
THE ITALIAN WARS
AUTHORISED ARMY LISTS FOR
MORTEM ET GLORIAM


AUTHORISED ARMY LISTS FOR
MORTEM ET GLORIAM
JAPAN

Mortem Et Gloriam — Magna Army Lists

Renaissance Era

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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) and 12-20 spearmen (UG size 4,6) as compulsory troops with 2 internal allies. The core army must take 4 cavalry and at least 12 spearmen. The first ally must take 4 cavalry and at least 6 spearmen. The second ally must take 4 cavalry but cannot take the 6 spearmen as this would exceed the 20 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.

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	880	720	680	560	520	480
Competent	560	440	480	360	240	200
Mediocre	200	0	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.

7101

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

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Mounted crossbowmen	CAVALRY Drilled Loose	Average Protected	Experienced Crossbow	-	-	126	Melee Expert (23)	0 4	4
Regrade mounted crossbowmen as handgunners	CAVALRY Drilled Loose	Average -/Fully Armoured	Charge Only Firearm	-	-	123	-	0 4	4
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
Note: Knights dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of the same quality									
Pikemen and halberdiers	INFANTRY Drilled Close	Superior Protected	- -	Pike	Shove, Keil	142	Fleet of Foot (14), Orb (3), Barricades (40)	18 36	6
Regrade unarmoured pikemen and halberdiers	INFANTRY Drilled Close	Superior Unprotected	- -	Pike	Fleet of Foot, Shove, Keil	102	Barricades (40), Orb (2)	0 Any	6
Halberdiers (before 1477 CE)	INFANTRY Drilled Flexible	Superior Protected	- -	Polearm	-	136	Fleet of Foot (14), Orb (3), Barricades (40)	4 12	4
Halberdiers (from 1477 CE)	INFANTRY Drilled Flexible	Superior Protected	- -	Polearm	-	136	Fleet of Foot (14), Orb (3), Barricades (40)	0 4	4
Handgunners supporting swiss pike	INFANTRY Drilled Close	Superior Protected	Experienced Firearm	Pike	Shove, Keil	152	Fleet of Foot (14), Orb (3), Barricades (40)		see note
Handgunners supporting swiss halberdiers	INFANTRY Drilled Flexible	Superior Protected	Experienced Firearm	Polearm	-	146	Fleet of Foot (14), Orb (3), Barricades (40)		see note
Note: 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.									
Regrade mounted crossbowmen as skirmishers	CAVALRY Skirmisher	Average Protected	Experienced Crossbow	-	-	79	Combat Shy (-5), Dismountable (5)	 Any	4

Late Swiss

Crossbowmen	INFANTRY Skirmisher	Average Unprotected	Experienced Crossbow	-	Combat Shy	58	-	4 12	4,6
Handgunners	INFANTRY Skirmisher	Average Protected	Experienced Firearm	-	-	45	Combat Shy (-5)	0 6	4,6
Regrade crossbowmen as handgunners (from 1490 CE)	INFANTRY Skirmisher	Average Protected	Experienced Firearm	-	-	45	Combat Shy (-5)	1/2 All	4,6
Note: Crossbows and handgunners can be mixed in infantry SuGs if so desired.									
Guns	LT ARTILLERY Skirmisher	Average Unprotected	Experienced Guns	-	Combat Shy	98	Barricades (40)	0 2	2
Captured Burgundian guns (only in 1476 to 1477 CE)	LT ARTILLERY Skirmisher	Average Unprotected	Experienced Guns	-	Combat Shy	98	Barricades (40)	0 4	2
Lorraine Alliance contingent (only from 1474 to 1477 CE)									
Note: Alliance troops are only mandatory if an alliance contingent is takenThe Lorraine contingent may be commanded by the Army Commander.. An alliance contingent must be in its own command or commands.									
Knights	CAVALRY Tribal Loose	Average -/Fully Armoured	- -	Charging Lancer	-	119	-	8 12	4
Regrade Knights	CAVALRY Formed Loose	Superior -/Fully Armoured	- -	Charging Lancer	Devastating Chargers	207	Melee Expert (40)	0 4	4
Italian and French knights (only in 1477 CE)	CAVALRY Drilled Close	Average ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0 4	4
Note: Knights dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of the same quality									
Militia pikemen	INFANTRY Formed Close	Poor Protected	- -	Pike	Shove	55	Orb (1)	6 12	6
Mercenary pikemen	INFANTRY Formed Close	Average Protected	- -	Pike	Shove	91	Orb (2)	0 6	6
Militia halberdiers	INFANTRY Formed Close	Poor Protected	- -	Polearm	-	53	-	4 12	4
Militia handgunners	INFANTRY Skirmisher	Poor Unprotected	Experienced Firearm	-	-	30	Combat Shy (-2)	4 6	4,6

Late Swiss

Alliance artillery	HVY ARTILLERY Skirmisher	Average Unprotected	Experienced Cannons	-	Barricades, Combat Shy	228	-	0 2	2

Scenario Rule (not for tournament play)

SPECIAL RULE: Keils charging, countercharging or intercepting cannot claim Fleet of Foot and move normal maximum movement distances.

Changes from last version

None.

7102

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

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Mixed TuG comprising 1/2 knights and 1/2 sergeants (before 1493 CE)									
Spanish knights	CAVALRY Formed Close	Average ArmHrs/F Armoured	- -	Charging Lancer	-	129	Melee Expert (31)	0 4	4
Sergeants	CAVALRY Formed Close	Average Protected	- -	-	-	70	Melee Expert (23)	0 4	

Upgrade knights as Military orders (before 1493 CE)	CAVALRY Tribal Loose	Superior -/Fully Armoured	- -	Charging Lancer	Devastating Chargers, Melee Expert	230	-	0 4	4
Guardias de Castilla (from 1493 CE)	CAVALRY Formed Close	Superior ArmHrs/F Armoured	- -	Charging Lancer	Melee Expert	224	Devastating Chargers (25)	0 4	4
Mounted crossbowmen	CAVALRY Formed Flexible	Average Protected	Experienced Crossbow	-	-	126	Melee Expert (23)	0 4	4
Spearmen (before 1495 CE)	INFANTRY Formed Close	Average Protected	- -	Short Spear	Shieldwall	82	Combat Shy (-22)	4 16	4
Spearmen (from 1495 CE)	INFANTRY Formed Close	Average Protected	- -	Short Spear	Shieldwall	82	Combat Shy (-22)	0 4	4
Pikemen (before 1495 CE)	INFANTRY Formed Close	Average Protected	- -	Pike	Shove	91	Orb (2)	0 12	6
Pikemen (from 1495 CE)	INFANTRY Formed Close	Average Protected	- -	Pike	Shove	91	Orb (2)	4 16	6
Sword and buckler men	INFANTRY Formed Flexible	Average Protected	- -	-	Melee Expert	86	-	0 8	4

