ARMY LISTS – BOOK 3

EARLY MEDIEVAL TO LATE MEDIEVAL

FIELD OF GLORY

Army Lists - Book 3

Edition 3.1

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INTRODUCTION

Field of Glory is a historical miniature tabletop wargaming rules system for anyone interested in recreating the battles of the ancient and medieval eras. This companion is designed to be used alongside the Field of Glory rulebook and covers the better-known armies of the world from the beginning of the Early Medieval period until the end of the Later Medieval period at about 1500AD..
This period includes the creation of the nations of Medieval Europe (French, German, English etc.) and their development as they progress into the 15th century. Also covered are the armies of India, China Japan and other far eastern empires along with the remote empires of the Inca and Aztecs of South and Central America. Add to this mix the whirlwind invasions of the Mongols and we have a diverse selection of weapons and troops types matching any other period in history.
The lists in this book have been fully updated to make them compatible with the changes introduced in Field of Glory Version 3. They should be used as replacements for those lists published in earlier books such as “Storm of Arrows”, “Eternal Empire” and “Oath of Fealty”, and will also replace some of the lists which appeared in “Empires of the Dragon and “Lost Scrolls”.

As you look at each army, you will find the following sections:

- Brief Historical notes on the army, its wars, its famous generals, weapons and/or troop types.
- Instruction for building a customised army using our points system.
- A table with a full list of core and optional troops.
- A separate table for each of the main armies to be used when the army is only represented as an ally to another nation’s army.
- Note that all armies have an allied list even if that army never provided such a contingent. This is so that players can use non-historical armies and alliances as part of a campaign or a special what-if scenario. They should not be used in other circumstances.
- A number of **allied lists** for those nations who often appear in history as a separate contingent allied to another nation.

HOW TO USE THE LISTS

To give balanced games, armies can be selected using the points system. The more effective the troops, the more each base costs in points. The maximum points for an army will usually be set at between 600 and 800 points for a singles game for 2 to 4 hours play. We recommend 800 points for 15mm singles tournament games (650 points for 25mm) and 1000 points for 15mm doubles games.
The army lists specify which troops can be used in a particular army. No other troops can be used. The number of bases of each type in the army must conform to the specified minima and maxima. Troops that have restrictions on when they can be used cannot be used with troops with a conflicting restriction. For example, troops that can only be used “before 1150 AD” cannot be used with troops that can only be used “from 1150 AD”. All special instructions applying to an army list must be adhered to. They also apply to allied contingents supplied by the army. All armies must have a C-in-C and at least one other commander. No army can have more than 4 commanders in total, including C-in-C, sub-commanders and ally commanders.

All armies must have a supply camp. This is free unless fortified. A fortified camp, field fortifications and portable defences can only be used if specified in the army list.
Allied contingents can only be used if specified in the army list. Most allied contingents have their own allied contingent list, to which they must conform unless the main army’s list specifies otherwise.

BATTLE GROUPS

All troops are organized into battle groups. Commanders, supply camps and field fortifications are not troops and are not assigned to battle groups. Portable defences are not troops, but are assigned to specific battle groups. Battle groups must obey the following restrictions:
w The number of bases in a battle group must correspond to the range specified in the army list.
w Each battle group must initially comprise an even number of bases. The only exceptions to this rule are:
• Battle groups, whose army list specifies them as 2/3 of one type and 1/3 of another, can comprise 9 bases if this is within the battle group size range specified by the list.
• Battle groups of elephants and knights may be of 3 bases - only if their army list specifies that as an option.
w A battle group can only include troops from one line in a list, unless the list specifies a mixed formation by specifying fractions of the battle group to be of types from two lines. e.g. 2/3 spearmen, 1/3 archers.
w All troops in a battle group must be of the same quality and training. When a choice of quality or training is given in a list, this allows battle groups to differ from each other. It does not permit variety within a
battle group.
w Unless specifically stated otherwise in an army list, all troops in a battle group must be of the same armour class. When a choice of armour class is given in a list, this allows battle groups to differ from each other. It does not permit variety within a battle group.

EXAMPLES

Here are sections of some actual army lists, which will help us to explain the basics and some special features. The lists specify the following items for each historical type included in the army:

Hungarian nobles and gentry	Only before 1200AD	Cavalry	Armoured	Superior	Undrilled	Bow*	Light Spear Swordsmen	19	4-6	3-8
	Only before 1060AD	Cavalry	Armoured	Superior	Undrilled	-	Lancer Swordsmen	17	4-6	
	Only from 1060AD to 1149AD	Knights	Armoured	Superior	Undrilled	-	Lancer Swordsmen	23	4	
				Average				16		
	Only from 1150AD	Knights	Armoured	Superior	Undrilled	-	Lancer Swordsmen	26	3-4	
				Average				18	4	

Special features of the above example:

- Hungarian nobles and gentry can be used during any of 3 periods by date. These are: before 1060AD, between 1060AD and 1149AD and from 1150AD until the end of the period - 1500AD. There is also an additional option of selecting the top row of
- cavalry during any of the first 2 periods, and in the 3rd period, but only from 1150AD to 1200 AD.
- Troop Type - comprising Type, Armour, Quality and Training.
- Capabilities – comprising Shooting and Close Combat capabilities.
- Points cost per base.
- Minimum and maximum number of bases in each battle group.
- Minimum and maximum number of bases in the army.
- The cavalry must be organized in battle groups of 4 or 6 bases.
- The knights must be organized in battle groups of 4 bases only, except that the
- superior heavily armoured knights may also be used in battlegroups of 3 bases.
- At least 3 bases must be chosen, but no more than 8 bases are permitted in total.

Andalusian spearmen	Heavy Foot	Protected	Average	Drilled		Defensive Spearmen	7	2/3 or all	8-12	8-24
				Undrilled			6			
Supporting archers	Light Foot	Unprotected		Drilled or Undrilled	Bow	-	5	1/3 or none		
Separately deployed archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		0-8
	Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8		8-24
				Undrilled			6			
	Medium Foot	Armoured	Average	Drilled	Bow	-	5	6-8		

Special features:

- Battle groups of Andalusian spearmen can either be entirely of Heavy Foot Defensive Spearmen, or can have 2/3 of their bases as Heavy Foot Defensive Spearmen and 1/3 as Light Foot with Bow. If entirely of Heavy Foot they must be organized in battle groups of 8, 10 or 12 bases. If mixed heavy foot and light foot they must be in battle groups of 9 or 12 bases – they cannot be 8 bases strong as it would not be possible for (exactly) 1/3 of the bases to be Light Foot.
- A minimum of 24 bases must be selected, of which 8 must be archers in a battlegroup of medium foot and 16 must be in battlegroups containing spearmen.

Milites	Knights	Armoured	Average	Undrilled	-	Lancer Swordsmen	16	4-6	16-48
Update Milites to veteran	Knights	Armoured	Superior	Undrilled	-	Lancer Swordsmen	23	4-6	Up to 1/2 of bases
Further upgrade veteran milites as bodyguards	Knights	Armoured	Elite	Undrilled	-	Lancer Swordsmen	26	4	Up to 1 BG

Special features:

- Milites are normally selected as Average, however, up to 1/2 of them may be upgraded to Superior. In this example, there must be a minimum number of 16 milites in the army, of which 8 (1/2 of 16) can be upgraded to Superior.
- One of the battlegroups of Superior milites may additionally be upgraded to Elite.

Special Campaigns									
Duke Williams invasion of England in 1066AD									
Downgrade milites lacking horses to:	Heavy Foot	Armoured	Superior	Undrilled	-	Offensive, Swordsmen	13	6-8	1/3 to 2/3 of bases
	Heavy Foot	Armoured	Average	Undrilled	-	Offensive, Swordsmen	9	6-8	

Special features:

- In addition to the rules above for upgrading milites to Superior, if you choose the special campaign of 1066 AD you must select and pay for some of them (at lower cost) as dismounted due to lack of horses. For example, if you selected 18 milites, then at least 6 of them (min 1/3 of 18) and no more than 12 of them (max 2/3 of 18must be paid for as heavy foot. All other milites (including any Elite ones) must remain mounted.
- The special instructions for the Norman list allow you to dismount any remaining mounted milites as normal (other than any Elite) at deployment time as specified in the rules.

Koryo Korean

From 918 AD the Koryo leader Taejo fought the ruling Shilla factions in a Unification War that lasted until the Koryo Dynasty was created in 936AD. The dynasty resisted Mongol attacks during six major campaigns from 1231 AD to 1259AD when, worn out after decades of fighting, they were forced to swear allegiance to Kublai Khan. They were never conquered by the Mongols but became reluctant allies during the Mongol led invasions of Japan in 1274 AD and 1281 AD. The Koryo survived the collapse of the Mongol Yuan dynasty, lasting until 1392AD when an internal revolt by General Yi finally brought the Dynasty to an end. This list covers Koryo Korean armies from 936AD to 1392AD.

Troop Notes

The Koreans employed an increasing number of gunpowder-based weapons. Multiple launch tubes were capable of firing up to 115 arrows and later these were adapted to fire large and small rockets. Early handguns fired arrows rather than bullets.

The Koryo during their long reign developed several guard units which were loyal to the ruling family rather than independent nobles or regional governors. The To-bang were a unit of spearmen. The Tae-gak were a crossbow regiment. The Singi were mounted lancers. All were well armoured.To-bang and Tae-gak guard units wore leather or metal hauberks under their outer clothing. Kwang-gun troops were from a new professional soldier class that had replaced the older regional military settlers and professionals that had comprised the provincial troops.

The Py-lom-u-ban was a special force formed to fight Jurchen and Liao armies after 1100AD. Of these, the Singi-gun were the cavalry and the Sinbugun were the Kwang-gun infantry armed with shields and long spears with curved points. A third group in the force was called the Hang-ma-gun and consisted of Buddhist monks armed with javelins and shields.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Singi guard.
- Kwang-gun spearmen, archers and crossbowmen can be in separate battle groups, or in mixed battle groups, half spearmen, half archers or half spearmen, half crossbowmen.
- Sinbugun spearmen, archers and crossbowmen can be in separate battle groups, or in mixed battle groups of half Pole arms, half archers or half Pole arms, half crossbowmen.
- The total number of bases of Kwang-gun spearmen in the army cannot exceed the total number of Kwang-gun archers and crossbowmen.
- The total number of bases of Medium Foot crossbowmen in the army cannot exceed the number of bases of Medium Foot archers.
- Mongol allies cannot be used with Jin allies.

Koryo Korean											
Territory Types: Mountain, Hilly, Woodlands											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Sungi guard		Cataphracts	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	21	4-6		4-8 (0-4 from 1100AD)
		Cavalry	Armoured					18			
Kwang-gun cavalry		Cavalry	Protected	Average	Undrilled	-	Lancers, Swordsmen	10	4-6		4-12 (0-6 from 1100AD)
Separately deployed Kwang-gun spearmen		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8		6-24 (0-12 from 1100AD)
Kwang-gun troops in mixed battle groups		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	1/2	6-8	
						Bow or Crossbow	-	7	1/2		6-24 (0-12 from 1100AD)
Separately deployed Kwang-gun archers or crossbowmen		Medium Foot	Protected	Average	Drilled	Bow or Crossbow	-	7	6-8		
Skirmishing Kwang-gun archers		Light Foot	Unprotected	Average	Drilled	Bow	-	5	6-8		0-8
Singi-gun cavalry	Only from 1100AD	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6		4-12
Sinbugun 'spearmen'		Medium Foot	Protected	Average	Drilled	-	Pole arm	8	6-8		6-16
Sinbugun in mixed formations		Medium Foot	Protected	Average	Drilled	-	Pole arm	8	1/2	6-8	
						Bow or Crossbow	-	7	1/2		6-16
Sinbugun archers or crossbowmen		Medium Foot	Protected	Average	Drilled	Bow or Crossbow	-	7	6-8		
Hang-ma-gun		Light Foot	Unprotected	Average	Drilled	Javelins	Light Spear	5	6-8		0-8
Levy "spearmen"	Only before 1100AD	Medium Foot	Unprotected	Poor	Undrilled	-	Heavy Weapon	4	1/2	10	10-40
Levy archers						Bow	-	3	1/2		

Optional Troops										
To-bang guard		Heavy Foot Medium Foot	Protected	Superior	Drilled	-	Offensive Spearmen	11	6-8	0-8
Tae-gak guard		Medium Foot	Protected	Superior	Drilled	Crossbow	-	10	6-8	0-8
Military school trainees		Light Horse	Unprotected	Poor	Undrilled	Bow	-	8	4-6	0-8
Nomad nobles	Only before 1100AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-6
Other nomad cavalry	Only before 1100AD	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8
		Cavalry	Protected					11		
Foot nomads		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8
Peasants		Mob	Unprotected	Poor	Undrilled	-	-	2	10-12	0-12
Battle wagons	Only before 1300AD	Battle wagons	-	Average	Undrilled	Crossbow	-	17	2 or 4	0-4
Handgunners	Only from 1350AD	Light Foot	Unprotected	Average	Drilled	Firearm	-	5	4	0-4
Rocket launchers	Only from 1300AD	Light artillery	-	Average	Drilled	Light artillery	-	17	2	0-4
Fortified Camp								24		0-1
Allies										
Mongol allies (only in 1219 AD) - see Mongol Conquest list										
Jin allies (Only before 1234 AD) – See Jurchen-Jin list										

Koryo Korean Allies											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Sungi guard		Cataphracts	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	21	4-6		0-4
		Cavalry	Armoured					18			
Kwang-gun cavalry		Cavalry	Protected	Average	Undrilled	-	Lancers, Swordsmen	10	4-6		0-6
Separately deployed Kwang-gun spearmen		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8		0-8
Kwang-gun troops in mixed battle groups		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	1/2	6-8	
						Bow or Crossbow	-	7	1/2		0-8
Separately deployed Kwang-gun archers or crossbowmen		Medium Foot	Protected	Average	Drilled	Bow or Crossbow	-	7	6-8		
Skirmishing Kwang-gun archers		Light Foot	Unprotected	Average	Drilled	Bow	-	5	6-8		0-8
Singi-gun cavalry	Only from 100AD	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6		4-8
Sinbugun 'spearmen'	Only from 100AD	Medium Foot	Protected	Average	Drilled	-	Pole arm	8	6-8		4-8
Sinbugun in mixed formations	Only from 100AD	Medium Foot	Protected	Average	Drilled	-	Pole arm	8	1/2	6-8	
						Bow or Crossbow	-	7	1/2		4-8
Sinbugun archers or crossbowmen	Only from 100AD	Medium Foot	Protected	Average	Drilled	Bow or Crossbow	-	7	6-8		
Hang-ma-gun	Only from 100AD	Light Foot	Unprotected	Average	Drilled	Javelins	Light Spear	5	6-8		0-8

Early Hungarian

In 1000AD the Magyar High Prince,Vajk, of the Árpád dynasty, accepted Christianity. He was recognised as King of Hungary by Pope Sylvester II and ruled under his Christian name of István (Stephen) I. Under his successors Hungary developed a feudal economy and expanded its territories, becoming one of the leading powers in south-eastern Europe. The last king of the Árpád line, András III, died in 1301AD. Following a protracted succession struggle, the Angevin Charles I Robert ascended the throne. Under Charles I Robert (1308AD – 1342AD) Hungary was successfully allied with Poland against the Holy Roman Empire, Austria and Bohemia.

This list covers Hungarian armies from 1000AD to 1440AD.

Troop Notes

Though primarily equipped with lance and shield, Hungarian armoured cavalry continued to carry bows and operate as heavy horse archers, when necessary, until the end of the 12th century.

Many western knights, principally Germans and Italians, were employed as mercenaries and subsequently granted Hungarian lands especially in the east of the kingdom. They gradually became absorbed into the Hungarian nobility, who themselves came to adopt their equipment and tactics. The king's household and court were the first to do so.

Classification of Szeklers presents some difficulty, so we have given a choice of interpretations.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Hungarian nobles.
- Only one allied contingent can be used except for the Crusade of Nicopolis special campaign, when both Wallachian allies and Crusader Allies must be used. Crusader knights are used in addition to the 'Hungarian and other Western knights and sergeants' in the main list.

Early Hungarian											
Territory Types: Agricultural, Hilly											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Hungarian nobles and gentry	Only Before 1200AD	Cavalry	Armoured	Superior	Undrilled	Bow*	Light Spear Swordsmen	19	4-6	0-8	4-20
	Only before 1060AD					-	Lancers Swordsmen	17		0-10	
Hungarian and other western knights and sergeants	Only from 1060Ad to 1149AD	Knights	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	23	4-6	0-12	
				Average				16		4-12	
	Only 1150AD		Heavily Armoured	Average	Undrilled	-	Lancers, Swordsmen	18	4-6		
				Superior				26	3-4	0-12	
Hungarian, Pecheneg (Bessi), Cuman, Jazyges or other horse archers		Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	4-12	12-40
							Swordsmen	10			
		Cavalry				Bow	Swordsmen	10	4-6	4-32	
Szeklers		Light Horse	Unprotected	Average		Bow	Swordsmen	10	4-6	4-8	8-20
							Light Spear Swordsmen	11			
		Cavalry	Protected	Superior		Bow	Swordsmen	15	4-6	4-12	
				Average				11			
			Unprotected	Average				10			
		Cavalry	Protected	Superior	Drilled	Bow	Light Spear Swordsmen	15	4-6		
				Average				11			
			Unprotected	Average				10			
Optional Troops											
Croat nobles	Only from 1097AD to 1149AD	Cavalry	Protected	Average	Undrilled	-	Lancers, Swordsmen	12	4	0-4	
							Light Spear Swordsmen				
Teutonic order knights	Only from 1211AD to 1225AD	Knights	Heavily Armoured	Elite	Drilled	-	Lancers, Swordsmen	33	2	0-2	
				Superior				29			
Hungarian, Slav, Croat or Serb spearmen		Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	6-8	0-16	
				Poor				4			
Hungarian, Slav, Croat or Serb foot archers		Medium foot	Unprotected	Average	Drilled	Bow	-	5	6-8	0-24	0-24
				Poor				3			
		Light Foot		Average				5		0-8	
Croat axemen	Only from 1097AD	Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8	0-8	0-16
Vlach Foot		Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	0-18	
Fortified camp								24		0-1	

Allies
Anatolian Turcoman allies (only from 1239 AD to 1300 AD)
Early Polish allies (only from 1017 AD to 1116 AD) – see Book 2: Early Polish allies
Later Polish allies (only from 1370 AD to 1382 AD) – see Later Polish list
Rus Allies (only from 1019 AD to 1046 AD) – see Book 2: Rus list
German city allies (only from 1245 AD to 1307 AD)
Paduan allies (only from 1358 AD to 1380 AD) – see Condotta Italian list
Moldavian or Wallachian allies – see Moldavian or Wallachian allies

Special Campaigns										
Crusade of Nicopolis in 1396 AD										
Crusader allied commander	Field Commander						30	1		
Hungarian, Slav, Croat or Serb spearmen	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	4-10	8-16
			Average				18	4-6	4-12	
Wallachian allies must also be fielded. Crusader allied commander can only command (and must command all) crusader knights										

Early Hungarian Allies

Allied commanders		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Hungarian nobles and gentry	Only Before 1200AD	Cavalry	Armoured	Superior	Undrilled	Bow*	Light Spear Swordsmen	19	4-6	3-8	
	Only before 1060AD					-	Lancers Swordsmen	17			
Hungarian and other western knights and sergeants	Only from 1060Ad to 1149AD	Knights	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	23	4		
				Average				16			
	Only 1150AD		Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4		
				Average				18	4		
Hungarian, Pecheneg (Bessi), Cuman, Jazyges or other horse archers		Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	0-6	4-16
							Swordsmen	10			
		Cavalry				Bow	Swordsmen	10	4-6	4-12	
Szeklers		Light Horse	Unprotected	Average		Bow	Swordsmen	10	4-6	0-4	0-8
							Light Spear Swordsmen	11			
		Cavalry	Protected	Superior		Bow	Swordsmen	15	4-6	0-8	
				Average				11			
			Unprotected	Average				10			
		Cavalry	Protected	Superior	Drilled	Bow	Light Spear Swordsmen	15	4-6		
				Average				11			
			Unprotected	Average				10			

Taifa Andalusian

This list covers the armies of the Muslim Taifa kingdoms of the Iberian Peninsula from 1017 AD until the Almoravid conquest of Murcia in 1172 AD. Armies must be designated as one of the following:

- Toledo from 1017 AD until 1085 AD
- Badajoz from 1017 AD until 1150 AD
- Zaragoza from 1017 AD until 1110 AD
- Seville from 1023 AD to 1091 AD
- Murcia from 1145 AD to 1172 AD
- Valencia from 1094 AD until 1101 AD

Troop Notes

Almogavari, were border soldiers, better known as Almughavars by non-Moslems. They were used by Ibn Mardanish to defend the Taifa of Murcia, together with other mercenaries including Castilians, Aragonese and Franks.

“Slav” foot comprised the descendants of former mamluk (slave) foot of Christian origin. Following the collapse of the Andalusian Caliphate they ruled several Taifa kingdoms, including Valencia, Tortosa, Denia and Baleares.

Most of these were small and lacked substantial armies. Following the capture of Valencia by the Taifa of Toledo in 1074 AD, many fled to Murcia.El Cid’s mesnaderos were a veteran body that fought together for many years. They may therefore deserve Drilled status.

Building a customised list using our army points

Commanders should be depicted as Arab or Andalusian cavalry, or, if “The Cid” as El Cid mesnaderos

- “The Cid” and El Cid mesnaderos can only be used by the Taifa of Zaragosa (only from 1081 AD to 1086 AD) or the Taifa of Valencia
- El Cid mesnaderos and can only be used if the C-in-C is “The Cid”.
- Minima marked * only apply if any Christians or El Cid mesnaderos are used or if “The Cid” is the CinC
- Almogavari must be classified as all impact foot or all offensive spearmen. They cannot be used with Christian troops.

Taifa Andalusian												
Territory Types: Agricultural, Developed, Hilly												
C-in-C	“The CID”	Inspired Commander/Field Commander (Zaragosa or Valencia)						80/40			1	
	Others	Inspired Commander/Field Commander						80/40/30				
Sub-commanders		Field Commander						40	0-2			
		Troop Commander						30	0-3			
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Andalusian or Berber cavalry		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6		6-12	14-36
		Cavalry									8-30	
Andalusian spearmen		Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	2/3 or all	8-12	16-48	24-32
					Undrilled			6				
Supporting archers		Light Foot	Unprotected		Drilled or Undrilled	Bow	-	5	1/3 or none			
Seperatley deployed archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		0-8	
		Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8		8-24	
					Undrilled			6				
			Unprotected	Average	Undrilled	Bow	-	5	6-8			
Christian spearmen		Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	6-8		*8-16	
Optional Troops												
Andalusian or other horse archers		Light Horse	Unprotected	Average	Drilled	Bow	-	8	4		0-4	
Andalusian levy spearmen		Heavy Foot	Protected	Poor	Undrilled	-	Defensive Spearmen	4	2/3 or all	8-12	0-24	
Supporting archers		Light Foot	Unprotected			Bow	-	3	1/3 or none			
Black spearmen		Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8		0-8	
Berber spearmen		Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	4	2/3 or all	8-12	0-16	
Supporting archers		Light Foot	Unprotected			Bow	-	3	1/3 or none			
Berber javelinmen		Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8		0-8	
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8			
Fortified camp								24			0-1	

Only Taifa of Seville from (1023 AD to 1091) AD or Taifa Of Zaragoza (From 1017 AD to 1110 AD)										
Arab cavalry		Cavalry	Armoured	Superior	Drilled	-	Lancers Swordsmen	18	4-6	0-10
			Armoured	Average				13		
			Protected					10		
Christian mercenaries	Onlybefore 1051AD	Cavalry	Armoured	Superior	Drilled	-	Lancers Swordsmen	17	4	0-4
				Average	Undrilled			13		
	Only from 1051AD	Knights	Armoured	Superior	Drilled	-	Lancers Swordsmen	23		
				Average	Undrilled			18		
El Cid mesnaderos		Knights	Armoured	Superior	Drilled	-	Lancers Swordsmen	25	4	
					Undrilled			23		
Only Taifa of Valencia (From 1094 AD to 1101 AD) - The CinC must be "The Cid"										
El Cid mesnaderos		Knights	Armoured	Superior	Drilled	-	Lancers Swordsmen	25	4	4
					Undrilled			23		
Aragonese knights		Knights	Armoured	Superior	Undrilled	-	Lancers Swordsmen	23	4	0-4
Christian archers		Medium Foot	Protected	Average	Undrilled	Bow	-	5	6-8	0-8

Taifa Andalusian Allies											
Allied Commander	Field Commander/ Troop Commander						30/20	1			
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops											
Andalusian or Berber cavalry	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6		0-6	6-16
	Cavalry									4-12	
Andalusian spearmen	Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	2/3 or all	8-12	8-24	8-32
				Undrilled			6				
Supporting archers	Light Foot	Unprotected		Drilled or Undrilled	Bow	-	5	1/3 or none			
Seperatley deployed archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		0-6	
	Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8		0-24	
				Undrilled			6				
		Unprotected	Average	Undrilled	Bow	-	5	6-8			

Medieval Spanish and Portuguese

This list covers the Christian armies of the kingdoms of Spain from 1037AD and the Kingdom of Portugal from its foundation in 1139AD.The kingdoms of Aragon and Catalonia were united in 1137 AD, and the list covers the subsequent Aragonese kingdom until 1479AD when it united with Castile. The kingdoms of Castile and Leon were united (finally) in 1230AD and the list covers the united Castilian kingdom until 1500AD.

Armies must be selected as being from: Aragon (1037 AD to 1479 AD), Catalonia 1037AD to 1137AD), Castile (1037AD to 1500AD) or Portuguese (from 1139AD to 1500AD)

Troop Notes

Early armies had a very strong Frankish influence mixed with local developments. Drilled militia from the cities used pikes from the 13th century, but deep formations were not introduced until the arrival of foreign mercenaries in the second half of the 15th century. Therefore, we classify them as Offensive Spearmen until deep formations were used. Almughavars were recruited from the border lands and are described as lightly armoured and equipped with a couple of iron darts called “sagetes” or “escones”, similar to the Roman pilum or the ancient Spanish soliferrum, a short sword or dagger, and a spear.Their fighting style relied on the effect of missiles combined with a fierce charge. Classification presents a problem; therefore, we give a choice of classification. While there were probably at least some light horse from quite early on, they were not called jinetes until their numbers greatly expanded during the 13th century. They can include both Muslims, mostly Berbers, and Christians.

Caballeros villanos were non-noble knights supplied by the cities as a core part of their militia forces. In areas reconquered from the Moors they may have retained their customary fighting style. A proportion of the army’s spearmen, crossbowmen or archers can be Mudejars (Moslems) or Jews conscripted from the formerly Moslem areas. This does not affect their classification. French allies in 1365 represent Bertrand du Guesclin’s Free Companies, hired by Pere of Aragon for his war against Pedro of Castile. During the Civil War of 1462 to 1472 between King Juan II and the Catalan government of the Generalitat, French troops sent by Louis XI helped the king until 1466, when the Generalitat offered the Catalan crown to René d’Anjou and Louis XI changed sides.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as knights.
- The minima marked * apply only if no almughavars are used or from 1400 AD.
- The minimum marked ** applies if any almughavars are used or before 1150 AD.
- From 1137 AD Catalonia was under the control of the Crown of Aragon. Armies during the Catalan Civil War of 1462 AD to 1472 AD are therefore selected from the Aragonese list and must be designated Royalist or Generalitat. French allies can be used only by Royalist armies until 1466, and only by Generalitat armies thereafter. Generalitat armies cannot use Superior feudal knights.
- A French allied commander can only command French or Free Company troops and must command all of them.
- An English allied commander can only command English or Free Company troops and must command all of them.
- Mounted French or Free Company men-at-arms can always dismount as Superior or Average (as mounted type), Heavily Armoured, Undrilled, Heavy Foot – Pole Arm.
- From 1365 AD Portuguese feudal knights can always dismount as Superior or Average (as mounted type), Heavily Armoured, Undrilled, Heavy Foot – Pole Arm.
- French, English or Free Company minima in the Special Campaigns only apply if the Special campaign option is used.

