AUTHORISED ARMY LISTS FOR

MORTEM ET GLORIAM

SOUTH AMERICA

AUTHORISED ARMY LISTS FOR

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MESO AMERICA

NORTH AMERICA AND OCEANIA

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Mortem Et Gloriam — Pacto Army Lists

Americas and Oceania

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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 1-4 cavalry (UG size 1,2) and 6-10 spearmen (UG size 2,3) as compulsory troops with 2 internal allies. The core army must take 2 cavalry and at least 6 spearmen. The first ally must take 1 cavalry and at least 3 spearmen. The second ally must take 1 cavalry but cannot take the spearmen as this would exceed the 10 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.

Pacto Army Lists

Calculating points

Army points are calculated as follows:

Generals - Pacto

Type of general	Army Commander		Sub-general		Ally general	
	Professional	Instinctive	Professional	Instinctive	Professional	Instinctive
Legendary	640	560	n/a	n/a	320	280
Talented	440	360	340	280	260	240
Competent	280	220	240	180	120	100
Mediocre	100	0	160	100	40	20

Camps

Camps are not included in Pacto games.

UGs

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

Notes

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

6101

Muzo or Panche

Army Commander	1	Any Instinctive	Dates	800 CE to 1539 CE	
Sub-Generals	0-3	Any Instinctive	Terrain	Mountains, Jungle	
Internal Allied Generals	0-3	Any Instinctive			

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 Unprotected	Experienced Bow	-	-	61	-	0 8	1,2
Note: A command may not have more than one TUG of best warriors.									
Warriors	INFANTRY Tribal Loose	Average Unprotected	Experienced Bow	-	-	48	Combat Shy (-14)	4 48	2
Skirmishers with bow	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	6 20	1,2
Skirmishers with blowpipes	INFANTRY Skirmisher	Average Unprotected	Skilled Darts	-	Combat Shy	55	-	0 3	1

Changes from last version

End date adjusted.

6102

Columbian Indian

Army Commander	1	Any Instinctive	Dates	1000 CE to 1539 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Mountains, Jungle, Standard
Internal Allied Generals				

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Elite warriors	INFANTRY	Superior	-	Long Spear	-	74	-	2	2,3
	Tribal Flexible	Unprotected	-					6	
Note: A command may not have more than one TUG of elite warriors.									
Warriors	INFANTRY	Average	-	Long Spear	-	53	Combat Shy (-14)	6	2,3
	Tribal Flexible	Unprotected	-					34	
Warriors armed with macana	INFANTRY	Superior	-	-	Melee Expert	45	-	0	1,2
	Skirmisher	Unprotected	-					9	
Skirmishers with bow	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					12	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	6	1,2
	Skirmisher	Unprotected	Sling					30	
Skirmishers with blowpipes	INFANTRY	Average	Skilled	-	Combat Shy	55	-	0	1
	Skirmisher	Unprotected	Darts					3	

Allies	List
Paez allies (Pijao only)	6105

Changes from last version

End date adjusted.

6103

Muisca Confederation

Army Commander	1	Any Instinctive	Dates	1400 CE to 1541 CE
Sub-Generals	0-2	Any Instinctive	Terrain	Mountains, Jungle
Internal Allied Generals	1-3	Any Instinctive		

Notes

All non-skirmisher bases may be given the Obstacles characteristic (representing spiked pits and pitfalls).

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Army general litter with protectorate	INFANTRY Tribal Loose	Superior Protected	- -	-	Fanatic	126	-	0 2	2
Note: The litter with protectorate must be in the Army Commander's command.									
Elite guecha warriors	INFANTRY Formed Loose	Superior Unprotected	Experienced Javelin	Short Spear	-	67	Shoot & Charge (6), Fleet of Foot (9)	2 6	2,3
Upgrade elite quecha warriors	INFANTRY Formed Loose	Superior Protected	Experienced Javelin	Short Spear	-	100	Shoot & Charge (6)	 Any	2,3
Guecha warriors	INFANTRY Formed Loose	Average Unprotected	Experienced Javelin	Short Spear	-	50	Shoot & Charge (6), Fleet of Foot (6), Combat Shy (-14)	6 30	2,3
Upgrade quecha warriors	INFANTRY Formed Loose	Average Protected	Experienced Javelin	Short Spear	-	73	Shoot & Charge (6), Combat Shy (-22)	 Up to half	2,3
Upgrade quecha warriors from Tundama	INFANTRY Formed Loose	Average Unprotected	Experienced Javelin	Short Spear	Shield Cover	53	Shoot & Charge (6), Combat Shy (-14)	 Any	2,3
Panches and Colimas slaves	INFANTRY Tribal Loose	Poor Unprotected	Experienced Javelin	-	-	26	Combat Shy (-9)	6 16	2,3
Note: A TuG of guecha warriors may have up to 1/3 of the bases replaced with slaves (Panche and Colimas). These bases must be easily distinguished.									
Muisca with macana	INFANTRY Skirmisher	Superior Unprotected	- -	-	Melee Expert	45	-	0 6	1,2

Muisca Confederation

Skirmishers with bow	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					9	

Changes from last version

None.