Later Castilian

Crossbowmen	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	-	-	80	Combat Shy (-22)	0 16	4
Amulghavars	INFANTRY Formed Flexible	Average Protected	- -	Impact Weapon	-	82	Melee Expert (16)	0 4	4
Jinetes	CAVALRY Skirmisher	Average Protected	Experienced Javelin	Short Spear	-	69	Cantabrian (20)	4 16	4
Skirmishing crossbowmen	INFANTRY Skirmisher	Average Unprotected	Experienced Crossbow	-	Combat Shy	58	-	0 12	4,6
Handgunners	INFANTRY Skirmisher	Average Protected	Experienced Firearm	-	-	45	Combat Shy (-5)	0 12	4,6
Guns	LT ARTILLERY Skirmisher	Average Unprotected	Experienced Guns	-	Combat Shy	98	Barricades (40)	0 2	2
Cannons	HVY ARTILLERY Skirmisher	Average Unprotected	Experienced Cannons	-	Barricades, Combat Shy	228	-	0 4	2
Only in Italy from 1495 CE									
Mixed TuG comprising 1/2 condottieri and 1/2 coustilliers									
Condottieri	CAVALRY Drilled Close	Average ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0 4	4
Coustilliers	CAVALRY Drilled Close	Average Protected	- -	-	Devastating Chargers	93	Melee Expert (23), Dismountable (5)	0 4	

Mounted crossbowmen	CAVALRY Formed Loose	Average Protected	Experienced Crossbow	-	-	116	Melee Expert (23)	0 4	4
Militia pikemen	INFANTRY Formed Close	Average Protected	- -	Pike	-	87	Combat Shy (-22)	0 12	6

Allies	**List**
Neapolitan or Papal allies - Italian States (from 1495 CE)	7109
Venetian allies - Italian Wars Venetian (from 1495 CE)	7111
Only one ally may be taken.	

CHANGES FROM LAST VERSION

None.

7103

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

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Mixed TuG comprising 1/2 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
Ordonnance coustilliers	CAVALRY Drilled Close	Average Protected	- -	-	Devastating Chargers, Dismountable	98	Melee Expert (23)	2 4	
Note: Gendarmes and coustilliers dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of the same quality.									

Ordonnance mounted longbowmen	INFANTRY Drilled Loose	Average Protected	Experienced Powerbow	-	Dismountable	100	Stakes (10)	4 4	4
Ordonnance longbowmen	INFANTRY Drilled Loose	Average Protected	Experienced Powerbow	-	-	95	Stakes (10)	0 4	4
Note: If stakes are taken, all TuGs must have the longbowmen so equipped.									
Pikemen and halberdiers	INFANTRY Drilled Close	Poor Protected	- -	Pike	Shove	58	Orb (1)	12 48	6
Upgrade pikemen as mercenaries	INFANTRY Drilled Close	Average Protected	- -	Pike	Shove	96	Orb (2)	 Up to half	6
Mercenary crossbowmen	INFANTRY Drilled Loose	Average Protected	Experienced Crossbow	-	-	85	-	0 4	4
Mercenary handgunners	INFANTRY Drilled Loose	Average Protected	Experienced Firearm	-	-	75	-	2 8	4
Swiss mercenaries (only to 1479 CE)	INFANTRY Drilled Close	Superior Protected	- -	Pike	Shove	135	Orb (3)	0 6	6

Later Burgundian

English longbowmen (only to 1481 CE)	INFANTRY Formed Loose	Average Protected	Experienced Powerbow	-	-	90	Stakes (10), Dismountable (5)	0 4	4
Skirmishing handgunners	INFANTRY Skirmisher	Average Protected	Experienced Firearm	-	-	45	Combat Shy (-5)	0 6	4,6
Guns	LT ARTILLERY Skirmisher	Average Unprotected	Experienced Guns	-	Combat Shy	98	Barricades (40)	0 4	2
Heavier guns on field mounts	HVY ARTILLERY Skirmisher	Average Unprotected	Experienced Cannons	-	Combat Shy	188	Barricades (40)	2 4	2

Changes from last version

None.

7104

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

Notes

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.

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Mixed TuG comprising 1/2 gendarmes and 1/2 coustilliers									
Ordonnance men-at-arms	CAVALRY Drilled Close	Superior ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers, Dismountable	233	Melee Expert (43)	2 8	4
Ordonnance coustilliers	CAVALRY Drilled Close	Average -/Fully Armoured	- -	-	Devastating Chargers, Dismountable	123	Melee Expert (29)	= =	
Downgrade coustilliers and valet-de-guerre with less armour	CAVALRY Drilled Close	Average Protected	- -	-	Devastating Chargers, Dismountable	98	Melee Expert (23)	 Any	

Note: Mounted men-at-arms and coustilliers dismount as Drilled Close, Average, Fully Armoured, 2-H Cut & Crush (Poor if downgraded to Poor).
Minima and maxima apply to the men-at-arms. An equal number of coustilliers must be taken.

Dismount men-at-arms and coustilliers	INFANTRY Drilled Close	Average Fully Armoured	- -	2-H Cut-Crush	-	138	Melee Expert (22)	 Any	4
Italian knights	CAVALRY Drilled Close	Average ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0 4	4

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

Later French Ordonnance

Ordonnance archers	INFANTRY Drilled Loose	Average Protected	Experienced Powerbow	-	-	95	Stakes (10), Dismountable (5)	4 24	4
Mount ordonnance archers	CAVALRY Drilled Loose	Average Protected	- -	Charging Lancer	-	115	-	0 4	4
Note: There must be at least as many ordonnance archers as ordonnance men-at-arms and coustilliers in the army.									
Francs-archers	INFANTRY Tribal Loose	Poor Unprotected	Experienced Powerbow	-	Combat Shy	41	Stakes (4)	0 16	4
Note: If stakes are taken, all TuGs must have the Longbowmen so equipped.									
French pikemen and halberdiers	INFANTRY Formed Close	Average Protected	- -	Pike	Shove	91	Orb (2)	0 12	6
Crossbowmen	INFANTRY Formed Loose	Average Unprotected	Experienced Crossbow	-	-	59	Combat Shy (-14)	4 12	4
Upgrade crossbowmen with better armour	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	-	-	80	Combat Shy (-22)	 Any	4
Handgunners	INFANTRY Formed Loose	Average Protected	Experienced Firearm	-	-	70	Combat Shy (-22)	0 8	4
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 6	4,6
Bidets	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	-	-	32	Combat Shy (-4)	0 6	4,6
Guns	LT ARTILLERY Skirmisher	Average Unprotected	Experienced Guns	-	Combat Shy	98	Barricades (40)	0 6	2
Upgrade guns to cannons	HVY ARTILLERY Skirmisher	Average Unprotected	Experienced Cannons	-	Barricades, Combat Shy	228	-	0 4	2

Later French Ordonnance

Swiss Mercenary contingent (Royal armies only)

Note: A Swiss mercenary contingent is optional. The minima only apply if the contingent is taken. The contingent is commanded by a Swiss mercenary sub-general who cannot command other troops.

