	32 120	6,8,9
Upgrade warriors	INFANTRY Tribal Loose	Average Protected	Experienced Darts	-	-	60	Shoot & Charge (6)	 Up to half	6,8,9
Levy	INFANTRY Tribal Loose	Poor Protected	Unskilled Darts	-	-	34	-	0 36	6,8,9
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	35	-	0 24	6,9

Changes from last version

None.

Post-Classical Mayan

987 to 1461 CE

Historical Notes

The major cities of the Post-Classic era include Chichen-Itza, Uxmal and Mayapan. Other Mayan cities in northern Belize such as Santa Rita, Colba and Lamanai also flourished as did some Mayan groups in the Peten region of Guatemala at Tayasal and Zacpeten. They were then attacked and conquered by the Toltecs, who formed a new ruling class in most cities. These were in turn replaced after 1224 by Itza. The greatest Itza ruler was Cocom, who seized power at Mayapan in 1283 in a coup greatly aided by Toltec-Chichimec mercenaries, who then became the new tyrant's guard. He made Mayapan the effective capital of Yucatan, a position it retained until a successful revolt of native Maya in 1461 swapped Itza rule for feudal anarchy.

Troop Notes

The influence of the Toltec-Chichimec style of warfare is seen in the later period.

Historical Enemies

Toltec Empire 6208; Post-Classical Mayan 6209.

6209

Post-Classical Mayan

Army Commander	1	Any Instinctive	Dates	987 CE to 1461 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Mountains, Jungle, Coastal
Internal Allied Generals	0-3	Any Instinctive	Camp	Unfortified or Mobile; Poor or Average

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Military order nobles	INFANTRY	Superior	Experienced	Short Spear	-	86	Melee Expert (22), Shoot & Charge (6)	8	4,6
	Tribal Loose	Protected	Javelin					16	
Regrade military order nobles (from 1300 CE)	INFANTRY	Superior	-	Short Spear	Devastating Chargers	94	Melee Expert (22)		6,8
	Tribal Loose	Protected	-					All	
Lesser nobles	INFANTRY	Superior	Experienced	Short Spear	-	86	Shoot & Charge (6)	0	6,8
	Tribal Loose	Protected	Javelin					12	
Regrade lesser nobles (from 1300 CE)	INFANTRY	Superior	-	Short Spear	Devastating Chargers	94	-		6,8
	Tribal Loose	Protected	-					All	
Holcanob professionals (from 1300 CE)	INFANTRY	Average	Experienced	Short Spear	-	63	Melee Expert (16), Shoot & Charge (6)	0	6,8
	Tribal Loose	Protected	Javelin					8	
Braves	INFANTRY	Average	Experienced	Short Spear	Fleet of Foot	50	Shoot & Charge (6)	16	6,8,9
	Tribal Loose	Unprotected	Javelin					72	
Mazeul - levy peasants	INFANTRY	Average	-	Short Spear	Combat Shy	23	-	12	6,8,9
	Tribal Loose	Unprotected	-					60	
Toltec troops	INFANTRY	Average	Unskilled	-	-	54	Shoot & Charge (2)	0	6,8,9
	Tribal Loose	Protected	Darts					16	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8
	Tribal Loose	Unprotected	Bow					16	
Hulche skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	25	-	0	6,9
	Skirmisher	Unprotected	Javelin					27	

Post-Classical Mayan

Chembal uinac - slingers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	35	-	0 27	6,9
Skirmishing archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	40	-	0 9	6,9

Changes from last version

None.

Totonac

1100 to 1519 CE

Historical Notes

The region of Totonacapan was to the south and east of Central Mexico. It was subject to Aztec military incursions from the mid-15th century until the Spanish arrival. The region was conquered by the Aztecs in 1480, but subject to continual revolts and rebellions encouraged by the Texcalans. Major Totonac centres were Papantla, Xalapa and Cempoala. Cempoala was the first city state visited by Cortes on his march to Tenochititlan.

Troop Notes

The Totanac city states could produce substantial armies numbering tens of thousands.

Historical Enemies

Totonac 6210; Aztec Empire 6216.