6104

Cauca Valley Tribes

Army Commander	1	Any Instinctive	Dates	1400 CE to 1542 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Mountains, Jungle
Internal Allied Generals	0-1	Any Instinctive		

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 Tribal Loose	Superior Unprotected	Experienced Darts	-	Fleet of Foot	65	Shoot & Charge (6)	2 6	2,3
Note: A command may not have more than one TUG of elite warriors.									
Warriors	INFANTRY Tribal Loose	Average Unprotected	Experienced Darts	-	Fleet of Foot	49	Shoot & Charge (6), Combat Shy (-14)	6 34	2,3
Warriors armed with macana	INFANTRY Skirmisher	Superior Unprotected	- -	-	Melee Expert	45	-	0 9	1,2
Skirmishers with bow	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 12	1,2
Slingers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	43	-	6 30	1,2
Skirmishers with blowpipes	INFANTRY Skirmisher	Average Unprotected	Skilled Darts	-	Combat Shy	55	-	0 3	1

Changes from last version

End date adjusted.

6105

Paez

Army Commander	1	Any Instinctive	Dates	1400 CE to 1542 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Mountains, Jungle
Internal Allied Generals				

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Best warriors	INFANTRY	Superior	-	Pike	-	71	-	0	2
	Tribal Close	Unprotected	-					8	
Note: A command may not have more than one TUG of best warriors.									
Warriors	INFANTRY	Average	-	Pike	-	51	Combat Shy (-14)	4	2
	Tribal Close	Unprotected	-					32	
Warriors armed with macana	INFANTRY	Superior	-	-	Melee Expert	45	-	0	1,2
	Skirmisher	Unprotected	-					9	
Skirmishers with bow	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					12	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	6	1,2
	Skirmisher	Unprotected	Sling					30	
Skirmishers with blowpipes	INFANTRY	Average	Skilled	-	Combat Shy	55	-	0	1
	Skirmisher	Unprotected	Darts					3	

Allies	List
Pijao allies - Columbian Indian	6102

Changes from last version

End date adjusted.

6106

Aruak and Carib Indian

Army Commander	1	Any Instinctive	Dates	1200 CE to 1539 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Jungle, Coastal
Internal Allied Generals	0-3	Any Instinctive		

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 Unprotected	Experienced Bow	-	-	61	-	0 8	2
Note: A command may not have more than one TUG of best warriors.									
Warriors	INFANTRY Tribal Loose	Average Unprotected	Experienced Bow	-	-	48	Combat Shy (-14)	4 48	2
Skirmishers with bow	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	6 20	1,2
Skirmishers with blowpipes	INFANTRY Skirmisher	Average Unprotected	Skilled Darts	-	Combat Shy	55	-	0 3	1

Changes from last version

End date adjusted.

6107

Gé Brazilian Indian

Army Commander	1	Any Instinctive	Dates	1200 CE to 1539 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Standard
Internal Allied Generals	0-3	Any Instinctive		

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	Average Unprotected	Skilled Bow	-	-	63	Combat Shy (-14)	0 8	2
Note: A command may not have more than one TUG of best warriors.									
Warriors	INFANTRY Tribal Loose	Average Unprotected	Experienced Bow	-	-	48	Combat Shy (-14)	6 48	2,3
Upgrade warriors	INFANTRY Tribal Loose	Average Unprotected	- -	-	Devastating Chargers, Fleet of Foot	46	Melee Expert (10)	 Up to half	2,3
Skirmishers with bow	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	6 20	1,2
Skirmishers with blowpipes	INFANTRY Skirmisher	Average Unprotected	Skilled Darts	-	Combat Shy	55	-	0 3	1

Changes from last version

End date adjusted.

6108

Tupi

Army Commander	1	Any Instinctive	Dates	1200 CE to 1539 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Mountains, Coastal, Jungle
Internal Allied Generals	0-3	Any Instinctive		

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 Unprotected	Experienced Bow	-	Fleet of Foot, Shoot & Charge	76	Melee Expert (15)	0 8	2
Note: A command may not have more than one TUG of best warriors.									
Warriors	INFANTRY Tribal Loose	Average Unprotected	Experienced Bow	-	Fleet of Foot, Shoot & Charge	60	Melee Expert (10)	6 36	2,3
Skirmishers with bow	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	6 18	1,2
Skirmishers with blowpipes	INFANTRY Skirmisher	Average Unprotected	Skilled Darts	-	Combat Shy	55	-	0 3	1
Ambushers	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	-	Melee Expert	40	-	0 6	1,2

Changes from last version

End date adjusted.

6109

Moche

Army Commander	1	Any Instinctive	Dates	100 CE to 750 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Mountains, Desert
Internal Allied Generals				

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Moche nobles	INFANTRY Tribal Loose	Superior Protected	Experienced Darts	-	-	80	Shoot & Charge (6)	0 12	2,3
Moche nobles with 2 handed mace	INFANTRY Tribal Loose	Superior Protected	Experienced Darts	2-H Cut-Crush	-	125	Shoot & Charge (6)	0 3	* see note
Note: A TuG of nobles can contain up to 1 noble armed with 2-handed maces. A command may not have more than one TUG of nobles.									
Moche warriors	INFANTRY Tribal Loose	Average Unprotected	Experienced Darts	-	-	43	Shoot & Charge (6), Fleet of Foot (6), Combat Shy (-14)	6 30	2,3
Upgrade Moche warriors in textile armour	INFANTRY Tribal Loose	Average Protected	Experienced Darts	-	-	60	Shoot & Charge (6), Combat Shy (-22)	 Any	2,3
Note: TuGs of warriors can be in mixed groups of both unprotected and protected. Protected and unprotected bases must be easily distinguished.									
Subject warriors	INFANTRY Tribal Loose	Poor Unprotected	- -	-	Devastating Chargers	24	Fleet of Foot (4), Combat Shy (-9)	0 14	2,3
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	-	Combat Shy	28	-	0 9	1,2
Slingers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	43	-	4 9	1,2

Changes from last version

None.