Pikemen and halberdiers	INFANTRY	Superior	-	Pike	Shove, Keil	142	Fleet of Foot (14), Orb (3), Barricades (40)	8	6
	Drilled Close	Protected	-					8	
Handgunners supporting swiss pike	INFANTRY	Superior	Experienced	Pike	Shove, Keil	152	Fleet of Foot (14), Orb (3), Barricades (40)		see note
	Drilled Close	Protected	Firearm						

Note: 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.

Crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4
	Skirmisher	Unprotected	Crossbow					4	

Allies

	List
English allies - Tudor English (Breton rebels from 1488 to 1491 CE)	7106

Changes from last version

None.

7105

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

Name	Type 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 Tribal Close	Average ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers, Shove, Dismountable	146	-	2 6	4
Rear ranks (1/2 TuG)	CAVALRY Tribal Close	Average Protected	- -	-	Devastating Chargers, Shove, Dismountable	83	-	2 6	
Note: 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).									
Feudal knights in deep formations									
Front rank (1/2 TUG)	CAVALRY Tribal Close	Average ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers, Shove, Dismountable	146	-	0 2	4
Rear ranks (1/2 TuG)	CAVALRY Tribal Close	Average Protected	- -	-	Devastating Chargers, Shove, Dismountable	83	-	0 2	
Note: 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	CAVALRY Drilled Close	Average ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0 4	4
Note: Italian men-at-arms dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of the same quality.									
Georgschild mounted handgunners	CAVALRY Drilled Loose	Average -/Fully Armoured	Charge Only Firearm	-	-	123	-	0 4	4
Mounted crossbowmen	CAVALRY Formed Loose	Average Protected	Experienced Crossbow	-	-	116	Melee Expert (23)	0 4	4

Swabian League

Tiroler erzknappen	INFANTRY	Superior	-	Short Spear	Shieldwall	115	-	0	4
	Formed Close	Protected	-					4	
Pikemen	INFANTRY	Average	-	Pike	Shove	96	Orb (2)	0	6
	Drilled Close	Protected	-					12	
Militia pikemen	INFANTRY	Poor	-	Pike	-	53	Orb (1)	6	6
	Formed Close	Protected	-					18	
City or milita crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	4	4
	Formed Loose	Protected	Crossbow					12	
Heerban	INFANTRY	Poor	-	Short Spear	-	25	Combat Shy (-9)	0	4,6
	Tribal Close	Unprotected	-					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					6	
Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	58	-	0	4,6
	Skirmisher	Unprotected	Crossbow					6	
Skirmishing handgunners	INFANTRY	Average	Experienced	-	-	45	Combat Shy (-5)	0	4,6
	Skirmisher	Protected	Firearm					8	
Guns	LT ARTILLERY	Average	Experienced	-	Combat Shy	98	Barricades (40)	0	2
	Skirmisher	Unprotected	Guns					2	
Cannons	HVY ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	228	-	0	2
	Skirmisher	Unprotected	Cannons					2	

Changes from last version

None.

7106

Tudor English

MORTEM ET GLORIAM

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 Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Royal household knights	CAVALRY Formed Close	Superior ArmHrs/F Armoured	- -	Charging Lancer	-	180	Melee Expert (43), Dismountable (9)	0 4	4
Knights	CAVALRY Formed Loose	Average -/Fully Armoured	- -	Charging Lancer	-	132	Melee Expert (29), Dismountable (6)	4 4	4
Note: Knights dismount as Formed Close, Average, Fully Armoured, 2-Handed Cut & Crush (Poor if downgraded to Poor).									
Demi-lances	CAVALRY Formed Loose	Average Protected	- -	Charging Lancer	-	105	Melee Expert (23)	0 4	4
Men-at-arms	INFANTRY Drilled Close	Average Fully Armoured	- -	2-H Cut-Crush	-	138	Melee Expert (22), Dismountable (7)	0 4	4
Billmen	INFANTRY Formed Close	Average Protected	- -	Polearm	-	87	-	0 12	4
Shire levy billmen	INFANTRY Tribal Close	Poor Protected	- -	Polearm	-	47	Combat Shy (-13)	0 8	4
Retinue longbowmen	INFANTRY Formed Loose	Average Protected	Experienced Powerbow	-	-	90	Stakes (10)	4 16	4
Shire levy longbowmen	INFANTRY Tribal Loose	Poor Protected	Experienced Powerbow	-	-	60	Stakes (6), Combat Shy (-13)	0 20	4
Welsh longbowmen	INFANTRY Tribal Loose	Average Unprotected	Experienced Powerbow	-	-	63	Stakes (6)	0 16	4
Note: If stakes are taken, all TuGs must be so equipped.									
Welsh spearmen	INFANTRY Tribal Loose	Average Unprotected	- -	Short Spear	-	38	Melee Expert (10), Fleet of Foot (6)	0 12	4,6
Mercenary crossbowmen	INFANTRY Drilled Loose	Average Protected	Experienced Crossbow	-	-	85	Combat Shy (-22)	0 4	4

Tudor English

Mercenary pikemen with halberdiers (before 1509 CE)	INFANTRY	Average	-	Pike	Shove	96	Orb (2)	0	6
	Drilled Close	Protected	-					6	
Mercenary pikemen with halberdiers (from 1509 CE)	INFANTRY	Average	-	Pike	Shove, Keil	101	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	LT ARTILLERY	Average	Experienced	-	Combat Shy	98	Barricades (40)	0	2
	Skirmisher	Unprotected	Guns					2	
Cannons	HVY ARTILLERY	Average	Experienced	-	Barricades, Combat Shy	228	-	0	2
	Skirmisher	Unprotected	Cannons					2	

Changes from last version

None.

7107

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

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Welsche Garde (only before 1502 CE)	CAVALRY Drilled Close	Superior ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers, Dismountable	233	Melee Expert (43)	0 4	4
Gendarmes	CAVALRY Drilled Close	Average ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers, Dismountable	167	Melee Expert (31)	4 8	4
Note: Welsche Garde and Gendarmes dismount as Formed Close, Average, Fully Armoured, 2-H Cut & Crush (Poor if downgraded to Poor).									
Poorly equipped knights in deep formations									
Front rank (1/2 TUG)	CAVALRY Tribal Close	Average ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers, Shove, Dismountable	146	-	0 4	4
Rear ranks (1/2TuG)	CAVALRY Tribal Close	Average Protected	- -	-	Devastating Chargers, Shove, Dismountable	83	-	0 4	
Note: 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.									