6210

Totonac

Army Commander	1	Any Instinctive	Dates	1100 CE to 1519 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Mountains, Standard
Internal Allied Generals	0-3	Any Instinctive	Camp	Unfortified; Poor or Average

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Totonac elite warriors	INFANTRY Formed Loose	Superior Protected	- -	Short Spear	-	94	-	8 24	4,6
Note: A command may only include 1 TuG of elite warriors.									
Desperate or vengeful commoners	INFANTRY Tribal Loose	Average Unprotected	- -	Short Spear	Devastating Chargers, Fleet of Foot	51	-	0 36	6,8,9
Commoners in tributary service	INFANTRY Tribal Loose	Average Unprotected	- -	Short Spear	Fleet of Foot	44	-	32 144	6,8,9
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	35	-	0 36	6,9

Changes from last version

None.

Mixtec

1100 to 1521 CE

Historical Notes

The region where this culture first developed is called the Mixteca. It is in southern Mexico characterised by high mountains and narrow valleys with small streams which drop from over 8000 feet to the Pacific coast. This rugged geography didn't allow for easy communication across the culture. Mixtec society was organized in kingdoms or city-states ruled by the king who collected tribute and services from the people with the help of his administrators who were part of the nobility. This political system reached its height during the early Post-Classic period (800 to 1200 CE). These kingdoms were interconnected among each other through alliances and marriages, but they were also involved in wars against each other as well as against common enemies. Two of the most powerful kingdoms of this period were Tututepec on the coast and Tilantongo in the high mountains.
The most famous Mixtec king was Lord Eight Deer "Jaguar Claw", ruler of Tilantongo, whose heroic actions are part history, part legend. According to Mixtec history, in the 11th century, he managed to bring together the kingdoms of Tilantongo and Tututepec under his power. The events that led to the unification of the Mixteca region under Lord Eight Deer "Jaguar Claw" are recorded in two of the most famous Mixtec codices: the Codex Bodley, and the Codex Zouche-Nuttall.

Troop Notes

Mixtec troops used the atlatl, a two-foot-long dart-thrower, as their primary weapon. Unlike the Aztecs, who used the weapon to precede a charge, the Mixtecs used a dense barrage of dart fire from a relatively long range (100 feet or more). They closed to melee after the enemy line was weakened and disordered. In close combat they used a distinctive copper axe, or a stone-headed or obsidian-studded mace. Mixtec peasants used slings.

Historical Enemies

Chichimec 6205; Mixtec 6211; Zapotec 6212.

6211

Mixtec

Army Commander	1	Any Instinctive	Dates	1100 CE to 1521 CE	
Sub-Generals	0-1	Any Instinctive	Terrain	Mountains, Coastal	
Internal Allied Generals	0-3	Any Instinctive	Camp	Mobile; Poor or Average	

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Temple soldiers	INFANTRY Drilled Loose	Superior Unprotected	Experienced Darts	-	Melee Expert	84	Shoot & Charge (6), Fleet of Foot (9)	0 9	see note
Note: 2 to 3 temple soldiers may be added to a TuG of warriors.									
Best warriors	INFANTRY Tribal Loose	Superior Protected	Experienced Darts	-	-	80	Shoot & Charge (6)	0 32	6,8
Note: A command may only include 1 TuG of best warriors.									
Warriors	INFANTRY Tribal Loose	Average Unprotected	Experienced Darts	-	-	43	Shoot & Charge (6), Fleet of Foot (6), Combat Shy (-14)	16 120	6,8,9
Upgrade warriors	INFANTRY Tribal Loose	Average Protected	Experienced Darts	-	-	60	Shoot & Charge (6), Combat Shy (-22)	 Up to half	6,8,9
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	35	-	12 54	6,9

Allies	List
Zapotec allies	6212
Toltec-Chichimec allies - Chichimec (from 1486 to 1495 CE)	6205
Both external allies may be taken together.	

Changes from last version

None.

Zapotec

1100 to 1521 CE

Historical Notes

Zapotec civilization originated in the Central Valleys of Oaxaca in the late 6th Century BCE. The Zapotec state formed at Monte Albán around 400 BCE. By 200 CE the Zapotec rulers had seized regions outside the Oaxaca valley and Monte Albán was the largest city in the southern Mexican highlands. Around 700 CE the political centre moved to Mitla, a religious site, a gateway between the world of the living and the world of the dead. Around 900 CE the Mixtecs invaded and were unified by King Eight Deer Jaguar Claw (1011 to 1063 CE). This empire quickly collapsed but the Zapotec became more militaristic in line with other cultures. When the Aztecs conquered the towns in the valley of Oaxaca in the late fifteenth century, an Aztec army under the emperor Ahuitzotl sought to conquer Tehuantepac. In response the Zapotec ruler Cosihuesa established an alliance with the Mixtec ruler of Achiutla. Aztecs attacked the combined Zapotec-Mixtec army at the mountaintop fortress of Guingola , but the siege failed and a truce was established through marriage.