6110

Canari

Army Commander	1	Any Instinctive	Dates	500 CE to 1533 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Mountains, Jungle, Standard
Internal Allied Generals	0-3	Any Instinctive		

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Guard spearmen	INFANTRY	Superior	-	Long Spear	-	114	-	0	2
	Formed Loose	Protected	-					4	
Note: A command may not have more than one TUG of guards.									
Best warriors	INFANTRY	Average	-	Long Spear	Fleet of Foot	53	Melee Expert (10)	2	2,3
	Tribal Loose	Unprotected	-					12	
Upgrade best warriors (after 1495 CE)	INFANTRY	Average	-	Long Spear	-	71	Melee Expert (16)		2,3
	Tribal Loose	Protected	-					Up to 1/3	
Warriors	INFANTRY	Average	-	Long Spear	Fleet of Foot	53	Combat Shy (-14)	6	2,3
	Tribal Loose	Unprotected	-					40	
Upgrade warriors (after 1495 CE)	INFANTRY	Average	-	Long Spear	-	71	Combat Shy (-22)		2,3
	Tribal Loose	Protected	-					Up to 1/3	
Skirmishers with bow	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	
Skirmishers with bolas	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher	Unprotected	Javelin					6	
Skirmishers with atlatl	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	1,2
	Skirmisher	Unprotected	Darts					6	

Changes from last version

None.

6111

Chimú

Army Commander	1	Any Instinctive	Dates	900 CE to 1470 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Mountains, Desert, Standard
Internal Allied Generals				

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Best warriors	INFANTRY Tribal Loose	Superior Protected	Experienced Sling	-	-	82	Shoot & Charge (6)	0 8	2
Note: A command may not have more than one TUG of best warriors.									
Warriors in textile armour	INFANTRY Tribal Loose	Average Protected	Experienced Sling	-	-	62	Shoot & Charge (6), Combat Shy (-22)	6 24	2,3
Warriors	INFANTRY Tribal Loose	Average Unprotected	Experienced Sling	-	-	45	Shoot & Charge (6), Fleet of Foot (6), Combat Shy (-14)	6 24	2,3
Regrade warriors	INFANTRY Tribal Loose	Poor Unprotected	- -	Short Spear	Fleet of Foot, Devastating Chargers	31	Combat Shy (-9)	 Any	2,3
Note: Warriors in textile armour and warriors may be combined in a single TuG. The bases must be easily distinguished.									
Subjected non-coastal warriors	INFANTRY Tribal Loose	Poor Unprotected	- -	-	Fleet of Foot, Devastating Chargers	28	Combat Shy (-9)	0 14	2,3
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	43	-	0 9	1,2

Changes from last version

None.

6112

Chanka

Army Commander	1	Any Instinctive	Dates	1000 CE to 1440 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Mountains, Standard
Internal Allied Generals	0-1	Mediocre or Competent Instinctive (Quechua)		

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Chanka contingents									
Note: The army commander must command a Chanka contingent. Sub-generals may command a Chanka contingent. Minima and maxima apply to the combined Chanka contingents.									
Chanka priests with portable shrine	INFANTRY Tribal Loose	Superior Protected	- -	-	Fanatic	126	-	0 2	2
Best Chanka Warriors	INFANTRY Tribal Loose	Superior Protected	- -	Long Spear	-	100	Combat Shy (-31)	0 6	2
Note: A command can have only one TuG of best warriors.									
Chanka Warriors	INFANTRY Tribal Loose	Average Unprotected	- -	Long Spear	-	47	Combat Shy (-14)	8 30	2,3
Upgrade warriors with armour	INFANTRY Tribal Loose	Average Protected	- -	Long Spear	-	71	Combat Shy (-22)	 Up to 1/3	2,3
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	43	-	0 4	1,2
Uramarca, Villca, Utunsulla or Hancohualla contingents									
Note: Sub-generals must command a named tribe (Uramarca, Villca, Utunsulla or Hancohualla). Minima and maxima apply to the combined contingents of all the tribes.									
Best warriors	INFANTRY Tribal Loose	Superior Unprotected	- -	-	Fleet of Foot, Devastating Chargers	64	-	0 4	2
Note: A command can have only one TuG of best warriors.									
Warriors	INFANTRY Tribal Loose	Average Unprotected	- -	-	Fleet of Foot, Devastating Chargers	46	-	0 20	2,3
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	43	-	0 4	1,2

Chanka

Quechua vassal contingent

Note: Quechua must be commanded by an ally general. Quechua are only compulsory if a Quechua contingent is taken.

Quechua warriors	INFANTRY	Average	Experienced	Short Spear	Fleet of Foot	56	-	6	2,3
	Tribal Loose	Unprotected	Sling					20	
Quencha skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	4	1,2
	Skirmisher	Unprotected	Sling					9	

Changes from last version

None.

6113

Kingdom of Cusco

Army Commander	1	Any Instinctive	Dates	1200 to 1437 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Standard, Mountains
Internal Allied Generals				

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Nobles	INFANTRY	Superior	-	2-H Cut-Crush	-	129	-	0	2
	Formed Loose	Protected	-					2	
Note: Nobles must be in the Army Commander's command.									
Hearth troops	INFANTRY	Average	Experienced	Short Spear	Melee Expert	95	Shoot & Charge (6)	0	2
	Formed Loose	Protected	Sling					4	
Inca aucaruna	INFANTRY	Average	Experienced	Short Spear	-	79	Shoot & Charge (6)	4	2
	Formed Loose	Protected	Sling					30	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	6	1,2
	Skirmisher	Unprotected	Sling					30	

Changes from last version

None.