Mounted crossbowmen	CAVALRY Drilled Loose	Average Protected	Experienced Crossbow	-	-	126	Melee Expert (23)	0 4	4
Mounted handgunners	CAVALRY Drilled Loose	Average -/Fully Armoured	Charge Only Firearm	-	-	123	-	0 4	4
Militia pikemen and halberdiers	INFANTRY Formed Close	Poor Protected	- -	Pike	-	53	Orb (1)	0 24	6
Longbowmen	INFANTRY Drilled Loose	Average Protected	Experienced Powerbow	-	-	95	Stakes (10)	0 4	4
City or milita crossbowmen	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	-	Combat Shy	58	-	0 12	4

Maximilian German

Landsknecht pikemen and halberdiers	INFANTRY Drilled Close	Average Protected	- -	Pike	Shove, Keil	101	Orb (2)	6 36	6
Landsknecht hakenbuchsenschutzen	INFANTRY Drilled Close	Average Protected	Experienced Firearm	Pike	Shove, Keil	111	Orb (2)		see note
Upgrade landsknecht pikemen and halberdiers	INFANTRY Drilled Close	Average Protected	- -	Pike	Shove, Keil, Melee Expert	117	Orb (2)	Up to half	6
Upgrade landsknecht hakenbuchsenschutzen	INFANTRY Drilled Close	Average Protected	Experienced Firearm	Pike	Shove, Keil, Melee Expert	127	Orb (2)	Up to half	see note
Note: Instead of skirmishers, up to 2 handgunners can be folded into 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. Upgraded landsknecht hakenbuchsenschutzen can only be used in an upgraded landsnkecht TuG.									
Arquebusiers (from 1515 CE)	INFANTRY Drilled Loose	Average Protected	Experienced Firearm	-	-	75	-	0 4	4
Handgunners	INFANTRY Skirmisher	Average Protected	Experienced Firearm	-	-	45	Combat Shy (-5)	0 12	4,6
Skirmishing crossbowmen	INFANTRY Skirmisher	Average Unprotected	Experienced Crossbow	-	Combat Shy	58	-	0 6	4,6
Guns	LT ARTILLERY Skirmisher	Average Unprotected	Experienced Guns	-	Combat Shy	98	Barricades (40)	0 2	2
Cannons	HVY ARTILLERY Skirmisher	Average Unprotected	Experienced Cannons	-	Barricades, Combat Shy	228	-	0 2	2
Only in Italy									
Italian men-at-arms	CAVALRY Drilled Close	Average ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0 4	4
Note: Italian men-at-arms dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of the same quality.									
Stradiots	CAVALRY Skirmisher	Average Unprotected	Experienced Javelin	Short Spear	-	60	Cantabrian (16)	0 4	4
Italian arquebusiers	INFANTRY Drilled Loose	Average Protected	Experienced Firearm	-	-	75	-	0 4	4

Maximilian German

Changes from last version

None.

7108

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

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.

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Knights in deep formations									
Front rank (1/2 TUG)	CAVALRY	Average	-	Charging Lancer	Devastating Chargers, Shove, Dismountable	146	-	2	4
	Tribal Close	ArmHrs/F Armoured	-					4	
Rear ranks (1/2 TuG)	CAVALRY	Average	-	-	Devastating Chargers, Shove, Dismountable	83	-	2	
	Tribal Close	Protected	-					4	
Note: 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	CAVALRY	Average	-	Charging Lancer	-	144	Dismountable (6)	0	4
	Drilled Loose	-/Fully Armoured	-					4	
Note: Mercenary men-at-Arms dismount as Formed Close, Fully Armoured, 2-Hand Cut&Crush of the same quality.									
Mounted handgunners	CAVALRY	Average	Charge Only	-	-	123	-	0	4
	Drilled Loose	-/Fully Armoured	Firearm					4	
Mounted crossbowmen	CAVALRY	Average	Experienced	-	-	126	Melee Expert (23)	0	4
	Drilled Loose	Protected	Crossbow					4	

German States

Landsknecht pikemen and halberdiers	INFANTRY Drilled Close	Average Protected	- -	Pike	Shove, Keil	101	Orb (2)	0 18	6
Landsknecht hakenbuchsenschutzen	INFANTRY Drilled Close	Average Protected	Experienced Firearm	Pike	Shove, Keil	111	Orb (2)		see note
Upgrade landsknecht pikemen and halberdiers	INFANTRY Drilled Close	Average Protected	- -	Pike	Shove, Keil, Melee Expert	117	Orb (2)	Up to half	6
Upgrade landsknecht hakenbuchsenschutzen	INFANTRY Drilled Close	Average Protected	Experienced Firearm	Pike	Shove, Keil, Melee Expert	127	Orb (2)	Up to half	see note

Note: Instead of skirmishers, up to 2 handgunners can be folded into 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. Upgraded landsknecht hakenbuchsenschutzen can only be used in an upgraded landsnkecht TuG.

City pikemen	INFANTRY Drilled Close	Average Protected	- -	Pike	Shove	96	Orb (2)	12* 24	6
Militia pikemen and halberdiers	INFANTRY Formed Close	Poor Protected	- -	Pike	-	53	Orb (1)	0 12	6
City crossbowmen	INFANTRY Drilled Loose	Average Protected	Experienced Crossbow	-	-	85	Combat Shy (-22)	4* 16	4
Arquebusiers (from 1515 CE)	INFANTRY Drilled Loose	Average Protected	Experienced Firearm	-	-	75	-	0 4	4
Heerban and feudal retainers (only before 1513 CE)	INFANTRY Tribal Close	Poor Unprotected	- -	Short Spear	-	25	Combat Shy (-9)	0 14	4,6
Handgunners	INFANTRY Skirmisher	Average Protected	Experienced Firearm	-	-	45	Combat Shy (-5)	0 8	4,6
Guns	LT ARTILLERY Skirmisher	Average Unprotected	Experienced Guns	-	Combat Shy	98	Barricades (40)	0 2	2
Cannons	HVY ARTILLERY Skirmisher	Average Unprotected	Experienced Cannons	-	Barricades, Combat Shy	228	-	0 2	2

Changes from last version

None.

7109

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

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Elmeti comprising 1/2 condottieri and 1/2 coustilliers									
Condottieri	CAVALRY Drilled Close	Average ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	4 12	4
Coustilliers	CAVALRY Drilled Close	Average Protected	- -	-	Devastating Chargers	93	Melee Expert (23), Dismountable (5)	4 12	
Note: Italian elmeti dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of the same quality.									