Medieval Spanish and Portuguese											
Territory Types: Agricultural, Hilly											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Feudal knights	Only Before 1050AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers Swordsmen	17	4-6	0-24	8-32
				Average				12		8-32	
	Only from 1050Ad to 1149AD	Knights	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	23	4-6	0-24	
				Average				16		8-32	
	Only 1150AD	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-18	6-24
				Average				18	4-6	6-24	
Mercenary men-at-arms	Only from 1410AD	Knights	Heavily Armoured	Average	Undrilled	-	Lancers, Swordsmen	21	4-6	0-12	
Spearmen		Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	4-6	0-12	*12-40
				Poor				4			
City militia or mercenaries	From 1350AD to 1449AD	Heavy Foot	Armoured	Average	Drilled	-	Offensive Spearmen	10	6-8	0-12	
	From 1200AD		Protected					8			
	From 1450AD (not Portuguese)	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	0-24	

Almughavars	Only Aragon before 1150AD	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	6-24	**6-24
	Only Aragon before 1150AD	Medium Foot	Protected	Average	Undrilled	-	All Offensive Spearmen or all Impact Foot Swordsmen	7	6-8	**6-18	
	Only Aragon from 1150AD to 1400AD			Superior				10		0-18	
Crossbowmen	Only before 1150AD	Medium Foot	Protected	Average	Undrilled	Crossbow	-	6	6-8	0-8	6-24
	From 1150AD				Drilled			7		6-24	
Archers	Only Portuguese from 1350AD	Medium Foot	Protected	Average	Undrilled	Bow	-	6	6-8	0-16	
			Unprotected					5			
Optional Troops											
Caballeros, Villanos or Cavalls Alforrats	Any date	Cavalry	Armoured	Average	Undrilled	-	Lancers, Swordsmen	12	4-6	0-8	
	Only from 1050AD	Knights	Armoured	Average	Undrilled	-	Lancers, Swordsmen	16	4-6		
Jinetes, Basque, or Berber light horse	Any date	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-8	
	Only from 1300AD		Protected					8			
Mounted crossbowmen	Only from 1150AD	Light Horse	Protected	Average	Undrilled	Crossbow	-	8	4-6	0-6	
			Unprotected					7			
Military Order knights	From 1137AD to 1149AD	Knights	Armoured	Superior	Drilled	-	Lancers, Swordsmen	25	4-6	Up to 1 battle group	
	Only from 1150AD		Heavily Armoured	Superior				29	3-4		
				Elite				33	2		
Military Order spearmen	Only from 1137AD	Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	6-8	0-8	
			Armoured					9			
Military Order crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	0-8	
Skirmishing Infantry		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-12	
						Crossbow	-				
						Bow	-				
Handgunners	Only from 1400AD	Light Foot	Unprotected	Average	Drilled	Firearm	-	5	4-8	0-8	
			Protected					6			
Artillery	Only from 1350AD	Heavy Artillery	-	Average	Undrilled	Heavy Artillery	-	20	2	0-2	
Fortified camp								24		0-1	
Allies											
Taifa Andalusian allies (only Aragon and Catalonia) before 1100 AD – see Taifa Andalusian list											
Aragonese allies (only Castile from 1136 AD to 1476 AD) – see Medieval Spanish and Portuguese list											
Portuguese allies (only Castile from 1141 AD to 1476 AD) – see Medieval Spanish and Portuguese list											
Granadine allies (only Castile after 1238 AD)											
Marinid allies (only Castile from 1270 AD to 1350 AD) – see Book 2: Muslim North African and Sicily list											
Castilian allies (only Portugal from 1474 AD to 1476 AD) – see Medieval Spanish and Portuguese list											
Special Campaigns											
Majorca Crusade 1113 AD to 1115 AD (Aragon only)											
Pisan allies – see Communal Italian list											
Conquest of Saragossa 1118 AD (Aragon only)											
French crusader allies – see Medieval French list											
Only Aragon in 1465 AD or Castile from 1350 AD to 1390 AD											
French allied commander	Field Commander/Troop commander							30/20	1		
French or Free Company men-at-arms	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen		26	3-4	4-8	
			Average					18	4-6		
Dismounted French or Free Company men-at-arms	Heavy Foot	Heavily Armoured	Superior	Undrilled	-	Pole Arm		15	4-6		
			Average					11	6-8		
French or Free Company crossbowmen	Medium Foot	Protected	Average	Undrilled	Bow	-		6	6-8	6-8	
Only Portugal from 1365 AD to 1390 AD											
English allied commander	Field Commander/Troop commander							30/20	1		
English or Free Company men-at-arms	Heavy Foot	Heavily Armoured	Superior	Drilled	-	Pole Arm		17	4-8	4-8	
	Heavy Foot	Armoured	Superior	Drilled	-	Pole Arm		14			
			Average					10			
English longbowmen	Medium Foot	Protected	Average	Drilled	Longbow	Swordsmen		9	6-8	6-12	
Free company crossbowmen	Medium Foot	Protected	Average	Undrilled	Crossbow	-		6	6	0-6	
Field defences – abatis or trenches	Field Fortifications							3		0-20	
Catalonian civil war between Juan II and the Generalitat											
Ordonnance French allies (only Aragon from 1462AD to 1472AD)											

Medieval Spanish and Portuguese Allies											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Feudal knights	Only Before 1050AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers Swordsmen	17	4-6	0-8	4-12
				Average				12		4-12	
	Only from 1050Ad to 1149AD	Knights	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	23	4-6	0-8	
				Average				16		4-12	
	Only 1150AD	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-4	4-10
				Average				18	4-6	4-6	
Mercenary men-at-arms	Only from 1410AD	Knights	Heavily Armoured	Average	Undrilled	-	Lancers, Swordsmen	21	4-6	0-4	
Spearmen		Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	4-6	0-18	*6-24
				Poor				4			
City militia or mercenaries	From 1350AD to 1449AD	Heavy Foot	Armoured	Average	Drilled	-	Offensive Spearmen	10	6-8	0-6	
	From 1200AD		Protected					8			
	From 1450AD (not Portuguese)	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	0-12	
Almughavars	Only Aragon before 1150AD	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	0-12	
		Medium Foot	Protected	Average	Undrilled	-	All Offensive Spearmen or all Impact Foot Swordsmen	7	6-8		
	Only Aragon from 1150AD to 1400AD	Medium Foot	Protected	Superior				10			
Crossbowmen	Only from 1150AD	Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	0-12	
Archers	Only Portuguese from 1350AD	Medium Foot	Protected	Average	Undrilled	Bow	-	6			
			Unprotected					5			

Late Heian to Muromachi Japanese

This list covers Japanese armies in the late Heian period from 1040 AD to 1185 AD, through the Kamakura shogunate (1185 AD – 1333 AD), the brief "Kenmu Restoration" period (1333AD - 1336AD), the Nambokucho period (1336AD – 1392AD) and the early Muromachi period (1392AD – 1500AD). Armies were still small but increased in size dramatically towards the end of the period. Armies were led by powerful local warlords, daimyo, fighting either for the Imperial court, the Kamakura shogunate or on their own behalf, and based round relatives and retainers fighting as mounted archers.

Troop Notes

During most of this period the bushi fought on horseback except when fighting in boats or behind fortifications. Towards the end of the period, especially during the Onin War of 1467AD- 1468AD, fought in the streets of Kyoto, which ushered in the Sengoku jidai, (the Age of the Country at War), bushi increasingly fought on foot. Bushi bases can also include those followers whose equipment is close to, or indistinguishable from, actual bushi.

Infantry were the followers of the mounted warriors and were equipped to a lower standard, although the better armoured neared the level of the mounted troops. The naginata is first mentioned around the middle of the 12th century and largely replaced the earlier hoko spears. Numbers of foot followers were in the region of between 2 and 3 per mounted warrior. Throughout the period the bushi mainly fought as horse archers and were closely supported by their followers on foot who carried a mixture of bows, staff weapons – especially the naginata – and swords. Whilst the naginata was very popular we feel that the mixture of melee weapons within such groups is best represented by the Pole Arm classification. The numbers of bows, mainly used by the bushi was a minority, and so only justified Bow* rather than Bow classification.

From 1335 AD groups of followers led by bushi were armed with 4-metre-long spears, yari. At the same time a variety of long sword and similar weapons, including the nagamaki and nodachi, became popular for fighting on foot. The first use of the word ashigaru, initially referring to groups of follower-grade foot archers, appears about the same time. By the end of the period dismounted bushi and followers were also using the yari, however, other weapons such as long swords and naginata were also used and we treat such mixed weaponry as Pole Arm.

Classification of the mixed bushi and follower groupings is tricky. We represent mixed battle groups of bushi and foot followers as Medium Foot, whether or not the bushi are themselves mounted. Prior to 1467 AD, such battle groups can depict a mixture of mounted bushi and foot follower figures. If using mounted Bushi, we recommend that the mounted bushi figures are based on double depth medium foot bases each with 1 or 2 mounted bushi figures and 2 or 3 foot followers with mixed weaponry. It is also appropriate to depict the bushi in mixed battle groups as dismounted and use normal depth medium foot bases throughout. When detached bushi are used, the remaining detached followers are downgraded from pole arms to light spear to reflect their reduced fighting ability due to lack of leadership.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as bushi or Daimyo's personal retainers.
- A Japanese ally commander's contingent must conform to the Late Heian to Muromachi Japanese Allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- Daimyo's personal retainers can always dismount as Elite, Medium Foot, Heavily Armoured, Drilled or Undrilled (as mounted type) – Bow, Swordsmen
- From 1467AD mounted detached bushi can always dismount as Superior, Armoured, Undrilled Medium Foot – Bow*, Skilled Swordsmen.
- Taira and Minamoto cannot be allies for each other
- Field fortifications minimum marked * only applies if any detached bushi and followers are used.
- Before 1335AD, if 8 or more fortifications are selected, 8 of them can be sacrificed to upgrade the Supply Camp to a Fortified Camp. This exchange must be announced at the time that the camp is placed.

Late Heian to Muromachi Japanese											
Territory Types: Agricultural, Developed, Hilly											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Japanese allied commanders		Field Commander/Troop Commander						40/30	1-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Bushi and followers with high proportion of followers		Medium Foot	Armoured	Average	Undrilled	Bow*	Pole Arm	10	6-8	6-36	12-72
			Protected					8		6-36	
Detached *Bushi* before 1186 AD	Minamoto	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	4-16	4-24
		Medium Foot						13		0-8	
	Taira	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-8	
		Medium Foot						13		4-16	
	Others	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-8	
		Medium Foot						13		0-8	
Detached Bushi	From 1186AD to 1466AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	4-16	
		Medium Foot						13			

Detached Bushi	Only from 1467AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-6	6-24
		Medium Foot	Armoured	Superior	Undrilled	Bow*	Skilled Swordsmen	14	6-8	6-24	
						-	Offensive Spearmen	13		0-8	
						-	Pole Arm	13			
Detached Followers	Any Date	Medium Foot	Protected	Average	Undrilled	Bow*	Light spear	6	8-12	1-2 bases per base of detached bushi	
				Poor				4			
Regrade detached followers as yari-armed ashigaru from 1335AD		Medium Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	Any BG of detached followers	
				Poor				5			
Further upgrade yari-armed ashigaru as armoured after 1467AD		Medium Foot	Armoured	Average	Undrilled	-	Offensive Spearmen	9	6-8	0-12	
Optional Troops											
Daimyo's personal retainers		Cavalry	Armoured	Elite	Undrilled	Bow	Swordsman	22	2-4	Up to 1 battle group	
					Drilled			23			
Skirmishers with bow	Only Taira before 1186AD	Light Foot	Unprotected	Average	Undrilled	Bow	Light Spear	6	6-8	0-8	
	Others						-	5			
Ashigaru with portable shields	Only from 1335AD	Medium Foot	Armoured	Average	Undrilled	Bow	-	8	6	0-12	
	Only from 1467AD		Protected	Average				6	6-8		
				Poor				4			
Conscripts, badly equipped followers or inji 'ruffians'		Mob	Unprotected	Poor	Undrilled	-	-	2	8-12	0-12	
Armed ladies and boys to guard camp		Medium Foot	Unprotected	Poor	Undrilled	-	Heavy Weapon	4	4-6	0-6	
Palisade fieldworks	Only Before 1335AD	Field Fortifications						3		*4-16	
	Only From 1335AD									0-8	
Fortified camp	Only Before 1335AD							24		0	
	Only From 1335AD									0-1	
Allies											
Japanese Warrior Monk allies											

Late Heian to Muromachi Japanese											
Allied commander		Field Commander/Troop Commander						40/30	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Bushi and followers with high proportion of followers		Medium Foot	Armoured	Average	Undrilled	Bow*	Pole Arm	10	6-8	0-12	0-24
			Protected					8		0-12	
Detached bushi before 1186 AD	Minamoto	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-8	0-8
		Medium Foot						13		0-4	
	Taira	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-4	
		Medium Foot						13		0-8	
	Others	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-8	
		Medium Foot						13			
Detached Bushi	From 1186AD to 1466AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-6	
		Medium Foot						13			
	Only from 1467AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-4	0-8
		Medium Foot	Armoured	Superior	Undrilled	Bow*	Skilled Swordsmen	14	6-8	0-12	
						-	Offensive Spearmen	13			
						-	Pole Arm	13			
Detached Followers	Any Date	Medium Foot	Protected	Average	Undrilled	Bow*	Light spear	6	6-8	1-2 bases per base of detached bushi	
				Poor				4			
Regrade detached followers as yari-armed ashigaru from 1335 AD		Medium Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	Any BG of detached followers	
				Poor				5			
Further upgrade yari-armed ashigaru as armoured after 1467 AD		Medium Foot	Armoured	Average	Undrilled	-	Offensive Spearmen	9	6-8	Up to 1 battle group	

Norman

This list covers the armies of the Duchy of Normandy from 1041 AD until the effective end of English resistance to the Norman conquest in 1071 AD. The Normans in Italy are covered by the Italo-Norman and Sicilian list.

In 1066 Duke William the Bastard invaded England where he defeated and killed King Harold at the Battle of Hastings. He was subsequently crowned King of England, though he also remained Duke of Normandy owing (increasingly theoretical) fealty to the King of France.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as milites.
- Mounted Milites can always dismount as Heavy Foot, Armoured, Superior or Average (as mounted type), Undrilled, Offensive Spearmen.
- No more than 1/2 the bases of milites (whether mounted or dismounted) may be fielded as superior.
- Bases of elite milites are deducted from the total of upgraded veteran (superior) milites. They may not dismount.
- During Duke William's invasion of England, a minimum of 1/3 and a maximum of 2/3 of milites must be selected and paid for as dismounted.

Norman									
Territory Types: Agricultural, Woodlands									
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30		1
Sub-commanders	Field Commander						40		0-2
	Troop Commander						30		0-3
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
	Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops									
Milites	Knights	Armoured	Average	Undrilled	-	Lancers, Swordsmen	16	4-6	16-48
Upgrade Milites as Veteran	Knights	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	23	4-6	Up to 1/2 of bases
Further upgrade Veteran Milites as Bodyguards	Knights	Armoured	Elite	Undrilled	-	Lancers, Swordsmen	26	4	Up to 1 BG
Optional Troops									
Spearmen	Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	6-8	0-32
Foot archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-16
	Medium Foot								
Crossbowmen	Light Foot	Unprotected	Average	Undrilled	Crossbow	-	5	6-8	0-8
	Medium Foot	Protected					6		
Peasants	Mob	Unprotected	Poor	Undrilled	-	-	2	8-12	0-12
Allies									
French allies – see Book 2: Early Medieval European list (before 1051 AD) or Medieval French list (from 1051 AD)									
Special Campaigns									
Only Duke William's Invasion of England in 1066 AD									
Downgrade milites lacking horses to:	Heavy Foot	Armoured	Superior	Undrilled	-	Offensive Spearmen	13	6-8	1/3 to 2/3 of bases
	Heavy Foot	Armoured	Average	Undrilled	-	Offensive Spearmen	9	6-8	
Breton cavalry	Cavalry	Armoured	Average	Undrilled	-	Light Spear, Swordsmen	12	4-6	0-8
		Protected					9		
Fortified camp							24		0-1

Norman Allies										
Allied commander	Field Commander/Troop Commander						30/20	1		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Milites	Knights	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	23	4-6	0-8	8-20
			Average				16		6-16	

Italo-Norman and Sicilian

The Normans first appeared in southern Italy in 1017 AD as mercenaries fighting for the Lombard princes in rebellion against the Byzantine Catapanate of Italy, and subsequently also fought for the Byzantines. In 1030 AD the Norman leader Ranulf Drengot was granted the County of Aversa, north of Naples, by Sergius IV of Naples, his title being recognised by the Holy Roman Emperor Konrad II in 1038AD.

The conquest of Sicily was completed by Count Roger between 1085 AD and 1091AD. In 1127AD Roger II of Sicily succeeded to the Duchy of Apulia and Calabria, uniting all the Norman possessions in Italy under one rule. In 1130 AD he was created King of Sicily by the Anti-Pope Anacletus II.

This list covers the armies of the Normans in Italy and Sicily from 1041AD until the Kingdom was split by the War of the Sicilian Vespers in 1282AD. Thereafter it covers the armies of the Angevin Kingdom of Naples until 1320AD and those of the Kingdom of Sicily until the union with Naples in 1442AD.

Armies should be nominated as Norman (1041AD to 1282AD), Angevin (1283AD to 1320AD) or Sicilian (1282AD to 1442AD)

Troop Notes

Sicilian Greek troops (known as "Griffons" to Richard the Lionheart's crusaders in the late 12th century) were recruited from the capture of Messina on. There were also many Greeks in the far south of the Italian mainland, who may also have served. By the end of the 13th century, Greek troops were relegated to the Arriere-ban.

Following the conquest of Sicily, large numbers of Saracen troops were employed. Most were foot bowmen, others were armed with a mixture of javelins, swords, knives, axes and maces. Some wore light mail. Some, at least, were "splendidly uniformed". Though large numbers of mounted Saracen archers were employed at times, it is unlikely from the sources that they fought mounted. There are, however, parallels in Andalusia, with locally recruited horse archers being used at least in small numbers. It is also possible that Friedrich II imported horse archer techniques he had seen on Crusade. We therefore allow for a small number of horse archers. The Saracens in Italy were completely disarmed under Charles of Anjou and only handed their weapons when enlisted. We assume that lack of practice would render them rather ineffective.

In the 13th century, most mercenary knights and sergeants were German. The substantial numbers of Catalan-Aragonese knights and cavalls alforrats used by the Aragonese party in Sicily during the War of the Sicilian Vespers can be taken from the normal maxima of Undrilled feudal or mercenary knights.

Almughavars are described as lightly armoured and equipped with a couple of iron darts called "sagetes" or "escones", similar to the Roman pilum or the ancient Spanish soliferrum, a short sword or dagger, and a spear. Their fighting style relied on the effect of missiles combined with a fierce charge. Classification presents a problem – therefore we give a choice of classification. Drilled grading reflects the discipline and training gained after years of continuous service.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as knights.
- Before 1150 AD knights and sergeants can always dismount as Armoured, Elite or Superior or Average (as mounted type), Undrilled, Heavy Foot - Offensive Spearmen.
- Almughavar medium foot must be selected as all impact foot, swordsmen or all offensive spearmen.

Italo-Norman and Sicilian											
Territory Types: Agricultural, Developed, Hilly											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40		0-2	
		Troop Commander						30		0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Feudal or Italian communal knights and sergeants	Only before 1150 AD	Knights	Armoured	Elite	Undrilled	-	Lancers, Swordsmen	26	4	0-4	12-36
				Superior				23	4-6	0-18	
				Average				16		8-36	
	Only from 1150 AD	Knights	Heavily Armoured	Elite	Undrilled	-	Lancers, Swordsmen	30	3-4	0-4	
				Superior				26	3-4	0-18	
				Average				18	4-6	8-36	
Mercenary knights	Only from 1200 AD	Knights	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	21	4-6	0-20	
Imperial *ministeriales*	Only from 1215 AD	Knights	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	29	3-4	0-4	
Saracen archers	Only from 1072 AD to 1266 AD	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	16-36
		Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8	16-36	
					Undrilled			6			
	Only Angevins	Light Foot	Unprotected	Poor	Undrilled	Bow	-	3	6-8	0-8	
		Medium Foot	Unprotected	Poor	Undrilled	Bow	-	3	6-8		
Almughavars	Only Sicily from 1292 AD to 1301 AD	Medium Foot	Protected	Superior	Drilled	-	All Impact Foot, Swordsmen, or all Offensive Spearmen	11	6-8	0-16	12-36
				Average	Drilled			8	6-8	8-36	
					Undrilled			7			
Almughavar skirmishers		Light Foot	Unprotected	Average	Drilled	Javelins	Light Spear	5	6-8	0-8	
					Undrilled						

Optional Troops											
Saracen cavalry	Only before 1267 AD	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4	0-4	
				Average				13			
		Light Horse	Protected	Average	Drilled	Javelins	Light Spear	8	4-6	0-12	0-12
			Unprotected		Undrilled	Javelins	Light Spear	7			
						Bow	-	8		0-4	
Saracen close fighters		Heavy Foot	Armoured	Average	Drilled	-	Light Spear, Swordsmen	9	6-8	0-8	
			Protected		Drilled			7			
		Medium Foot	Protected		Undrilled			6			
Berber light horse		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-6	
Feudal, Communal or mercenary spearmen		Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	6-8	0-24	0-24
					Undrilled			6			
Well-equipped mercenary spearmen		Heavy Foot	Armoured	Average	Drilled	-	Defensive Spearmen	9	6-8	0-8	
Greeks	Only before 1200 AD	Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8	0-16	
Communal crossbowmen	Any date	Light Foot	Unprotected	Average	Drilled	Crossbow	-	5	6-8	0-8	0-16
		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8		
	Only from 1200 AD	Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	1/2	6-8	0-16
		Medium Foot				Crossbow	-		1/2		
Feudal crossbowmen		Medium Foot	Protected	Average	Undrilled	Crossbow	-	6	6-8	0-8	
Mercenary crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8		
Catalan crossbowmen	Only Sicily	Light Foot	Unprotected	Average	Undrilled	Crossbow	-	5	6-8		
Arriere Ban		Mob	Unprotected	Poor	Undrilled	-	-	2	10-12	0-12	
Allies											
Lombard allies (only before 1053 AD) - See Book2: Later Lombard Allies list											
Aragonese allies (only Sicily from 1302 AD) – see Medieval Spanish and Portuguese list											
Italian Communal allies (only before 1282 AD) – see Communal Italian list											

Italo-Norman and Sicilian Allies											
Allied commander		Field Commander/Troop Commander						30/20		1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Feudal or Italian communal knights and sergeants	Only before 1150AD	Knights	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	23	4-6	0-10	6-14
				Average				16		4-12	
	Only from 1150AD	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-9	
				Average				18	4-6	4-12	
Mercenary knights	Only from 1200AD	Knights	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	21	4-6	0-8	
Saracen archers	Only from 1072AD to 1266AD	Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8	6-16	
					Undrilled			6			
			Unprotected		Undrilled			5			
Almughavars	Only Sicily from 1292AD to 1301AD	Medium Foot	Protected	Superior	Drilled	-	All Impact Foot, Swordsmen, or all Offensive Spearmen	11	6-8	0-8	0-16
				Average	Drilled	-		8		6-16	
					Undrilled	-		7			

Medieval French

This list covers the armies of Capetian and Valois France from 1050 AD to the Ordonnance reforms of 1445 AD. During a great deal of this period the power of the King of France was often overshadowed, or at least curtailed, by that of his nominal vassals. This was even the case when the survival of France was at stake such as at times during the 100 Years War when the princes of the blood were in dispute and even cooperated with the English. However, by the end of the period France was more or less united and had emerged as one of the most powerful nations in Europe.

The list also covers the armies of the Valois Dukes of Burgundy from 1363AD when the 4th son of Jean II, Philippe, was granted the Duchy as an apanage of the crown, until Charles the Bold's ordonnance of 1471 AD. The Dukes of Burgundy acted independently despite being subjects of the French crown, even allying with the English from 1420AD to 1435AD.

Troop Notes

Contemporary illustrations suggest that in the early part of the period covered by the list that infantry was armed with heavy cutting weapons and swords as often as spears. However, it is likely that they fought in mixed bodies. We treat such mixed bodies as Spearmen. Brigans were armed with a variety of pole arms which we classify as Heavy Weapon. Voulgiers were more consistently armed with weapons suitable for cutting and thrusting and so we classify them as Pole Arm.

Following the Battle of Crecy in 1346 AD the French cavalry started to imitate the English and fight on foot as a way of avoiding as much of the effect of the massed longbows fielded by the English as they could. Thus, we allow these to be taken as infantry from this date. However, as this was not universal, and they could still fight wholly mounted at times, the option to field them as mounted troops (albeit ones who can optionally dismount) remains.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as knights.
- Armies must be either French or Burgundian. Burgundian armies may have French allied commanders.
- French ally-commanders' contingents must conform to the Medieval French allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- Only 1 battle group of Elite knights (whether mounted or dismounted) can be used.
- From 1347AD Knights and sergeants can always dismount as Elite or Superior or Average (as mounted type), Heavily Armoured, Undrilled, Heavy Foot – Pole Arm.
- From 1347 Mercenary men-at-arms can always dismount as Average, Heavily Armoured, Drilled, Heavy Foot – Pole Arm.
- Only one of the two minima marked * need apply from 1347 AD. The player can choose which.
- Minima marked ** do not apply to Burgundian armies from 1420 AD.
- From 1465 AD Burgundian armies cannot have more Superior Knights bases than Average ones.

Medieval French											
Territory Types: Agricultural, Developed, Woodlands											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40		0-2	
		Troop Commander						30		0-2	
French allied commanders		Field Commander/Troop Commander						30/20		1-2	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Knights and sergeants	Only before 1150 AD	Knights	Armoured	Elite	Undrilled	-	Lancers, Swordsmen	26	4	0-4	8-36
				Superior				23	4-6	0-16	
				Average				16		8-24	
	Only from 1150 AD	Knights	Heavily Armoured	Elite	Undrilled	-	Lancers, Swordsmen	30	3 or 4	0-4	
				Superior				26	3-4	0-20	
				Average				18	4-6	*8-24	
Downgrade knights and sergeants	Burgundian from 1420AD	Knights	Heavily Armoured	Average	Undrilled	-	Swordsmen	17	4-6	Up to 2/3 of bases	
Dismounted knights and men-at-arms	Only from 1347 AD	Heavy Foot	Heavily Armoured	Elite	Undrilled	-	Pole Arm	18	4	0-4	
				Superior				15	6-8	0-20	
				Average				11		*8-20	
Feudal spearmen		Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	6-8	0-24	**8-40
Mercenary spearmen		Heavy Foot	Armoured	Average				9	6-8	0-8	
			Protected					7			
Communal militia spearmen		Heavy Foot	Protected	Poor				5	6-8	0-24	
Brigans	Only from 1330 AD	Heavy Foot	Protected	Average	Undrilled	-	Heavy Weapon	7	6-8	**8-16	
Pavisiers	From 1350AD to 1399AD		Heavily Armoured		Drilled	-	Defensive Spearmen	12			
Voulgiers	From 1400AD		Armoured		Drilled	-	Pole Arm	10			
French crossbowmen		Medium Foot	Protected	Average	Undrilled	Crossbow	-	6	6-8	6-16	
Communal militia crossbowmen		Medium Foot	Protected	Poor	Drilled	Crossbow	-	5			
Picard longbowmen	Burgundian from 1420AD	Medium Foot	Protected	Average	Drilled	Longbow	-	8	6-8	6-24	
Stakes to cover half the bases of each longbow BG		Portable defences						3		All longbow BGs or none	

Optional Troops											
Sergeants or valets de guerre	Only from 1150 AD	Cavalry	Armoured	Average	Undrilled	-	Lancers, Swordsmen	12	4-6	0-6	
Mounted crossbowmen		Cavalry	Armoured	Average	Undrilled	Crossbow	Swordsmen	13	4	0-4	
Mercenary men-at-arms	from 1200AD	Knights	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	21	4-6	0-6	
Italian mercenaries	Only French from 1422 AD	Knights	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	29	3-4		
Archers	Only before 1150 AD	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-16	0-16
	Any date	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	
Spanish crossbowmen	from 1330AD	Light Foot	Unprotected	Average	Undrilled	Crossbow	-	5	6-8	0-8	
Genoese crossbowmen	from 1150AD	Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	0-12	
Low Countries spearmen	Only before 1450 AD	Heavy Foot	Armoured	Average	Drilled	-	Offensive Spearmen	10	6-8	0-16	
			Protected					8			
Low Countries pikemen	Only Burgundian from 1450 AD	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12		
				Poor				4			
Handgunners		Light Foot	Protected	Average	Drilled	Firearm	-	6	4	0-4	
			Unprotected					5			
Gascon or Breton javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-8	
Ribauds and peasants		Mob	Unprotected	Poor	Undrilled	-	-	2	8-12	0-12	
Light guns	from 1350AD	Light Artillery	-	Average	Undrilled	Light Artillery	-	15	2	0-2	0-4
	Burgundian from 1430 AD									0-4	
Heavy guns	Only from 1350 AD	Heavy Artillery	-	Average	Undrilled	Heavy Artillery	-	20	2	0-2	
Allies											
Catalan allies (Only from 1070 AD to 1213 AD) – see Medieval Spanish and Portuguese list											
Scots allies (only from 1418 AD to 1429 AD) – see Medieval Scottish (in France) list											
English allies (only Burgundians from 1420 AD to 1435 AD) – see Late Plantagenet English (Continental) list											
Special Campaigns											
Only Albigensian Crusade in 1213 AD											
Catalano-Aragonese knights		Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-4	4-8
				Average				18	4-6	4--8	
Almughavars		Medium Foot	Protected	Superior	Undrilled	-	Offensive Spearmen	10	6-8	0-8	
						-	Impact Foot Swordsmen	10			
No Genoese, Gascons or Bretons can be used and at least 2 battle groups of the above options must be fielded.											

Medieval French Allies											
Allied commander		Field Commander/Troop Commander						30/20			1
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Knights and sergeants	Only before 1150 AD	Knights	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	23	4-6	0-8	4-12
				Average				16		4-12	
	Only from 1150 AD	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-8	
				Average				18	4-6	0-12	
Downgrade unskilled knights and sergeants	Only Burgundian from 1420 AD	Knights	Heavily Armoured	Average	Undrilled	-	Swordsmen	17	4-6	Up to 2/3 of bases	
Dismounted knights and men-at-arms	Only from 1347 AD	Heavy Foot	Heavily Armoured	Superior	Undrilled	-	Pole Arm	15	6-8	0-8	
				Average				11		0-12	
Feudal spearmen		Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	6-8	0-16	**6-16
Communal militia spearmen		Heavy Foot	Protected	Poor	Drilled	-	Defensive Spearmen	5	6-8	0-16	
Brigans	from 1330AD	Heavy Foot	Protected	Average	Undrilled	-	Heavy Weapon	7	6-8	**6-12	
Pavisiers	from 1350AD to 1399AD		Heavily Armoured		Drilled	-	Defensive Spearmen	12			
Voulgiers	Only from 1400 AD		Armoured		Drilled	-	Pole Arm	10			
French crossbowmen		Medium Foot	Protected	Average	Undrilled	Crossbow	-	6	6-8	0-8	
Communal militia crossbowmen			Protected	Poor	Drilled	Crossbow	-	5			
Picard longbowmen	Burgundian from 1420 AD	Medium Foot	Protected	Average	Drilled	Longbow	-	8	6-8	0-8	
Stakes to cover half the bases of each longbow BG		Portable defences						3		All longbow BGs or none	

Medieval German

This list covers the armies of the German Kings/Emperors, those of the more powerful free cities, the first city leagues (Hanseatic League, Wendian Alliance, Ladbergener City League) and ecclesiastical armies, from 1050 AD to 1500 AD.

It was common for Imperial armies to include feudal contingents (usually from the personal holdings of the emperor) as well as ecclesiastical and city contingents. Contingents from other princes of the empire did occur but were not usual, as most of them were not interested in a strong emperor and had no obligations to send troops, unlike the princes of the church. Troops from the free cities of the empire were usually not required to serve more than half a day's march away from the city. Nevertheless, cities sometimes provided troops for the emperor (often mainly mercenary in nature), being granted various privileges in return. The emperor, the princes of the church and the large cities all made liberal use of mercenaries.

Troop Notes

Ministeriales were originally "unfree" *milites* who held no land in their own right, and could be granted (or even sold) by one lord to another. Their status gradually rose, however, so that by the mid-13th century they were effectively part of the feudal nobility. Moreover, even in the earlier period, there is no evidence to suggest that their performance differed from that of the feudal nobility. Imperial *ministeriales* were in effect all *ministeriales* 'belonging' to the emperor. We use the term here to single out those *ministeriales* who were kept together by the Staufer Kings and Emperors as sort of a standing force.

Konstaflers were urban knights, rich burghers and their followers. While generally well equipped they were rarely willing to take any risks.

Hanse Marines were mercenaries employed by the Hanse cities mainly to be used in naval combat. They could also be deployed on land however. While they are described as well trained and equipped, we assume that they were not used to operating in large bodies, hence class them as Undrilled. Also, it seems likely that they used smaller shields, as customary for ship-to-ship battles. The armoured option is provided under the assumption that they may have used larger shields while fighting on land.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as knights.
- German allied commanders' contingents must conform to the Medieval German allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- Knights can always dismount as Superior or Average (as mounted type), Armoured or Heavily Armoured (as mounted type), Undrilled or Drilled (as mounted type), Heavy Foot – Pole Arm.
- Hanse Marines cannot be used with Free Canton or Hungarian allies.
- Free Canton troops, separately deployed sergeants and Low Country spearmen cannot be used with Hungarian allies.
- Brabanzonen and similar mercenaries cannot be used with Hungarian or Polish allies.
- Free Canton, Italian or Hungarian allies cannot be used together.
- Hungarians cannot be used with Swiss.