6114

Inca Empire

Army Commander	1	Any Professional	Dates	1438 CE to 1545 CE
Sub-Generals	0-3	Any Professional	Terrain	Mountains, Coastal, Standard
Internal Allied Generals	0-2	Any Instinctive		

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Sacred Huaca on litter with protectorate	INFANTRY Tribal Loose	Superior Protected	- -	-	Fanatic	126	-	0 2	2
Note: The Sacred Huanca may not be used with a legendary general.									
Noble guardsmen	INFANTRY Drilled Loose	Superior Protected	- -	2-H Cut-Crush	-	136	-	0 2	2
Cusco Imperial Guard (from 1471 CE)	INFANTRY Drilled Loose	Exceptional Protected	- -	2-H Cut-Crush	-	185	-	0 2	2
Replace noble with Canari guardsmen (from 1490 CE)	INFANTRY Drilled Loose	Superior Protected	- -	Long Spear	-	121	Integral Shooters (8)	 All	2
Note: Guardsmen must be in the Army Commander's command.									
Huaminca	INFANTRY Drilled Loose	Average Protected	Experienced Sling	Short Spear	Melee Expert	100	Shoot & Charge (6)	0 4	2
Note: A command may not have more than one TuG of Huaminca.									
Inca aucaruna	INFANTRY Drilled Loose	Average Protected	Experienced Sling	Short Spear	-	84	Shoot & Charge (6)	4 20	2
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	43	-	6 30	1,2

Inca Empire

Subject tribes

Note: Subject tribesmen may be incorporated into an Incan command or be placed in a separate internal allied contingent of a specific tribe (Chincha, Collas, Cunti, Chimu or Canari). If used only in an allied contingent, the maxima number of bases is doubled. An internal ally may include 1 SuG of Skirmishers from the main list.

Amazonian Indian warriors (from 1440 CE)	INFANTRY Formed Loose	Average Unprotected	Experienced Bow	-	-	54	-	0 6	2
Upgrade Amazonians to Bracamoro (from 1470 CE)	INFANTRY Formed Loose	Average Unprotected	Skilled Bow	-	-	69	-	0 2	2
Cunti warriors (from 1440 CE)	INFANTRY Formed Loose	Average Protected	Experienced Javelin	Short Spear	-	73	Shoot & Charge (6)	0 6	2,3
Chanka (from 1440 CE) or Canari (1490 CE) warriors	INFANTRY Formed Loose	Average Unprotected	- -	Long Spear	Fleet of Foot	60	Combat Shy (-14)	0 8	2,3
Chimu warriors (from 1468 to 1480 CE)	INFANTRY Formed Loose	Average Unprotected	- -	-	Melee Expert, Fleet of Foot	56	-	0 8	2,3
Cana warriors (from 1463 CE)	INFANTRY Formed Loose	Average Protected	- -	Short Spear	Devastating Chargers	77	-	0 6	2,3
Chincha or Charca warriors (from 1440 CE)	INFANTRY Formed Loose	Average Unprotected	Unskilled Sling	Short Spear	Fleet of Foot	55	Shoot & Charge (2), Combat Shy (-14)	0 8	2,3
Colla warriors (from 1464 CE)	INFANTRY Formed Loose	Average Unprotected	- -	Short Spear	Fleet of Foot	51	-	0 6	2,3
Colla skirmishers with bolas (from 1464 CE)	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	-	Combat Shy	28	-	0 6	1,2

Note: The number of Colla skirmishers taken may not exceed the number of Colla warriors taken.

Changes from last version

None.

6115

Hatun-Colla

Army Commander	1	Any Instinctive	Dates	1440 CE to 1462 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Mountains, Standard
Internal Allied Generals	0-1	Any Instinctive (Canas ally)		

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Nobles	INFANTRY	Superior	-	Short Spear	-	80	-	0	2,3
	Tribal Loose	Protected	-					8	
Warriors	INFANTRY	Average	-	Short Spear	Fleet of Foot	44	-	8	2,3
	Tribal Loose	Unprotected	-					54	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					6	
La Paz auxilaries (from 1455 to 1462)	INFANTRY	Average	-	Short Spear	Fleet of Foot	44	Combat Shy (-14)	0	2,3
	Tribal Loose	Unprotected	-					12	
Chiribaya levies (from 1460 to 1462)	INFANTRY	Poor	-	Short Spear	-	35	Combat Shy (-13)	0	2,3
	Tribal Loose	Protected	-					12	
Cana contingent									
Note: Canas are only compulsory is a Cana contingent is taken.									
Canas warriors	INFANTRY	Average	-	Short Spear	Devastating Chargers	67	-	4	2,3
	Tribal Loose	Protected	-					12	
Skirmishers with bolas	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher	Unprotected	Javelin					6	

Changes from last version

None.