Mounted crossbowmen	CAVALRY Drilled Loose	Average Protected	Experienced Crossbow	-	-	126	Melee Expert (23)	0 8	4
Mounted arquebusiers	CAVALRY Drilled Loose	Average Protected	Experienced Firearm	-	-	105	-	0 4	4
Note: An army cannot have more mounted crossbowmen and arquebusiers than Elmeti.									
Landsknecht pikemen and halberdiers	INFANTRY Drilled Close	Average Protected	- -	Pike	Shove, Keil	101	Orb (2), Barricades (40)	0 18	6
Landsknecht hakenbuchsenschutzen	INFANTRY Drilled Close	Average Protected	Experienced Firearm	Pike	Shove, Keil	111	Orb (2), Barricades (40)		see note
Upgrade landsknecht pikemen and halberdiers	INFANTRY Drilled Close	Average Protected	- -	Pike	Shove, Keil, Melee Expert	117	Orb (2), Barricades (40)	Up to half	6
Upgrade landsknecht hakenbuchsenschutzen	INFANTRY Drilled Close	Average Protected	Experienced Firearm	Pike	Shove, Keil, Melee Expert	127	Orb (2), Barricades (40)	Up to half	see note

Note: Instead of skirmishers, up to 2 handgunners can be folded into 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. Upgraded landsknecht hakenbuchsenschutzen can only be used in an upgraded landsnkecht TuG.

Italian States

Crossbowmen	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	-	-	80	Combat Shy (-22), Barricades (40)	0 8	4
Mercenary crossbowmen	INFANTRY Drilled Loose	Average Protected	Experienced Crossbow	-	-	85	Combat Shy (-22), Barricades (40)	0 12	4
Arquebusiers	INFANTRY Drilled Loose	Average Protected	Experienced Firearm	-	-	75	Combat Shy (-22), Barricades (40)	0 12	4
Sword and buckler men	INFANTRY Drilled Close	Average Protected	- -	-	Melee Expert	86	Barricades (40)	0 4	4
Skirmishing crossbowmen	INFANTRY Skirmisher	Average Unprotected	Experienced Crossbow	-	Combat Shy	58	-	0 6	4,6
Handgunners	INFANTRY Skirmisher	Average Protected	Experienced Firearm	-	-	45	Combat Shy (-5)	0 6	4,6
Guns	LT ARTILLERY Skirmisher	Average Unprotected	Experienced Guns	-	Combat Shy	98	Barricades (40)	0 2	2
Cannons	HVY ARTILLERY Skirmisher	Average Unprotected	Experienced Cannons	-	Barricades, Combat Shy	228	-	0 2	2
Only Florence									
Militia spearmen (before 1506 CE)	INFANTRY Formed Close	Average Protected	- -	Short Spear	Shieldwall	82	Combat Shy (-22)	4 12	4
Militia crossbowmen (before 1506 CE)	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	-	-	80	Combat Shy (-22)	4 12	4
Militia pikemen (from 1506 to 1512 CE)	INFANTRY Formed Close	Poor Protected	- -	Pike	-	53	Orb (1)	0 18	6
Only Milan									
Famiglia Ducale	CAVALRY Drilled Close	Superior ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers	224	Melee Expert (43)	0 4	4
Only Papacy									
Romagnal pikemen and halberdiers	INFANTRY Drilled Close	Average Protected	- -	Pike	Shove, Keil	101	Orb (2)	0 6	6

Italian States

Allies	List
Spanish allies - Cordoba Trastámara Spanish (only the Papacy from 1498 to 1504 CE)	7112
Spanish allies - Trastámara Spanish (only the Papacy from 1505 CE)	7114
Swiss allies - Late Swiss (only Milan from 1499 to 1500 CE)	

Changes from last version

Reclassified mounted arquebusiers.

7110

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

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Gendarmes	CAVALRY Drilled Close	Superior ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers, Dismountable	233	Melee Expert (43)	4 12	4
Note: Gendarmes dismount as Drilled Close, Average, Fully Armoured, 2-H Cut & Crush.									
Ordonnance "archers"	CAVALRY Drilled Loose	Average Protected	- -	Charging Lancer	-	115	-	0 4	4
Italian knights	CAVALRY Drilled Close	Average ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0 4	4
Note: Italian knights dismount as Drilled Close, Average Fully Armoured, 2-H Cut & Crush (Poor if downgraded to Poor).									
Mounted crossbowmen	CAVALRY Drilled Loose	Average Protected	Experienced Crossbow	-	-	126	Melee Expert (23)	0 4	4
Replace crossbowmen with arquebusiers (from 1513 CE)	CAVALRY Drilled Loose	Average Protected	Experienced Firearm	-	-	105	-	 All or none	4
French pikemen	INFANTRY Formed Close	Average Protected	- -	Pike	Shove	91	Orb (2)	0 12	6
Crossbowmen	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	-	-	80	Combat Shy (-22)	0 12	4
Handgunners	INFANTRY Formed Loose	Average Protected	Experienced Firearm	-	-	70	Combat Shy (-22)	0 4	4

Italian Wars French

Swiss pikemen and halberdiers (before 1513 CE)	INFANTRY Drilled Close	Superior Protected	- -	Pike	Shove, Keil	142	Fleet of Foot (14), Orb (3)	0 24	6
Handgunners supporting swiss pike	INFANTRY Drilled Close	Superior Protected	Experienced Firearm	Pike	Shove, Keil	152	Fleet of Foot (14), Orb (3)		see note
Landsknecht pikemen and halberdiers (from 1513 CE)	INFANTRY Drilled Close	Average Protected	- -	Pike	Shove, Keil	101	Orb (2)	0 18	6
Landsknecht hakenbuchsenschutzen	INFANTRY Drilled Close	Average Protected	Experienced Firearm	Pike	Shove, Keil	111	Orb (2)		see note
Upgrade landsknecht pikemen and halberdiers	INFANTRY Drilled Close	Average Protected	- -	Pike	Shove, Keil, Melee Expert	117	Orb (2)	 Up to half	6
Upgrade landsknecht hakenbuchsenschutzen	INFANTRY Drilled Close	Average Protected	Experienced Firearm	Pike	Shove, Keil, Melee Expert	127	Orb (2)	 Up to half	see note

Note: Instead of skirmishers, up to 2 handgunners can be folded into 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. Upgraded landsknecht hakenbuchsenschutzen can only be used in an upgraded landsnkecht TuG.