Medieval German											
Territory Types: Agricultural, Developed, Hilly, Woodland											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40		0-2	
		Troop Commander						30		0-3	
German allied commander		Field Commander/Troop Commander						30/20		0-1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Impact				
Core Troops											
Ministeriales, or feudal knights and sergeants	Before 1150 AD	Knights	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	23	4-6	0-18	8-32
				Average				16		8-32	
	From 1150 AD	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-18	
				Average				18	4-6	8-32	
Mercenary knights and sergeants	From 1200 AD	Knights	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	21	4-6	0-18	
Konstaflers		Knights	Heavily Armoured	Average	Undrilled	-	Swordsmen	17	4-6	0-6	
Mercenary or good quality militia spearmen		Heavy Foot	Armoured	Average	Drilled	-	Defensive Spearmen	9	6-8	0-12	6-48
					Undrilled			8			
Feudal or militia spearmen		Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	6-10	6-48	
					Undrilled			6			
				Poor	Drilled			5			
Low Countries spearmen	Before 1450 AD	Heavy Foot	Armoured	Average	Drilled	-	Offensive Spearmen	10	6-10	0-20	
			Protected					8			
Landsknecht	From 1450 AD	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	12-32	12-32
other Pikemen				Poor				4			
Halberdiers		Heavy Foot	Armoured	Average	Drilled	-	Polearms	10	6-8	0-8	
			Protected					7			

Mercenary Crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	0-12	8-24
Feudal or militia crossbowmen	From 1150AD	Medium Foot	Protected	Average	Undrilled	Crossbow	-	6	6-8	6-18	
			Unprotected	Poor				3			
	Any date	Light Foot	Unprotected	Average	Undrilled	Crossbow	-	5	6-8	0-8	
Archers		Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8		
					Undrilled			6			
		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		
Optional Troops											
Imperial *ministeriales*	From 1152AD to 1254AD	Knights	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	29	3-4	0-6	0-6
Teutonic knights	From 1226AD	Knights	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	29	3-4	0-4	
Mounted crossbowmen	From 1150AD	Cavalry	Armoured	Average	Drilled	Crossbow	Swordsmen	14	4-6	0-6	
					Undrilled			13			
Separately deployed sergeants		Cavalry	Armoured	Average	Undrilled	-	Lancers, Swordsmen	12	4-6	0-8	
Brabanzonen, and similar mercenaries		Heavy Foot	Armoured	Superior	Undrilled	-	Offensive Spearmen	13	6	0-6	0-24
				Average				9			
Landsknecht	From 1488 AD	Medium or Heavy foot	Armoured	Superior	Undrilled	-	Heavy Weapon	14	4-8	0-8	
			Protected					11			
Hanse marines	From 1250AD	Medium Foot	Armoured	Average	Undrilled	-	Light Spear Swordsmen	8	6	0-8	
			Protected					6			
Free Canton spearmen	From 1340AD	Medium Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	0-24	
			Unprotected					6			
Handgunners	From 1375AD	Light Foot	Protected	Average	Drilled	Firearm	-	6	4-8	0-8	
			Unprotected					5			
Mounted handgunners	From 1450AD	Cavalry	Armoured	Average	Drilled	Firearm	Swordsmen	13	4	0-4	
War wagons	From 1425AD	Battle Wagons	-	Average	Undrilled	Crossbow	Pole Arm	17	2-4	0-8	
						Light Artillery	-	20	2	0-2	
Light guns	From 1340AD	Light Artillery	-	Average	Undrilled	Light Artillery	-	15	2		
Heavy Guns	From 1375 AD	Heavy Artillery	-	Average	Undrilled	Heavy Artillery	-	20	2	0-2	
Fortified camp								24		0-1	
Allies											
Free Canton allies (Only from 1106 AD) – Medieval Frisian or other Free Canton Allies											
German City allies											
German Ecclesiastical allies											
German allies – see Medieval German list											
Hungarian allies (Only in 1278 AD) – see Early Hungarian list											
Swiss allies (only from 1385 AD to 1446 AD) – see Swiss list											
Special Campaigns											
Only Imperial German armies in Italy from 1154 to 1235											
Italian town militia spearmen		Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	6-8	0-16	
				Poor				5			
Italian contadini spearmen		Heavy Foot	Protected	Poor	Undrilled	-	Defensive Spearmen	4	8-12	0-24	
Swabian schwertknechte		Heavy Foot	Armoured	Average	Undrilled	-	Heavy Weapon	9	6	0-6	
Communal Italian allies – see Communal Italian list											
No Teutonic knights, Konstaflers, Hanse Marines, Brabanzonen, Geldoni and similar mercenaries can be used. No allies except Italian Communal can be used. Foot minima do not apply to the main army.											
Only Konradin at Tagliacozzo in 1268 AD											
Italian, Sicilian and Castilian knights		Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-12	8-16
				Average				18	4-6	4-16	
Castilian jinetes		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-6	
No optional troops or allies can be used. Foot minima do not apply.											

Medieval German Allies											
Allied commander		Field Commander/Troop Commander						30/20		1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Impact				
Ministeriales, or feudal knights and sergeants	Before 1150AD	Knights	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	23	4-6	0-8	4-12
				Average				16		4-12	
	From 1150AD	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-8	
				Average				18	4-6	4-12	
Mercenary knights and sergeants	From 1200AD	Knights	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	21	4-6	0-8	
Konstaflers	From 1200AD	Knights	Heavily Armoured	Average	Undrilled	-	Swordsmen	17	4	0-4	
Mercenary or good quality militia spearmen		Heavy Foot	Armoured	Average	Drilled	-	Defensive Spearmen	9	6-8	0-12	0-18
					Undrilled			8			
Feudal or militia spearmen		Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	6-10	6-18	
					Undrilled			6			
				Poor	Drilled			5			
Low Countries spearmen	Before 1450AD	Heavy Foot	Armoured	Average	Drilled	-	Offensive Spearmen	10	6-10	0-12	
			Protected	Average				8			
Pikemen	From 1450AD	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	8-12	
				Poor				4			
Mercenary or good quality militia Crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	0-8	6-12
Feudal or militia crossbowmen	From 1150AD	Medium Foot	Protected	Average	Undrilled	Crossbow	-	6	6-8	6-12	
			Unprotected	Poor	Undrilled			3			
	Any date	Light Foot	Unprotected	Average	Undrilled	Crossbow	-	5	6-8	0-8	
Archers		Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8		
					Undrilled			6			
		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		

Communal Italian

This is the period during which the urban Italian republics (communes) established their autonomy. They did so by playing off the Pope against the Holy Roman Emperor. During the various disputes between these major powers, the Italian communes preserved their effective independence by supporting either the Pope or the Emperor. Those supporting the Pope came to be known as “Guelfs”, while those supporting the emperor came to be known as “Ghibellines”, although these terms were not in common use until the mid-13th century.

This list covers Italian Communal armies from 1050 AD to 1320 AD.

Troop Notes

Contadini were troops supplied by the rural districts surrounding the Italian towns.

Most “mercenary” knights in Communal armies prior to the first half of the 13th century were in fact Communal knights from other towns. They are included in the total of Communal knights.

Carroccios were wagons carrying a rectangular platform on which were placed the standard of city and an altar. Guarded by the bravest soldiers, they acted as rallying-points and as the repository of the city’s honour - their loss being regarded as a humiliating calamity. They are best represented as part of the army’s camp.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as knights.
- Itallian Communal allies form separate allied contingents. Troops used in such allied contingents are NOT deducted from the minima and maxima in the main list.

Communal Italian												
Territory Types: Agricultural, Developed, Hilly												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30			1	
Sub-commanders		Field Commander						40			0-2	
		Troop Commander						30			0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Contadini knights and sergeants	Only before 1150AD	Knights	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	23	4-6		0-8	
	From 1150AD to 1199AD		Heavily Armoured	Superior				26	3-4			
	Only from 1200AD		Heavily Armoured	Average				18	4-6			
Communal knights and sergeants	from 1100AD to 1149AD	Knights	Armoured	Average	Undrilled	-	Lancers, Swordsmen	16	4-6		6-12	
	Only from 1150 AD		Heavily Armoured					18				
Mercenary knights and sergeants	Only from 1200AD	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4		0-8	0-12
				Average	Drilled			21	4-6		0-12	
Town militia spearmen		Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	6-8		12-48	18-96
				Poor				5				
Mercenary spearmen	Only from 1150AD	Heavy Foot	Armoured	Average	Drilled	-	Defensive Spearmen	9	6-8		0-16	
Contadini spearmen		Heavy Foot	Protected	Poor	Undrilled	-	Defensive Spearmen	4	6-10		6-48	
Crossbowmen	Any date	Light Foot	Unprotected	Average	Drilled	Crossbow	-	5	6-8		0-8	6-24
		Medium Foot	Protected					7			6-18	
Pavisiers and crossbowmen	Only from 1200 AD	Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	1/2	6-8	6-18	
		Medium Foot				Crossbow	-		1/2			
Optional Troops												
Mounted crossbowmen	Only from 1200 AD	Cavalry	Armoured	Average	Drilled	Crossbow	Swordsmen	14	4		0-4	
		Light Horse	Unprotected	Average	Drilled	Crossbow	-	7	4			
Foot archers		Light Foot	Unprotected	Average	Drilled	Bow	-	5	6-8		0-8	
Axemen		Heavy Foot	Protected	Average	Drilled	-	Heavy Weapon	8	6-8		0-8	
Javelinmen	Only from 1200 AD	Medium Foot	Protected	Average	Drilled	Javelins	Light Spear	7	6-8		0-16	
Carroccio, its defenders, and supply camp		Fortified Camp						24			0-1	
Allies												
Italian Communal allies (up to 2 contingents) – see Communal Italian list												

Communal Italian Allies												
Allied commander		Field Commander/Troop Commander						30/20	1			
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Contadini knights and sergeants	Only before 1150AD	Knights	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	23	4		0-4	
	From 1150AD to 1199AD		Heavily Armoured	Superior				26	3-4			
	Only from 1200 AD		Heavily Armoured	Average				18	4			
Communal knights and sergeants	from 1100AD to 1149AD	Knights	Armoured	Average	Undrilled	-	Lancers, Swordsmen	16	4-6		4-8	
	Only from 1150AD		Heavily Armoured					18				
Mercenary knights and sergeants	Only from 1200AD	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4		0-6	
				Average	Drilled			21	4-6			
Town militia spearmen		Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	6-8		6-16	6-32
				Poor				5				
Mercenary spearmen	Any date	Heavy Foot	Armoured	Average	Drilled	-	Defensive Spearmen	9	6		0-6	
Contadini spearmen		Heavy Foot	Protected	Poor	Undrilled	-	Defensive Spearmen	4	6-10		0-16	
Crossbowmen	Any date	Light Foot	Unprotected	Average	Drilled	Crossbow	-	5	6		0-6	0-12
		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8		0-8	
Pavisiers and crossbowmen	Only from 1200 AD	Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	1/2	6-8	0-8	
		Medium Foot				Crossbow	-		1/2			

Scots Isles and Highlands

At the start of this period the Isles and much of the Highlands were under the control of the Norwegian Earl of Orkney. Norsemen and Scottish Gaels came to share a common culture. Internecine strife between rival heirs to the earldom, however, meant that the Earldom was often divided between rival claimants. By the mid-12th century, the Isle of Man and the Hebrides were independent, being united by Somerled in 1158 AD as the Kingdom of Mann and the Isles. Somerled's descendants became Clan MacDougall, which held most of Argyll and the Isles of Mull, Lismore, Jura, Tiree and Coll until the beginning of the 14th century when they lost most of their territory after opposing King Robert the Bruce, and Clan MacDonald, Lords of the Isles until the title was suppressed by King James IV of Scotland in 1493 AD.

This list covers the armies of the Scots Isles and Highlands from 1050 AD until 1493 AD.

Troop Notes

The commonest weapon of the Islesman was the two-handed axe, but the Lewis chessmen (c.1175 AD) and a proportion of later grave effigies show spear and sword instead. Later battle accounts suggest that the wealthier Highlanders were equipped with mail, bow, targe, sword and/or axe. Lesser followers, equipped only with targe, sword or knife made up the rear ranks.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Islesmen or Highlanders.

Scots Isles and Highlands										
Territory Types: Hilly, Mountains										
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders	Field Commander						40		0-2	
	Troop Commander						30		0-3	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Islesmen	Heavy Foot	Protected	Average	Undrilled	-	Heavy Weapon Offensive Spearmen	7	6-8	32-90	
Upgrade Islemen as veteran	Heavy Foot	Protected	Superior	Undrilled	-	Heavy Weapon Offensive Spearmen	10	6-8	Up to 1/3 of bases	
Highlanders	Medium Foot	Armoured	Average	Undrilled	Bow*	Impact Foot Swordsmen	10	6-8	0-8	8-48
		Protected					8		8-40	
Scouts	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	
Irish mercenaries	Medium Foot	Unprotected	Average	Undrilled	-	Heavy Weapon	6	6-8	0-16	
	Medium Foot	Unprotected	Average	Undrilled	-	Light Spear Swordsmen	5	6-8		
Allies										
Galwegian allies (Only before 1161 AD) – Galwegian allies										
Viking allies (Only before 1266 AD) – see Book 2: Viking list - ignore the end date for the main list										

Scots Isles and Highlands Allies									
Allied commander	Field Commander/Troop Commander						30/20	1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
	Type	Armour	Quality	Training	Shooting	Close Combat			
Islesmen	Heavy Foot	Protected	Average	Undrilled	-	Heavy Weapon Offensive Spearmen	7	6-8	12-32
Upgrade Islemen as veteran	Heavy Foot	Protected	Superior	Undrilled	-	Heavy Weapon Offensive Spearmen	10	6-8	Up to 1/2 of bases
Highlanders	Medium Foot	Protected	Average	Undrilled	Bow*	Impact Foot, Swordsmen	8	6-8	0-16

Medieval Scots

In the second quarter of the 12th century King David I of Scotland supported the claim of his niece the Empress Matilda against King Stephen of England. He invaded northern England several times. In 1138 AD a pitched battle was fought at Northallerton against a local English force. The Scots were defeated with heavy losses. Over the rest of the period Scots forces entered England on many occasions. However, the main task of the Scottish Kings was to expand their control, which initially was confined to the lowlands, over the rest of Scotland. It was not until 1266 AD that King Magnus VI of Norway ceded the Western Isles to Scotland, and Orkney remained under Norwegian control until 1468 AD.

Significant battles against the English include victories at Loudon Hill (1307 AD), Bannockburn (1314 AD) and Otterburn (1388 AD); also defeats at Dupplin Muir (1332 AD), Halidon Hill (1333 AD), Neville's Cross (1346 AD) and Homildon Hill (1402 AD). Significant battles against Isles/Highland armies include a hard-fought draw at Harlaw (1411 AD) and a defeat at Inverlochy (1431 AD).

This list covers lowland Scots armies in the British Isles from 1052 AD to 1500 AD. Armies in France in the early C15th are covered by the Medieval Scots Army in France list.

Troop Notes

Scottish knightly armour development largely kept pace with English, though we allow for the possibility of a slight lag. For much of this period men-at-arms mostly fought on foot in the front ranks of the spearmen – they are assumed to be included among the spearmen. Scots contingents in France from 1418 AD were made up along similar lines to contemporary English armies and this appears to indicate a change in the structure of Scots armies and an increase in the importance of archery. This can probably be dated to the years following Homildon Hill. In France the men-at-arms fought dismounted and we assume that they would be supported by spearmen or similar. We assume that home armies would still contain a significant number of spearmen. We can find no evidence of Scots archers using stakes. The archery reforms rapidly collapsed after the death of James I in 1437 AD and armies reverted to mainly spearmen.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as mounted or dismounted knights.
- Mounted French men-at-arms can always dismount as Heavy Foot, Heavily Armoured, Superior, Undrilled, Pole Arm.

Medieval Scots										
Territory Types: Agricultural, Hilly, Woodlands										
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1	
Sub-commanders		Field Commander						40	0-2	
		Troop Commander						30	0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops										
Spearmen		Heavy Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-10	32-90
			Unprotected					6		
Border Horse	Any date	Light Horse	Protected	Average	Undrilled	-	Lancers, Swordsmen	9	4-6	4-12
		Cavalry								
	Only from 1300AD	Light Horse	Protected	Average	Undrilled	Crossbow	Light Spear Swordsmen	11	4-6	
		Cavalry								
Optional Troops										
Knights, men-at-arms and sergeants	Only before 1200AD	Knights	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	23	4-6	0-8
				Average				16		
	Only from 1150AD		Heavily Armoured	Superior				26	3-4	
				Average				18	4-6	
	from 1403AD to 1437AD	Heavy Foot	Heavily Armoured	Superior	Undrilled	-	Pole Arm	15	4-8	
			Armoured					13		
Archers	Only before 1300AD	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12
		Medium Foot								
	Only from 1300AD	Light Foot	Unprotected	Average	Undrilled	Longbow	-	6	6-8	
		Medium Foot								
	from 1403AD to 1437AD	Medium Foot	Protected	Average	Undrilled	Longbow	Swordsmen	8	6-8	0-16
			Unprotected					7		
Ribauds		Mob	Unprotected	Poor	Undrilled	-	-	2	6	0-6
Light guns	Only from 1339 AD	Light Artillery	-	Average	Undrilled	Light Artillery	-	15	2	0-2
Bombards		Heavy Artillery	-	Average	Undrilled	Heavy Artillery	-	20	2	0-2
Pits or other traps		Field Fortifications						3		0-16
Fortified camp								24		0-1

Allies									
Galwegian allies (only before 1162 AD) – see book2: Galwegian allies									
Isles and/or Highland allies – see Scots Isles and Highlands list									
Special campaigns									
Only in 1385 AD									
French men-at-arms	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	4
			Average				18		
	Heavy Foot	Heavily Armoured	Superior	Undrilled	-	Pole Arm	15	4	
			Average				11		
French crossbowmen	Medium Foot	Protected	Average	Undrilled	Crossbow	-	6	4	0-4

Medieval Scots Allies										
Allied commander		Field Commander/Troop Commander						30/20		1
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Spearmen		Heavy Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-10	12-48
			Unprotected					6		
Border Horse	Any date	Light Horse	Protected	Average	Undrilled	-	Lancers, Swordsmen	9	4-6	0-6
		Cavalry								
	Only from 1300 AD	Light Horse	Protected	Average	Undrilled	Crossbow	Light Spear, Swordsmen	11	4-6	
		Cavalry								

Komnenan Byzantine

This list covers Byzantine armies from the aftermath of the defeat of Manzikert in 1071 AD until the capture of Constantinople by the Fourth Crusade in 1204 AD.

Following its disastrous defeat by the Seljuk Turks under Alp Arslan at Manzikert, and the subsequent civil wars, the Byzantine army was in disarray and had to be reconstituted often by recruiting mercenaries from any available source. Native troops still existed, but the significant proportion of the army was comprised of mercenaries. Latinikon were western knights.

Skythikon were mostly Pechenegs in the earlier part of the period, later mostly Cumans. Turkopouloi were Seljuk Turks or Turcomans or their descendants. Vardariots were Uzes or Magyars from Macedonia. Varangians were a mixture of Englishmen, Scandinavians and Rus.

Troop Notes

Although contemporary depictions (often of warrior saints) show many spearmen in metal armour, it is postulated, based on earlier Byzantine evidence, that this represents only the equipment of officers, rankers being mostly in non-metallic armour. Hence, we treat the spearmen as Protected.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should mostly be depicted as Byzantine cavalry. One each could be depicted as Latinikon or Varangians.
- The minimum marked * applies only if the emperor is present. Cataphracts may not be used unless the emperor is present.
- The minimum marked ** applies only if any foot is used.
- Sicilian Norman allies cannot be used with any other allies, and cannot include otherwise compulsory Saracen archers.

Komnenan Byzantine											
Territory Types: Agricultural, Developed, Hilly											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40		0-2	
		Troop Commander						30		0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Tagmata heavy cavalry	Before 1150AD	Cavalry	Protected	Average	Drilled	-	Lancers, Swordsmen	10	4-6	4-8	
	From 1150AD	Knights	Armoured	Average	Drilled	-	Lancers, Swordsmen	18	4-6	4-12	
Vardariots		Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6	0-8	8-24
			Protected					12			
Skythikon,or Turkopouloi		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8	
		Cavalry	Protected					11	4-6	4-12	
			Unprotected					10			
Latinikon or Mercenary Franks	Only before 1150 AD	Knights	Armoured	Superior	Drilled	-	Lancers, Swordsmen	25	4-6	0-4	4-16
				Average	Undrilled			16		4-8	
	Only from 1150 AD	Knights	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	29	3-4	0-8	
				Average	Undrilled			18	4-6	4-12	
Optional Troops											
Byzantine guard cavalry	Only before 1150 AD	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4	0-4	
	Only from 1150 AD	Knights	Armoured	Superior	Drilled	-	Lancers, Swordsmen	25	4-6	0-8	0-8
Vardariotai guards		Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4	0-4	
Oikeioi	Before 1150AD	Cataphracts	Heavily Armoured	Elite	Drilled	-	Lancers, Swordsmen	24	4-6	*0-4	
Varangian guard and other Varangian units		Heavy Foot	Heavily Armoured	Elite	Drilled	-	Heavy Weapon	20	4-6	0-6	*4-16
			Heavily Armoured	Superior				17	6-8	*4-12	
			Armoured					14			
Vestiaritai		Cavalry	Armoured	Elite	Drilled	-	Lancers, Swordsmen	21	4	0-4	
Byzantine archers		Light Foot	Unprotected	Average	Drilled	Bow	-	5	6-8	0-8	**8-18
		Medium Foot	Protected	Average		Bow	-	7	6-8	6-18	
			Unprotected	Average				6			
			Unprotected	Poor				4			
Byzantine spearmen		Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	6-8	**8-16	
				Poor				5			
Mevalatoi		Heavy Foot	Armoured	Average	Drilled	-	Pole Arm	10	4-6	0-6	
Peltasts		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8	0-24	
Infantry Skirmishers		Light Foot	Unprotected	Average	Drilled	Javelins	Light Spear	5	6	0-6	
						Sling	-	4			
Fortified camp								24		0-1	

Allies
Turkish allies – see Book 2: Seljuk Turk list
Early Serbian allies (only from 1150 AD to 1180 AD)
Cilician Armenian allies
Crusader allies (only from 1138 AD to 1159 AD) – see Crusader list
Sicilian Norman allies – see Italo-Norman and Sicilian list
Hungarian allies (only from 1167 AD) – see Early Hungarian list

Komnenan Byzantine Allies											
Allied commander		Field Commander/Troop Commander						30/20		1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Tagmata heavy cavalry	Before 1150AD	Cavalry	Protected	Average	Drilled	-	Lancers, Swordsmen	10	4-6	4-8	
	From 1150AD	Knights	Armoured	Average	Drilled	-	Lancers, Swordsmen	18	4-6		
Vardariots		Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6	0-8	4-12
			Protected					12			
Skythikon,or Turkopouloi		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8	
		Cavalry	Protected					11	4-6	4-12	
			Unprotected					10			
Latinikon or Mercenary Franks	Before 1150 AD	Knights	Armoured	Superior	Drilled	-	Lancers, Swordsmen	25	4-6	0-8	0-8
				Average	Undrilled			16		4-12	
	From 1150AD	Knights	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	29	3-4	0-8	
				Average	Undrilled			18	4-6	4-12	

Anglo-Norman and Early Plantagenet English

This list covers Anglo-Norman and English armies from 1072AD to 1272AD including those of the Angevin "Empire" in England and France from 1154AD to 1216AD.

Troop Notes

Contemporary illustrations suggest that infantry was armed with heavy cutting weapons and swords as often as spears. As it is probable that they fought in mixed bodies similar to the earlier Viking or Saxon shieldwall, we treat such mixed bodies as Spearmen. During the "Empire" period troops could equally be English or French in origin. In Henry III's reign most would be English. Welsh *archerii* were mounted Welsh archers. We do not accept the notion that they fought mounted. Irish troops were used in quite large numbers in Wales and Scotland in the 13th century, usually serving under their own kings.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as knights.
- Before 1150AD Knights and sergeants can always dismount as Superior or Average (as mounted type), Armoured, Undrilled, Heavy Foot, Offensive Spearmen.
- Welsh *equites* can always dismount as Average, Unprotected, Undrilled, Medium Foot - Offensive Spearmen.
- French or Navarrese allies cannot be used with any Welsh, Galwegians or Irish.
- No more than one allied contingent can be used.

Anglo-Norman and Early Plantagenet English											
Territory Types: Agricultural, Woodlands											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40		0-2	
		Troop Commander						30		0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Knights and sergeants	Before 1150 AD	Knights	Armoured	Elite	Undrilled	-	Lancers, Swordsmen	26	2	0-2	10-32
				Superior				23	4-6	0-18	
				Average				16		6-32	
	From 1150 AD	Knights	Heavily Armoured	Elite	Undrilled	-	Lancers, Swordsmen	30	2 or 3	0-3	
				Superior				26	3-4	0-18	
				Average				18	4-6	6-32	
Foot sergeants, English freemen or town militia		Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	6-8	12-48	
				Poor	Drilled			5	8-12		
Archers	Before 1150 AD	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12	
		Medium Foot								6-12	
	From 1150 AD	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12	
Optional Troops											
Separately deployed sergeants or Marcher muntatores		Cavalry	Armoured	Average	Undrilled	-	Lancers, Swordsmen	12	4-6	0-6	
			Protected					9			
Mercenary spearmen		Heavy Foot	Armoured	Average	Drilled	-	Defensive Spearmen	9	6-8	0-12	
			Protected					7			
Marcher Welsh foot		Medium Foot	Unprotected	Average	Undrilled	-	Offensive Spearmen	6	6-8	0-16	
Mercenary knights	Before 1150 AD	Knights	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	23	4-6	0-6	
				Average	Drilled			16			
	From 1150 AD	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4		
				Average	Drilled			18	4-6		
Mounted crossbowmen	From 1150 AD	Cavalry	Armoured	Average	Undrilled	Crossbow	Swordsmen	13	4	0-4	
Welsh *equites*		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4	0-4	
		Cavalry	Protected			-	Light Spear Swordsmen	9			
Welsh *archerii*		Medium Foot	Unprotected	Average	Undrilled	Longbow	-	6	6-8	0-8	
Feudal or mercenary crossbowmen		Medium Foot	Protected	Average	Undrilled	Crossbow	-	6	6-8	0-8	
					Drilled			7			
Galwegian foot	Only in Britain from 1150 AD	Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-8	0-8	
			Unprotected					6			
Irish foot	Only in Britain from 1242 AD	Medium Foot	Unprotected	Average	Undrilled	-	Heavy Weapon	6	6-8	0-8	
							Light Spear Swordsmen	5			
		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8		

Allies
North Welsh allies – see Medieval Welsh list
South Welsh allies (only from 1150 AD) – see Medieval Welsh list
Viking allies (only before 1169 AD) – see Book 2: Viking list
Medieval Irish allies (only from 1242 AD) – see Medieval Irish list
Medieval Scots allies (only from 1150 AD) – see Medieval Scots list
French allies – see Medieval French list

Anglo-Norman and Early Plantagenet English Allies											
Allied commander		Field Commander/Troop Commander						30/20		1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Knights and sergeants	Only before 1150 AD	Knights	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	23	4-6	0-6	4-12
				Average				16		4-12	
	Only from 1150 AD	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-6	
				Average				18	4-6	4-12	
Foot sergeants, English freemen and town militia		Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	6-8	6-20	
				Poor	Drilled			5	8-12		
Archers	Only before 1150 AD	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-6	0-12
		Medium Foot								0-12	
	Only from 1150 AD	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	

Crusader

Following an appeal by the Byzantine Emperor Alexios Komnenos to the West for mercenaries, Pope Urban II, seeing a way to remove anarchic elements from Europe, preached the First Crusade in 1095 AD. The twin stated aims of the Crusade were to liberate the Holy Land from the Muslims and to aid the Eastern Christians. The response was greater than expected, and certainly out of all proportion to anything Alexios had anticipated.

The Crusade, despite the dubious motives of some of its leaders, and thanks in great part to disunity amongst its Muslim foes, was a resounding success, retaking Jerusalem in 1099 AD. Godfrey of Bouillon was elected King of Jerusalem. Raymond of Toulouse became Count of Tripoli. Godfrey's brother Baldwin had already made himself Count of Edessa with the help of local Armenian rebels. Bohemond remained Prince of Antioch. The shape of the Crusader states in Outremer was set. The challenge now would be to hold the lands that had been won.

This list covers the armies of the Crusades in the Holy Land from the start of the First Crusade in 1096 AD until the fall of Acre in 1291 AD.

Troop Notes

During the First Crusade the losses of horses was high and many of the knights were forced to fight on foot. As this was forced on them and not by choice, we represent this by battle groups of infantry rather than allowing the knights to dismount.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as knights.
- The minimum marked * does not apply from 1098 AD to 1099 AD.
- The number of bases of crossbowmen cannot exceed the number of bases of spearmen.
- Only one ally contingent can be used.

Crusader											
Territory Types: Agricultural, Developed, Hilly											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40		0-2	
		Troop Commander						30		0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Crusader knights, sergeants and turcopoles	Before 1150AD	Knights	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	23	4-6	0-18	8-30
				Average				16		*8-30	
	Only from 1098AD to 1099AD	Heavy Foot	Armoured	Superior	Undrilled	-	Offensive Spearmen	13	6-8	0-12	
				Average				9		8-16	
	From 1150AD	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-18	
				Average				18	4-6	8-30	
Military Order knights, sergeants and turcopoles	From 1130AD to 1149AD	Knights	Armoured	Superior	Drilled	-	Lancers, Swordsmen	26	4-6	0-12	
	From 1150AD	Knights	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	29	3-4		
Upgrade Military Order knights	From 1130AD to 1149 AD	Knights	Armoured	Elite	Drilled	-	Lancers, Swordsmen	28	4	Up to 1 battle group	
	From 1150AD	Knights	Heavily Armoured	Elite	Drilled	-	Lancers, Swordsmen	33	3-4		
Spearmen		Heavy Foot	Armoured	Average	Undrilled	-	Defensive Spearmen	8	6-8	8-40	14-40
			Protected					6		0-24	
Crossbowmen		Medium Foot	Protected	Average	Undrilled	Crossbow	-	6	6-8	6-24	
			Unprotected					5			
Military Order spearmen	Only from 1130AD	Heavy Foot	Armoured	Average	Drilled	-	Defensive Spearmen	9	6-8	6-16	6-24
Military Order crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	0-8	
Optional Troops											
Byzantine or separately deployed Crusader or Military Order turcopoles		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-6	
		Cavalry	Protected	Average	Undrilled	Bow*	Light Spear, Swordsmen	11			
					Drilled			12			
Crusader, Maronite or Syrian archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12	
Pilgrims	Only before 1130AD	Mob	Unprotected	Average	Undrilled	-	-	4	8-12	0-24	
Fortified camp								24		0-1	

Allies
Cilician Armenian allies
Bedouin allies – see List Book 2: Bedouin Dynasties list
Komnenan Byzantine allies (Only from 1165 AD to 1170 AD)
Fatimid allies (only in 1167 AD) – see List Book 2: Fatimid Egyptian list
Syrian States allies (only from 1100 AD) – see List Book 2: Seljuq Turk list
Special Campaigns
Only Richard I of England from 1191 AD to 1192 AD

Replace Spearmen and crossbowmen with mixed formations	Military Order	Heavy Foot	Armoured	Average	Drilled	-	Defensive spearmen	9	1/2	6	All or none
		Medium Foot	Protected			Crossbow	-	7	1/2		
	Others	Heavy Foot	Armoured	Average	Undrilled	-	Defensive spearmen	8	1/2	6	
		Medium Foot	Protected			Crossbow	-	6	1/2		
		Heavy Foot	Protected	Average	Undrilled	-	Defensive spearmen	6	1/2	6	
		Medium Foot	Unprotected			Crossbow	-	5	1/2		

Crusader Allies

Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Crusader knights, sergeants and turcopoles	Before 1150 AD	Knights	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	23	4-6	0-8	4-16
				Average				16		*4-16	
	Only from 1098AD to 1099AD	Heavy Foot	Armoured	Superior	Undrilled	-	Offensive Spearmen	13	6-8	0-6	
				Average				9		4-12	
	From 1150 AD	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-8	
				Average				18	4-6	4-16	
Military Order knights, sergeants and turcopoles	From 1130 AD to 1149 AD	Knights	Armoured	Superior	Drilled	-	Lancers, Swordsmen	26	4	0-4	
	From 1150 AD	Knights	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	29	3-4		
Spearmen		Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	6-8	6-18	6-24
			Armoured					8		0-12	
Crossbowmen		Medium Foot	Protected	Average	Undrilled	Crossbow	-	6	6-8	0-12	
			Unprotected					5			
Military Order spearmen	Only from 1130 AD	Heavy Foot	Armoured	Average	Drilled	-	Defensive Spearmen	9	6-8	0-8	

Medieval Welsh

This list covers South Welsh armies from 1094AD until 1284AD and North Welsh armies from 1094 AD until the end of Owain Glyndŵr's rebellion in 1409AD.