6116

Northern Mapuche

Army Commander	1	Any Instinctive	Dates	1450 CE to 1552 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Mountains, Standard
Internal Allied Generals	0-3	Any Instinctive		

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Archers with longquilquil	INFANTRY Tribal Loose	Average Unprotected	Experienced Bow	Short Spear	Melee Expert	63	-	0 12	2
Note: A command may have only 1 UG of archers with longquilquil.									
Warriors	INFANTRY Tribal Loose	Average Unprotected	- -	Short Spear	-	38	Combat Shy (-14)	8 36	2,3
Upgrade warriors with llama skin armour	INFANTRY Tribal Loose	Average Protected	- -	Short Spear	-	57	Combat Shy (-22)	0 6	2,3
Guerilla warriors	INFANTRY Skirmisher	Superior Unprotected	Experienced Bow	Short Spear	Combat Shy	63	-	6 12	1,2
Skirmishers with bow	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 6	1,2
Skirmishers with bolas	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	-	Combat Shy	28	-	0 6	1,2
Skirmishers with atlatl	INFANTRY Skirmisher	Average Unprotected	Experienced Darts	-	Combat Shy	35	-	0 6	1,2

Changes from last version

None.

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		

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	-	2	2,3
	Tribal Loose	Unprotected	-					12	
Upgrade elite warriors as raiders (after 900 BCE)	INFANTRY	Superior	Experienced	Short Spear	Fleet of Foot	67	Shoot & Charge (6)		2,3
	Tribal Loose	Unprotected	Javelin					Any	
Note: A command may only include 1 TuG of Elite warriors.									
Warriors	INFANTRY	Average	-	Short Spear	-	38	-	8	2,3
	Tribal Loose	Unprotected	-					64	
Upgrade warriors as raiders (after 900 BCE)	INFANTRY	Average	Experienced	Short Spear	Fleet of Foot	50	Shoot & Charge (6)		2,3
	Tribal Loose	Unprotected	Javelin					Any	
Note: A command may not mix raiders and non-raiders.									
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher	Unprotected	Javelin					9	

Changes from last version

None.

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			

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	-	4	2
	Formed Loose	Unprotected	-					8	
Note: A command may only include 1 TuG of elite warriors.									
Commoners	INFANTRY	Average	-	Short Spear	Fleet of Foot	44	Combat Shy (-14)	8	2,3
	Tribal Loose	Unprotected	-					60	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher	Unprotected	Javelin					8	
Slingers (after 900 BCE)	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					8	
After 200 CE									
Upgrade elite warriors	INFANTRY	Superior	-	Short Spear	-	94	-		2
	Formed Loose	Protected	-					Any	
Upgrade commoners	INFANTRY	Average	-	Short Spear	-	57	Combat Shy (-22)		2,3
	Tribal Loose	Protected	-					Up to 1/3	

Changes from last version

None.

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		

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)	2 8	2
Note: As an alternative to a separate TuG, an eagle, jaguar and coyote orders base can be included in TuGs of warriors.									
Warriors	INFANTRY Formed Loose	Average Unprotected	Unskilled Javelin	-	Fleet of Foot	48	Shoot & Charge (2)	8 40	2,3
Levy	INFANTRY Tribal Loose	Poor Unprotected	Unskilled Javelin	-	-	22	-	0 12	2,3
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	43	-	0 12	1,2
From 400 CE									
Eagle, jaguar and coyote orders	INFANTRY Formed Loose	Superior Protected	Experienced Darts	-	-	94	Melee Expert (22), Shoot & Charge (6)	2 6	2
Upgrade warriors	INFANTRY Formed Loose	Average Protected	Unskilled Darts	-	-	64	Shoot & Charge (2)	 Up to half	2,3

Changes from last version

None.

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		

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 4	2
Best warriors	INFANTRY Formed Loose	Superior Unprotected	- -	Short Spear	Fleet of Foot	71	-	2 6	2
Upgrade best warriors	INFANTRY Formed Loose	Superior Protected	- -	Short Spear	-	94	-	 Any	2
Hadzab men	INFANTRY Formed Loose	Superior Protected	- -	Short Spear	Melee Expert	117	-	0 2	see note
Note: 1 base of 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)	4 30	2,3
Mazeul - levy peasants	INFANTRY Tribal Loose	Average Unprotected	- -	Short Spear	Combat Shy	23	-	4 30	2,3
Zabin katum - "weasels"	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	-	Combat Shy	28	-	0 6	1,2
Chembal Uinac - slingers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	43	-	0 12	1,2
Skirmishers including bee nest throwers	INFANTRY Skirmisher	Average Unprotected	Experienced Firearm	-	Combat Shy	35	-	0 2	1,2
Hulche skirmishers (after 400 CE)	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	-	Combat Shy	28	-	0 6	1,2

Changes from last version

None.

6205

Chichimec

Army Commander	1	Any Instinctive	Dates	800 CE to 1500 CE
Sub-Generals			Terrain	Standard, Coastal
Internal Allied Generals	0-3	Any Instinctive		

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)	4	2,3
	Tribal Loose	Unprotected	-					12	
Elite tribesmen with bow	INFANTRY	Average	Skilled	-	-	63	Combat Shy (-14)	0	2
	Tribal Loose	Unprotected	Bow					8	
Note: A command can only contain 1 TuG of elite tribesmen.									
Tribesmen with bow	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	4	2,3
	Tribal Loose	Unprotected	Bow					40	
Skirmishers with bow	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					12	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					4	

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.

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				

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	-	4 18	2,3
Javelinmen	INFANTRY Tribal Loose	Average Unprotected	Experienced Javelin	-	Fleet of Foot	45	Shoot & Charge (6), Combat Shy (-14)	4 48	2,3
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	-	Combat Shy	28	-	0 16	1,2
Slingers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	43	-	0 4	1,2

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.