Stradiots	CAVALRY Skirmisher	Average Unprotected	Experienced Javelin	Short Spear	-	60	Cantabrian (16)	0 8	4
Skirmishing crossbowmen	INFANTRY Skirmisher	Average Unprotected	Experienced Crossbow	-	Combat Shy	58	-	0 8	4,6
Skirmishing handgunners	INFANTRY Skirmisher	Average Protected	Experienced Firearm	-	-	45	Combat Shy (-5)	0 8	4,6
Guns	LT ARTILLERY Skirmisher	Average Unprotected	Experienced Guns	-	Combat Shy	98	Barricades (40)	0 2	2
Upgrade guns to cannons	HVY ARTILLERY Skirmisher	Average Unprotected	Experienced Cannons	-	Barricades, Combat Shy	228	-	0 4	2

Allies

	List
Venetian allies - Italian Wars Venetian (from 1513 CE)	7111

Changes from last version

Added Stradiots. Reclassified mounted arquebusiers.

7111

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

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Elmeti comprising 1/2 condottieri and 1/2 coustilliers									
Condottieri	CAVALRY Drilled Close	Average ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	2 8	4
Coustilliers	CAVALRY Drilled Close	Average Protected	- -	-	Devastating Chargers	93	Melee Expert (23), Dismountable (5)	2 8	
Note: Italian elmeti dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of the same quality.									

Mounted crossbowmen	CAVALRY Formed Loose	Average Protected	Experienced Crossbow	-	-	116	Melee Expert (23)	0 8	4
Handgunners	INFANTRY Formed Loose	Average Protected	Experienced Firearm	-	-	70	Combat Shy (-22), Barricades (40)	0 12	4
Pikemen and halberdiers	INFANTRY Drilled Close	Average Protected	- -	Pike	Shove, Keil	101	Orb (2), Barricades (40)	0 24	6
Mercenary crossbowmen	INFANTRY Drilled Loose	Average Protected	Experienced Crossbow	-	-	85	Combat Shy (-22), Barricades (40)	0 4	4
Militia spearmen (before 1518 CE)	INFANTRY Formed Close	Average Protected	- -	Short Spear	Shieldwall	82	Combat Shy (-22), Barricades (40)	0 12	4
Militia crossbowmen	INFANTRY Formed Loose	Average Protected	Experienced Crossbow	-	-	80	Combat Shy (-22), Barricades (40)	0 12	4
Stradiots and croavati	CAVALRY Skirmisher	Average Unprotected	Experienced Javelin	Short Spear	-	60	Cantabrian (16)	0 12	4
Skirmishing crossbowmen	INFANTRY Skirmisher	Average Unprotected	Experienced Crossbow	-	Combat Shy	58	-	0 6	4,6

Italian Wars Venetian

Archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 6	4,6
Handgunners	INFANTRY Skirmisher	Average Protected	Experienced Firearm	-	-	45	Combat Shy (-5)	0 12	4,6
Guns	LT ARTILLERY Skirmisher	Average Unprotected	Experienced Guns	-	Combat Shy	98	Barricades (40)	0 2	2
Cannons	HVY ARTILLERY Skirmisher	Average Unprotected	Experienced Cannons	-	Barricades, Combat Shy	228	-	0 2	2

Allies

	List
Milanese allies - Italian States (only in 1495 CE)	7109
French allies - Italian Wars French (from 1513 CE)	7110

Changes from last version

None.

7112

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 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 4	4
Mounted crossbowmen	CAVALRY Formed Flexible	Average Protected	Experienced Crossbow	-	-	126	Melee Expert (23)	0 4	4
Pikemen	INFANTRY Formed Close	Average Protected	- -	Pike	Shove	91	Orb (2)	6 18	6
Sword and buckler men	INFANTRY Drilled Flexible	Superior Protected	- -	-	Melee Expert	128	-	8 16	4
Crossbowmen	INFANTRY Drilled Loose	Average Protected	Experienced Crossbow	-	-	85	Combat Shy (-22)	4 16	4
Replace crossbowmen with arquebusiers	INFANTRY Drilled Loose	Average Protected	Experienced Firearm	-	-	75	Combat Shy (-22)	4 12	4
Experimental colunella foot (from 1503 CE)	INFANTRY Drilled Close	Average Protected	Experienced Firearm	Pike	-	102	Melee Expert (16), Orb (2)	0 12	4
Jinetes	CAVALRY Skirmisher	Average Protected	Experienced Javelin	Short Spear	-	69	Cantabrian (20)	4 16	4
Stradiots	CAVALRY Skirmisher	Average Unprotected	Experienced Javelin	Short Spear	-	60	Cantabrian (16)	0 4	4
Skirmishing crossbowmen	INFANTRY Skirmisher	Average Unprotected	Experienced Crossbow	-	Combat Shy	58	-	0 12	4,6
Handgunners	INFANTRY Skirmisher	Average Protected	Experienced Firearm	-	-	45	Combat Shy (-5)	0 12	4,6
Guns	LT ARTILLERY Skirmisher	Average Unprotected	Experienced Guns	-	Combat Shy	98	Barricades (40)	0 2	2

Cordoba Trastámara Spanish

Cannons	HVY ARTILLERY Skirmisher	Average Unprotected	Experienced Cannons	-	Barricades, Combat Shy	228	-	0 2	2
Only in Italy									
Italian elmeti	CAVALRY Drilled Close	Average ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0 4	4
Note: Italian elmeti dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of the same quality.									
Mounted crossbowmen	CAVALRY Formed Loose	Average Protected	Experienced Crossbow	-	-	116	Melee Expert (23)	0 4	4
Militia pikemen	INFANTRY Formed Close	Average Protected	- -	Pike	-	87	Combat Shy (-22)	0 12	6
Landsknechts (from 1500 CE)	INFANTRY Drilled Close	Average Protected	- -	Pike	Shove, Keil	101	Orb (2)	0 6	6
Landsknecht hakenbuchsenschutzen	INFANTRY Drilled Close	Average Protected	Experienced Firearm	Pike	Shove, Keil	111	Orb (2)		see note
Upgrade landsknechts	INFANTRY Drilled Close	Average Protected	- -	Pike	Shove, Keil, Melee Expert	117	Orb (2)	 Any	6
Upgrade landsknecht hakenbuchsenschutzen	INFANTRY Drilled Close	Average Protected	Experienced Firearm	Pike	Shove, Keil, Melee Expert	127	Orb (2)		see note

Note: Instead of skirmishers, up to 2 handgunners can be folded into 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. Upgraded landsknecht hakenbuchsenschutzen can only be used in an upgraded landsnkecht TuG.

Allies — List

Papal allies - Italian States — 7109

Only one ally may be taken.

Changes from last version

Renamed list. Added Stradiots. Removed Venetian allies.