Troop Notes

In South Welsh forces of this period archers predominated, while in the North spearmen were the more numerous type. Little, if any, protective armour was worn, and although some spearmen carried shields, many depictions show them without. Although raids and ambushes were preferred, Welsh armies did engage in pitched battles from time to time.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as followers or raiders or spearmen.
- Cavalry can always dismount as Heavy Foot or Medium Foot, Armoured or Protected (as mounted type), Superior or Average (as mounted type), Undrilled, Impact Foot, Swordsmen or Heavy Weapon.
- Welsh knights can dismount as Heavy Foot, Heavily Armoured or Armoured (as mounted type), Superior, Undrilled, Pole Arms.
- Before 1284 AD the army must be North Welsh or South Welsh, from 1284 AD the army is treated as North Welsh.
- Minimum marked * only applies from 1350 AD
- North Welsh armies can have North Welsh and/or South Welsh allies. Troops included in these allied contingents are deducted from the North Welsh minima and maxima in the main list, except that a North Welsh army with South Welsh allies cannot have more than 32 bases of archers.
- South Welsh armies can have South Welsh allies. Troops included in this allied contingent are deducted from the South Welsh minima and maxima in the main list.
- Welsh knights cannot be used with French allies. (If French allies are used, any Welsh knights present are assumed to be included amongst the French men-at-arms.)

Medieval Welsh											
Territory Types: Mountains, Hilly, Woodlands											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40		0-2	
		Troop Commander						30		0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Welsh Cavalry	Before 1285AD	Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4-6	0-6	4-16
			Protected					13		4-12	
	From 1285AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsman	17	4-6	0-6	
			Protected					13		4-12	
	Any Date	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-6	
						-	Lancers, Swordsman	8			
Welsh knights	Only from 1350AD	Knights	Heavily Armoured	Average	Undrilled	-	Lancers, Swordsmen	18	3-4	0-4	
			Armoured					16	4		
Archers	North Welsh	Medium Foot	Unprotected	Average	Undrilled	Longbow	-	6	6-8	*8-24	
	South Welsh									40-96	
	Any	Light Foot	Unprotected	Average	Undrilled	Longbow	-	6	6-8	0-8	
Spearmen	North Welsh	Medium Foot	Unprotected	Average	Undrilled	-	Offensive Spearmen	6	6-10	40-96	
	South Welsh								6-8	0-24	
	Any	Light Foot	Unprotected	Average	Undrilled	Javelins	Light spear	5	6-8	0-12	
Optional troops											
Veteran archers	Only from 1350 AD	Medium Foot	Protected	Average	Undrilled	Longbow	Swordsmen	8	6-8	0-12	
Allies											
English marcher allies (only from 1150 AD to 1322 AD) – see Anglo-Norman and Early Plantagenet English list (until 1272 AD) or Middle Plantagenet English list (only from 1272 AD)											
Irish mercenary allies (only before 1150 AD) – see Book 2: Norse Irish list											
North Welsh allies (only North Welsh) – see Medieval Welsh list											
South Welsh allies (only before 1284 AD) – see Medieval Welsh list											
French allies (only in 1405 AD) – see Medieval French list											

Medieval Welsh Allies										
Allied commander		Field Commander/Troop Commander						30/20		1
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Welsh cavalry	Before 1285AD	Cavalry	Armoured	Superior	Undrilled	-	Light Spear, Swordsmen	17	4-6	0-8
			Protected					13		
	From 1285AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsman	17	4-6	
			Protected					13		
Archers	North Welsh	Medium Foot	Unprotected	Average	Undrilled	Longbow	-	6	6-8	0-8
	South Welsh									16-32
	Any	Light Foot	Unprotected	Average	Undrilled	Longbow	-	6	6-8	0-12
Spearmen	North Welsh	Medium Foot	Unprotected	Average	Undrilled	-	Offensive Spearmen	6	6-10	16-32
	South Welsh								6-8	0-8
	Any	Light Foot	Unprotected	Average	Undrilled	Javelins	Light spear	5	6	0-6

Medieval Burmese

In 1044 King Anawrahta seized the throne of Pagan and attacked both the Mon and Shan towns in the region coming to rule over most of modern Burma (Myanmar). The Pagan Empire was centred on the city of Pagan and was dominated by ethnically Burman people. Other main centres of Pagan power were the cities of Ava and Toungoo.

Pagan Burma fought many campaigns against non-Burman towns in Burma, invading Chinese expeditions, city-states in the eastern part of India, and the Mongols of Yuan China. The Mongol expedition which conquered Pagan contained a higher percentage of Mongol troops than earlier Yuan armies which had failed.

Following the sack of Pagan by the Mongols in 1287 AD control of Burma shifted between the three main ethnic groups in the region and includes the long era of war with Siam. The empire would shift between being dominated by the ethnic Burman, Shan and/or Mon. Throughout the period, small city-states continued to dot Burma and often provided vital manpower resources to the dynastic power or a new rival rising to challenge them.

This list covers Burmese armies from 1100 AD to 1500 AD. Before 1288 AD all armies are **Pagan**. From 1288 AD they must be selected as either **Burman**, **Mon** or **Shan.**

Troop Notes

Marco Polo describes Burmese elephants at the battle of Vochan (1272) as having castles on their backs capable of accommodating 12 or 16 crew. However, Jewish and Greek sources also (probably unreliably) describe elephants from more westerly states with huge crews, so we do not treat Burmese elephants differently from others.

Mong troops represent troops contributed by towns dominated by an ethnic group other than the Dynastic central power. A Mong was the common term for the many small walled towns in Burma. Ethnic troops are those men provided by other towns with the same ethnic background as the rulers. Ethnic and Mong cavalry were not in high demand for campaigns, so are considered optional. Dynastic troops are essentially guard troops from the current capital and very loyal to the king. Unshielded troops classified as Protected wear quilted cotton armour.

Most Shan dynastic armies contained a core of full-time guards often containing mercenaries. The bulk of the troops would be poorly armed tribal levies.

The Burman were considered to be the best archers and drilled infantry. The Burman dynasties were known for hiring Shan spearmen as their bodyguards. The distinctive Burman cone shaped headdress was a mark of its 'regular' soldiers during the Pagan Empire but may not have been used in the Burman-Toungoo Empire. The upper class would wear breast-plate and sometimes mail armour into battle.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as guards or elephants.
- Burman allies in a non-Burman dynasty army must all be Undrilled.
- Shan spearmen must be all be armed with light spear or all defensive spearmen.
- Minima marked * apply only if any troops so marked are used.
- Burman in a non-Burman contingent must all be Undrilled.

Medieval Burmese												
Territory Types: Agricultural, Hilly, Tropical, Woodlands												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30			1	
Sub-commanders		Field Commander						40			0-2	
		Troop Commander						30			0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Elephants	Mon dynasties	Elephants	-	Average	Undrilled	-	-	25	2-3		2-8	
	Other dynasties										4-12	
Dynastic archers	Any date	Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8		12-48	12-48
						Crossbow	-				0-12	
		Light Foot	Unprotected	Average	Drilled	Bow	-	5	6-8		0-16	
	Only from 1288 AD	Light Foot	Unprotected	Average	Drilled	Crossbow	-	5				
Mon warriors	Mon Only	Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	1/2	6-10	20-50	
							Swordsmen		1/2			
Pagan or Burman spearmen	Pagan or Burman only	Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8		Pagan 16-40, Burman 8-32	
							Light Spear	6				
					Undrilled	-	Light Spear Swordsmen	6	6-8		Pagan 0-40, Burman 8-32	
							Light Spear	5				
Shan spearmen	Shan only	Medium Foot	Unprotected	Average	Undrilled	-	Light Spear	4	6-10		20-40	
							Defensive Spearmen	5				

Optional Troops											
Guard cavalry		Cavalry	Protected	Average	Drilled	-	Light Spear Swordsmen	10	4	0-4	
Mong cavalry		Cavalry	Unprotected	Poor	Undrilled	-	Light Spear	4	4-6	0-8	
Ethnic cavalry		Cavalry	Unprotected	Average	Undrilled	-	Light Spear	6	4-6		
Guard infantry		Medium Foot	Protected	Superior	Drilled	Bow	-	10	6-8	0-8	
						Crossbow	-				
						-	Light Spear Swordsmen				
Ethnic archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-16	0-16
						Crossbow	-				
		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	
Mong spearmen		Medium Foot	Unprotected	Poor	Undrilled	-	Light Spear	2	8-10	*8-16	0-24
Mong archers						Bow	-	3	6-8	*8-16	
Levy craftsmen or other peasants		Mob	Unprotected	Poor	Undrilled	-	-	2	10-12	0-12	
Pagan Archers and Crossbowmen		Medium Foot	Protected	Average	Drilled	Bow or Crossbow	Light Spear	7	6-8	0-12	
					Undrilled			6			
Handgunners	Only from 1400 AD	Light Foot	Unprotected	Average	Undrilled	Handgun	-	5	4	0-4	
Bolt or Stone throwers		Light Artillery	-	Average	Undrilled	Light Artillery	-	15	2	0-2	
Cannon	Only from 1400 AD	Heavy Artillery	-	Average	Undrilled	Heavy Artillery	-	20	2	0-2	
Fortified camp								24		0-1	
Allies											
Thai Allies (only from 1240 AD)											

Medieval Burmese Allies												
Allied commander		Field Commander/Troop Commander						30/20			1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Elephants	Mon dynasties	Elephants	-	Average	Undrilled	-	-	25	2-3		2-3	
	Other dynasties										2-4	
Dynastic archers	Any date	Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8		6-24	6-24
						Crossbow	-		6		0-6	
		Light Foot	Unprotected	Average	Drilled	Bow	-	5	6-8		0-8	
	Only from 1288 AD	Light Foot	Unprotected	Average	Drilled	Crossbow	-	5	6-8			
Mon warriors		Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	1/2	6-10	6-20	
							Swordsmen		1/2			
Pagan or Burman spearmen		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8		Pagan 8-16, Burman 6-12	
							Light Spear	6				
					Undrilled	-	Light Spear Swordsmen	6	6-8		Pagan 0-16, Burman 6-12	
							Light Spear	5				
Shan spearmen		Medium Foot	Unprotected	Average	Undrilled	-	Light Spear	4	6-10		6-16	
		Medium Foot	Unprotected	Average	Undrilled	-	Defensive Spearmen	5	6-10			

Ghurid Afghan

The Ghurids were named from the region in which they originally rose to power - Ghur in Afghanistan between Herat and Ghazni, currently known as Hindustan - although it is uncertain if the ruling elite were ethnically Afghan in origin.

The Ghurids ended Ghaznavid rule in India and captured their base in Lahore. The state they founded in India lasted from 1148 AD until 1206 AD. The Ghurid sultans did not rule from an Indian capital but remained in Afghanistan while their ghulam generals governed their Indian holdings. In 1206 AD Sultan Mu'izz ad-Din Muhammad was assassinated, following which the Ghurid Indian holdings broke away from Afghan rule to establish what became the Delhi Sultanate. The rump of the kingdom was conquered by the Khwarazmians in 1215 AD.

This list covers Ghurid armies based in Ghur from 1100 AD to 1215 AD, those based in Ghazni from 1148 AD to 1206 AD and those in India from 1148 AD to 1191 AD, after which the Ghurid armies in India are covered by the Moslem Indian Sultanates list.

Troop Types

The enigmatic *karwah* has been interpreted in the past as a bullock or buffalo hide stuffed with hay or straw and rolled along in front of troops to protect them from enemy arrows. G.H. Raverty's translation of the *Tabaqat-i-Nasiri* offers the perhaps more plausible interpretation that it was infantry body armour made of rawhide with cotton padding. "The troops of Ghur have a method, in the practice of fighting on foot, of making a certain article of one-fold of raw bullock-hide, over both sides of which they lay cotton, and over all draw figured coarse cotton cloth, after the form of a screen [or breast work], and the name of that article of defence is karwah. When the foot soldiers of Ghur place this [screen] upon their shoulders, they are completely covered from head to foot by it; and when they close their ranks, they appear like unto a wall, and no missile or arms can take any effect on it, on account of the quantity of cotton with which it is stuffed." Either way, troops equipped with *karwah* seem best classified as Heavy Foot.

In addition to the question of the *karwah* it is not clear what weapons or fighting style the Ghurid infantry practiced. We allow various options, however, for infantry with the *karwah*, the player must choose one interpretation for all such troops fielded.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as ghilman, Afghan tribal cavalry, or, after 1148 AD, elephants.
- Only 1 battle group of Ghilman bodyguards can be used.
- The minimum marked * only applies if elephants, Indian allies or more than 8 bases of Turkish tribal cavalry are used.
- ** Ghurid infantry with *karwah* must all have the same close combat capabilities.
- A Ghurid ally commander's contingent must conform to the Ghurid Afghan allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- Indian allies cannot be used with other allies.

Ghurid Afghan											
Territory Types: Mountains, Hilly, Agricultural											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40		0-2	
		Troop Commander						30		0-3	
Ghurid ally commanders		Field Commander/Troop Commander						30/20		0-2	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Ghilman	Only from 1148 AD	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	*6-16	*6-16
				Average				15			
Bodyguards				Elite				23	2-4	0-4	
Turkish tribal cavalry		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-18	8-36
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	6-36	
			Protected					11			
Ghurid infantry		Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	8-12	24-84	
						-	Light Spear	5			
** Ghurid infantry with *karwah*		Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6			
							Light Spear Swordsmen				
Optional Troops											
Archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	
		Light Foot									
Afghan tribal cavalry		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-8	
		Cavalry	Protected	Average	Undrilled	-	Light Spear, Swordsmen	9	4-6		
Khurasanian mercenaries		Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4	0-4	
				Average				14			
		Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4		
Elephants	Only from 1148 AD	Elephants	-	Superior	Undrilled	-	-	35	2	0-4	
				Average				25			
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-8	

Allies
Sistan (Saffarid) allies – see Book 2: Khurasanian Dynasties list
Ghuzz or other Turkish allies (only from 1150 AD) – see Book 2: Later Eastern Steppe Horse Cultures list
Indian allies (from 1186 AD to 1191 AD) – see Book 2 Later Hindu North Indian list

Ghurid Afghan Allies											
Allied commander		Field Commander/Troop Commander						30/20		1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Ghilman	Only from 1148 AD	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-6	
				Average				15			
Turkish tribal cavalry		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8	4-18
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	4-18	
			Protected					11			
Ghurid infantry		Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-10	10-30	
						-	Light Spear	5			
Ghurid infantry with *karwah*		Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6			
							Light Spear Swordsmen				

Jurchen-Jin

The Jurchens were semi-sedentary tribes from the eastern part of Manchuria whom the Chinese traditionally divided into two – firstly the "tame" (literally "cooked") Jurchens and secondly the "wild" ("uncooked") Jurchens. It was from the second of these that the Imperial Jin dynasty was to dramatically arise in the later part of the 12th century, although their military impact was not felt until they rebelled against their Liao overlords in 1114 AD. They were led by the ambitious and visionary Aguda, who had become leader of the recently united Jurchens on his brother's death in 1113 AD.

Although they were not themselves nomads the Jurchens were heavily influenced by their nomad neighbours, and it was with an army of 10,000 cavalry that Aguda gained his first victory over a much larger Liao army led by the Liao emperor in 1114 AD. The victory was so complete that Aguda was moved to declare his own Jin (Gold) dynasty in 1115 AD.
This list covers the Jurchens from the start of Aguda's reign in 1113 AD until their final defeat by the Mongols in 1234 AD.

Troop Notes

Whilst initially the Jurchen cavalry were not fully equipped, only 2 ranks of the 5 rank *guaizima* formation being armoured, they quickly adopted more complete armour from their defeated Liao and Song opponents. At the start of the Jin period the most heavily armoured cavalry was nicknamed "iron pagodas" and may have formed separate bodies on the battlefield. Tactics in the early period were a charge to close combat "shot in" by the rear 3 ranks who were archers. We classify this as Bow*, Lancers, Swordsmen.

As Liao and other troops were incorporated into the army, traditional steppe practice started to dominate, and so we allow greater numbers of Bow, Swordsmen cavalry. Eventually the *guaizima* formation probably disappeared. The formation of a formal bureau of military affairs in 1152 AD is taken as the start of this process.

By the last quarter of the 12th century, those Jurchens who had been settled in north China needed government assistance to avoid penury. One result of this was a decline in the quality of some Jin cavalry, although the wars against the Mongols show that many remained as effective as before.

Chinese infantry was rapidly included in the army following the defeat of the Liao and Northern Song. These are assumed to follow the existing Song patterns. Anti-cavalry squads represent Chinese infantry armed with a mixture of two-handed swords, axes, pole axes and shorter swords. One of the main roles of such troops in Song armies was to fight enemy cavalry. We assume they served the same function in Jin armies; hence we have classified them as Heavy Foot.

Later additional infantry, known as *Zhongxiao jun* ("loyal and filial troops"), were added, although these were noted as being less disciplined but still good fighters. Although there are no clear details, we assume that they included missile-men and close combat infantry.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Jurchen Cavalry.
- Minimum marked * only applies before 1152 AD
- Chinese infantry must be selected as either all in mixed formations or all in separate formations. The minimum marked ** only applies to the formation type selected.

Jurchen-Jin											
Territory Types: Before 1126 AD - Agricultural, Woodland. From 1126 AD - Agricultural, Developed, Hilly, Woodland											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40		0-2	
		Troop Commander						30		0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Jurchen cavalry in "*guaizima*" formation	Before 1180AD	Cataphracts	Heavily Armoured	Superior	Drilled	Bow*	Lancers, Swordsmen	21	4-6	0-24	12-54
				Average				16		*8-24	
Jurchen, Qidan and similar cavalry	Before 1152AD	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-6	
	From 1152AD	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-30	
			Armoured	Average				15		8-36	
			Protected					12			
Anti-cavalry squads	From 1127AD	Heavy Foot	Protected	Average	Drilled	-	Pole Arm	8	4-6	0-8	
					Undrilled			7			
Chinese infantry in mixed formations		Medium Foot	Protected	Average	Drilled	Crossbow	Light Spear	7	1/2 6-8	**6-40	
							-		1/2		
				Poor		Crossbow	Light Spear	5	1/2 6-8		
							-		1/2		
Chinese infantry in separate formations		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	0-16	**6-40
						Bow	-			**6-16	
				Average	Drilled	-	Pole Arm	8	6-8	0-16	
				Poor				6			

Optional Troops											
Bohai and other tribal cavalry	Before 1180AD	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8	0-12
		Cavalry	Protected					11		0-8	
Zhongxiao jun	From 1180AD	Medium Foot	Protected	Average	Undrilled	-	Pole Arm	7	6-8	0-18	
						Crossbow	-	6			
Steppe mercenaries		Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-8	
			Unprotected	Average				10			
		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10			
Chinese artillery	From 1127AD	Light Artillery	-	Average	Drilled	Light Artillery	-	17	2	0-2	
Huotong "fire tube" armed foot	From 1215AD	Light Foot	Unprotected	Average	Undrilled	Firearm	-	5	4	0-4	
Fortified camp								24		1	
Allies											
Steppe allies (Only from 1126 AD to 1211 AD) – see Book 2: Later Eastern Steppe Horse Cultures list											

Jurchen-Jin Allies											
Allied commander		Field Commander/Troop Commander						30/20		1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Jurchen cavalry in "*guaizima*" formation	Only before 1180 AD	Cataphracts	Heavily Armoured	Superior	Drilled	Bow*	Lancers, Swordsmen	21	4-6	0-12	6-24
				Average				16		*4-24	
Jurchen, Qidan and similar cavalry	Only before 1152 AD	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-4	
	Only from 1152 AD	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-16	
		Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6	4-24	
			Protected					12			
Anti-cavalry squads	Only from 1127 AD	Heavy Foot	Protected	Average	Drilled	-	Pole Arm	8	4	0-4	
					Undrilled			7			
Chinese infantry in mixed formations		Medium Foot	Protected	Average	Drilled	Crossbow	Light Spear	7	1/2 6-8	0-18	
							-	7	1/2		
				Poor		Crossbow	Light Spear	5	1/2 6-8		
							-	5	1/2		
Chinese infantry in separate formations		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6	0-12	0-18
						Bow	-	7	6		
				Average	Drilled	-	Pole Arm	8	6	0-6	
				Poor				6			

Medieval Irish

This list covers native Irish armies from 1167 AD to 1500 AD.

Troop Notes

Irish warriors of this period were armed with short thrusting spear, javelins and big axes. Although Giraldus Cambrensis describes the Irish axe as used in one hand, several contemporary illustrations, including in his own manuscript, show it being used two-handed. Giraldus states that neither helmet nor mail were any protection against it. “The whole thigh of a soldier, though ever so well cased in iron mail, is cut off by one blow of the axe, the thigh and the leg falling on one side of the horse, and the dying body on the other”. We therefore allow players the option to treat all such axes as heavy weapon, or only those used two-handed. In the latter case, battle groups graded as light spear, swordsmen are those with a low proportion of men using two-handed axes.

Bands of landless Irish adventurers hiring themselves out as mercenaries were known in this period as Dibergaigh, as some modelled themselves on the former pagan Diberga and Fianna warrior cults, who shaved their hair at the front and grew it long and plaited at the back.

Following their first employment by Diarmait MacMurchada in 1167 AD, Anglo-Norman mercenaries and allies continued to be found in Irish armies at various times throughout the period. We assume that the mercenary leaders were sufficiently independent to be treated as allies.

Galloglaigh (foreign warriors) were mercenary warriors from the Western Isles and west coast of Scotland, serving under their own chieftains. Several clans of galloglaigh settled permanently in Ireland, notably the MacSúibhne (MacSweeney), MacDomhnaill (MacDonnell/MacDowell), MacSiothaigh (MacSheehy), MacDubhgaill (MacDougall), MacCaba (MacCabe) and MacRuari (MacRory) clans. The classic galloglaigh weapon was the two-handed axe, though not all were so armed. They aspired to a mail coat, but grave effigies make it clear that a high proportion wore only a helmet and the textile cotun (akheton).

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as nobles and retainers.
- Irish ally-commanders’ contingents must conform to the Medieval Irish allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- Before 1260 AD nobles and retainers fielded as cavalry can always dismount as Medium Foot, Unprotected, Superior, Undrilled, Heavy Weapon.
- The minima marked * only applies from 1300 AD.

Medieval Irish											
Territory Types: Agricultural, Hilly, Woodlands											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander/Troop Commander						40/30		0-2	
Irish ally-commanders		Field Commander/Troop Commander						30/20		1-2	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Nobles and retainers	Any date	Heavy Foot	Unprotected	Superior	Undrilled	-	Heavy Weapon	9	6-8	0-16	6-16
		Medium Foot									
	Only before 1260 AD	Cavalry	Protected	Average	Undrilled	-	Light Spear Swordsmen	9	4-6	0-16	
	Only from 1260 AD	Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4-6	0-6	
							Lancers, Swordsmen				
		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	4-6	
Galloglaigh	Only from 1260 AD	Heavy Foot	Protected	Superior	Undrilled	-	Heavy Weapon	10	6-8	0-16	*8-30
				Average				7		*8-30	
Other warriors or kerns	Only before 1260 AD	Medium Foot	Unprotected	Average	Undrilled	-	Heavy Weapon	6	6-8	32-96	
							Light Spear Swordsmen	5			
	Any date	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	8-12		
		Light Foot	Unprotected					5	6-8	6-16	
Optional Troops											
Dibergaigh	Only before 1260 AD	Medium Foot	Unprotected	Superior	Undrilled	-	Heavy Weapon	8	6-8	0-8	
Levies		Light Foot	Unprotected	Poor	Undrilled	Javelins	-	3	6-8	0-16	
Rising Out	Only from 1260 AD	Mob	Unprotected	Poor	Undrilled	-	-	2	8-12	0-12	
Skirmishers	Any date	Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-8	
						Bow	-	5			
Trenches, abatis or plashing		Field Fortifications						3		0-24	
Fortified Camp								24		0-1	

Allies
Anglo-Norman or English allies – see Anglo-Irish list
Islesmen allies (only from 1200 AD) –see Scots Isles and Highlands list
Viking or Ostmen allies (only before 1195 AD) – see Book 2: Viking list

Special Campaigns									
Edward Bruce's campaigns from 1315 AD to 1318 AD									
Replace Irish C-in-C with Scottish C-in-C (Edward Bruce)	Field Commander/Troop Commander						40/30	1	
Scottish men-at-arms	Knights	Heavily Armoured	Average	Undrilled	-	Lancers, Swordsmen	18	3-4	0-4
Scottish spearmen	Heavy Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-10	8-16

Medieval Irish Allies											
Allied commander		Field Commander/Troop Commander						30/20		1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Nobles and retainers	Any date	Heavy Foot	Unprotected	Superior	Undrilled	-	Heavy Weapon	9	6	0-6	
		Medium Foot									
	Only before 1260 AD	Cavalry	Protected	Average	Undrilled	-	Light Spear, Swordsmen	9	4-6		
	Only from 1260 AD	Cavalry	Armoured	Superior	Undrilled	-	Light Spear, Swordsmen	17	4		
							Lancers, Swordsmen				
Galloglaigh		Heavy Foot	Protected	Superior	Undrilled	-	Heavy Weapon	10	6-8	0-8	*6-16
				Average				7		*6-16	
Other warriors or kerns	Only before 1260 AD	Medium Foot	Unprotected	Average	Undrilled	-	Heavy Weapon	6	6-8	12-36	
							Light Spear, Swordsmen	5			
	Any date	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	8-12		
		Light Foot	Unprotected					5	6-8	0-8	

Ayyubid Egyptian

This list covers the armies of the Ayyubid Sultanate of Egypt from the death of the last Fatimid Caliph in 1171 AD until the overthrow of the Ayyubid dynasty by its own Mamluks in 1250 AD.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Mamluks.
- Only 1 battlegroup of Royal Mamluks may be used. Bases for this battlegroup must be deducted from the permitted bases of upgraded veteran (superior) cavalry.
- Mamluks and other armoured horse archers can always dismount as Medium Foot, Armoured, Drilled, Superior or Average (as mounted type), Bow, Swordsmen.

Ayyubid Egyptian											
Territory Types: Agricultural, Developed											
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30		1		
Sub-commanders	Field Commander						40		0-2		
	Troop Commander						30		0-3		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**		
	Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops											
Mamluks and other armoured horse archers	Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6	6-24		
Upgrade Mamluks to Veteran			Superior				20		Up to 2/3 of bases		
Further upgrade veteran Mamluks to Royal Mamluks	Cavalry	Armoured	Elite	Drilled	Bow	Swordsmen	23	2-4	Up to 1 BG		
Armoured lancers	Cavalry	Armoured	Average	Drilled	-	Lancers, Swordsmen	13	4-6	6-24		
				Undrilled			12				
Upgrade armoured lancers to veterans			Superior	Drilled			18		Up to 2/3 of bases		
				Undrilled			17				
Turcoman cavalry	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	4-8	4-18	
	Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6	0-12		
Bedouin cavalry	Light Horse	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6	4-8	4-12	
	Cavalry	Protected	Average	Undrilled	-	Lancers, Swordsmen	9	4-6	0-8		
Optional Troops											
Dismounted Mamluks	Medium Foot	Armoured	Superior	Drilled	Bow	Swordsmen	14	6	0-6	0-12	
			Average				10		0-6		
Foot archers	Medium Foot	Protected	Average	Undrilled	Bow	-	6	6-8	0-12	0-12	
		Unprotected					5				
	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8		
Javelinmen	Medium Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-16		
Ahdath militia (Only before 1194 AD)	Heavy Foot	Protected	Poor	Undrilled		Defensive Spearmen	4	2/3	6-12	0-24	
	Light Foot	Unprotected			Bow	-	3	1/3			
	Mob	Unprotected	Poor	Undrilled	-	-	2	10-12			
Fortified camp							24		0-1		
Allies											
Khwarazmian allies (Only from 1244 AD to 1245 AD) – see Book 2: Seljuq Turk list											

Ayyubid Egyptian Allies										
Allied commander	Field Commander/Troop Commander						30/20		1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Mamluks and other armoured horse archers	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-8	4-12
			Average				15		4-12	
Armoured lancers	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6	0-8	4-12
				Undrilled			17			
			Average	Drilled			13		4-12	
				Undrilled			12			
Turcoman cavalry	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8	0-8
	Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6	0-4	
Bedouin cavalry	Light Horse	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6	0-6	
	Cavalry	Protected					9	4-6		

Anglo-Irish

This list covers Anglo-Irish armies from 1172 AD to 1500 AD. The title of the English governor changed over the period from Justiciar to Lieutenant and then to Lord Deputy. For convenience he will be referred to hereafter as the Justiciar.

Troop Notes

Scots colonists from the Western seaboard of Scotland were settled in northern Ulster following grants of land to the Earls of Galloway and Atholl by King John. Justiciar's hobilars were primarily mounted infantry, so count as Poor while mounted. Large armies usually included Irish allied contingents.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- C-in-C and sub-commanders should be depicted as knights or men-at-arms.
- Anglo-Irish commanders should be depicted as Anglo-Irish cavalry.
- Justiciar's men-at-arms can always dismount as Heavy Foot, Heavily Armoured, Superior, Drilled, Pole Arm.
- Justiciar's hobilars can always dismount as Medium Foot, Protected, Average, Drilled, Defensive Spearmen.
- Minimum marked * only applies before 1330 AD.
- Dismounted men-at-arms and billmen can interpenetrate longbowmen and vice versa.
- Anglo-Irish ally commanders' contingents must conform to the Anglo-Irish allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.