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				

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)	4	2,3
	Tribal Loose	Unprotected	-					12	
Elite warriors	INFANTRY	Superior	-	-	Devastating Chargers	84	Combat Shy (-31)	0	2
	Tribal Loose	Protected	-					6	
Warriors with protection	INFANTRY	Average	-	-	Devastating Chargers	60	Combat Shy (-22)	0	2,3
	Tribal Loose	Protected	-					12	
Tribesmen with bow	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	4	2,3
	Tribal Loose	Unprotected	Bow					36	
Skirmishers with bow	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					12	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					4	

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.

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		

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)	2 6	see note
Note: These troops cannot be fielded in TuGs in their own right. An eagle, jaguar and coyote orders base can be included in TuGs of warriors.									
Warriors	INFANTRY Tribal Loose	Average Protected	Unskilled Darts	-	-	54	Shoot & Charge (2)	8 40	2,3
Upgrade warriors	INFANTRY Tribal Loose	Average Protected	Experienced Darts	-	-	60	Shoot & Charge (6)	 Up to half	2,3
Levy	INFANTRY Tribal Loose	Poor Protected	Unskilled Darts	-	-	34	-	0 12	2,3
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	43	-	0 8	1,2

Changes from last version

None.

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		

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 Tribal Loose	Superior Protected	Experienced Javelin	Short Spear	-	86	Melee Expert (22), Shoot & Charge (6)	2 6	2
Regrade military order nobles (from 1300 CE)	INFANTRY Tribal Loose	Superior Protected	- -	Short Spear	Devastating Chargers	94	Melee Expert (22)	 All	2
Lesser nobles	INFANTRY Tribal Loose	Superior Protected	Experienced Javelin	Short Spear	-	86	Shoot & Charge (6)	0 4	2
Regrade lesser nobles (from 1300 CE)	INFANTRY Tribal Loose	Superior Protected	- -	Short Spear	Devastating Chargers	94	-	 All	2
Holcanob professionals (from 1300 CE)	INFANTRY Tribal Loose	Average Protected	Experienced Javelin	Short Spear	-	63	Melee Expert (16), Shoot & Charge (6)	0 3	2
Braves	INFANTRY Tribal Loose	Average Unprotected	Experienced Javelin	Short Spear	Fleet of Foot	50	Shoot & Charge (6)	4 24	2,3
Mazeul - levy peasants	INFANTRY Tribal Loose	Average Unprotected	- -	Short Spear	Combat Shy	23	-	4 20	2,3
Toltec troops	INFANTRY Tribal Loose	Average Protected	Unskilled Darts	-	-	54	Shoot & Charge (2)	0 6	2,3
Archers	INFANTRY Tribal Loose	Average Unprotected	Experienced Bow	-	-	48	Combat Shy (-14)	0 6	2
Hulche skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	-	Combat Shy	28	-	0 9	1,2

Post-Classical Mayan

Chembal uinac - slingers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	43	-	0 9	1,2
Skirmishing archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 4	1,2

Changes from last version

None.

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		

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	-	2 8	2
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 12	2,3
Commoners in tributary service	INFANTRY Tribal Loose	Average Unprotected	- -	Short Spear	Fleet of Foot	44	-	8 48	2,3
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	43	-	0 12	1,2

Notes

A command may only include 1 TuG of elite warriors.

Changes from last version

None.

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			

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 3	see note
Note: A temple soldiers base may be added to a TuG of warriors.									
Best warriors	INFANTRY Tribal Loose	Superior Protected	Experienced Darts	-	-	80	Shoot & Charge (6)	0 12	2
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)	4 40	2,3
Upgrade warriors	INFANTRY Tribal Loose	Average Protected	Experienced Darts	-	-	60	Shoot & Charge (6), Combat Shy (-22)	 Up to half	2,3
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	43	-	3 18	1,2

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.

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			

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 8	2
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)	8 54	2,3
Upgrade warriors	INFANTRY Tribal Loose	Average Protected	Experienced Darts	-	-	60	Shoot & Charge (6), Combat Shy (-22)	 Up to half	2,3
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 a TuG of 2 bases. Commoners must be easily distinguished from warriors.									
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	43	-	0 15	1,2

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.

6213

Texcalan Empire

Army Commander	1	Any	Dates	1168 CE to 1521 CE
Sub-Generals	0-3	Any	Terrain	Mountains, Coastal
Internal Allied Generals	0-3	Any		

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)	2 6	2
Integrate suit wearers into archer TuGs	INFANTRY Formed Loose	Superior Protected	Experienced Bow	-	Melee Expert	122	-	 Any	see note
Note: A suit wearer can replace an element 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 6	2,3
City archers with shield bearers	INFANTRY Formed Loose	Average Protected	Experienced Bow	-	-	75	Combat Shy (-22)	0 12	2
City archers	INFANTRY Formed Loose	Average Unprotected	Experienced Bow	-	-	54	Combat Shy (-14)	8 28	2
Otomi mercenaries	INFANTRY Tribal Loose	Average Protected	- -	-	Devastating Chargers	60	Combat Shy (-22)	0 3	2,3
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	43	-	2 6	1,2

Allies	List
Mexica allies	6206

Changes from last version

None.

6214

Purépecha Empire

Army Commander	1	Any	Dates	1200 CE to 1521 CE
Sub-Generals	0-3	Any	Terrain	Mountains, Standard
Internal Allied Generals	0-3	Any		

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	-	2 6	2
Integrate tiacham into archer TuGs	INFANTRY Formed Loose	Superior Protected	Experienced Bow	Short Spear	-	109	-	 Any	see note
Note: A tiachim can replace an element 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 8	2,3
Bowmen with shield bearers	INFANTRY Formed Loose	Average Protected	Experienced Bow	-	-	75	Combat Shy (-22)	0 12	2
Bowmen	INFANTRY Formed Loose	Average Unprotected	Experienced Bow	-	-	54	Combat Shy (-14)	8 28	2
Otomi mercenaries	INFANTRY Tribal Loose	Average Protected	- -	-	Devastating Chargers	60	Combat Shy (-22)	0 3	2,3
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	43	-	2 6	1,2

Allies	List
Mexica allies	6206

Changes from last version

None.