Troop Notes

The Zapotecs did not adopt Teotihuacan armaments. The Zapotecs used a dense barrage of dart fire from a relatively long range. They closed to melee after the enemy line was weakened and disordered. In close combat they used a distinctive copper axe, or a stone-headed or obsidian-studded mace.

Historical Enemies

Chichimec 6205; Mixtec 6211; Zapotec 6212.

6212

Zapotec

Army Commander	1	Any Instinctive	**Dates**	1100 CE to 1521 CE
Sub-Generals	0-2	Any Instinctive	**Terrain**	Mountains, Coastal
Internal Allied Generals	0-3	Any Instinctive	**Camp**	Mobile; Poor or Average

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Best warriors	INFANTRY Tribal Loose	Superior Protected	Experienced Darts	-	-	80	Shoot & Charge (6)	0 24	6,8
Note: A command may only include 1 TuG of best warriors.									
Warriors	INFANTRY Tribal Loose	Average Unprotected	Experienced Darts	-	-	43	Shoot & Charge (6), Fleet of Foot (6), Combat Shy (-14)	32 160	6,8,9
Upgrade warriors	INFANTRY Tribal Loose	Average Protected	Experienced Darts	-	-	60	Shoot & Charge (6), Combat Shy (-22)	 Up to half	6,8,9
Regrade warriors as commoners	INFANTRY Tribal Loose	Poor Unprotected	Experienced Darts	-	-	30	Combat Shy (-9)	 Up to 1/4	see note
Note: Commoners must be added to a TuG of warriors to comprise between 1/3 and 2/3 of the TuG of 6,8 or 9 bases. Commoners must be easily distinguished from warriors.									
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	35	-	0 45	6,9

Allies	List
Mixtec allies	6211
Toltec-Chichimec allies - Chichimec (from 1486 to 1495 CE)	6205
Only one external ally may be taken.	

Changes from last version

None.

Post-Toltec Cities

1300 to 1522 CE

Historical Notes

This list represents post-Toltecs cities of the centre of Mexico, after Chichimec's invasions of the 12th and 13th centuries. Tepanecs (Tlacopan City) and Acolhuas (Texcoco City) were, with the Mexicas (Tenochtitlan City), members of the Triple Alliance.

Troop Notes

Eagle, jaguar, and coyote orders covers all suited military knights.

Historical Enemies

Chichimec 6205; Post-Toltec Cities 6213; Purépecha Empire 6215; Aztec Empire 6216.

Battles and Campaigns

Tepanec War (Overthrow of Tepanec political dominance)	1428 CE

6213

Post-Toltec Cities

Army Commander	1	Any Instinctive	Dates	1300 CE to 1522 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Standard, Coastal
Internal Allied Generals	0-3	Any Instinctive	Camp	Unfortified or Flexible; Poor or Average

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Eagle, jaguar and coyote orders	INFANTRY Tribal Loose	Superior Protected	Experienced Darts	-	-	80	Melee Expert (22), Shoot & Charge (6)	6 12	see note
Note: 1 to 3 eagle, jaguar and coyote orders bases can be included in a TuG of warriors, deployed in the front rank.									
City warriors	INFANTRY Tribal Loose	Average Protected	Unskilled Darts	-	-	54	Shoot & Charge (2)	24 108	6,8,9
Upgrade city warriors	INFANTRY Tribal Loose	Average Protected	Experienced Darts	-	-	60	Shoot & Charge (6)	 Up to half	6,8,9
Hastily raised or novice warriors	INFANTRY Tribal Loose	Poor Protected	Unskilled Darts	-	-	34	-	0 36	6,8,9
City bowmen	INFANTRY Tribal Loose	Average Unprotected	Experienced Bow	-	-	48	Combat Shy (-14)	16 32	6,8
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	35	-	0 24	6,9

Notes

* 1 to 3 eagle, jaguar and coyote orders bases can be included in a TuG of warriors, deployed in the front rank.

Changes from last version

None.

Tlaxcalan Confederation

1348 to 1521 CE

Historical Notes

Texcala (Tlaxcala) was located to the east and south of the Valley of Mexico. The Texcalans were Nahua and spoke Nahuatl like the Aztecs. The Texcalan state consisted of 28 cities in four groups, led by the cities of Tepeticpac, Ocoteloco, Tizatlan and Quyiahuiztlan. Each of these cities was led by a Tlatoani, or king at war. One was elected Huey Tlatoani, or high king, and was the leader of the army. From 1468 a war called xochiyaoyotl (flower war) raged between the confederation and the Aztecs.