Anglo-Irish											
Territory Type: Agricultural											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander/Troop Commander						40/30		0-2	
Anglo-Irish ally commanders		Field Commander/Troop Commander						30/20		1-2	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Norman knights and sergeants	Before 1330AD	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-8	4-12
				Average				18	4-6	4-12	
			Armoured	Average				16	4	0-4	
Anglo-Irish cavalry	From 1330AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	0-6	
				Average	Undrilled	-	Light Spear Swordsmen	12	4-6	4-12	
Foot sergeants	Before 1330AD	Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	6-8	6-24	
English archers	Before 1275AD	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	8-32
		Light Foot	Unprotected			Bow	-	5			
English or Welsh Longbowmen	Before 1275AD	Medium Foot	Unprotected	Average	Undrilled	Longbow	-	6	6-8	8-32	
	From 1275AD	Medium Foot	Protected	Average	Undrilled	Longbow	-	7	6-8	8-32	8-32
			Unprotected					6			
			Protected			Longbow	Swordsmen	8	6-8	0-12	
Irish warriors or kerns	Before 1275AD	Medium Foot	Unprotected	Average	Undrilled	-	Heavy Weapon	6	6-8	8-36	8-36
							Light Spear Swordsmen	5			
	From 1275AD	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	8-24	
		Light Foot	Unprotected					5		0-12	
Optional Troops											
Justicar's men-at-arms	From 1330AD	Knights	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	21	3-4	0-4	
Justicar's hobilars	Before 1400AD	Cavalry	Protected	Poor	Drilled	-	Swordsmen	7	4-6	0-8	
Justicar's longbowmen	From 1400AD	Medium Foot	Protected	Average	Drilled	Longbow	Swordsmen	9	6-8		
Galloglaigh	From 1275AD	Heavy Foot	Protected	Superior	Undrilled	-	Heavy Weapon	10	6-8	0-8	0-18
				Average				7		0-18	
Irish cavalry		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-6	
Scots colonists	Before 1330AD	Heavy Foot	Protected	Average	Undrilled	-	Heavy Weapon	7	6-8	0-12	
						-	Offensive Spearmen				
Colonist billmen	From 1400AD	Heavy Foot	Protected	Average	Undrilled	-	Pole Arm	7	6-8	0-24	
				Poor				5			
Bombards		Heavy Artillery	-	Average	Undrilled	Heavy Artillery	-	20	2	0-2	
Stakes to cover half the bases of each longbow BG - Only from 1415 AD		Portable defences						3		All or none	
Fortified camp								24		0-1	
Allies											
Medieval Irish allies (up to 2 contingents) – see Medieval Irish list											
Manx Viking allies (Only from 1177 AD to 1266 AD) – see Book 2: Viking list											

Anglo-Irish Allies											
Allied commander		Commander/Field Commander/Troop Commander						30/20		1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Norman knights and sergeants	Only before 1330 AD	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-4	0-6
				Average				18	4-6	0-6	
Anglo-Irish cavalry	Only from 1330 AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	0-4	
				Average	Undrilled	-	Light Spear, Swordsmen	12	4-6	0-6	
Foot sergeants	Only before 1330 AD	Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	6-8	0-12	
English or Welsh longbowmen	Only before 1275 AD	Medium Foot	Unprotected	Average	Undrilled	Longbow	-	6	6-8	8-16	
	Only from 1275 AD	Medium Foot	Protected	Average	Undrilled	Longbow	-	7	6-8	8-16	8-16
			Unprotected					6			
			Protected			Longbow	Swordsmen	8		0-6	
Irish warriors or kerns	Only before 1275 AD	Medium Foot	Unprotected	Average	Undrilled	-	Heavy Weapon	6	6-8	6-16	6-16
						-	Light Spear, Swordsmen	5			
	Only from 1275 AD	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	6-12	
		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-8	

Medieval Cypriot

In 1192AD Guy de Lusignan purchased the island from the Templars, who had purchased it from Richard Coeur de Lion. A feudal Kingdom was set up, ruled by Guy and his successors. Genoa controlled part of the Island from 1373AD to 1464AD. The kingdom was tributary to Mamluk Egypt from 1426AD. Venice occupied the island in 1474AD, and purchased sovereignty from the last Lusignan queen in 1489AD.

This list covers the armies of the Kingdom of Cyprus from 1192AD until 1489AD.

Troop Notes

Infantry were mainly provided by the native Greek-speaking populace, but also included Franks, Armenians and Maronites. Classification of the fighting style of the Catalan mercenaries presents a problem – therefore we give them a choice of classification.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as knights.

Medieval Cypriot											
Territory Types: Agricultural, Developed											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40		0-2	
		Troop Commander						30		0-3	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Knights and sergeants		Knights	Heavily Armoured	Elite	Undrilled	-	Lancers, Swordsmen	30	2	0-2	6-12
				Superior				26	3-4	0-8	
				Average				18	4-6	4-8	
Spearmen		Heavy Foot	Armoured	Average	Undrilled	-	Defensive Spearmen	8	6-8	0-16	8-32
			Protected					6	8-12	8-24	
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-16	
		Medium Foot	Protected					6		6-16	
Crossbowmen		Medium Foot	Protected	Average	Undrilled	Crossbow	-	6	6-8	0-16	
Optional Troops											
Separately deployed turcopoles		Cavalry	Protected	Average	Undrilled	Bow*	Light Spear Swordsmen	12	4-6	0-4	
Mercenary men-at-arms		Knights	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	21	4-6	0-6	
Mercenary crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	0-8	
Arriere-ban		Mob	Unprotected	Poor	Undrilled	-	-	2	6-8	0-8	
Hospitaler knights and sergeants	Only from 1291AD to 1449AD	Knights	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	29	3-4	0-4	
Hospitaller spearmen		Heavy Foot	Armoured	Average	Drilled	-	Defensive Spearmen	9	4-6	0-6	
Hospitaller crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	4-6	0-6	
Catalan mercenaries	From 1320AD	Medium Foot	Protected	Superior	Undrilled	-	Offensive Spearmen	10	6-8	0-8	
				Average				7			
			Protected	Superior	Undrilled	-	Impact Foot Swordsmen	10			
				Average				7			
Turcoman mercenaries	Only from 1415AD	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-12	
		Cavalry	Protected					11			
Stradiots		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear Swordsmen	9	4-6	0-6	
		Cavalry	Protected	Average	Undrilled	-		9			
			Unprotected					8			
Italian billmen		Heavy Foot	Protected	Average	Drilled	-	Pole arms	8	6-8	0-8	
Italian handgunners		Light Foot	Protected	Average	Drilled	Firearms	-	6	4	0-4	
Fortified camp								24		0-1	
Allies											
Mamluk allies (Only from 1460AD to 1464Ad – see Mamluk Egyptian											
Special Campaigns											
Only from 1373Ad to 1374AD											
Bulgarian and other ex-slaves		Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	0-16	
				Poor				6			

Medieval Cypriot Allies										
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Knights and sergeants	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-6	
			Average				18	4-6		
Spearmen	Heavy Foot	Armoured	Average	Undrilled	-	Defensive Spearmen	6	6-8	0-8	6-16
		Protected					5	8-10	0-16	
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	
	Medium Foot	Protected					6			
Crossbowmen	Medium Foot	Protected	Average	Undrilled	Crossbow	-	6	6-8	0-16	

Moslem Indian Sultanates

After the conquest of the rump Ghaznavid territories in India by the Ghurids, the next major involvement of Moslem armies was under the Ghurid Sultan Mu'izz ad-Din Muhammad who attempted to conquer the whole of northern India. Following a series of setbacks, during which he was nearly killed at the First Battle of Tarain, he recruited a large cavalry army, reputedly 120,000 strong, and at the Second Battle of Tarain in 1192 AD he destroyed the opposing Hindu army and went on to conquer Delhi. This use of large numbers of mainly Turkish cavalry set the basis for all following Moslem armies in India and is thus taken as the start date for this list.

This list covers Moslem Indian armies from 1192 AD to 1500 AD.

Troop Notes

Gunpowder skirmishers include "grenade" throwers (*ra'd-andaz*), firework throwers (*atash-baz*) and those using hand held rockets (*taksh-andaz*).

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as mamluks.
- No more than 1 battlegroup of elite bodyguards may be used.
- Minima marked * only apply if any elephants or foot are used or after 1266 AD.
- A Moslem Indian Sultanates ally commander's contingent must conform to the Moslem Indian Sultanates allies list below, but the troops other than those marked * in the contingent are deducted from the minima and maxima in the main list.
- Afghan infantry with *karwah* must all have the same close combat capabilities.

Moslem Indian Sultanates											
Territory Types: Agricultural, Developed, Hilly											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40		0-2	
		Troop Commander						30		0-3	
Moslem Indian Sultanates ally commander		Field Commander/Troop Commander						30/20		0-2	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Elephants		Elephants	-	Average	Undrilled	-	-	25	2-3	*3-8	
Mamluk bodyguards		Cavalry	Armoured	Elite	Drilled	Bow	Swordsmen	23	2-4	0 to 1 battle group	
Mamluk, *murattab,* and similar cavalry	Before 1220AD	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	4-16	12-40
				Average				15			
Turkish tribal cavalry, ghazis, etc.		Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6	4-24	
			Unprotected					10			
		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8	
Lesser cavalry, Indians and *duaspa*	From 1220AD	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-12	8-32
				Average				15			
		Cavalry	Armoured	Average	Undrilled	Bow	Swordsmen	14	4-6	8-32	
	From 1296AD	Cavalry	Protected	Average		Bow	Swordsmen	11			
Hindu swordsmen, *paik*		Medium Foot	Unprotected	Average	Undrilled	-	Swordsmen	5	6-10	*6-24	
Hindu archers, *dhanuk*						Bow	-		6-8	*12-36	
Optional Troops											
Afghan horse		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-8	
Horse archers or mercenary nomads	From 1220AD	Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6		
						Bow	Swordsmen	10			
Hindu javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-8	
Afghan infantry		Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	0-8	
						Javelins	Light Spear	6			
Afghan infantry with *karwah*	Before 1220AD	Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	6-8	0-24	
							Light Spear Swordsmen				
Abyssinian bodyguard	From 1340AD	Medium Foot	Protected	Superior	Drilled	-	Impact Foot Swordsmen	11	4	0-4	
Handgunners	From 1340AD	Light Foot	Unprotected	Average	Undrilled	Firearm	-	5	4	0-4	
Camp followers		Mob	Unprotected	Poor	Undrilled	-	-	2	10-12	0-12	
Bolt-shooters		Light Artillery	-	Average	Undrilled	Light Artillery	-	15	2	0-2	
Stone-throwers or Bombards		Heavy Artillery	-	Average	Undrilled	Heavy Artillery	-	20	2		
Rocket troops	From 1340AD	Light Artillery	-	Average	Drilled	Light Artillery	-	17	2	0-6	

Allies
Southern Hindu Indian allies (only from 1296 AD) – see Book 2: Later Hindu Indian list

Moslem Indian Sultanates Allies												
Allied commander		Field Commander/Troop Commander						30/20		1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Elephants		Elephants	-	Average	Undrilled	-	-	25	2-3	0-3		
Mamluk, *murattab,* and similar cavalry	Before 1220 AD	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-8	4-18	
				Average				15				
Turkish tribal cavalry, ghazis, etc.		Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6	4-16		
			Unprotected					10				
		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-4		
Lesser cavalry, Indians and *duaspa*	Only from 1220 AD	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-6		
				Average				15	4-6	4-12		
			Armoured	Average	Undrilled	Bow	Swordsmen	14	4-6			
	Only from 1296 AD	Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6			
Hindu swordsmen, *paik*		Medium Foot	Unprotected	Average	Undrilled	-	Swordsmen	5	6-10	*0-10		
Hindu archers, *dhanuk*						Bow	-		6-8	*6-16		

South-Eastern Woodland Culture

The South-Eastern Woodland culture was a post Mound-Builder culture that dominated the south-east of the United States until the arrival of the Europeans. The tribes were from various language/cultural group, including the Caddo, Biloxi-Souian, Timucuan and the dominate Muskogee.

By the start of the 1500, the Muskogee occupied nearly all of what is now the south-east United States. The Muskogee culture consisted of the Creek, Choctaw, Hitchiti-Creek and Muskogee-Creek. The other dominate tribe which entered the area at the end of the era was the Cherokee, who were Iroquoian.

The Creek nation operated as a loose confederacy with minor tribes from different ethnic groups. This confederation is thought to have started as a defensive strategy against the other larger Indian tribes of the region. The Creek alliance would gain and lose land and people as small tribes joined and withdrew. The Creek towns were located mainly in the modern states of Georgia and Alabama.

The Choctaw were the largest pf the Muskogean culture nations. They controlled the area of middle and southern Mississippi, with some villages and hunting territory located east of the Tombigbee River. They were closely related to the Chickasaw, who were their bitter enemies. The Choctaw were differentiated from other Muskogean tribes by the practice of "head flattening" and wearing long and unbraided hair.

The Chikasaw was another Muskogean tribe closely related to the Choctaw language and customs. The Chokataw initially settled in northern Alabama on the north side of the Tennessee River. Eventually they established their main towns in northern Mississippi. The warlike Chikasaw claimed hunting territory far from their villages. They were constantly fighting with the nearby tribes, including the Choctaw, Creeks, Cherokee, Illinois, Kickapoo, Shawnee, Mobilians, Osage, and Quapaw.

This list covers armies of the South-Eastern Woodland culture armies from 1300AD to 1500AD

Troop Notes

Warriors include a mixture of veterans and lower ranking warriors variously armed with bows and/or spears and/or war clubs. Veratan warriors can be distinguished by warriors using two-handed war-clubs or by wearing gorgets of shell. Ambush parties were assigned at the initial war councils and comprised of picked warriors.

Some use was made of raw-hide armour and shields. The extent of such usage is uncertain. We therefore give the option of rating troops as Protected or Unprotected.

The Pensacola Bay and Mobile Bay Choctaws used *atlatls* instead of bows.

Subject tribes are vassals of the dominant tribe in the area.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be veteran warriors.
- South-Eastern Woodland cultures allied commands must conform to the South-Eastern Woodland Cultures Allies list, but the troops in the contingent are deducted from the minima and maxima in the main list. Choctaws can have non-Choctaw allies and vice versa.

South-Eastern Woodland Culture										
Territory Types: Woodlands, Hilly, Agricultural										
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1
Sub-commanders		Field Commander						40		0-2
		Troop Commander						30		0-3
South-Eastern Woodland allied commanders		Field Commander/Troop Commander						30/20		0-2
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops										
Separately deployed veteran warriors or ambush parties	Any	Medium Foot	Protected	Superior	Undrilled	-	Impact Foot Swordsmen	10	6-10	6-20
			Unprotected					8		
	Any except Pensacola,or Mobile Bay Choctaws	Medium Foot	Protected	Superior	Undrilled	Bow*	Impact Foot Swordsmen	11	6-10	
			Unprotected					9		
	Only Pensacola or Mobile Bay Choctaws	Medium Foot	Protected	Superior	Undrilled	Javelins	Impact Foot Swordsmen	11	6-10	
			Unprotected					9		
Warriors	Any except Pensacola,or Mobile Bay Choctaws	Medium Foot	Protected	Average	Undrilled	Bow*	Impact Foot Swordsmen	8	8-10	24-96
			Unprotected					7		
	Only Pensacola or Mobile Bay Choctaws	Medium Foot	Protected	Average	Undrilled	Javelins	Impact Foot Swordsmen	8	8-10	
			Unprotected					7		
Optional Troops										
Skirmishing archers	Any except Pensacola,or Mobile Bay Choctaws	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-24
Atlatl skirmishers		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	
Subject tribe foot		Medium Foot	Unprotected	Poor	Undrilled	-	Light Spear	2	6-12	0-24

South-Eastern Woodland Culture Allies										
Allied Commander		Field Commander/Troop Commander						30/20		1
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops										
Separately deployed veteran warriors or ambush parties	Any	Medium Foot	Protected	Superior	Undrilled	-	Impact Foot Swordsmen	10	6-8	0-12
			Unprotected					8		
	Any except Pensacola,or Mobile Bay Choctaws	Medium Foot	Protected	Superior	Undrilled	Bow*	Impact Foot Swordsmen	11	6-8	
			Unprotected					9		
	Only Pensacola or Mobile Bay Choctaws	Medium Foot	Protected	Superior	Undrilled	Javelins	Impact Foot Swordsmen	11	6-8	
			Unprotected					9		
Warriors	Any except Pensacola,or Mobile Bay Choctaws	Medium Foot	Protected	Average	Undrilled	Bow*	Impact Foot Swordsmen	8	8-10	10-40
			Unprotected					7		
	Only Pensacola or Mobile Bay Choctaws	Medium Foot	Protected	Average	Undrilled	Javelins	Impact Foot Swordsmen	8	8-10	
			Unprotected					7		

Mongol Conquest

This list covers the steppe based Mongol armies of the “conquest” period from 1218 AD until 1265 AD, the Ilkhanid armies in Persia and the near East from the conquest of the Shahdom of Khwarazm in 1230 AD until the assassination of the last il-Khanid pretender in 1353 AD, and the Tatar armies of the Golden Horde and its successors from 1242 AD until 1500 AD.

Troop Notes

Mongol forces used normal nomad horse archer tactics. Their amazing military success can be attributed more to organisation and discipline than to tactical innovation. They also became expert at siege warfare, using engineers recruited from their settled subjects.

Breaking with Mongol tradition, Chinggis appointed officers on the basis of merit rather than family connections. He retained the traditional decimal organisation of steppe armies, but formalised it into a permanent structure: The basic squad (*arbat*) consisted of ten men; ten *arbats* (100 men) made a *zuut*; ten *zuuts* (1,000 men) made a *myanghan* and ten *myanghans* (10,000 men) made a *tumen* – forming a strategic division of the army. He incorporated the forces of subjugated tribes into his army on the same basis. In conjunction with strictly imposed discipline and a new code of laws (the Yassa) regulating all aspects of life, this formal organisation made the Mongol army far more effective than its tribal predecessors.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as guard or best equipped Mongol cavalry.
- Armies are either **Mongol**, **Ilkhanid** or **Tatar**.
- 'Core' cavalry in a Mongol army can always dismount. Light Horse dismount as Light Foot, Cavalry as Medium Foot. They will be Armoured, Protected or Unprotected (as mounted type), Average or Superior (as mounted type), Drilled, Bow, Swordsmen.

Mongol Conquest											
Territory Types:- Mongol and Tatar: Steppes, Agricultural; Ilkhanid: Agricultural, Developed											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40		0-2	
		Troop Commander						30		0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Best equipped cavalry		Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	21	4-6	0-8	
							Swordsmen	20		4-8	
				Average		Bow	Swordsmen	15		0-8	
Other cavalry		Light Horse	Unprotected	Superior	Drilled	Bow	Swordsmen	13	4-6	4-16	
				Average				10			
		Cavalry	Protected	Superior	Drilled	Bow	Swordsmen	16	4-6	4-16	
			Protected	Average				12		4-24	
			Unprotected					11			
Optional Troops											
Guard cavalry	Mongols only	Light Horse	Protected	Elite	Drilled	Bow	Swordsmen	18	4-6	0-6	0-8
		Cavalry	Armoured	Elite	Drilled	Bow*	Lancer Swordsmen	23	4-6		
		Cavalry				Bow	Light Spear Swordsmen	24		0-6	
	Others	Cavalry	Armoured	Elite	Drilled	Bow	Light Spear Swordsmen	24	4	0-4	
Nomad cavalry		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-6	0-24
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-24	
			Protected					11			
Qidan, Jurchen, “Black Army” or Khwazrizmian cavalry	Only Mongols	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-4	0-16
				Average				15	4-6	0-16	
Kurdish cavalry	Only Ilkhanids	Cavalry	Armoured	Average	Undrilled	-	Lancers, Swordsmen	12	4-6	0-6	
Kurdish archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12	
Frankish knights	Only Ilkhands from 1260AD to 1308AD	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-4	
Hospitaller knights		Knights		Superior	Drilled	-		29	3-4		
Frankish crossbowmen		Medium Foot	Protected	Average	Undrilled	Crossbow	-	6	6	0-6	
Hospitaller crossbowmen					Drilled	Crossbow	-	7			
Armenian archers	Only Tatar	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12	
Italian crossbowmen			Protected		Drilled	Crossbow	-	7	4	0-4	
Naffatun	Only Tatar from 1340AD	Light Foot	Unprotected	Average	Undrilled	Firearm	-	5	4	0-4	

Stone throwers and bolt shooters	Only Mongol and Ilkhanid	Heavy Artillery	-	Average	Drilled	Heavy Artillery	-	20	2	0-4
Fortified camp								24		0-1
Allies										
Jin allies (only Mongols before 1260 AD) - see Jurchen-Jin list										
Koryo Korean allies (only Mongols from 1242 AD)										
Uighur allies (only Mongols) – see Book 2: Later Eastern Steppe Horse Cultures list										
Cilician Armenian allies (only Ilkhanid)										
Georgian allies (only Tatar before 1259 AD or Ilkhanid) – see Book 2: Georgian list										
Golden Horde (Tatar) allies (only Ilkhanid) – see Mongol Conquest list										
Seljuq or Syrian allies (only Ilkhanid before 1262 AD) – see Book 2: Seljuq Turk list										
Later Russian Allies (only Tatar)										
Ottoman Turkish allies (only Tatar from 1450 AD) - see Ottoman Turkish list										

Mongol Conquest Allies									
Allied commander	Field Commander/Troop Commander						30/20		1
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
	Type	Armour	Quality	Training	Shooting	Close Combat			
Best equipped cavalry	Cavalry	Armoured	Superior	Drilled	Bow	Light Spear Swordsmen	21	4-6	0-8
						Swordsmen	20		
			Average		Bow	Swordsmen	15		
Other cavalry	Light Horse	Unprotected	Superior	Drilled	Bow	Swordsmen	13	4-6	4-8
			Average				10		
	Cavalry	Protected	Superior	Drilled	Bow	Swordsmen	16	4-6	4-16
		Protected	Average				12		
		Unprotected					11		

Medieval Indonesian or Malay

This list covers Indonesian and Malay armies from 1222 AD to 1500 AD.

The Indonesians consider ten main ethnic groups to occupy the islands. These are geographically based around Central Java, Bali, West Sumatra, South Sulawesi, East Nusa-Tenggara, Central Sulawesi, West Kalimantan, Maluku, East Java and Papua. Throughout much of this era Indonesia was consumed by both civil wars and an Islamic Jihad aimed at converting the islands. Balinese Hinduism was distinctly anti-Moslem.

The Singosari-Majapahit Kingdom located in eastern Java was founded circa 1222 AD, when the town of Singosari destroyed its rival Kediri/Mataram after years of civil war. It lasted until 1518 AD. At the height of its power it controlled all of Indonesia and Malaysia, although historians from rival cities maintain that it actually only controlled parts of several key islands. Following the foundation of the kingdom, it quickly expanded control over the islands of Madura, Bali, numerous smaller islands and even conquered part of southern Sumatra.

A brief civil war between 1289 AD and 1300 AD saw Mongol (Yuan Chinese) intervention to aid one of the factions. The Mongol-supported faction won, but soon turned on their allies and drove the Mongols out of the country. The capital of the kingdom shifted at about this time to Majapahit and the kingdom expanded into an empire.

The civil war of Majapahit which ended in 1406 AD saw Prince Paramisora of Blambangan flee to Tumasik and then to the Malacca Peninsula. There he established the kingdom of Malacca.

Armies should be designated as: **Malay**, **Sumatran**, **Singosari-Majapahit**, **Javanese** or, from 1406 AD **Malacca Malay**.

Troop Notes

Indonesia and Malay troops were known for their fierce attack and disregard for their own safety.

The use of the spear and blades dominated Indonesian warfare. A statue in Alor, Indonesia, shows a warrior with a light spear and long wooden shield. From the start of the 13th century many of the troops armed with bows, spears and blowguns also carried a kerambit. The kerambit had a unique curved blade shape that symbolised a "tiger claw".

The Buginese and Makasar people from South Sulawesi region were known as tough sailors, mercenaries and fearless warriors. Artwork shows them armed with swords and javelins. A drawing of a Papuan warrior shows him with a light spear and shield that reaches from the feet to the neck. A drawing of a West Kalimantan warrior has him with a kris and smaller shield.

Skirmishers are assumed to be armed with a mixture of blow-pipes and other missile weapons, and assorted bladed hand-to-hand weapons. We treat the mixture as Javelins, Light Spear. Cavalry and elephants were unavailable in some areas.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted on elephants (unless Javanese or Macca Malay), as noble cavalry or warriors, or, if Javanese, in a chariot.

Medieval Indonesian or Malay											
Territory Types: Agricultural, Tropical, Hilly, Mountains											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40		0-2	
		Troop Commander						30		0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	12-36	
Warriors		Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	8-12	24-96	32-96
			Unprotected					6			
Veteran warriors			Protected	Superior				10	6-8	0-24	
Elephants	Malay or Sumatran	Elephants	-	Average	Undrilled	-	-	25	2-3	2-8	
	Singosari-Majapahit before 1406AD										
	Only Macca Malay								2	0-2	
Optional Troops											
Noble horse		Light Horse	Protected	Average	Undrilled	Javelins	Light Spear	8	4-6	0-6	
Skirmishers		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-24	
						Bow	-				
Uniformed light cavalry	Only Singosari-Majapahit	Light Horse	Unprotected	Average	Drilled	Javelins	Light Spear	7	4	0-4	
Levy Foot		Medium Foot	Unprotected	Poor	Undrilled	-	Light Spear	2	8-10	0-20	
Peasants		Mob	Unprotected	Poor	Undrilled	-	-	2	10-12		
Hand-gunners	Only from 1435 AD	Light Foot	Unprotected	Average	Undrilled	Firearm	-	5	4-6	0-6	
Cannon	Only from 1400 AD	Light Artillery	-	Average	Undrilled	Light Artillery	-	15	2	0-2	
Turkish cannon	Malacca Malay from 1435AD	Heavy Artillery	-	Average	Undrilled	Heavy Artillery	-	20	2		

Allies
Only Malay
Javanese allies (Only Malacca Malay from 1435 AD) – see Medieval Indonesian or Malay list
Sinhalese allies (Only from 1240 AD to 1270 AD) – see Book 2: Later Hindu Indian list
Ming Chinese allies (Only from 1409 AD to 1435 AD) – see Ming Chinese list
Only Singosari-Majapahit
Javanese allies (Only from 1270 AD to 1390 AD) – see Medieval Indonesian or Malay list
Yuan Chinese allies (Only from 1289 AD to 1300 AD) – see Yuan Chinese list

Medieval Indonesian or Malay Allies												
Allied commander		Field Commander/Troop Commander						30/20		1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-18		
Warriors		Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	8-12	12-36	12-36	
			Unprotected					6				
Veteran warriors			Protected	Superior				10	6-8	0-8		
Elephants	Malay or Sumatran	Elephants	-	Average	Undrilled	-	-	25	2-3	0-3		
	Singosari-Majapahit before 1406AD											

Teutonic Knights

The Teutonic Knights or Teutonic Order (The Order of the German House of St. Mary in Jerusalem) was founded as a German hospital order during the siege of Acre in 1190 AD and transformed into a military order in 1198 AD.

In 1226 AD Konrad I, Duke of Masovia in west-central Poland, invited the Teutonic Knights to assist in the conquest of the pagan Prussians, granting the Order the use of Chełmno Land (Kulmerland) in modern central Poland as their base.

The Livonian Brothers of the Sword, also recruited from Germany, were founded in 1202 AD by Albert of Buxhoeveden, Bishop of Riga, with the aim of converting the pagan Curonians, Livonians, Semigallians, and Latgalians along the Gulf of Riga. After a severe defeat by the Lithuanians and Semigallians at the Battle of Schaulen (Saule) in 1236 AD, they were incorporated into the Teutonic Order.

This list covers the armies of the Ordensstaat of the Teutonic Knights from 1226 AD to 1500 AD.

Troop Notes

Subject foot included Estonians, Kurs, Letts, Livs and Prussians. Turcopoles were mercenary or native light cavalry. We have found no evidence for the horse archers included in previous published army lists.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as brother knights.
- The minima marked * apply if troops so marked are used.
- Knights can always dismount as Elite, Superior or Average (as mounted type), Heavily Armoured, Drilled or Undrilled (as mounted type), Heavy Foot – Pole Arm.

Teutonic Knights											
Territory Types: Agricultural, Woodlands											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40		0-2	
		Troop Commander						30		0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Brother knights, brethren and sergeants		Knights	Heavily Armoured	Elite	Drilled	-	Lancers, Swordsmen	33	3-4	0-4	4-12
				Superior				29		4-12	
Vassal, "Crusader" or mercenary men-at-arms		Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-8	6-16
		Knights	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	21	4-6	6-16	
Turcopoles	Only from 1230 AD	Light horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-8	4-12
		Cavalry	Protected	Average	Undrilled	-	Light Spear Swordsmen	9	4-6	0-8	
Serving brother or mercenary spearmen		Heavy Foot	Armoured	Average	Drilled	-	Defensive Spearmen	9	6-8	*6-16	
			Protected					7			
Serving brother or mercenary crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	*6-18	
Optional Troops											
Subject foot spearmen		Medium Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	6-8	0-16	
				Poor				4			
		Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8		
				Poor				3			
Subject foot archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	
				Poor				3			
Mounted crossbowmen		Cavalry	Armoured	Average	Drilled	Crossbow	Swordsmen	14	4-6	0-6	
			Protected					11			
German town militia and colonist spearmen		Heavy Foot	Protected	Poor	Drilled	-	Defensive Spearmen	5	6-8	0-16	
German town militia crossbowmen		Medium Foot	Protected	Poor	Drilled	Crossbow	-	5	6-8	0-8	
Vassal or "Crusader" crossbowmen		Medium Foot	Protected	Average	Undrilled	Crossbow	-	6	6-8		
Handgunners	Only from 1380 AD	Light Foot	Protected	Average	Drilled	Firearm	-	6	4	0-4	
			Unprotected					5			
Bombards	Only from 1380 AD	Heavy artillery	-	Average	Undrilled	Heavy Artillery	-	20	2	0-2	
Allies											
Polish allies (only before 1242 AD) – see Book 2: Early Polish allies											
German city allies											

Teutonic Knights Allies											
Allied commander		Field Commander/Troop Commander						30/20		1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Brother knights, brethren and sergeants		Knights	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	29	3-4	3-6	
Vassal, “Crusader” or mercenary men-at-arms		Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-4	3-8
		Knights	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	21	4-6	4-8	
Turcopoles	Only from 1230 AD	Light horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-6	
		Cavalry	Protected	Average	Undrilled	-	Light Spear Swordsmen	9	4-6		

Mamluk Egyptian

This list covers the armies of the Mamluk Sultanate of Egypt from the overthrow of the last Ayyubid Sultan in 1250 AD following the failure of the 7th Crusade, until 1500 AD. The early Mamluk Sultans maintained an unusually high-quality army and halted the previously inexorable advance of the Mongols.

Troop Notes

Mamluks were exhaustively trained slave soldiers of steppe origin. Halqa were mostly free born cavalry, paid less than the mamluks, and of lower status. Devastating horse archery was central to Mamluk tactics, although they were also equipped with lance and mace. The usual deployment was Mamluk horse archers in the centre, with Turcomans on one wing and Bedouin on the other. Naffatun were armed with naphtha bombs – the Medieval equivalent of Molotov cocktails.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as mamluks.
- Mamluks can always dismount - as Elite, Superior or Average (as per mounted type), Armoured, Drilled Medium Foot – Bow, Swordsmen.
- No more than half the Halqa bases fielded can be Superior.