6215

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		

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)	2 4	see note
Note: An eagle, jaguar and coyote orders base can replace a warrior base in a TuG of warriors, deployed in the front rank.									
City warriors	INFANTRY Tribal Loose	Average Protected	Unskilled Darts	-	-	54	Shoot & Charge (2)	6 36	2,3
Upgrade city warriors	INFANTRY Tribal Loose	Average Protected	Experienced Darts	-	-	60	Shoot & Charge (6)	 Up to half	2,3
Hastily raised or novice warriors	INFANTRY Tribal Loose	Poor Protected	Unskilled Darts	-	-	34	-	0 12	2,3
City bowmen	INFANTRY Tribal Loose	Average Unprotected	Experienced Bow	-	-	48	Combat Shy (-14)	4 12	2
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	43	-	0 8	1,2

Notes

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

Changes from last version

None.

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		

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)	8 36	2,3
Upgrade calpolli	INFANTRY Formed Loose	Average Protected	Experienced Darts	-	-	70	Shoot & Charge (6)	 Up to half	2,3
Ēhuatl warriors	INFANTRY Formed Loose	Superior Protected	Experienced Darts	-	Melee Expert	117	Shoot & Charge (6)	2 6	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 ēhuatl warriors bases can be included per TuG. Only calpolli TuGs with suit wearers can be 3 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 one ēhuati warriors may be include priests. 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 4	2

Note: The Barricades characteristic may be replaced with the Obstacles characteristic.

Skirmishing archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 4	1,2
Slingers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	43	-	0 4	1,2

Changes from last version

None.

6301

Eastern Woodland Culture

Army Commander	1	Any Instinctive	Dates	900 CE to 1500 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Standard, Forest, Mountains
Internal Allied Generals	0-2	Any Instinctive		

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	Superior	-	Short Spear	-	94	Melee Expert (22), Integral Shooters (8)	0	2
	Tribal Flexible	Protected	-					8	
Note: A command may not have more than one TuG of best warriors.									
Warriors	INFANTRY	Average	-	Short Spear	-	44	Integral Shooters (4)	6	2,3
	Tribal Flexible	Unprotected	-					48	
Upgrade warriors	INFANTRY	Average	-	Short Spear	Melee Expert	54	Integral Shooters (4)		2,3
	Tribal Flexible	Unprotected	-					Up to half	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher	Unprotected	Javelin					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	

Changes from last version

None.

6302

Mound-Builder Culture

Army Commander	1	Any Instinctive	Dates	900 CE to 1500 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Standard, Coastal, Forest
Internal Allied Generals	0-2	Any Instinctive		

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Nobles and retainers	INFANTRY	Superior	-	Short Spear	-	80	Melee Expert (22), Integral Shooters (8)	0	2
	Tribal Loose	Protected	-					8	
Note: A command may not have more than one TuG of nobles and retainers.									
Honoured men	INFANTRY	Average	-	Short Spear	-	57	Integral Shooters (6)	4	2,3
	Tribal Loose	Protected	-					28	
Upgrade honoured men	INFANTRY	Average	-	Short Spear	Melee Expert	73	Integral Shooters (6)		2,3
	Tribal Loose	Protected	-					Up to half	
Subject tribesmen	INFANTRY	Average	-	Short Spear	-	57	Combat Shy (-22)	4	2,3
	Tribal Loose	Protected	-					24	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	2	2
	Tribal Loose	Unprotected	Bow					22	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					12	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher	Unprotected	Javelin					6	

Changes from last version

None.

6303

Plains Culture

Army Commander	1	Any Instinctive	Dates	900 CE to 1500 CE
Sub-Generals	0-2	Any Instinctive	Terrain	Standard, Plains
Internal Allied Generals	0-2	Any Instinctive		

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	Superior	-	Short Spear	-	80	Melee Expert (22), Integral Shooters (8)	0	2
	Tribal Loose	Protected	-					8	
Note: A command may not have more than one TuG of best warriors.									
Warriors	INFANTRY	Average	-	Short Spear	-	57	Integral Shooters (6)	6	2,3
	Tribal Loose	Protected	-					48	
Upgrade warriors	INFANTRY	Average	-	Short Spear	Melee Expert	73	Integral Shooters (6)		2,3
	Tribal Loose	Protected	-					Up to half	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					24	

Changes from last version

None.

6304

Pueblo Culture

Army Commander	1	Any Instinctive	Dates	900 CE to 1500 CE	
Sub-Generals	0-2	Any Instinctive	Terrain	Desert, Standard	
Internal Allied Generals	0-2	Any Instinctive			

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	Superior	-	Short Spear	-	80	Melee Expert (22)	0	2
	Tribal Loose	Protected	-					8	
Note: A command may not have more than one TuG of best warriors.									
Warriors	INFANTRY	Average	-	Short Spear	-	38	-	4	2,3
	Tribal Loose	Unprotected	-					12	
Upgrade warriors	INFANTRY	Average	-	Short Spear	Melee Expert	48	-		2,3
	Tribal Loose	Unprotected	-					Up to half	
Archers with shield bearers	INFANTRY	Average	Experienced	-	-	65	-	6	2
	Tribal Loose	Protected	Bow					28	
Skirmishers with atlatl	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	1,2
	Skirmisher	Unprotected	Darts					6	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					6	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					9	

Allies	List
Chichimec allies	6205

Changes from last version

None.