Troop Notes

The Texcalans made more use of the bow than their Aztec neighbours.

Historical Enemies

Tlaxcalan Confederation 6213; Aztec Empire 6216.

6214

Tlaxcalan Confederation

Army Commander	1	Any	Dates	1348 CE to 1521 CE
Sub-Generals	0-3	Any	Terrain	Mountains, Coastal
Internal Allied Generals	0-3	Any	Camp	Unfortified or Mobile; Poor or Average

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Suit wearers	INFANTRY Formed Loose	Superior Protected	Experienced Darts	-	Melee Expert	117	Shoot & Charge (6)	8 18	6,8
Integrate suit wearers into archer TuGs	INFANTRY Formed Loose	Superior Protected	Experienced Bow	-	Melee Expert	122	-	 Any	see note
Note: 1-3 suit wearers can replace elements in a city archer TuG. These are deducted from the total number of suit wearers permitted.									
Hastily raised or novice warriors	INFANTRY Formed Loose	Poor Unprotected	- -	-	-	24	Combat Shy (-9)	0 18	6,8,9
City archers with shield bearers	INFANTRY Formed Loose	Average Protected	Experienced Bow	-	-	75	Combat Shy (-22)	0 32	6,8
City archers	INFANTRY Formed Loose	Average Unprotected	Experienced Bow	-	-	54	Combat Shy (-14)	32 80	6,8
Otomi mercenaries	INFANTRY Tribal Loose	Average Protected	- -	-	Devastating Chargers	60	Combat Shy (-22)	0 9	6,8,9
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	35	-	6 18	6,9

Allies	List
Mexica allies	6206

Changes from last version

Renamed list. Adjusted start date.

Purépecha Empire

1350 to 1521 CE

Historical Notes

The Purépecha or Tarascans were the archenemies of the Aztecs, carving an empire of their own. The capital city of Tzintzuntzan, “the place of the hummingbirds”, was located alongside Lake Pátzcuaro. The multi-ethnic empire matched the Aztecs in might and power, located on the western border of the Aztec empire. Aztec attempts to conquer the empire failed.

Troop Notes

Tarascan nobles, the tiachim or "Valiant Ones" fought with obsidian broadswords and clubs. The bulk of the army was made up of commoners who were unarmoured archers.

Historical Enemies

Chichimec 6205; Post-Toltec Cities 6213; Aztec Empire 6216.

Irechaecha

Tariácuri	1350 – 1390 CE
Hiquingaje	1390 – 1420
Hiripan	1420 – 1435
Tangáxuan I	1435 – 1454
Tzitzipandáquare	1454 – 1479
Zuangua	1479 – 1520

Battles and Campaigns

Battle of Taximaloyan (Tarascans defeat Aztecs)	1479 CE

6215

Purépecha Empire

Army Commander	1	Any	Dates	1350 CE to 1521 CE
Sub-Generals	0-3	Any	Terrain	Mountains, Standard
Internal Allied Generals	0-3	Any	Camp	Unfortified or Mobile; Poor or Average

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Tiacham	INFANTRY Formed Loose	Superior Protected	- -	-	Devastating Chargers	98	-	8 18	6,8
Integrate tiacham into archer TuGs	INFANTRY Formed Loose	Superior Protected	Experienced Bow	Short Spear	-	109	-	 Any	see note
Note: 1-3 tiachim can replace elements in a bowmen TuG. These are deducted from the total number of tiachim permitted.									
Hastily raised or novice tiacham	INFANTRY Formed Loose	Average Unprotected	- -	-	Devastating Chargers	46	Combat Shy (-14)	0 24	6,8,9
Bowmen with shield bearers	INFANTRY Formed Loose	Average Protected	Experienced Bow	-	-	75	Combat Shy (-22)	0 32	6,8
Bowmen	INFANTRY Formed Loose	Average Unprotected	Experienced Bow	-	-	54	Combat Shy (-14)	32 80	6,8
Otomi mercenaries	INFANTRY Tribal Loose	Average Protected	- -	-	Devastating Chargers	60	Combat Shy (-22)	0 9	6,8,9
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	35	-	6 18	6,9

Allies	List
Mexica allies	6206

Changes from last version

Adjusted start date.