Mamluk Egyptian											
Territory Types: Agricultural, Developed											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40		0-2	
		Troop Commander						30		0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Amirs' and previous Sultans' mamluks	Before 1400AD	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	4-16	8-24
				Average				15		4-16	
	From 1400AD	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-12	
				Average				15		8-24	
Turcoman cavalry		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	4-12	
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6		
			Protected					11			
Bedouin cavalry		Light Horse	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6	4-8	4-12
		Cavalry	Unprotected					8	4-6	0-8	
			Protected					9			
Optional Troops											
Sultan's own mamluks	Before 1400AD	Cavalry	Armoured	Elite	Drilled	Bow	Swordsmen	23	4-6	0-8	
	From 1400AD			Superior				20			
Halqa	Before 1400AD	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6	0-6	0-12
				Average				13		0-6	
Kurdish or Syrian cavalry		Cavalry	Armoured	Average	Undrilled	-	Lancers, Swordsmen	12	4	0-4	
Foot archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-16	
			Protected					6			
Javelinmen		Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	0-8	
				Poor				4			
Crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	4	0-4	
Poor quality foot		Mob	Unprotected	Poor	Undrilled	-	-	2	10-12	0-12	
Naffatun	Only before 1490AD	Light Foot	Unprotected	Average	Drilled	Firearm	-	5	4	0-4	
			Protected					6			
Handgunners	Only from 1490AD	Light Foot	Unprotected	Average	Drilled	Firearm	-	5	4		
Stone-throwers or bolt-shooters	Only before 1340AD	Heavy Artillery	-	Average	Drilled	Heavy Artillery	-	20	2	0-2	
Light guns	Only from 1340AD	Light Artillery	-	Average	Drilled	Light Artillery	-	17	2		
Fortified camp								24		0-1	
Allies											
Syrian Ayyubid allies (only before 1286 AD) – see Book 2: Seljuq list											

Mamluk Egyptian Allies											
Allied commander		Field Commander/Troop Commander						30/20		1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Amirs' and previous Sultans' mamluks	Before 1400AD	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-8	4-12
				Average				15		0-8	
	From 1400AD	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-4	
				Average				15		4-12	
Turcoman cavalry		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-4	4-12
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8	
			Protected					11			
Bedouin cavalry		Light Horse	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6	0-6	
		Cavalry	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6	0-6	
			Protected					9			

Yuan Chinese

In 1259 AD the Mongol Great Khan Möngke died and was succeeded, although this was disputed, by his brother Khubilai, who was at the time in command of the Mongol armies in China attempting to complete the conquest of the Southern Song. During his time in China, Khubilai had come to recognise the benefits that could be gained from incorporating Chinese practices into the Mongol system. When he became Great Khan, he was in a position to implement this, at least in the part of the Mongol realm where his writ was obeyed.

His first, and most important, military act was to finish the conquest of Song which was completed by the end of 1279 AD. At the same time Khubilai was forced to defend his position as Mongol Great Khan against his brother Arigh Böke, whom he finally defeated in 1264 AD. Despite his victory, this civil war effectively marked the end of the unified Mongol realm as the other Khans recognised Khubilai's supremacy only nominally at best, and wars had to be conducted against some.

This list covers the armies of Yuan dynasty China from 1260 AD to 1368 AD.

Troop Notes

The Chinese term *dao* includes any single edged bladed weapon including polearms as well as swords. As well as polearms, many of the swords used, such as the *zhanmadao* and *mazhadao,* were large enough to qualify as Heavy Weapon.

Mixed infantry battle groups represent troops depicted with a front rank of men carrying shields and spears, and rear ranks of crossbowmen or archers. This appears to have been a continuation of Song practice and we classify them similarly.

It is during the Yuan period that gunpowder artillery starts to become a common feature of Chinese armies. Both small cannon and rockets were used in substantial numbers by the end of the dynasty, although man carried firearms remained relatively rare.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army: Commanders should be depicted as guard cavalry. Before 1300 AD, the C-in-C could be depicted on an elephant.

- Guard and Mongol cavalry can always dismount. Light Horse dismount as Light Foot, Cavalry as Medium Foot. Armour, quality, training, and shooting and close combat capabilities are the same as when mounted.
- The minimum marked * only applies if infantry in mixed formations is not used.
- Javanese cannot be used with other allies nor with Southern tribal troops.
- Uighur or Mongol allies cannot be used with Southern tribal troops

Yuan Chinese												
Territory Types: Agricultural, Developed, Hilly, Steppes												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30			1	
Sub-commanders		Field Commander						40			0-2	
		Troop Commander						30			0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Guard cavalry		Cavalry	Armoured	Elite	Drilled	Bow	Swordsmen	23	4		0-4	4-12
				Superior				20	4-6		4-8	
Mongol cavalry	Before 1300AD	Light Horse	Unprotected	Superior	Drilled	Bow	Swordsmen	13	4-6		0-8	8-24
				Average				10			0-8	
		Cavalry	Protected	Superior	Drilled	Bow	Swordsmen	16	4-6		4-12	
			Unprotected					14				
		Cavalry	Protected	Average	Drilled	Bow	Swordsmen	12	4-6		4-24	
			Unprotected					11				
	From 1300AD	Light Horse	Unprotected	Average	Drilled	Bow	Swordsmen	10	4-6		4-12	8-24
		Cavalry	Protected	Average	Drilled	Bow	Swordsmen	12	4-6		4-12	
			Unprotected					11				
Separately deployed spear- and dao-men		Medium Foot	Protected	Average	Drilled	-	Pole Arm	8	6-8		*6-24	
				Poor	Undrilled			5				
Crossbowmen in mixed formations		Medium Foot	Protected	Average	Drilled	Crossbow	Light Spear	7	1/2	6-8	6-12	
						Crossbow	-		1/2			
		Medium Foot	Protected	Poor	Undrilled	Crossbow	Light Spear	4	1/2	6-8		
						Crossbow	-		1/2			
Separately deployed crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8			
				Poor	Undrilled			4				
Archers in mixed formations		Medium Foot	Protected	Average	Drilled	Bow	Light Spear	7	1/2	6-8	6-18	
						Bow	-		1/2			
		Medium Foot	Protected	Poor	Undrilled	Bow	Light Spear	4	1/2	6-8		
						Bow	-		1/2			
Separately deployed archers		Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8			
				Poor	Undrilled			4				

Optional Troops											
Chinese cavalry	Only before 1300AD	Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6	0-6	
			Protected	Average				12			
				Poor				10			
Southern tribal cavalry		Cavalry	Protected	Average	Undrilled	-	Light Spear, Swordsmen	9	4-6	0-8	
						Crossbow	-	8			
Guard halberdiers		Heavy Foot	Armoured	Superior	Drilled	-	Pole Arm	14	4-6	0-6	0-12
Anti-cavalry squads		Heavy Foot	Protected	Average	Drilled	-	Pole Arm	8	4-8	0-8	
Southern tribal foot		Medium Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	6	6-8	0-16	
							Impact Foot, Swordsmen	7			
Chinese or southern tribal skirmishers		Light Foot	Unprotected	Average	Drilled or Undrilled	Bow	-	5	6-8	0-8	
						Crossbow	-				
Handgunners	Only from 1288AD	Light Foot	Unprotected	Average	Drilled	Firearm	-	5	4	0-4	
Stone-throwers		Heavy Artillery	-	Average	Undrilled	Heavy Artillery	-	20	2	0-2	0-6
Light guns	Only from 1300AD	Light Artillery	-	Average	Drilled	Light Artillery	-	17	2	0-2	
Portable rocket launchers	Only from 1340AD	Light Artillery	-	Average	Drilled	Light Artillery	-	17	2	0-4	
Allies											
Jin allies (only before 1262 AD) – see Jurchen-Jin list											
Javanese allies (only in 1293 AD) – see Medieval Indonesian or Malay list											
Koryo Korean allies											
Mongol allies – see Mongol Conquest list (before 1266 AD) or Book 2:Later Eastern Steppe Horse Cultures list (from 1266 AD)											
Uighur allies (only before 1330 AD) – see Book 2: Later Eastern Steppe Horse Cultures list											

Yuan Chinese Allies											
Allied commander		Field Commander/Troop Commander						30/20		1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Guard cavalry		Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-6	
Mongol cavalry	Before 1300 AD	Light Horse	Unprotected	Superior	Drilled	Bow	Swordsmen	13	4-6	0-4	4-12
				Average				10		0-6	
		Cavalry	Protected	Superior	Drilled	Bow	Swordsmen	16	4-6	0-6	
			Unprotected					14			
		Cavalry	Protected	Average	Drilled	Bow	Swordsmen	12	4-6	4-12	
			Unprotected					11			
	From 1300 AD	Light Horse	Unprotected	Average	Drilled	Bow	Swordsmen	10	4-6	0-6	
		Cavalry	Protected	Average	Drilled	Bow	Swordsmen	12	4-6	4-8	
			Unprotected					11			
Separately deployed spear- and dao-men		Medium Foot	Protected	Average	Drilled	-	Pole Arm	8	6-8	0-8	
Crossbowmen in mixed formations		Medium Foot	Protected	Average	Drilled	Crossbow	Light Spear	7	1/2 6-8	0-8	
						Crossbow	-		1/2		
Separately deployed crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8		
Archers in mixed formations		Medium Foot	Protected	Average	Drilled	Bow	Light Spear	7	1/2 6-8	0-12	
						Bow	-		1/2		
Separately deployed archers		Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8		

Late Byzantine

This list covers the Byzantine armies from the recovery of Constantinople in 1261AD. Armies can be either that of the Central Imperial state based at Constantinople (modern Istanbul), the Despotate of Epiros (in Albania and north-west Greece), the Despotate of the Morea (in the Greek Peloponnese), or the Empire of Trebizond (based at modern Ttabzon on the south-east Black Sea coast.

The Despotate of Epiros was conquered by the Central State in 1340AD. Constantinople did not fall to the Turks until 1453AD, but no field army was available to the Central State after the end of the 14th Century. The Despotate of Morea was semi-independent from 1349AD, and finally fell to the Turks in1460AD. Trebizond fell to the turks in1461AD.

Troop Notes

Kavallarioi were probably the descendants of Frankish mercenary knight. Sources of horse archers include Cumons, Turks, Alans, Vlachs, Bulgars, Lazoi andTzanoi., depending on local availability. Sources of irregular foot included Vlachs, Slavs, Albanians, Lazoi and Tzanoi.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Byzantine cavalry.
- The minimum marked *does not apply to Central armies.

Late Byzantine											
Territory Types: Agricultural, Developed, Hilly											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40		0-2	
		Troop Commander						30		0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Kavallarioi	Only Central	Knights	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	29	3-4	4-6	
				Average				21	4-6		
Byzantine cavalry	Any except Trebizond	Cavalry	Armoured	Average	Drilled	-	Lancers, Swordsmen	13	4-6	6-16	
			Protected					10			
	Trebizond before 1440AD	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6		
			Protected					14			
	Trebizond from 1440AD	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6		
			Protected					16			
Irregular horse archers	Any except Morea	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8	8-20
		Cavalry	Protected					11	4-6	4-16	
			Unprotected					10			
Regular archers		Light Foot	Unprotected	Average	Drilled	Bow	Swordsmen	6	6-8	0-8	12-64
		Medium Foot	Protected					8		6-12	
irregular archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-16	
		Medium Foot	Protected					6		6-24	
			Unprotected					5			
Optional Troops											
Vardariotai guards	Only Central	Light Horse	Unprotected	Superior	Drilled	Bow	Swordsmen	13	4-6	0-6	
		Cavalry	Protected					16			
Tzakones foot guards		Medium Foot	Protected	Superior	Drilled	-	Light Spear Swordsmen	10	6-8	0-8	
Catalan foot guards		Medium Foot	Protected	Superior	Drilled	-	Offensive Spearmen	11	6-8	0-8	
						-	Impact Foot Swordsmen				
Byzantine spearmen		Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	6-8	0-16	
Hillmen	Any except central	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-8	0-24
		Medium Foot	Protected					6		0-24	
Albanian cavalry	Only Epiros	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear Swordsmen	9	4-6	0-6	
		Cavalry	Protected			-					
	Only Morea	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear Swordsmen	9	4-6	0-8	
		Cavalry	Protected			-					
Frankish vassals	Only Morea	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-4	
Frankish mercenaries	Only Epiros	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-4	
								21	4		
Fortified camp								24		0-1	

Allies
Tartar allies (only **Central** from 1282AD to 1283AD) – see Mongol Conquest list
Ottoman Turkish allies (only **Central** from 1348AD and Morea from 1382AD) – see Ottoman Turkish list
Serbian allies (only **Central** from 1150 AD to 1180 AD) – see Later Serbian list
Turkish allies (only **Central** before 1348 and **Trebizond** after 1360AD) – Anatolian Turcoman
Angevin allies (only **Epiros** from 1276AD to 1291AD) – see Italo-Norman and Sicilian list
Byzantine allies (only **Epiros** from 1309AD to 1310AD) – see Later Byzantine (Central) list

Late Byzantine Allies											
Allied commander		Field Commander/Troop Commander						30/20		1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core TroopsO											
Kavallarioi	Only Central	Knights	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	29	3-4	0-4	
				Average				21	4		
Byzantine cavalry	Any except Trebizond	Cavalry	Armoured	Average	Drilled	-	Lancers, Swordsmen	13	4-6	4-8	
			Protected					10			
	Trebizond before 1440AD	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6		
			Protected					14			
	Trebizond from 1440AD	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6		
			Protected					16			
Irregular horse archers	Any except Morea	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8	0-8
		Cavalry	Protected					11	4-6	4-16	
			Unprotected					10			
Regular archers		Medium Foot	Protected	Average	Drilled	Bow	Swordsmen	8	6	0-12	6-24
irregular archers		Medium Foot	Protected	Average	Undrilled	Bow	-	6	6-8	6-18	
			Unprotected					5			

Middle Plantagenet English

Edward I ascended the throne in 1272 AD following the death of his father Henry III. In 1276 AD he invaded Wales, conquered most of the country and left Llywelyn ap Gruffydd with only a rump of Gwynedd. In 1284 AD Wales was incorporated into England under the Statute of Rhuddlan.

Following the death of the Scots King Alexander III in 1286 AD, there was no direct male heir to the throne. Edward succeeded in betrothing his heir, Edward of Caernarfon, to Alexander's granddaughter Margaret (daughter of King Eirik II of Norway), but she died on the way from Norway to take the Scottish throne. To prevent civil war, the Scottish Guardians invited Edward to arbitrate between the rival claimants to the throne. He did so, but only on condition that he be recognised as Overlord of Scotland. King John Balliol was crowned in November 1292 AD, but Edward continued to undermine Scottish independence. In 1296 AD Edward invaded, and deposed King John. The First Scottish War of Independence followed, lasting until Edward III finally recognised Scottish independence in 1328 AD.

This list covers English armies from 1272 AD to 1320 AD.

Troop Notes

The main characteristic feature of English armies of this period was the fielding of large numbers of longbowmen. This seems to have been an innovation by Edward I following his Welsh wars. Initially most of the longbowmen were Welsh, but later in the period the longbow also became the main weapon of the English yeomanry. All freemen with 40-100 shillings worth of land were expected to serve with bow and sword, those with less with bow and whatever hand-to-hand weapons they could get, including knives, pole-arms such as gisarmes and fauchards and assorted peasant weapons. Most wore quilted gambesons (aketons). By this time the decline of the feudal system had drastically reduced the size of feudal knightly contingents, the shortfall being made up with paid mercenaries.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as knights.
- No more than one allied contingent can be used.

Middle Plantagenet English											
Territory Types: Agricultural, Woodlands											
C-in-C	Inspired Commander/Field Commander/Troop Commander							80/40/30		1	
Sub-commanders	Field Commander							40		0-2	
	Troop Commander							30		0-3	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**		
	Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops											
Royal household knights and sergeants	Knights	Heavily Armoured	Elite	Drilled	-	Lancers, Swordsmen	33	2	0-2	6-24	
			Superior				29				
Feudal or mercenary knights and sergeants	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-18		
			Average	Undrilled	-		18	4-6	6-24		
			Average	Drilled	-		21				
Welsh or English archers	Medium Foot	Protected	Average	Undrilled	Longbow	Swordsmen	8	6-8	0-48	24-64	
		Unprotected					7				
		Protected			Longbow	-	7		16-64		
		Unprotected					6				
Optional Troops											
Separately deployed sergeants or hobilars	Cavalry	Armoured	Average	Undrilled	-	Lancers, Swordsmen	12	4-6	0-6		
		Protected					9				
Mounted crossbowmen	Cavalry	Armoured	Average	Undrilled	Crossbow	Swordsmen	13	4	0-4		
Spearmen	Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	6-8	0-16	0-20	
		Armoured	Average	Drilled	-	Defensive Spearmen	9	6-8	0-8		
		Protected					7				
		Protected	Poor	Drilled	-	Defensive Spearmen	5	8-10	0-16		
Gascon crossbowmen	Medium Foot	Protected	Average	Undrilled	Crossbow	-	6	6-8	0-16		
Irish foot – Only in Britain or Ireland	Medium Foot	Unprotected	Average	Undrilled	-	Heavy Weapon	6	6-8	0-8		
					-	Light Spear Swordsmen	5				
	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8			
Allies											
Medieval Irish allies – see Medieval Irish list											
North Welsh allies – see Medieval Welsh list											

Middle Plantagenet English Allies										
Allied commander	Field Commander/Troop Commander						30/20		1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Feudal or mercenary knights and sergeants	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-8	4-12
			Average	Undrilled			18	4-6	4-12	
				Drilled			21			
Welsh or English archers	Medium Foot	Protected	Average	Undrilled	Longbow	Swordsmen	8	6-8	0-16	8-24
		Unprotected					7			
		Protected			Longbow	-	7		8-24	
		Unprotected					6			

Swiss

This list covers Swiss armies from 1291 AD, when the Forest Cantons - Uri, Schwyz and Unterwalten - formed the Everlasting League, until 1500 AD.

Troop Notes

The Swiss fought in deep infantry columns. For the first hundred years of the period, they relied on their murderous halberds and their native terrain. At Mortgarten (1315 AD) they ambushed the Austrians while they were in column of march along a lakeside path. The Austrians were massacred. Around the turn of the century the Swiss began to replace their halberds with pikes, which appear to have been more effective against both mounted and dismounted men-at-arms in open ground. By the time of Arbedo (1422 AD) about a third were armed with pikes, the remainder still having halberds.

By the mid-15th century, the Swiss had largely switched to pikes, attacking rapidly in huge columns. Each such column had a core of halberdiers who could sally out to cause mayhem if the column was halted. There were usually three such columns, the Vorhut (vanguard), Gewalthut (centre) and Nachhut (rearguard), attacking in echelon. The Vorhut usually included most of the army's crossbowmen and handgunners. Halberdiers in the centre of pike blocks are treated as pikemen.

As the confederacy expanded troops from some of the newer cantons were not always up to the high standard of the first armies and so the option for Average halbardiers and pikemen is allowed.

We rather generously allow the stones thrown by the "enfants perdus" at Laupen to be treated as javelins. Letzinen were stone barricades used to block roads so that the enemy could be halted and ambushed.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as halberdiers or pikemen.

Swiss											
Territory Type: Mountains											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40		0-2	
		Troop Commander						30		0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Halberdiers	Before 1425AD	Heavy Foot	Protected	Superior	Drilled	-	Pole Arm	11	8-12	16-60	
	1425AD to 1490AD			Superior				11	4-8	0-24	
				Average				8			
Pikemen	1360AD to 1421AD	Heavy Foot	Protected	Superior	Drilled	-	Pikemen	9	8-12	8-32	
	From 1422AD			Superior				9		24-48	24-72
				Average				6		0-36	
Crossbowmen	Before 1476AD	Light Foot	Unprotected	Average	Drilled	Crossbow	-	5	6-8	6-18	6-24
	From 1476AD									0-8	
Handgunners	1400AD to 1475AD	Light Foot	Unprotected	Average	Drilled	Firearm	-	5	6-8	0-8	
	From 1476AD									6-18	
Optional Troops											
Mounted crossbowmen		Light Horse	Unprotected	Average	Drilled	Crossbow	-	7	4	0-4	
"Enfant perdus" throwing stones	Before 1360AD	Light Foot	Unprotected	Poor	Undrilled	Javelins	-	3	6-8	0-8	
Light guns	From 1360AD	Light Artillery	-	Average	Undrilled	Light Artillery	-	15	2	0-2	
Letzinen - stone barricades	Before 1422AD	Field Fortifications						3		0-12	
Fortified camp								24		0-1	
Special Campaigns											
The Burgundian War 1476 AD to 1477 AD											
René, Duc de Lorraine (sub-commander)		Field Commander/Troop Commander						40/30	1		
Knights and men-at-arms		Knights	Heavily Armoured	Average	Drilled	-	Lancers, Swords men	21	4-6	4-12	
Militia		Heavy Foot	Protected	Poor	Drilled	-	Pikemen	4	8-12	0-16	
Between 1/3 and 1/2 of the pikemen and halberdier bases fielded must be Average.											

Swiss Allies										
Allied commander		Field Commander/Troop Commander						30/20		1
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Halberdiers	Before 1425AD	Heavy Foot	Protected	Superior	Drilled	-	Pole Arm	11	8-12	8-24
	1425AD to 1490AD			Superior				11	4-8	0-8
				Average				8		
Pikemen	1360AD to 1421AD	Heavy Foot	Protected	Superior	Drilled	-	Pikemen	9	8-12	4-12
	From 1422AD			Superior				9		12-24
				Average				6		
Crossbowmen		Light Foot	Unprotected	Average	Drilled	Crossbow	-	5	6-8	0-12
Handgunners		Light Foot	Unprotected	Average	Drilled	Firearm	-	4	6-8	

Ottoman Turkish

With the decline of the Seljuk Sultanate of Rum and the Byzantine Empire in the later 13th century, Anatolia came to be divided between a number of effectively independent Turkish emirates. The most aggressive of these, in the far north-west, was ruled by Osman I (from whom the name Ottoman derives), son of Ertuğrul. From small beginnings, the Ottoman Beylik expanded rapidly at the expense of the Byzantines. In 1299 AD Osman Bey declared himself independent of the Seljuk sultanate.

This list covers Ottoman armies from the traditional date of the foundation of the Ottoman Empire by Osman I in 1299 AD until 1500 AD.

Troop Notes

The Qapu Khalqi were the elite guard cavalry of the Ottoman army, forming up around the Sultan.

The corps of Janissaries (from *yeniçeri,* meaning new soldier) was founded circa 1362 by Murad I, and was initially recruited from Christian prisoners of war converted to Islam. By the end of the 14th century a second method of recruitment had been instituted, the ***devşirme*** - a levy of boys aged 12 to 16 from the conquered Christian territories. Separated from their families, these boys largely converted to Islam. Their own children would be Muslims and hence not eligible to become Janissaries, thus preventing the development of hereditary ties within the corps. Thus, in theory at least, the Janissary corps gave the Ottoman Sultans an unswervingly loyal standing army. The majority of Janissaries were bow armed until the end of our period.

The bulk of the heavy cavalry (*sipahis*) in the Ottoman army were supplied on a feudal basis by timariots. Each timariot held a non-hereditary land grant (*timar*), for which, depending on the value of his *timar*, he was expected to supply a specified number of fully equipped cavalrymen.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Qapu Khalqi cavalry or Timariots.
- The minima marked * apply only if the Sultan is present.
- Serbian allies cannot include foot.

Ottoman Turkish											
Territory Types: Agricultural, Hilly, Developed											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Timariots	Only before 1362AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-12	16-60
				Average				14			
Ghazis		Cavalry	Protected	Superior	Undrilled	Bow	Swordsmen	15	4-6	0-24	
			Protected	Average	Undrilled	Bow	Swordsmen	11		4-40	
			Unprotected					10			
		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8	
Timariots	Only from 1362AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	8-32	
			Armoured	Average				14			
			Protected					11			
Akinjis		Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	0-8	8-30
		Cavalry	Unprotected	Average	Undrilled	Bow	-	8	4-6	4-24	
Janissaries		Medium Foot	Protected	Superior	Drilled	Bow	Swordsmen	11	6-8	*6-16	
			Unprotected					9			
Azab archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-18	6-24
		Light foot								0-12	
Optional Troops											
Qapu Khalqi	Only from 1362AD	Cavalry	Armoured	Elite	Drilled	Bow	Swordsmen	23	2-4	0-4	
				Superior				20			
Djanbazan		Light Horse	Unprotected	Superior	Undrilled	Bow	Swordsmen	13	4-6	0-8	
Delis		Light Horse	Unprotected	Superior	Undrilled	-	Lancers, Swordsmen	11	4-6		
Other Balkan cavalry				Average				8			
Turcomans or Crimean Tatars		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6		
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10			
			Protected					11			
Bedouin Cavalry		Light Horse	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6		
Kurds		Cavalry	Protected	Average	Undrilled	-	Lancers, Swordsmen	9	4-6	0-8	

Janissary slingers	Only from 1362AD	Light Foot	Unprotected	Superior	Drilled	Sling	-	6	4	0-4	0-8
Janissary crossbowmen		Medium Foot	Unprotected	Superior	Drilled	Crossbow	-	8	4		
Janissary handgunners	Only from 1430AD	Light Foot	Unprotected	Superior	Drilled	Firearm	-	7	4		
Azab handgunners				Average	Undrilled			5			
Azab slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-8	
Azab crossbowmen		Medium Foot	Unprotected	Average	Undrilled	Crossbow	-	5	6-8		
Azab javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8		
Spearmen		Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	6-8	0-8	
				Poor				4			
Poorly equipped levies		Mob	Unprotected	Poor	Undrilled	-	-	2	8-12	0-12	
Balkan voynuks	Only from 1362AD	Heavy Foot	Armoured	Average	Undrilled	-	Heavy Weapon	10	6	0-8	
Iaylars		Medium Foot	Protected	Superior	Undrilled	-	Impact foot, Swordsmen	10	6	0-8	
Heavy guns		Heavy artillery	-	Average	Undrilled	Heavy Artillery	-	20	2	0-6	0-6
Light guns		Light artillery	-	Average	Undrilled	Light Artillery	-	15	2	0-2	
Field defences		FF						3		0-8	
Fortified camp								24		0-1	
Allies											
Albanian allies (only before 1479 AD)											
Crimean Tatar allies (only from 1475 AD) – see Mongol Conquest list											
Later Serbian allies (only before 1459 AD) – see Later Serbian list											
Anatolian Turkoman allies (only before 1468 AD)											
Wallachian allies – see Moldavian or Wallachian allies											

Ottoman Turkish Allies											
Allied commander		Field Commander/Troop Commander						30/20		1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Timariots	Only before 1362 AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-6	8-24
				Average				14			
Ghazis		Cavalry	Protected	Superior	Undrilled	Bow	Swordsmen	15	4-6	0-12	
			Protected	Average	Undrilled	Bow	Swordsmen	11		4-16	
			Unprotected					10			
		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8	
Timariots	Only from 1362 AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-6	4-12
			Armoured	Average				14		0-12	
			Protected					11			
Akinjis		Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	0-4	4-12
		Cavalry	Unprotected	Average	Undrilled	Bow	-	8	4-6	0-12	
Janissaries		Medium Foot	Protected	Superior	Drilled	Bow	Swordsmen	11	6-8	0-8	
			Unprotected					9			
Azab archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	
				Poor				3			

Later Serbian

This list covers Serbian armies from 1300 AD to 1459 AD.

Troop Notes
Serbian heavy and light cavalry were charging lancers. Their better equipped heavy cavalry wore full knightly panoply, although armour styles lagged somewhat behind those in Western Europe.

Building a customised list using our army points
Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as nobles.
- The minima marked * only applies if any non-allied foot are used.
- A Bosnian ally general can command only Bosnian troops, which can include border foot.
- Only one ally contingent can be used.

Later Serbian											
Territory Types: Agricultural, Hilly, Mountains											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40		0-2	
		Troop Commander						30		0-3	
Bosnian allied commander		Field Commander/Troop Commander						30/20		0-1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Serbian or Bosnian nobles	Before 1345 AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	6-18	12-36
				Average				12		6-30	
	From 1345 AD	Knights	Heavily Armoured	Elite	Undrilled	-	Lancers, Swordsmen	30	2-3	0-3	6-12
			Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-12	
				Average				18	4-6		
			Armoured	Superior	Undrilled	-	Lancers, Swordsmen	23	4-6	6-18	
				Average				16			
Serbian light horse	Only from 1345 AD	Light Horse	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6	0-8	4-18
		Cavalry								0-18	
Serbian, Bosnian, Croat, Moravian or Greek archers		Medium Foot	Protected	Average	Undrilled	Bow	-	6	6-8	*8-32	*8-32
			Unprotected	Average				5			
				Poor				3			
		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12	
Optional Troops											
Cuman, Hungarian, Tatar or Turcoman mercenaries		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-6	0-12
		Cavalry	Unprotected					10	4-6	0-12	
			Protected					11			
Wallachian mercenaries		Light Horse	Unprotected	Average	Undrilled	Bow	Light Spear Swordsmen	11	4-6	0-6	
		Cavalry	Unprotected	Average	Undrilled	Bow*	Light Spear Swordsmen	10			
			Protected					11			
Western mercenary men-at-arms		Knights	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	21	4	0-4	
Voynuks with spears		Heavy Foot	Armoured	Average	Undrilled	-	Defensive Spearmen	8	6-8	0-16	
			Protected					6			
Voynuks with polearms		Heavy Foot	Armoured	Average	Undrilled	-	Pole Arm	9	6-8		
			Protected					7			
Border foot with mixed weapons		Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	0-12	
Levies or baggage guards		Mob	Unprotected	Poor	Undrilled	-	-	2	10-12	0-12	
Mercenary crossbowmen	Only from 1380 AD	Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6	0-6	
Mercenary handgunners		Light Foot	Unprotected	Average	Drilled	Firearm	-	5	4		
			Protected					6			
Light Guns		Light artillery	-	Average	Undrilled	Light Artillery	-	15	2	0-2	
Heavy Guns		Heavy artillery				Heavy Artillery	-	20			

Allies
Later Byzantine allies (only before 1380 AD)
Albanian allies (only from 1380 AD)
Early Hungarian allies (only from 1380 AD) – see Early Hungarian List
Ottoman Turkish allies (only from 1380 AD) – see Ottoman Turkish list

Later Serbian Allies											
Allied commander		Field Commander/Troop Commander						30/20		1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Serbian or Bosnian nobles	Before 1345 AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	0-12	6-18
				Average				12		6-18	
	From 1345 AD	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-8	4-12
			Armoured					23	4-6		
			Heavily Armoured	Average	Undrilled	-	Lancers, Swordsmen	18	4-6	4-12	
			Armoured					16			
Serbian light horse	Only from 1345 AD	Light Horse	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6	0-4	0-6
		Cavalry								0-6	
Serbian, Bosnian, Croat, Moravian or Greek archers		Medium Foot	Protected	Average	Undrilled	Bow	-	6	6-8	0-16	6-16
			Unprotected	Average	Undrilled	Bow	-	5	6-8		
				Poor				3			
		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	

Later Polish

In the 12th and 13th centuries Poland was fragmented between rival scions of the Piast dynasty. Władysław I the Elbow-High reunited much of the country in the early decades of the 14th century and was crowned King in 1320 AD.
This list covers Polish armies from 1300 AD to 1500 AD.

Troop Notes
In the earlier part of the period, the knights were usually drawn up in a continuous line, usually 4 deep, with a second line of mounted crossbowmen (strzelcy – the knights' retainers) behind. Later, the battle line was organised into a number of separate banners, with gaps between. Each banner consisted of strzelcy surrounded by men-at-arms. The strzelcy shot from horse-back by volley to soften up the enemy prior to the charge.