6305

Tu'i Empire

Army Commander	1	Any Instinctive	Dates	950 CE to 1500 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Coastal, Mountains, Jungle
Internal Allied Generals	0-2	Any Instinctive		

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	Superior	-	-	Fleet of Foot, Devastating Chargers	64	Melee Expert (15)	0	2
	Tribal Loose	Unprotected	-					8	
Note: A command may not have more than one TuG of best warriors.									
Warriors	INFANTRY	Average	-	-	Fleet of Foot, Devastating Chargers	46	Melee Expert (10)	6	2,3
	Tribal Loose	Unprotected	-					48	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					9	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					4	

Changes from last version

None.

6306

Hawaiian

Army Commander	1	Any Instinctive	Dates	1000 CE to 1500 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Standard, Coastal, Mountains
Internal Allied Generals	0-2	Any Instinctive		

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Guard pikemen	INFANTRY	Superior	-	Pike	-	80	Fanatic (36)	0	3
	Formed Close	Unprotected	-					3	
Papa-kaua pikemen	INFANTRY	Average	-	Pike	-	57	-	3	3
	Formed Close	Unprotected	-					9	
Warriors with laau palau	INFANTRY	Average	-	Polearm	-	57	-	0	2
	Formed Close	Unprotected	-					6	
Warriors	INFANTRY	Average	Unskilled	Short Spear	-	53	Melee Expert (10), Shoot & Charge (2)	6	2,3
	Formed Flexible	Unprotected	Javelin					48	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					9	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher	Unprotected	Javelin					6	

Changes from last version

None.

6307

Pacific Northwest Culture

Army Commander	1	Any Instinctive	Dates	1100 CE to 1500 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Standard, Mountains, Coastal
Internal Allied Generals	0-2	Any Instinctive		

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Best warriors and totem-men	INFANTRY	Superior	-	Short Spear	-	80	Melee Expert (22), Integral Shooters (8)	0	2
	Tribal Loose	Protected	-					8	
Note: A command may not have more than one TuG of best warriors and totem-men.									
Warriors	INFANTRY	Average	-	Short Spear	-	38	Integral Shooters (4)	6	2,3
	Tribal Loose	Unprotected	-					60	
Upgrade warriors	INFANTRY	Average	-	Short Spear	Melee Expert	48	Integral Shooters (4)		2,3
	Tribal Loose	Unprotected	-					Up to half	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					6	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher	Unprotected	Javelin					6	

Changes from last version

None.

6308

Timucuan

Army Commander	1	Any Instinctive	Dates	1200 CE to 1500 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Standard, Forest, Jungle
Internal Allied Generals				

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Best warriors with 2-handed clubs	INFANTRY	Superior	-	2-H Cut-Crush	-	129	-	0	2
	Formed Loose	Protected	-					2	
Best warriors	INFANTRY	Superior	-	Short Spear	-	94	Melee Expert (22)	0	2
	Formed Loose	Protected	-					6	
Note: A command may not have more than one TuG of best warriors.									
Warriors	INFANTRY	Average	-	Short Spear	-	44	-	4	2,3
	Formed Loose	Unprotected	-					28	
Upgrade warriors	INFANTRY	Average	-	Short Spear	Melee Expert	54	-		2,3
	Formed Loose	Unprotected	-					Up to half	
Archers	INFANTRY	Average	Experienced	Short Spear	-	59	Combat Shy (-14)	4	2
	Formed Loose	Unprotected	Bow					22	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher	Unprotected	Javelin					9	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	

Changes from last version

None.

6309

Moa-Hunter Maori

Army Commander	1	Any Instinctive	Dates	1280 CE to 1450 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Standard, Mountains, Coastal
Internal Allied Generals	0-1	Any Instinctive		

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	Superior	-	-	Melee Expert, Fleet of Foot	79	-	0	2
	Tribal Flexible	Unprotected	-					8	
Note: A command may not have more than one TuG of best warriors.									
Warriors	INFANTRY	Average	-	-	Melee Expert, Fleet of Foot	56	-	6	2,3
	Tribal Flexible	Unprotected	-					60	

Changes from last version

None.

6310

Southeastern Woodland Culture

Army Commander	1	Any Instinctive	Dates	1300 CE to 1500 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Standard, Forest, Mountains
Internal Allied Generals	0-2	Any Instinctive		

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Best warriors with 2-handed clubs	INFANTRY	Superior	-	2-H Cut-Crush	-	115	Integral Shooters (8)	0	2
	Tribal Loose	Protected	-					2	
Best warriors	INFANTRY	Superior	-	Short Spear	-	80	Melee Expert (22), Integral Shooters (8)	0	2
	Tribal Loose	Protected	-					6	
Note: A command may not have more than one TuG of best warriors.									
Warriors	INFANTRY	Average	-	Short Spear	-	38	Integral Shooters (4)	6	2,3
	Tribal Loose	Unprotected	-					60	
Upgrade warriors	INFANTRY	Average	-	Short Spear	Melee Expert	48	Integral Shooters (4)		2,3
	Tribal Loose	Unprotected	-					Up to half	
Skirmishers with atlatl	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	1,2
	Skirmisher	Unprotected	Darts					8	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					8	

Changes from last version

None.