7113

James IV Scottish

Army Commander	1	Any Professional	Dates	1504 CE to 1513 CE
Sub-Generals	0-3	Any Professional	Terrain	Coastal, Mountains
Internal Allied Generals			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
Border horse	CAVALRY Formed Loose	Average Protected	Charge Only Crossbow	Short Spear	-	115	-	4 8	4
Before 1513 CE									
Scottish spearmen	INFANTRY Formed Close	Average Protected	- -	Long Spear	-	86	Dismountable (5), Orb (2)	20 48	4,6
Scottish using longer pikes	INFANTRY Formed Close	Average Protected	- -	Pike	Combat Shy	65	Orb (2)	0 24	6
From 1513 CE - TuG of 6, 1/3 front rank pikemen, 2/3 rear rank pikemen.									
Upgrade front rank yeomen to nobles	INFANTRY Formed Close	Average Fully Armoured	- -	Pike	Combat Shy, Shield Cover	95	Orb (3)	6 16	6
Lowland Scots yeomen	INFANTRY Formed Close	Average Protected	- -	Pike	Combat Shy	65	Orb (2)	12 32	
Note: SPECIAL RULE: Shield Cover for Fully Armoured pikemen will downgrade shooting dice by one level (except artillery) 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.									
Mixed TuGs consisting of 1/3 gentry and ceithern and 2/3 ceithern with bow									
Gentry and ceithern	INFANTRY Tribal Loose	Average Protected	- -	-	Devastating Chargers	60	-	0 12	6
Ceithern with bow	INFANTRY Tribal Loose	Average Protected	Charge Only Powerbow	-	Devastating Chargers	81	-	0 6	

Archers	INFANTRY Formed Loose	Average Protected	Experienced Powerbow	-	-	90	Stakes (10)	0 4	4

James IV Scottish

"Small folk"	INFANTRY Tribal Loose	Poor Unprotected	Unskilled Javelin	Short Spear	-	25	-	0 14	4,6
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 12	4,6
Guns	LT ARTILLERY Skirmisher	Average Unprotected	Experienced Guns	-	Combat Shy	98	Barricades (40)	0 3	2,3
Cannons	HVY ARTILLERY Skirmisher	Average Unprotected	Experienced Cannons	-	Barricades, Combat Shy	228	-	0 3	2,3

Changes from last version

None.

7114

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

Name	Type 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 4	4
Colunella foot	INFANTRY Drilled Close	Average Protected	Experienced Firearm	Pike	-	102	Melee Expert (16), Barricades (40), Orb (2)	8 40	4
Arquebusiers	INFANTRY Drilled Loose	Average Protected	Experienced Firearm	-	-	75	Combat Shy (-22)	0 4	4
Jinetes	CAVALRY Skirmisher	Average Protected	Experienced Javelin	Short Spear	-	69	Cantabrian (20)	4 16	4
Handgunners	INFANTRY Skirmisher	Average Protected	Experienced Firearm	-	-	45	Combat Shy (-5)	0 12	4,6
Guns	LT ARTILLERY Skirmisher	Average Unprotected	Experienced Guns	-	Combat Shy	98	Barricades (40)	0 2	2
Cannons	HVY ARTILLERY Skirmisher	Average Unprotected	Experienced Cannons	-	Barricades, Combat Shy	228	-	0 2	2
Only in Italy									
Italian elmeti	CAVALRY Drilled Close	Average ArmHrs/F Armoured	- -	Charging Lancer	Devastating Chargers	160	Melee Expert (31), Dismountable (7)	0 4	4
Note: Italian elmeti dismount as Drilled Close, Fully Armoured, 2-H Cut & Crush of the same quality.									
Mounted crossbowmen	CAVALRY Formed Loose	Average Protected	Experienced Crossbow	-	-	116	Melee Expert (23)	0 4	4
Replace crossbowmen with arquebusiers	CAVALRY Skirmisher	Average Protected	Unskilled Firearm	-	-	49	Melee Expert (10)	 Any	4

Trastámara Spanish

Militia pikemen	INFANTRY Formed Close	Average Protected	- -	Pike	-	87	Combat Shy (-22)	0 12	6
Landsknechts	INFANTRY Drilled Close	Average Protected	- -	Pike	Shove, Keil	101	Orb (2)	0 6	6
Landsknecht hakenbuchsenschutzen	INFANTRY Drilled Close	Average Protected	Experienced Firearm	Pike	Shove, Keil	111	Orb (2)		see note
Upgrade landsknechts	INFANTRY Drilled Close	Average Protected	- -	Pike	Shove, Keil, Melee Expert	117	Orb (2)	0 6	6
Upgrade landsknecht hakenbuchsenschutzen	INFANTRY Drilled Close	Average Protected	Experienced Firearm	Pike	Shove, Keil, Melee Expert	127	Orb (2)		see note

Note: Instead of skirmishers, up to 2 handgunners can be folded into 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. Upgraded landsknecht hakenbuchsenschutzen can only be used in an upgraded landsnkecht TuG.

Guns on carts (from 1512 CE)	LT ARTILLERY Skirmisher	Average Unprotected	Experienced Guns	-	Combat Shy	98	-	0 4	2

Allies

	List
Papal allies - Italian States	7109
English allies - Tudor English (1512 CE - not in Italy)	7106

Only one ally may be taken.

Changes from last version

Removed Venetian allies.

7201

Sengoku Japanese

Army Commander	1	Any Instinctive	Dates	1500 CE to 1585 CE
Sub-Generals	0-2	Any Instinctive	Terrain	Coastal, Mountains
Internal Allied Generals	1-3	Any Instinctive (up to 1 Murakami clan ally)	Camp	Unfortified or Flexible; Poor or Average

Notes

The total number of bases of mounted samurai bushi (including any allies) cannot exceed 4.

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Mounted samurai bushi	CAVALRY Formed Loose	Superior Protected	Experienced Powerbow	Short Spear	Melee Expert	219	Dismountable (7)	0 4	4
Note: Samurai bushi dismount as Formed Loose, Protected, Powerbow, Melee Expert of the same quality and one level better shooting skill (Skilled if Experienced when mounted, Experienced if Unskilled when mounted).									
Samurai on foot	INFANTRY Formed Loose	Superior Protected	Skilled Powerbow	-	Melee Expert	167	-	0 4	4
Bushi and ashigaru with yari	INFANTRY Formed Flexible	Superior Protected	- -	Long Spear	-	128	Obstacles (20)	4 8	4
Permanently retained ashigaru	INFANTRY Drilled Flexible	Average Protected	- -	Long Spear	-	96	Obstacles (20)	8 40	4
Ashigaru archers	INFANTRY Formed Loose	Average Protected	Experienced Bow	-	-	75	Obstacles (20)	0 12	4
Teppo	INFANTRY Formed Loose	Average Protected	Experienced Firearm	-	-	70	Obstacles (20)	0 4	4

Sengoku Japanese

Murakami Clan allies

Note: Murakami clan allies must be commanded by an ally general and contain only Murakami troops.
SPECIAL RULE: Murakami charging or being charged replace Powerbow with Firearms (note they can use Shoot and Charge characteristic in this situation only). Samurai in mixed TuGs may only shoot in one rank. This must be notified to your opponent when they are deployed.