After the start, in 1454 AD, of the 13 years' war against the Teutonic Order, standing companies were raised to replace the general feudal knightly levy. These had proved a liability by refusing to fight until the king agreed to their political demands, and then losing against a smaller force of Teutonics. In peacetime, a relatively small standing army was maintained, mainly in the eastern provinces, but in wartime their numbers were increased. They were categorised as Lancer banners or Volley banners. Lancer banners contained men-at-arms and mounted crossbowmen in the approximate ratio of 1:2. In Volley banners the ratio was more like 1:4 or 1:5.

Battle groups with a substantial proportion of lancers are treated as Superior. Where the proportion of strzelcy is higher, the battle group is treated as Average. The armour of later men-at-arms got progressively lighter as some strzelcy replaced their crossbows with lances, and gentry increasingly replaced knights.

Building a customised list using our army points
Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as nobles.
- The total number of bases of separately deployed strzelcy cannot exceed the total number of bases of feudal nobles and strzelcy.
- The minimum marked * only applies before 1455 AD

Later Polish												
Territory Types: Agricultural, Woodlands												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1		
Sub-commanders		Field Commander						40		0-2		
		Troop Commander						30		0-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Feudal Nobles		Knights	Heavily Armoured	Elite	Undrilled	-	Lancers, Swordsmen	30	2		0-2	
				Superior				26	3-4		0-8	
				Average				18	4-6		4-16	
Feudal nobles and strzelcy		Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	1/2	4-6	0-12	
		Cavalry	Armoured			Crossbow	Swordsmen	18	1/2			
			Protected					14				
		Knights	Heavily Armoured	Average	Undrilled	-	Lancers, Swordsmen	18	1/2	4-6	*8-24	
		Cavalry	Armoured			Crossbow	Swordsmen	13	1/2			
			Protected					10				
Separately deployed strzelcy		Cavalry	Armoured	Average	Undrilled	Crossbow	Swordsmen	13	4-6		0-16	
			Protected					10				
Lancer banners	Only from 1455 AD	Knights	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	29	1/2	4-6	4-12	
		Cavalry	Armoured			Crossbow	Swordsmen	19	1/2			
		Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	1/2	4-6		
						Crossbow	Swordsmen	19	1/2			
Volley banners		Cavalry	Armoured	Average	Drilled	Crossbow	Swordsmen	14	4-6		4-16	
Optional Troops												
Hungarians, Cumans, Tatars or other mercenary horse archers		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6		0-6	
		Cavalry	Unprotected			Bow	Swordsmen	10				
			Protected					11				
Lithuanian cavalry	Before 1386 AD	Light Horse	Unprotected	Average	Undrilled	Bow	Light Spear Swordsmen	11	4-6		0-6	
		Cavalry	Protected			Bow*	Light Spear Swordsmen					
	After 1386 AD	Light Horse	Unprotected	Average	Undrilled	Bow	Light Spear Swordsmen	11	4-6		0-8	0-24
		Cavalry	Protected			Bow*	Light Spear Swordsmen				0-18	

Town militia with axes		Heavy Foot	Protected	Average	Drilled	-	Heavy Weapon	8	6-8		0-8
Town militia crossbowmen and pavisiers		Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	1/2	6-8	0-16
		Medium Foot				Crossbow	-		1/2		
Mercenary knights	Only from 1386 AD	Knights	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	21	4		0-4
Serbian hussars		Light Horse	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6		0-6
		Cavalry									
Handgunners		Light Foot	Unprotected	Average	Drilled	Firearm	-	5	4		0-4
					Undrilled						
Battle wagons		Battle Wagons	-	Average	Undrilled	Crossbow	Pole Arm	23	2-4		0-4
Light guns		Light artillery	-	Average	Undrilled	Light Artillery	-	15	2		0-2
Wagon fortress		Field Fortifications						3			0-8
Fortified camp								24			0-1
Allies											
Early Hungarian allies (only before 1440AD) – see Early Hungarian list											
Later Hungarian allies (only from 1440AD to 1470AD) – see Later Hungarian list											
Bohemian allies (only from 1471AD to 1474AD) – see Hussite list											

Later Polish Allies											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat				
Feudal Nobles		Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4		0-4
				Average				18	4-6		0-6
Feudal nobles and strzelcy		Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	1/2	4-6	0-6
		Cavalry	Armoured	Superior	Undrilled	Crossbow	Swordsmen	18	1/2		
			Protected					14			
		Knights	Heavily Armoured	Average	Undrilled	-	Lancers, Swordsmen	18	1/2	4-6	*4-12
		Cavalry	Armoured	Average	Undrilled	Crossbow	Swordsmen	13	1/2		
			Protected					10			
Separately deployed strzelcy		Cavalry	Armoured	Average	Undrilled	Crossbow	Swordsmen	13	4-6		0-8
			Protected					10			
Lancer banners	Only from 1455 AD	Knights	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	29	1/2	4-6	4-10
		Cavalry	Armoured			Crossbow	Swordsmen	19			
		Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	1/2		
						Crossbow	Swordsmen	19			
Volley banners		Cavalry	Armoured	Average	Drilled	Crossbow	Swordsmen	14	4-6		

Later Low Countries

This list covers the armies of the Low Country communes from 1300 AD to 1477 AD. The armies of Maximilian of Austria in the Low Countries from 1478 AD to 1500 AD are covered by the Ordonnance Burgundian list.

Low Countries communal armies could win frontal battles against mounted men-at-arms when terrain secured their flanks. They won thus against the French at Courtrai (1302 AD). If, however, the enemy were able to threaten them from several directions, they could pin them in position. Like the Scots, they were then very vulnerable to archery. At Mons-en-Pevele (1304 AD) the French were able to get the bulk of their forces behind the Lowland phalanx, but the Lowlanders had taken the precaution of protecting their rear with their baggage wagons, so the battle ended in a bloody draw. At Cassel (1328 AD) an initial surprise attack by the Lowlanders on the French camps was repulsed with difficulty, thereafter the Lowlanders were surrounded and eventually routed. At Roosebeke (1382 AD) the French mounted attack enveloped the Flemish flanks and broke the phalanx. At Othée (1408 AD), the Burgundians surrounded the Liègeois phalanx and eventually routed it. At Rupelmonde (1452 AD) the Gauntois were eventually broken by the archery of the Burgundian longbowmen. At Gavere (1453 AD) a Burgundian archery barrage followed by a determined charge by mounted men-at-arms broke the Gauntois. At Brusthem (1467 AD) the Liègeois were defeated by the Burgundian combination of dismounted men-at-arms and longbowmen.

Troop Notes

Low country spearmen used very long spears but did not form up in especially deep formations at least until the mid-15th century. We therefore grade them as Offensive Spearmen rather than Pikemen. The plançon a picot was a long tapering club with an iron head and spike at the end. Several statutes were passed banning it, and it went out of favour at the end of the 14th century.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as men-at-arms.
- Feudal men-at-arms (whether graded as Superior or Average when mounted) can always dismount as Superior, Heavily Armoured, Undrilled Heavy Foot – Pole Arm.
- 'Drilled' Mercenary or Burgher men-at-arms can always dismount as Average, Heavily Armoured, Drilled, Heavy Foot – Pole Arm.

Later Low Countries										
Territory Types: Agricultural, Developed										
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1
Sub-commanders		Field Commander						40	0-2	
		Troop Commander						30	0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops										
Feudal men-at-arms	Before 1465AD	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	4-12
				Average				18	4-6	
	Any date			Average		-	Swordsmen	17	4-6	
Mercenary men-at-arms		Knights	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	21	4-6	
				Superior	Undrilled			26	3-4	
Burgher men-at-arms		Knights	Heavily Armoured	Average	Drilled	-	Swordsmen	20	4-6	
Spearmen	Before 1450AD	Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-10	30-80
Pikemen	From 1450AD	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	
Plançon wielders or Halberdiers		Heavy Foot	Protected	Average	Drilled	-	Heavy Weapon	8	4-8	6-12
							Pole Arm			
Optional Troops										
Archers		Light Foot	Unprotected	Average	Drilled	Bow	-	5	6-8	0-8
		Medium Foot	Protected					7		
Crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	0-8
English longbowmen	1336AD to 1477AD	Medium Foot	Protected	Average	Drilled	Longbow	Swordsmen	9	6-8	0-8
Stakes to cover half the bases of each longbow BG - from 1415AD		Portable defences						3	All longbow BGs or none	
Handgunners	From 1410AD	Light Foot	Unprotected	Average	Drilled	Firearm	-	5	4-6	0-6
			Protected					6		
Light guns	From 1336AD	Light Artillery	-	Average	Undrilled	Light Artillery	-	15	2	0-6
Field defences or wagon laager		Field Fortifications						3		0-16
Fortified camp								24		0-1
Allies										
Medieval French allies (only before 1406 AD) – see Medieval French list										
Medieval German allies – see Medieval German list										
Frisian allies – see Medieval Frisian or other Free Canton Allies										

Later Low Countries Allies										
Allied commander		Field Commander/Troop Commander						30/20	1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Feudal men-at-arms	Only before 1465 AD	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-6
				Average				18	4-6	
	Any date	Knights	Heavily Armoured	Average	Undrilled	-	Swordsmen	17	4-6	
Mercenary men-at-arms		Knights	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	21	4-6	
				Superior	Undrilled			26	3-4	
Burgher men-at-arms		Knights	Heavily Armoured	Average	Drilled	-	Swordsmen	20	4-6	
Spearmen	Only before 1450 AD	Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-10	12-48
Pikemen	Only from 1450 AD	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	

Medieval Scandinavian

This list covers the armies of the Kingdom of Denmark and the Kingdom of Sweden from 1300 AD until the Union of Kalmar in 1397 AD when Denmark, Norway and Sweden were officially united under one crown, and then Union armies until 1500 AD. Armies must be selected as either Danish or Swedish before 1397 AD, or as Union armies from 1397 AD.

Troop Notes

Swedish peasant militia were particularly well armoured and effective, fighting in mixed units of men with crossbow or longbow and men with pole-arms, axes, spears etc. The proportion of pole-arms increased as time went on. The crossbow was far more common than the longbow. As it seems unlikely that crossbows and longbows were deployed in separate units, the mixture is treated as crossbows. Scandinavian armour styles were somewhat old-fashioned in the 14th century, but caught up with more modern European styles in the 15th. Ambushes were popular, timber barricades being used to block routes through woodland.

Danish and Union armies made much use of German mercenaries. Scandinavian armour styles were somewhat old-fashioned in the 14th century, but caught up with more modern European styles in the 15th. The select levy were armed with halberds or other pole-arms. The general levy were mostly armed with short spears.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as men-at-arms.
- * Swedish armies cannot use more than 1 battle group of Superior Feudal men-at-arms.
- 'Select levy or militia' in Swedish armies or Swedish allied contingents must have at least as many battlegroups armed with crossbow as there are with longbow.
- The minimum marked ** only applies to Danish armies.
- After 1397AD Swedish 'select levy or militia' can be used as part of an allied contingent to a Union army.

Medieval Scandinavian												
Territory Types: Agricultural, Woodland, Hilly, Mountains												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30			1	
Sub-commanders		Field Commander						40	0-2			
		Troop Commander						30	0-3			
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Feudal men-at-arms		Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4		*0-10	4-16
				Average				18	4-6		0-12	
Select levy or militia	Only Danish or Union	Heavy Foot	Armoured	Average	Drilled	-	Pole arm	10	1/2 or all	6-8	8-36	16-48
		Medium Foot				Crossbow	Swordsmen		1/2 or none			
		Heavy Foot	Protected	Average	Undrilled	-	Pole arm	9	1/2 or all		**8-16	
		Medium Foot				Crossbow	Swordsmen		1/2 or none			
	Only Swedish	Heavy Foot	Armoured	Average	Drilled	-	Pole arm	10	1/2 or all	6-8	24-60	
		Medium Foot				Crossbow	Swordsmen	10	1/2 or none			
						Longbow		11				
Optional Troops												
General levy	Only Union	Heavy Foot	Protected	Poor	Undrilled	-	Defensive spearmen	4	1/2, 2/3 or all		6-9	0-36
		Light Foot	Unprotected	Poor	Undrilled	Crossbow	-	3	1/2, 1/3 or none			
						Bow		3				
Separately deployed mounted attendants		Cavalry	Protected	Average	Undrilled	-	Swordsmen	8	4		0-4	0-8
				Poor				6				
Mounted crossbowmen		Cavalry	Armoured	Average	Undrilled	Crossbow	Swordsmen	13	4-6		0-8	
Mounted handgunners	From 1450AD	Cavalry	Armoured	Average	Undrilled	Firearm	Swordsmen	12	4		0-4	
German mercenary men-at-arms		Knights	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	21	4-6		0-8	
German mercenary halberdiers	Before 1488AD	Heavy Foot	Armoured	Average	Drilled	-	Pole Arm	10	6-8		0-8	
German mercenary pikemen and halberdiers	From 1488AD	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12		0-24	
Handgunners	Only Union	Light Foot	Unprotected	Average	Drilled	Firearm	-	5	4-6		0-6	
			Protected					6				
Light guns		Light Artillery	-	Average	Undrilled	Light Artillery	-	15	2		0-4	0-4
Bombards		Heavy Artillery	-	Average	Undrilled	Heavy Artillery	-	20	2		0-2	
Fortified camp								24			0-1	

Allies
German allies – see Medieval German list
Swedish allies (only Union from 1397 AD; infantry only) – see Medieval Scandinavian list

Medieval Scandinavian Allies												
Allied commander		Commander/Troop Commander						30/20			1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Feudal men-at-arms		Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	*3-4		0-8	
				Average				18	4-6			
Select levy or militia	Danish or Union	Heavy Foot	Armoured	Average	Drilled	-	Pole arm	10	1/2 or all	6-8	6-16	6-24
						Crossbow	Swordsmen		1/2 or none			
		Medium Foot	Armoured	Average	Undrilled	-	Pole arm	9	1/2 or all		0-8	
						Crossbow	Swordsmen		1/2 or none			
	Swedish	Heavy Foot	Armoured	Average	Drilled	-	Pole arm	10	1/2 or all	6-8	12-32	
		Medium Foot	Armoured			Crossbow	Swordsmen		1/2 or none			

Catalan Company

The Catalan Grand Company, or Company of the Army of the Franks in Romania as it was officially called, was founded by the former Templar Roger de Flor after the Peace of Caltabellotta in 1303 AD made redundant the soldiers from Catalonia and Aragon who had been fighting against the French dynasty of Anjou in Sicily. This list covers the Company from its departure from Sicily until the fall of the state it founded in Greece to the Florentines in 1388 AD.

Troop notes

Almughavars are described as lightly armoured and equipped with a couple of iron darts called “sagetes” or “escones”, similar to the Roman pilum or the ancient Spanish soliferrum, a short sword or dagger, and a spear. Their fighting style relied on the effect of missiles combined with a fierce charge. Classification presents a problem – therefore we give a choice of classification. Drilled grading reflects the discipline and training gained after years of continuous service.

Muntaner, who was the Catalan Company’s bookkeeper, details how much the Byzantines paid each “cavall armat” and each “cavall alforrat”. The first were standard knights on eventually armoured horses, the second lighter knights on unarmoured horses riding a la jinete. In standard Catalan armies these “cavalls alforrats” usually fought mixed in the ranks of the heavier armoured knights, but their numbers in the Company were so high compared to those of the heavier knights that they had to fight on their own in a similar way to detached valets and other lighter knights of central European armies.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cavalls armats.
- * Medium Foot almughavars must be classified as all offensive spearmen or all impact foot, swordsmen.

Catalan Company											
Territory Types: Agricultural, Developed, Hilly											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40		0-2	
		Troop Commander						30		0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Cavalls armats		Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-6	4-12
Cavalls alforrats		Cavalry	Armoured	Average	Undrilled	-	Lancers, Swordsmen	12	4-6	4-12	
*Almughavars		Medium Foot	Protected	Superior	Drilled	-	Offensive Spearmen	11	6-8	0-32	16-80
			Unprotected					9			
			Protected				Impact Foot, Swordsmen	11			
			Unprotected					9			
		Medium Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	16-64	
			Unprotected					7			
			Protected				Impact Foot, Swordsmen	8	6-8		
			Unprotected					7			
Almughavar skirmishers		Light Foot	Unprotected	Average	Drilled	Javelins	Light Spear	5	6-8	0-8	
Turks or Turcopoles	Only from 1305 AD	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8	8-30
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10		4-30	
			Protected					11			
Albanians	Only from 1380 AD	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear, Swordsmen	9	4-6	0-8	
		Cavalry	Unprotected	Average	Undrilled	-	Light Spear, Swordsmen	8		0-16	
			Protected					9			
Optional Troops											
Crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	0-16	0-16
Greek archers		Medium Foot	Unprotected	Poor	Undrilled	Bow	-	3	6-8		
		Light Foot	Unprotected	Poor	Undrilled	Bow	-	3	6-8	0-8	
Fortified camp								24		0-1	
Allies											
Later Byzantine allies (only before 1305 AD)											
Alan allies (only before 1305 AD) – see Book 1: Alan Allies											

Catalan Company Allies											
Allied commander		Field Commander/Troop Commander						30/20		1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Cavalls alforrats		Cavalry	Armoured	Average	Undrilled	-	Lancers, Swordsmen	12	4-6	0-6	
*Almughavars		Medium Foot	Protected	Superior	Drilled	-	Offensive Spearmen	11	6-8	0-16	8-36
			Unprotected					9			
			Protected				Impact Foot, Swordsmen	11			
			Unprotected					9			
		Medium Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	6-32	
			Unprotected					7			
			Protected				Impact Foot, Swordsmen	8			
			Unprotected					7			
Turks or Turcopoles	Only from 1305 AD	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-4	4-12
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10		4-12	
			Protected					11			
Albanians	Only from 1380 AD	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear, Swordsmen	9	4-6	0-4	
		Cavalry	Unprotected	Average	Undrilled	-	Light Spear, Swordsmen	8		0-6	
			Protected					9			

Condotta Italian

This list covers Italian armies from 1320 AD to 1500 AD. It differs from most other lists in having special sections to represent the additional options available to the major Italian states. These are: **Florence**, **Milan**, **Naples**, **Papal States** and **Venice.** Additionally, armies from **Venice** must be selected as either inside or outside Italy.

Troop Notes

Most men-at-arms were raised by contracts (condotte) with mercenary captains, though some (lanze spezzati) were hired individually by the state. Traditional communal militia infantry were neither enthusiastic nor highly regarded, and only Florence's out-of-date army made much use of them in the later part of the period. By then, most infantry were provisionati, paid soldiers hired directly by the state, though some were raised by condotte. Militia pavisier and crossbowmen battle groups represent several ranks of crossbowmen with a rank of spear-armed pavisiers in front. They are best depicted as front-rank bases of pavisier figures and rear rank bases of crossbowmen figures.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as men-at-arms.
- Except for Florentine armies, at least one third of the army's bases (not including commanders or allies) must be selected as mounted troops.
- Venetians outside Italy cannot use militia spearmen or pikemen.
- * At least 1 and up to 2 Italian allied contingents MUST be used by any state other than 'Venice outside Italy' which cannot use any allies.
- Italian allied contingents must include troops taken from the Condotta Italian Allies list. These count towards minima and maxima of the main list. They may also take troops from their own optional section - but cannot take more than 1 minimum sized battlegroup of each.
- Elmeti can always dismount as Average or Superior (as mounted type), Heavily Armoured, Drilled Heavy Foot – Pole Arm.
- Famiglia di casa and famiglia fuori casa can always dismount as Superior, Heavily Armoured, Drilled Heavy Foot – Pole Arm.
- Feudal or Dalmatian men-at-arms can always dismount as Superior, Heavily Armoured, Undrilled Heavy Foot – Pole Arm.

Condotta Italian											
Territory Types: Agricultural, Developed, Hilly											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40		0-2	
		Troop Commander						30		0-2	
Italian Allied Commanders		Field Commander/Troop Commander						30/20		*1-2	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Elmeti		Knights	Heavily Armoured	Elite	Drilled	-	Lancers, Swordsmen	33	3-4	0-4	11-48
				Superior				29	3-4	3-8	
				Average				21	4-6	8-40	
Mercenary men-at-arms		Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-8	
Mounted crossbowmen		Light Horse	Unprotected	Average	Drilled	Crossbow	-	7	4-6	0-6	4-16
		Cavalry	Unprotected	Average	Drilled	Crossbow	-	8	4-6	4-16	
			Armoured					12			
Optional Troops											
Crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	4-8	0-12	
Pikemen	From 1400AD	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	0-12	
Billmen or halberdiers	From 1400AD	Heavy Foot	Protected	Average	Drilled	-	Pole Arms	8	6-8	0-12	
Javelinmen		Medium Foot	Protected	Average	Drilled	Javelins	Light Spear	7	6-8		
Swordsmen						-	Swordsmen				
Sword and buckler men	From 1416AD	Medium Foot	Protected	Average	Drilled	-	Impact Foot Skilled Swordsmen	9	4-8		
			Armoured					11			
Handgunners	From 1400AD	Light Foot	Unprotected	Average	Drilled	Firearm	-	5	4	0-4	
	From 1440AD	Light Foot	Protected	Average	Drilled	Firearm	-	6	6-8	0-12	
Militia spearmen	Only before 1400AD or Florence at any date	Heavy Foot	Protected	Poor	Drilled	-	Defensive Spearmen	5	8-10	0-24	
Militia pavisiers and crossbowmen		Heavy Foot	Protected	Poor	Drilled	-	Defensive Spearmen	5	1/2 6	0-12	
		Medium Foot				Crossbow	-		1/2		
Militia crossbowmen		Medium Foot	Unprotected	Poor	Drilled	Crossbow	-	3	6-8		
Organ guns		Light Artillery	-	Average	Undrilled	Light Artillery	-	15	2	0-2	
Bombards		Heavy Artillery	-	Average	Undrilled	Heavy Artillery	-	20	2	0-2	

Field fortifications		Field Fortifications						3		0-12	
Fortified camp								24		0-1	
Florence only											
Hungarians	Only before 1400AD	Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	0-6	
English archers	Only before 1400AD	Medium Foot	Protected	Average	Drilled	Longbow	Swordsmen	9	6-8	0-8	
English archers	From 1400AD to 1440AD	Medium Foot	Protected	Average	Drilled	Longbow	Swordsmen	9	4	0-4	
Stakes to cover half the bases of longbow BG - Only from 1415 AD		Portable defences						3		All or none	
Militia pikemen	From 1400AD	Heavy Foot	Protected	Poor	Drilled	-	Pikemen	4	8-12	0-12	
Milan only											
Famiglia di casa and famiglia fuori casa		Knights	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	29	3-4	0-8	
Mercenary pikemen	From 1495AD	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	0-16	
Naples only											
Guardsmen		Heavy Foot	Protected	Superior	Drilled	-	Defensive Spearmen	10	6	0-6	
Feudal men-at-arms		Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-8	
Hungarians or Turks	Any date	Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	0-6	
Hungarians or Turks	From 1440AD	Cavalry	Unprotected	Average	Undrilled	Bow	-	8	4-6	0-6	
Aragonese crossbowmen	From 1420AD	Medium Foot	Protected	Average	Undrilled	Crossbow	-	6	6-8	0-12	
Archers	From 1440AD	Light Foot	Unprotected	Average	Drilled	Bow	-	5	6	0-6	
Papal States only											
Guardsmen		Heavy Foot	Protected	Superior	Drilled	-	Defensive Spearmen	10	6	0-6	
Feudal men-at-arms		Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-8	
English archers	Before 1400AD	Medium Foot	Protected	Average	Drilled	Longbow	Swordsmen	9	6-8	0-8	
Hungarians	Before 1440AD	Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	0-6	
Venice only											
English archers	From 1400AD to 1440AD	Medium Foot	Protected	Average	Drilled	Longbow	Swordsmen	9	4	0-4	
Stakes to cover half the bases of longbow BG - Only from 1415 AD		Portable defences						3		0 or 2	
Archers	From 1440AD	Light Foot	Unprotected	Average	Drilled	Bow	-	5	6	0-6	
Stradiots	Inside Italy from 1440AD	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear Swordsmen	9	4-6	0-4	0-8
Stradiots	Inside Italy from 1440AD	Cavalry	Unprotected	Average	Undrilled	-	Light Spear, Swordsmen	8	4-6	0-8	0-8
Stradiots	Inside Italy from 1440AD	Cavalry	Protected	Average	Undrilled	-	Light Spear, Swordsmen	9	4-6	0-8	0-8
Stradiots	Outside Italy from 1440AD	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear Swordsmen	9	4-6	0-6	4-18
Stradiots	Outside Italy from 1440AD	Cavalry	Protected	Average	Undrilled	-	Light Spear Swordsmen	9	4-6	4-18	4-18
Turks	From 1440 AD	Light Horse or Cavalry	Unprotected	Average	Undrilled	Bow	-	8	4-6	0-6	
Dalmatian men-at-arms (Only outside Italy)		Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-4	
Allies											
Swiss mercenary allies (only Florence in 1424 AD) – see Swiss list											
Albanian allies (only Naples)											
Swiss mercenary allies (only Venice in Italy from 1440 AD) – see Swiss list											

Condotta Italian Allies

Allied commander	Field Commander/Troop Commander						30/20		1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Elmeti	Knights	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	29	3-4	0-4	4-16
Elmeti	Knights	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	21	4-6	4-16	4-16
Mounted crossbowmen	Light Horse	Unprotected	Average	Drilled	Crossbow	-	7	4	0-4	0-8
Mounted crossbowmen	Cavalry	Unprotected	Average	Drilled	Crossbow	-	8	4-6	0-8	0-8
Mounted crossbowmen	Cavalry	Armoured	Average	Drilled	Crossbow	-	12	4-6	0-8	0-8

Late Plantagenet English (Continental)

This list covers English armies on the continent from 1320 AD to Edward IV's French expedition as part of his alliance with Burgundy in 1475 AD, and also his Scottish expedition led by his brother Richard Duke of Gloucester, in 1481/2 AD. These armies were raised by the extensive use of indentures to provide a professional contract army, although at the start of the period troops raised by the traditional commission of array were still in use; the Crecy campaign and the subsequent siege of Calais being one of the last times they appeared in numbers.

Troop Notes

English and Gascon men-at-arms almost invariably fought on foot. The proportion of well-equipped men-at-arms to less well-equipped diminished as time went by. As they fought in mixed battle groups, they are graded according to the proportion in the mix. English men-at-arms did occasionally fight mounted, though as this was no longer common, we only allow them to be classified as Average when mounted.

Over the course of the period of this list the number of English men-at-arms fielded fell, and by the time of Edward IV's expedition of 1475 AD the ratio of men-at-arms to longbowmen was about 1:8 - although they may have been supplemented by a number of "other spears" who would presumably be lesser armoured based on their indenture pay rates.

Longbowmen were armed with a variety of weapons including swords, hatchets, axes and mauls, which they were not afraid to use. We treat them as equivalent to Swordsmen. Similarly, their armour varied widely, from none at all to half plate armour. We treat this mixture as equivalent to Protected.

Hobilars were primarily mounted infantry, so count as Poor while mounted though they dismount as Average. Combined battlegroups of men-at-arms and longbowmen represent small groups of each working closely together under the command of a single officer.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as mounted or dismounted men-at-arms.
- English mounted men-at-arms can always dismount as Superior, Heavily Armoured, Drilled Heavy Foot – Pole Arm.
- Gascon mounted men-at-arms can always dismount as Superior or Average (as mounted type), Heavily Armoured, Undrilled Heavy Foot – Pole Arm.
- Hobilars can always dismount as Average, Protected, Drilled, Medium Foot - Defensive Spearmen.
- Battlegroups entirely of men-at-arms can interpenetrate battlegroups entirely of longbowmen and vice versa.
- Gascons cannot be used with German or Flemish allies. If a Flemish ally contingent is used, a German ally contingent must also be used.
- Combined men-at-arms and longbow battlegroups have a number of special rules:
  - Combined battlegroups must be selected as having 2 bases of men-at-arms bases and 4 bases of longbowmen. These are deducted from the number of permitted bases of indentured longbowmen and English dismounted men-at-arms.
  - Longbowmen in combined battlegroups count as heavy foot for all purposes (movement, combat and cohesion tests) unless all men-at-arms in the battlegroup have been removed as casualties, after which they count as Medium Foot. They always shoot as if Medium Foot.
  - When in or changing to a formation 2 bases wide, the bases of men-at-arms must all be either in the front rank or in the back rank. Men-at-arms may be exchanged with longbow bases in the front rank or the back rank by passing a *Complex Move Test* in the movement phase (even if in combat) - no other movement is permitted. The front edge of the battlegroup remains in the same location.
  - When changing to a formation 3 bases wide all bases of men-at-arms must be placed in the centre file.
  - Battlegroups expanding or contracting by a file whilst in combat or battlegroups in a formation which is neither 2 nor 3 bases wide have no restriction on base placement.
  - Combined battlegroups may not be provided with stakes.