Aztec Empire

1428 to 1521 CE

Historical Notes

The Mexica who later became known as the Aztecs, were allowed to settle around Lake Mexico as subjects of the Tepanec Empire. Under the rule of the Itzocohuatl (1427 to 1440) the Aztecs, supported by Tlacopan and Tetzcoco overthrew their overlords. This triple alliance allowed the Aztecs to consolidate the Tepanec Empire. Itzocohuatl redefined their religion. The blood god Huitzilopotchli required a constant stream of human sacrifice. The acquisition of large numbers of prisoners for sacrifice came to be one of the main features of warfare. In just over one century the Empire dominated central Mexico. It was overthrown at the height of its power by the Texcalan Empire and the Spanish.

Troop Notes

Ēhuatl covers all suited warrior knights. Military orders include Jaguar/Ocelotl and a much smaller number of Eagle knights. The army's main strength lay in its huge numbers and dense showers of light missiles. The favourite primary weapon was the one-handed maquahuitl wooden sword edged with razor sharp black obsidian glass. Taking prisoners was more honoured than killing enemy. Skirmishers used bow or sling.

Historical Enemies

Chichimec 6205; Totonac 6210; Post-Toltec Cities 6213; Tlaxcalan Confederation 6214; Purépecha Empire 6215.

Aztec rulers

Itzocoatl	1427 – 1440 CE
Motecuzoma I	1440 – 1469
Azayacatl	1469 – 1481
Tizoc	1481 – 1486
Ahuitzotl	1486 – 1501
Motecuzoma I	1501 – 1520

Battles and Campaigns

Tepanec War (Overthrow of Tepanec political dominance)	1428 CE
Battle of Tlatelolco (Aztecs defeat Tlatelolco)	1473
Battle of Taximaloyan (Tarascans defeat Aztecs)	1479

6216

Aztec Empire

Army Commander	1	Any	Dates	1428 CE to 1521 CE
Sub-Generals	0-3	Any	Terrain	Mountains, Standard,
Internal Allied Generals	0-3	Any	Camp	Unfortified or Flexible; Poor or Average

Notes

Note: In non-competition games the player may choose to represent cuauhchique as a single element of Infantry, Tribal Loose, Exceptional, Protected, Devastating Chargers, Melee Expert; a huitzilopochtli priest as a single element of Infantry, Tribal Loose, Exceptional, Unprotected, Devastating Chargers - to replace an ēhuatl warrior in the front rank. Only 2 elements of each type should be permitted.

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Calpolli	INFANTRY Formed Loose	Average Protected	Unskilled Darts	-	-	64	Shoot & Charge (2), Combat Shy (-22)	32 108	6,8,9
Upgrade calpolli	INFANTRY Formed Loose	Average Protected	Experienced Darts	-	-	70	Shoot & Charge (6)	 Up to half	6,8,9
Ēhuatl warriors	INFANTRY Formed Loose	Superior Protected	Experienced Darts	-	Melee Expert	117	Shoot & Charge (6)	8 16	see note

Note: Ēhuatl warriors cannot be fielded in TuGs in their own right. They must be placed in the front rank of calpolli TuGs. 2 to 4 ēhuatl warriors bases can be included per TuG. Only calpolli TuGs with suit wearers can be 9 bases in size.

TuGs led by cuauhchique and huitzilopochtli priests

Note: Cuauhchique or huitzilopochtli priests can only be included in TuGs with ēhuatl warriors. Up to two TuGs with at least 1/3 ēhuati warriors may be led these. Bases of ēhuatl warriors in TuGs led by cuauhchique and huitzilopochtli priests should be clearly differentiated from bases of ēhuatl warriors in other TuGs. General bases joining such a TuG must fight in the front rank.

Regrade Ēhuatl warriors led by cuauhchique and huitzilopochtli priests	INFANTRY Tribal Loose	Superior Protected	Charge Only Darts	-	Devastating Chargers, Melee Expert	114	-	 All	see note
Regrade calpolli	INFANTRY Tribal Loose	Average Protected	Charge Only Darts	-	Devastating Chargers	67	-	 All	

Archers deployed behind pits or barricades	INFANTRY Formed Loose	Average Unprotected	Experienced Bow	-	Barricades	94	Combat Shy (-14)	0 12	6,8
Note: The Barricades characteristic may be replaced with the Obstacles characteristic.									
Skirmishing archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	40	-	0 12	6,9
Slingers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	35	-	0 12	6,9

Changes from last version

None.