Mixed TuG of 6 , 1/3 samurai and 2/3 followers; or TuG of 4, 1/2 samurai and 1/2 followers - see Special Rule.

Samurai bushi	INFANTRY Formed Loose	Superior Protected	Skilled Powerbow	-	Melee Expert	167	-	4 8	4,6
Followers with naginata	INFANTRY Formed Loose	Average Unprotected	- -	-	-	39	Melee Expert (10)	4 16	
Upgrade all followers in a TuG with do-maru armour	INFANTRY Formed Loose	Average Protected	- -	-	-	60	Melee Expert (16)	 Any	

Allies

	List
Nobunaga Japanese allies (only from 1540 to 1582 CE)	4612
Takeda Japanese allies (only from 1560 to 1575 CE)	4613

Only one external ally may be taken.

Scenario rules - not for tournament Play

From 1546 CE, any teppo may be replaced with tanegashima, Infantry, Formed Loose, Average, Protected, Skilled Firearm (80 points per base).

Changes from last version

Restricted numbers of mounted samurai. Scenario rule for tanegashimia.

7202

Nobunaga Japanese

Army Commander	1	Any Professional	Dates	1540 CE to 1582 CE
Sub-Generals	0-2	Any	Terrain	Coastal, Mountains
Internal Allied Generals	0-1	Any Instinctive (up to 1 Murakami clan ally)	Camp	Unfortified or Flexible; Poor or Average

Notes

The total number of bases of mounted samurai bushi (including any allies) cannot exceed 4.

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Mounted samurai bushi	CAVALRY Formed Loose	Superior Protected	Experienced Powerbow	Short Spear	Melee Expert	219	Dismountable (7)	0 4	4
Note: Samurai bushi dismount as Formed Loose, Protected, Powerbow, Melee Expert of the same quality and one level better shooting skill (Skilled if Experienced when mounted, Experienced if Unskilled when mounted).									
Bushi and ashigaru with yari	INFANTRY Formed Flexible	Superior Protected	- -	Long Spear	-	128	Obstacles (20)	8 12	4
Permanently retained ashigaru	INFANTRY Drilled Flexible	Average Protected	- -	Long Spear	-	96	Obstacles (20)	8 40	4
Ashigaru archers	INFANTRY Drilled Loose	Average Protected	Experienced Bow	-	-	80	Obstacles (20)	0 8	4
Teppo	INFANTRY Drilled Loose	Average Protected	Experienced Firearm	-	-	75	Obstacles (20)	4 24	4
Note: An internal ally command cannot have more than one TuG of teppo or tanegashima.									

7202

Nobunaga Japanese

Murakami Clan allies

Note: Murakami clan allies must be commanded by an ally general and contain only Murakami troops.
SPECIAL RULE: Murakami charging or being charged replace Powerbow with Firearms (note they can use Shoot and Charge characteristic in this situation only). Samurai in mixed TuGs shoot in one rank only. This must be notified to your opponent when they are deployed.

Mixed TuG of 6 , 1/3 samurai and 2/3 followers; or TuG of 4, 1/2 samurai and 1/2 followers - see Special Rule.

Samurai bushi	INFANTRY Formed Loose	Superior Protected	Skilled Powerbow	-	Melee Expert	167	-	4 8	4,6
Followers with naginata	INFANTRY Formed Loose	Average Unprotected	- -	-	-	39	Melee Expert (10)	4 16	
Upgrade all followers in a TuG with do-maru armour	INFANTRY Formed Loose	Average Protected	- -	-	-	60	Melee Expert (16)	 Any	

Allies

	List
Imagawa, Tokugawa or Kira - Sengoku Japanese allies	4611
Takeda Japanese allies (only from 1560 to 1575 CE)	4613

Only one external ally may be taken.

Scenario rules - not for tournament Play

From 1546 CE, any teppo may be replaced with tanegashima, Infantry, Drilled Loose, Average, Protected, Skilled Firearm (85 points per base).

Changes from last version

Restricted numbers of mounted samurai. Scenario rule for tanegashima.

7203

Takeda Japanese

Army Commander	1	Any Instinctive	Dates	1560 CE to 1575 CE
Sub-Generals	0-2	Any Instinctive	Terrain	Coastal, Mountains
Internal Allied Generals	0-1	Any Instinctive (up to 1 Murakami clan ally)	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
Mounted bushi	CAVALRY	Superior	-	Charging Lancer	Melee Expert	180	-	0	4
	Formed Loose	Protected	-					12	
Bushi and ashigaru with yari	INFANTRY	Superior	-	Long Spear	-	128	Obstacles (20)	4	4
	Formed Flexible	Protected	-					8	
Permanently retained ashigaru	INFANTRY	Average	-	Long Spear	-	96	Obstacles (20)	8	4
	Drilled Flexible	Protected	-					40	
Ashigaru archers	INFANTRY	Average	Experienced	-	-	75	Obstacles (20)	0	4
	Formed Loose	Protected	Bow					12	
Tanegashima	INFANTRY	Average	Experienced	-	-	70	Obstacles (20)	0	4
	Formed Loose	Protected	Firearm					4	
Murakami Clan allies									
Note: Murakami clan allies must be commanded by an ally general and contain only Murakami troops. SPECIAL RULE: Murakami charging or being charged replace Powerbow with Firearms (note they can use Shoot and Charge characteristic in this situation only). Samurai in mixed TuGs shoot in one rank only. This must be notified to your opponent when they are deployed.									
Mixed TuG of 6 , 1/3 samurai and 2/3 followers; or TuG of 4, 1/2 samurai and 1/2 followers - see Special Rule.									
Samurai bushi	INFANTRY	Superior	Skilled	-	Melee Expert	167	-	4	4,6
	Formed Loose	Protected	Powerbow					8	
Followers with naginata	INFANTRY	Average	-	-	-	39	Melee Expert (10)	4	
	Formed Loose	Unprotected	-					16	
Upgrade all followers in a TuG with do-maru armour	INFANTRY	Average	-	-	-	60	Melee Expert (16)		
	Formed Loose	Protected	-					Any	

7203

Takeda Japanese

Allies	List
Asura or Asai - Sengoku Japanese allies	4611
Nobunaga Japanese allies	4612
Only one external ally may be taken.	

Scenario rules - not for tournament Play

Tanegashima may be represented as, Infantry, Formed Loose, Average, Protected, Skilled Firearm (80 points per base).

Changes from last version

Added scenario rule for tanegashima.