Late Plantagenet English (Continental)												
Territory Types: Agricultural, Developed, Woodlands												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1		
Sub-commanders		Field Commander						40		0-2		
		Troop Commander						30		0-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Veteran men-at-arms		Heavy Foot	Heavily Armoured	Elite	Drilled	-	Pole Arm	20	4	0-4		
English mounted men-at-arms	Only before 1350 AD	Knights	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	21	4-6	0-12	8-24	
English dismounted men-at-arms and "other spears".		Heavy Foot	Heavily Armoured	Superior	Drilled	-	Pole Arm	17	4-6	0-12		
			Armoured	Superior				14		0-12		
				Average				10		0-12		
Commission of array or similar longbowmen		Medium Foot	Protected	Average	Undrilled	Longbow	Swordsmen	8	6-8	12-48		
			Protected			Longbow	-	7				
			Unprotected					6				

English mounted men-at-arms	Only from 1350 AD	Knights	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	21	4-6	0-6	
English dismounted men-at-arms		Heavy Foot	Heavily Armoured	Superior	Drilled	-	Pole Arm	17	4-8	0-8	4-10
			Armoured					14			
			Armoured	Average		-	Pole Arm	10			
Indentured longbowmen		Medium Foot	Protected	Average	Drilled	Longbow	Swordsmen	9	6-8	16-40	
Combined battlegroups of men-at-arms and indentured longbowmen	Only from 1350 AD	Heavy Foot	Armoured	Average	Drilled	-	Pole Arm	10	2	6	*0-18
		Medium Foot	Protected			Longbow	Swordsmen	9	4		
Stakes to cover half the bases of each BG entirely armed with longbow - only from 1415AD		Portable defences						3	All longbow BGs or none		
Optional Troops											
Gascon mounted men-at-arms	Only before 1454 AD	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-6	0-16
				Average				18	4-6		
Gascon dismounted men-at-arms		Heavy Foot	Heavily Armoured	Superior	Undrilled	-	Pole Arm	15	4-6	0-8	
			Armoured	Superior				13		0-8	
			Armoured	Average				9		0-8	
Hobilars	Only before 1350 AD	Cavalry	Protected	Poor	Drilled	-	Swordsmen	7	4-6	0-6	
Gascon crossbowmen		Medium Foot	Protected	Average	Undrilled	Crossbow	-	6	6-8	0-8	
Gascon bidets, Irish kerns or Bretons		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-8	
Gascon brigans		Medium Foot	Protected	Average	Undrilled	-	Swordsmen	6	6-8	0-8	
Gascon or other town militia	Only before 1454 AD	Heavy Foot	Protected	Poor	Drilled	-	Defensive Spearmen	5	6-8	0-8	
Welsh spearmen		Medium Foot	Unprotected	Average	Undrilled	-	Offensive Spearmen	6	6-8	0-12	
German "pauncenar" spearmen	Only before 1350 AD	Heavy Foot	Armoured	Average	Drilled	-	Defensive Spearmen	9	4-6	0-6	
Irish horse	Only from 1415 AD	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4	0-4	
Light guns		Light Artillery	-	Average	Undrilled	Light Artillery	-	15	2	0-2	
Bombards	Only from 1415 AD	Heavy Artillery	-	Average	Undrilled	Heavy Artillery	-	20	2		
Field fortifications		Field Fortifications						3		0-8	
Fortified camp								24		0-1	
Allies											
Medieval German allies (only from 1339 AD to 1340 AD) – see Medieval German list											
Flemish allies (only in 1340 AD) – see Later Low Countries list											
Burgundian allies (only from 1420 AD to 1431 AD) – see Medieval French list (Burgundian options)											
Ordonnance Burgundian allies (only in 1475 AD) – see Ordonnance Burgundian list											

Late Plantagenet English (Continental) Allies

Allied commander		Field Commander/Troop Commander						30/20			1
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat				
English mounted men-at-arms		Knights	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	21	4		0-8
English dismounted men-at-arms and "other spears".	Only before 1350AD	Heavy Foot	Heavily Armoured	Superior	Drilled	-	Pole Arm	17	4		
			Armoured	Superior				15			
				Average				10			
Commission of array or similar longbowmen		Medium Foot	Protected	Average	Undrilled	Longbow	Swordsmen	8	6-8		6-16
			Protected			Longbow	-	7			
			Unprotected					6			
English mounted men-at-arms	Only from 1350AD	Knights	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	21	4		0-4
English dismounted men-at-arms		Heavy Foot	Heavily Armoured	Superior	Drilled	-	Pole Arm	17	4		0-6
			Armoured					14			
			Armoured	Average				10			
Indentured longbowmen		Medium Foot	Protected	Average	Drilled	Longbow	Swordsmen	9	6-8		6-16
Combined battle groups of men-at-arms and indentured longbowmen		Heavy Foot	Armoured	Average	Drilled	-	Pole Arm	10	2	6	*0-6
Indentured longbowmen		Medium Foot	Protected			Longbow	Swordsmen	9	4		
Stakes to cover half the bases of each BG entirely armed with longbow - only from 1415AD		Portable defences						3	All MF longbow BGs or none		

Late Plantagenet and Early Tudor English (Britain)

This list covers those English armies from 1320 AD which were raised mainly by commissions of array or ad hoc local measures. It includes the armies of the Wars of the Roses from 1455 AD to 1483 AD and then those of Henry VII until 1500 AD including rebellions against him. Unlike the armies raised for aggressive use against foreign enemies these armies do not appear to have been raised by indenture (a process that took time along with the massive logistical arrangements for such campaigns).

Before 1455AD armies must be designated as Northern (those raised close to Scotland) or Southern (all others). From 1455AD to 1483AD as Lancastrian (includes Henry Tudor in 1483AD) or Yorkist. From 1484AD to 1500AD as Royal or Rebel.

Troop Notes

Troops were raised for specific, usually short, campaigns, and would not have time to come up to the drilled standard of the indenture armies. Possible exceptions are those who had seen service in foreign wars and the bodies of mounted archers which were sometimes fielded. These could be quite numerous, such as the 3,000 mounted archers said to be in the army mustered before the Battle of Neville's Cross. Additionally, unlike those armies raised by indenture commanders had much less opportunity to determine the troops they had. The main effect of this was that armies would often have a lower proportion of archers and would contain a higher number of troops armed with various stave weapons such as bills and spears. Spears appear to have been more prevalent in the north and Wales justifying some Spearmen battlegroups in such armies.

Men-at-arms usually fought on foot, though a small number were sometimes kept mounted. As this was not common for most of the period of this list we only allow them to be classified as Average when mounted. However, towards the end of the C15th there was a move back to fighting mounted. Richard III's cavalry charge at Bosworth in 1483 AD may reflect this trend. Certainly, early in his reign Richard purchased 167 full Italian harnesses at great cost, presumably for his retinue, which would have been more optimised for fighting mounted than on foot. In the later part of the list, we allow a single battle group of Superior mounted men-at-arms to reflect this possibility.

Hobilars were primarily mounted infantry, so count as Poor while mounted though they dismount as Average.

Armies, especially in the Wars of the Roses, were sometimes hampered by rivalries between the commanders. To reflect this, we have included the option for allied commanders in the list.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as mounted or dismounted men-at-arms.
- An English allied commander's contingent must conform to the Late Plantagenet and Early Tudor allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- Mounted men-at-arms can always dismount as Superior or Average (as mounted type), Heavily Armoured, Undrilled, Heavy Foot – Pole Arm.
- Hobilars can always dismount as Average, Protected, Undrilled, Medium Foot - Defensive spearmen.
- Battlegroups entirely of men-at-arms or billmen can interpenetrate battlegroups entirely of longbowmen and vice versa.
- Welsh cannot be used with Northern Border horse or Northern spearmen.
- Scottish allies cannot be used with any Irish or Welsh.
- Combined men-at-arms and longbow battlegroups a number of special rules:
  - Combined battlegroups must be selected as having 2 bases of men-at-arms bases and 4 bases of longbowmen.
  - Longbowmen in combined battlegroups count as heavy foot for all purposes (movement, combat and cohesion tests) unless all men-at-arms in the battlegroup have been removed as casualties, after which they count as Medium Foot. They always shoot as if Medium Foot.
  - When in or changing to a formation 2 bases wide, the bases of men-at-arms must all be either in the front rank or in the back rank. Men-at-arms may be exchanged with longbow bases in the front rank or the back rank by passing a *Complex Move Test* in the movement phase (even if in combat) - no other movement is permitted. The front edge of the battlegroup remains in the same location.
  - When changing to a formation 3 bases wide all bases of men-at-arms must be placed in the centre file.
  - Battlegroups expanding or contracting by a file whilst in combat or battlegroups in a formation which is neither 2 nor 3 bases wide have no restriction on base placement.
  - Combined battlegroups may not be provided with stakes.

Later Plantagenet and Early Tudor English (Britain)												
Territory Types: Agricultural, Hilly, Woodlands												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1		
Sub-commanders		Field Commander						40		0-2		
		Troop Commander						30		0-3		
Allied commander		Troop Commander/Field Commander						30/20		0-2		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Northern spearmen	Only Northern or Lancastrian armies before 1465 AD	Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	6-8	0-16		
				Poor				4				
Dismounted men-at-arms, billmen and spearmen		Heavy Foot	Heavily Armoured	Superior	Drilled	-	Pole Arm	17	4-6	6-12	12-32	
					Undrilled			15				
		Heavy Foot	Armoured	Superior	Drilled	-	Pole Arm	14	4-6	0-12		
					Undrilled			13				
		Heavy Foot	Armoured	Average	Undrilled	-	Pole Arm	9	4-8	6-12		

Longbowmen		Medium Foot	Protected	Average	Drilled	Longbow	Swordsmen	9	6-8	8-32	16-64
					Undrilled			8			
		Medium Foot	Protected	Average	Undrilled	Longbow	-	7	6-8	8-32	
			Unprotected	Poor	Undrilled			4		0-16	
Combined battle groups of men-at-arms and longbowmen		Heavy Foot	Armoured	Average	Drilled	-	Pole Arm	10	2 / 6	*0-30	
		Medium Foot	Protected			Longbow	Swordsmen	9	4		
Stakes to cover half the bases of each BG entirely armed with longbow - only from 1415AD		Portable defences						3	All longbow BGs or none		
Optional Troops											
Hobilars	Only before 1350 AD	Cavalry	Protected	Poor	Undrilled	-	Swordsmen	6	4-6	0-6	
Currors, prickers or demi-lances	Only from 1455 AD	Cavalry	Armoured	Average	Undrilled	-	Lancers, Swordsmen	12	4-6		
French crossbowmen	Only Lancastrian armies	Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	0-8	
Mounted men-at-arms	Any	Knights	Heavily Armoured	Average	Undrilled	-	Lancers, Swordsmen	18	4-6	Up to 1 BG	
	Only Royal or Yorkist armies from 1481 AD	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	2, 3 or 4		
Northern border horse or staves	Northern armies, Lancastrian armies before 1465 AD or Royal armies	Light Horse or Cavalry	Protected	Average	Undrilled	-	Lancers, Swordsmen	9	4-6	0-6	
						Crossbow	Light Spear Swordsmen	11			
Welsh spearmen	Only Southern or Lancastrian armies, or Yorkist armies before 1465 AD	Medium Foot	Unprotected	Average	Undrilled	-	Offensive Spearmen	6	6-8	0-16	
Irish	Only Lancastrian or Rebel armies	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-12	0-24	0-24
		Light Foot	Unprotected					5	6-8	0-12	
Mercenary pikemen	Only Lancastrian armies in 1483 AD or Rebel armies	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	0-16	
Mercenary handgunners	Only Yorkist or Rebel armies	Light Foot	Protected	Average	Drilled	Firearm	-	6	4-6	0-6	
			Unprotected					5			
Light guns		Light Artillery	-	Average	Undrilled	Light Artillery	-	15	2	0-2	
Bombards	Only from 1415 AD	Heavy Artillery	-	Average	Undrilled	Heavy Artillery	-	20	2		
Field fortifications		Field Fortifications						3		0-8	
Fortified camp								24		0-1	
Allies											
Scottish allies (only Lancastrian armies before 1465 AD) – see Medieval Scots list											
Spanish allies (only Royal armies from 1489 AD to 1492 AD) – see Santa Hermandad Nueva Castilian list											

Later Plantagenet and Early Tudor English (Britain) Allies

Allied commander		Field Commander/Troop Commander						30/20		1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Northern spearmen	Only Northern or Lancastrian armies before 1465 AD	Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	6-8	0-8	4-12
				Poor				4			
Dismounted men-at-arms, billmen and spearmen		Heavy Foot	Heavily Armoured	Superior	Drilled	-	Pole Arm	17	4-6	4-8	
					Undrilled			15			
		Heavy Foot	Armoured	Superior	Drilled	-	Pole Arm	14	4-6	0-6	
					Undrilled			13			
		Heavy Foot	Armoured	Average	Undrilled	-	Pole Arm	9	6-8	0-8	
Longbowmen		Medium Foot	Protected	Average	Drilled	Longbow	Swordsmen	9	6-8	0-12	6-24
					Undrilled			8			
		Medium Foot	Protected	Average	Undrilled	Longbow	-	7	6-8	0-12	
			Unprotected	Poor				4			
Combined battle groups of men-at-arms and longbowmen		Heavy Foot	Armoured	Average	Drilled	-	Pole Arm	10	2 / 6	0-12	
		Medium Foot	Protected			Longbow	Swordsmen	9	4		
Stakes to cover half the bases of each BG entirely armed with longbow - only from 1415AD		Portable defences						3	All longbow BGs or none		

Ming Chinese

The Ming dynasty is unique amongst the major Chinese dynasties that unified China in that it originated in the south rather than in the north. This reflected the growing prosperity and increasing population of the region following centuries of warfare raging across the north China plains. The Ming founder, Zhu Yuanzhang, was by birth a peasant from a very poor family. Most of his immediate family starved to death and he survived by joining a Buddhist monastery.

Zhu Yuanzhang started his rebellion against the Yuan in 1356 AD and proclaimed the start of his Ming dynasty in 1368 AD in his then capital of Nanjing, taking the reign title Hongwu, “Overflowing Martiality”. From this he is known as the Hongwu Emperor. Following this proclamation, he sent his armies to conquer the north, especially the Yuan capital Dadu which was quickly captured and renamed Beiping, “The North is Conquered”. The name was later changed in the reign of the third Ming emperor to its modern name of Beijing, “Northern Capital”.

This list covers the armies of Ming dynasty China from 1356 AD to 1500 AD.

Troop Notes

Mixed infantry battle groups represent troops depicted with a front rank of men carrying shields and spears, and rear ranks of crossbowmen or archers. This appears to have been a continuation of Song practice and we classify them similarly.

Ming armies continued to expand the number and range of gunpowder weapons in use and formed bodies of infantry using handguns started to appear, although in limited numbers. It is probable that the widespread adoption of handguns by the infantry was held back by their relative lack of effect against Mongol cavalry, which remained the most dangerous enemy of the Ming throughout this period. The Great Wall may be one way that the Chinese attempted to maximise the effect of their technology and at the same time limit the Mongols’ own advantages.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as guard cavalry.
- The minima marked * apply if no infantry in mixed formations are used.
- Mongol allies cannot be used with Burman or Shan allies or Southern tribesmen.

Ming Chinese												
Territory Types: Agricultural, Developed, Hilly, Tropical												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30			1	
Sub-commanders		Field Commander						40			0-2	
		Troop Commander						30			0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Chinese cavalry	Before 1450 AD	Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6		8-20	
			Protected					12				
	From 1450 AD	Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6		0-8	6-12
			Protected					12				
		Cavalry	Armoured	Average	Undrilled	Bow	Swordsmen	14	4-6		4-12	
			Protected	Average				11				
				Poor				9				
Mongol or Jurchen cavalry		Light Horse	Unprotected	Average	Drilled	Bow	Swordsmen	10	4-6		0-8	4-12
					Undrilled							
		Cavalry	Protected	Superior	Drilled	Bow	Swordsmen	12	4-6		0-8	
			Protected		Undrilled			11				
			Unprotected		Undrilled			10				
Separately deployed Chinese spear- and dao-men	Before 1450 AD	Medium Foot	Protected	Average	Drilled	-	Pole Arm	8	6-8		6-24	*6-32
	Any date			Average	Undrilled	-	Pole Arm	7			0-32	
				Poor				5				
Chinese crossbowmen in mixed formations	Before 1450 AD	Medium Foot	Protected	Average	Drilled	Crossbow	Light Spear	7	1/2	6-8	6-12	6-18
							-		1/2			
	Any date				Undrilled	Crossbow	Light Spear	6	1/2		0-18	
							-		1/2			
Separately deployed Chinese crossbowmen	Before 1450 AD	Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8		0-12	
	Any date			Average	Undrilled			6			0-18	
				Poor				4				
Chinese archers in mixed formations	Before 1450 AD	Medium Foot	Protected	Average	Drilled	Bow	Light Spear	7	1/2	6-8	6-18	6-30
							-		1/2			
	Any date				Undrilled	Bow	Light Spear	6	1/2	6-8	0-24	
							-		1/2			
Separately deployed Chinese archers	Before 1450 AD	Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8		0-12	
	Any date			Average	Undrilled			6			0-24	
				Poor				4				

Optional Troops											
Guard cavalry	Before 1450 AD	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-12	
	From 1450 AD									0-6	
Chinese anti-cavalry squads		Heavy Foot	Protected	Average	Drilled	-	Pole Arm	8	4-8	0-12	
					Undrilled			7			
Chinese handgunners		Medium Foot	Protected	Average	Drilled	Firearm	-	7	6-8	0-8	
					Undrilled			6			
		Light Foot	Unprotected	Average	Undrilled	Firearm	-	5	6-8		
Southern tribal foot		Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-8	0-12	
						-	Light Spear Swordsmen	6			
						-	Light Spear	5			
Chinese or southern tribal skirmishers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	
						Crossbow					
Chinese militia	Only from 1450 AD	Mob	Unprotected	Poor	Undrilled	-	-	2	10-12	0-24	
Portable rocket launchers or Light guns		Light Artillery	-	Average	Drilled	Light Artillery	-	17	2	0-8	0-10
					Undrilled			15			
Heavy rocket launchers or Stone-throwers		Heavy Artillery	-	Average	Undrilled	Heavy Artillery	-	20	2	0-4	
Palisades		Field Fortifications						3		0-24	
Allies											
Burman or Shan allies (Only from 1440 AD – 1454 AD) – see Medieval Burmese list											
Mongol allies – see Book 2: Later Eastern Steppe Horse Cultures list											

Ming Chinese Allies

Allied commander		Field Commander/Troop Commander						30/20			1
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat				
Chinese cavalry	Before 1450 AD	Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6		4-8
			Protected					12			
	From 1450 AD	Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6		0-6
			Protected					12			
		Cavalry	Armoured	Average	Undrilled	Bow	Swordsmen	14	4-6		
			Protected	Average				11			
				Poor				9			
Mongol or Jurchen cavalry		Light Horse	Unprotected	Average	Drilled	Bow	Swordsmen	10	4-6		0-6
					Undrilled						
		Cavalry	Protected	Average	Drilled	Bow	Swordsmen	12	4-6		
			Protected		Undrilled			11			
			Unprotected		Undrilled			10			
Separately deployed Chinese spear- and dao-men	Only before 1450 AD	Medium Foot	Protected	Average	Drilled	-	Pole Arm	8	6-8	6-8	*6-12
	Any date			Average	Undrilled	-	Pole Arm	7	6-8	0-12	
				Poor				5			
Chinese crossbowmen in mixed formations	Only before 1450 AD	Medium Foot	Protected	Average	Drilled	Crossbow	Light Spear	7	1/2	6-8	0-12
							-		1/2		
	Any date			Average	Undrilled	Crossbow	Light Spear	6	1/2		
							-		1/2		
Separately deployed Chinese crossbowmen	Only before 1450 AD	Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8		
	Any date			Average	Undrilled			6			
				Poor				4			
Chinese archers in mixed formations	Only before 1450 AD	Medium Foot	Protected	Average	Drilled	Bow	Light Spear	7	1/2	6-8	6-16
							-		1/2		
	Any date				Undrilled	Bow	Light Spear	6	1/2		
							-		1/2		
Separately deployed Chinese archers	Only before 1450 AD	Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8		
	Any date			Average	Undrilled			6			
				Poor				4			

Timurid, Black Sheep Turcoman or White Sheep Turcoman

This list covers the Timurids from 1360 AD until 1500 AD, the Black Sheep Turcomans (Qara-Qoyunlu) from 1378 AD until 1469 AD, and the White Sheep Turcomans (Aq-Qoyunlu) from 1402 AD until 1500 AD.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as drilled cavalry.
- Drilled cavalry and Timurid guard cavalry can always dismount as Elite, Superior or Average (as mounted type), Armoured, Drilled, Medium Foot – Bow, Swordsmen.

Timurid, Black Sheep or White Sheep Turcoman											
Territory Types: Agricultural, Steppes											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40		0-2	
		Troop Commander						30		0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Drilled cavalry		Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-18	12-30
			Armoured	Average				15		8-30	
			Protected					12			
Turcoman tribal cavalry		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	4-16	4-24
		Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11		0-16	
			Unprotected					10			
Optional Troops											
Timurid guard cavalry	Only Timurid	Cavalry	Armoured	Elite	Drilled	Bow	Swordsmen	23	4	0-4	
Other Georgian, Persian or Turcoman heavy cavalry		Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-6	0-12
				Average				14		0-12	
Kurdish cavalry	Only Black or White Sheep Turcoman	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	0-12	
			Armoured	Average				12			
			Protected					9			
Well-equipped foot archers		Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8	0-12	
Other foot archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-16	
				Poor				3			
Hillmen		Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	0-16	
Handgunners	Only from 1470 AD	Light foot	Unprotected	Average	Undrilled	Firearm	-	5	4-6	0-6	
Women disguised as warriors to protect camp		Mob	Unprotected	Poor	Undrilled	-	-	2	10-12	0-12	
Elephants	Only Timurids	Elephants	-	Superior	Undrilled	-	-	35	2	0-4	
				Average				25			
				Poor				20			
Stone throwers or heavy guns		Heavy Artillery	-	Average	Undrilled	Heavy Artillery	-	20	2	0-2	
Fortified camp								24		0-1	
Allies											
Only Timurids											
Black Sheep or White Sheep Turcoman allies – see Timurid, Black Sheep or White Sheep Turcoman list											
Uzbek allies – see Book 2: Later Eastern Steppe Horse Culture list											
Only White Sheep											
Georgian allies – see Book 2: Georgian list											
Anatolian Turcoman allies											
Only Black Sheep											
Later Byzantine allies											

Timurid, Black Sheep or White Sheep Turcoman Allies										
Allied commander	Field Commander/Troop Commander						30/20		1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Drilled cavalry	Cavalry	Armoured	Superior	Drilled	Bow	Swordsmen	20	4-6	0-8	6-20
		Armoured	Average				15		4-12	
		Protected					12			
Turcoman tribal cavalry	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8	
	Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11			
		Unprotected					10			

Aztec

By 1300 AD in Central America there had been a slow recovery from a post classical dark age. Political organisation was by city state throughout most of the region, although the arid north of modern-day Mexico was dominated by wandering Chichimec tribes. One of those tribes, calling themselves the Mexica (whom we know, owing to a misunderstanding by the Spanish, as the Aztecs) had been allowed to settle on a swampy island in the brackish waters of Lake Mexico as subjects of the Tepanec Empire (which was ruled from Azcapotzalco on the western shore). There they founded the island city of Tenochtitlan in 1325 AD. Tlacopan was one of the subject cities of the Tepanec Empire on the western shore close to Tenochtitlan. On the eastern shore were a number of cities of Acolhua ethnicity, including Tetzcoco. Over time Tepanec rule spread to include Tetzcoco and a number of other cities on the eastern shore of the lake.

This list covers Aztec armies from 1375 AD to 1500 AD

Troop Notes

The rise of the Aztecs coincided with a change of the weapons used in the region. The bow (*tlahuitolli*) gave a longer range than the sling or the spear thrower (*atlatl*) though these were still used. Obsidian (volcanic glass) edged broadswords (*macuahuitl*) and cutting spears (*tepoztopilli*) replaced the earlier system of heavy clubbing weapons though these were still used to some degree.

Aztec shields were recorded by Spanish sources as strong, and were between 51-76 cm (20-30 ins) in diameter, sometimes with a feather decorated fringe below. Many of the warriors wore quilted cotton body armour under their decorative war suits. However, some at least chose to fight naked apart from their shields.

The *Calpolli* or City ward was the standard mean of organising and training the bulk of the army.

Promotion was based on captives taken (for later sacrifice) and brave deeds. Experienced warriors gained the right to clothing and shields covered in bright feather work and wore helmets of carved wood painted to represent eagles and jaguars. Eagle and Jaguar military societies were reserved for warriors who had taken at least four captives. Jaguar society warriors are more common than Eagle society warriors in pictorial sources, and Eagle warriors are frequently depicted as more senior commanders; so it seems that they held some sort of seniority over the Jaguars. Military society battle groups can be assumed to include a proportion of less experienced noble warriors.

Warriors would reach the rank of *Otontin* with five captives, and *Cuachicqueh* with six. These senior warriors could either fight in their own units or stiffen the ranks of less experienced warriors.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as military societies, though other figures can be mixed in.
- Triple Alliance troops from Tlacopan or Tetzcoco can be assumed to be amongst the troops comprising the main army, or can be used under ally commanders. In the latter case, each Triple Alliance ally-commander's contingent must conform to the Aztec allies list below, but the troops in the contingent are deducted from the minima and maxima in the main Aztec list.
- Central American allies can be used under an ally-commander as per normal. Alternatively, they can be incorporated in the main army, and count in line of command of C-in-C and sub-commanders. If this option is used an ally commander cannot be used with these troops (although another allied contingent could have one), and the minima for both main list and Central American allies list apply.

Aztec										
Territory Types: Agricultural, Developed, Hilly										
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders	Field Commander						40		0-2	
	Troop Commander						30		0-3	
Triple Alliance ally commanders	Only from 1427 AD	Field Commander/Troop Commander					30/20		0-2	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Cuachicqueh	Medium Foot	Protected	Elite	Drilled	Javelins	Impact Foot Swordsmen	14	6-8	0-12	
Military societies or Otontin			Superior				12		8-36	
Calpolli foot	Medium Foot	Protected	Average	Drilled	Javelins	Impact Foot Swordsmen	9	6-10	16-60	16-84
				Undrilled			8		0-30	
Slingers	Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-16	6-24
Archers					Bow	-	5		0-16	
Optional Troops										
Archers	Medium Foot	Protected	Average	Undrilled	Bow	-	6	6-8	0-8	
Pits, barricades, stone walls	Field Fortifications	-	-	-	-	-	3	-	0-8	
Allies										
Central American Allies (up to 2 contingents) (Only from 1427 AD)										

Aztec Allies										
Allied commander	Field Commander/Troop Commander						30/20		1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Cuachicqueh	Medium Foot	Protected	Elite	Drilled	Javelins	Impact Foot Swordsmen	14	6	0-6	
Military societies or Otontin			Superior				12	6-8	6-12	
Calpolli foot	Medium Foot	Protected	Average	Drilled	Javelins	Impact Foot Swordsmen	9	6-10	8-30	8-32
				Undrilled			8		0-10	
Slingers	Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-8	
Archers					Bow	-	5			

Yi Korean

During the Yi Dynasty era, the Koreans had military conflicts with various neighbours including Japan, nomadic tribes from Manchuria, Ming dynasty China and various warlords fleeing from China. Political instability in those countries had a ripple effect on Korea. As long as conditions were quiet in China, the border with Korea remained calm. However, when rebellions occurred, various refugees and rebel remnants crossed the border. These crossings were followed by Ming threats and demands for the refugees' return. As a result, sometimes the Koreans would have to conduct campaigns against these bands and/or defend against Ming retaliatory raids.

Stability in Japan meant that Japanese shoguns would consider campaigns against China or Korea. As long as the Japanese were involved with factional fighting, only Japanese pirate raids would threaten Korea. Likewise in Manchuria, as long as the nomadic tribes were divided, only light raiding activities affected the Korean border areas. Once the tribes were united, as under the Manchus, then serious invasions of Korea could be expected.

In regards to the strict Korean social caste system, one advantage of having the Yang-ban, a military professional class, was that military training and attendance at military schools was provided to all designated youth. This resulted in a high level of military training for Korean soldiers. One disadvantage of the caste system is that it was almost impossible for a soldier to be promoted above his station based on merit or valour.

This list covers Yi Korean armies from 1388 to 1500 AD.

Troop Notes

Until the reforms of 1400, the Yi Dynasty used Koryo military formations. The Yi military underwent further reforms between 1457 and 1464. At this time the special To-bang, Tae-gak and private armies were outlawed and replaced with a new smaller "soldier" class. This was supported by more extensive conscription laws.

The highest troop classification were bodyguards who acted as government policemen rather than soldiers and were regarded as highly loyal but poor combat troops. The Yang-ban provided the next level of troops who were regarded as the best warriors. These troops, often referred to as" armoured soldiers", were brigaded in elite units and assigned either to the capital or to the frontier. They would often fight mounted (depicted charging in a wedge in many paintings) and would have the best armour and equipment. The third level was the common soldiers. By 1469, these were full-time volunteers from the lower social classes. They were often deployed as garrison troops in the less threatened regions or to supplement the garrison of a vital region. The fourth level was the conscripts who were often impressed into service only under emergency conditions. They were trained mainly as "spearmen" though some operated as archers.

"Spearmen" used a mixture of conventional spears, halberds and trident headed tri-spears. We classify the mixture as Pole Arms. Classification of "soldiers" is based on several drawings of troops from the Yi era who are armed with a tri-spear and bow, and shown in battle scenes using a long sword. Protected troops wear armour under their outer garments.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as guards.
- The total number of bases of Kwang-gun foot in the army cannot exceed the total number of bases of conscript foot by more than 50%.
- Kwang-gun mixed battle groups can be half "spearmen", half archers or half "spearmen", half crossbowmen.
- The total number of bases of Kwang-gun "spearmen" in the army cannot exceed the total number of Kwang-gun archers and crossbowmen.
- The total number of bases of Kwang-gun Medium Foot crossbowmen in the army cannot exceed the number of bases of Kwang-gun Medium Foot archers.
- "Soldiers" cannot be used with To-bang or Tae-gak guards.

Yi Korean										
Territory Types: Developed, Mountains, Hilly, Woodlands										
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/50/35	1		
Sub-commanders	Field Commander						50	0-2		
	Troop Commander						35	0-3		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Guard cavalry	Cavalry	Armoured	Superior	Drilled	-	Lancers Swordsmen	17	4-6	4-12	8-40
			Average				13			
Light cavalry	Light Horse	Unprotected	Average	Drilled	Bow	-	8	4-6	0-12	
Kwang-gun cavalry	Cavalry	Armoured	Average	Drilled	-	Lancers, Swordsmen	13	4-8	4-18	
Nomad nobles	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-8	
Other nomad mercenaries	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-12	
	Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6		
Irregular cavalry	Cavalry	Unprotected	Poor	Undrilled	-	Light Spear	4	4-6	0-6	

Separately deployed Kwang-gun “spearmen”	Medium Foot	Protected	Average	Drilled	-	Pole Arm	8	6-8		6-24
Kwang-gun “spearmen” in mixed battle groups	Medium Foot	Protected	Average	Drilled	-	Pole Arm	8	1/2	6-8	
Kwang-gun archers or crossbowmen in mixed battle groups	Medium Foot	Protected	Average	Drilled	Bow Crossbow	-	7	1/2		6-24
Separately deployed Kwang-gun archers or crossbowmen	Medium Foot	Protected	Average	Drilled	Bow Crossbow	-	7	6-8		
Conscript “spearmen”	Medium Foot	Unprotected	Poor	Undrilled	-	Pole Arm	4	1/2	8-10	10-50
Conscript archers	Medium Foot	Unprotected	Poor	Undrilled	Bow	-	3	1/2		
Optional Troops										
Skirmishers	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear Swordsmen	6	1/2	6-8	0-16
	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	1/2		
Foot Nomads	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		0-8
Conscript skirmishing archers	Light Foot	Unprotected	Poor	Undrilled	Bow	-	3	6-8		0-8
To-bang Guard	Heavy Foot	Protected	Superior	Drilled	-	Pole Arm	10	6-8		0-8
Tae-gak Guard	Medium Foot	Protected	Superior	Drilled	Crossbow	-	9	6-8		0-8
“Soldiers”	Medium Foot	Protected	Superior	Drilled	Bow*	Light Spear Swordsmen	10	6-8		0-16
Peasants	Mob	Unprotected	Poor	Undrilled	-	-	2	10-12		0-24
Handgunners	Light Foot	Unprotected	Average	Drilled	Firearms	-	4	4		0-4
Stone-Throwers	Heavy Artillery	-	Average	Undrilled	Heavy Artillery	-	20	2	0-2	0-4
Bolt-shooters									0-4	
Field fortifications	Field Fortifications						3			0-24
Allies										
Nomad allies – Later Horse Nomad										
Chinese allies – Ming Chinese										

Yi Korean Allies										
Allied commander	Field Commander/Troop Commander						30/20	1		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Guard cavalry	Cavalry	Armoured	Superior	Drilled	-	Lancers Swordsmen	17	4-6	0-4	4-16
			Average				13			
Light cavalry	Light Horse	Unprotected	Average	Drilled	Bow	-	8	4-6	0-4	
Kwang-gun cavalry	Cavalry	Armoured	Average	Drilled	-	Lancers, Swordsmen	13	4-8	4-8	
Other nomad mercenaries	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-4	
	Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6		
Separately deployed Kwang-gun “spearmen”	Medium Foot	Protected	Average	Drilled	-	Pole Arm	8	6-8		0-8
Kwang-gun “spearmen” in mixed battle groups	Medium Foot	Protected	Average	Drilled	-	Pole Arm	8	1/2	6-8	
Kwang-gun archers or crossbowmen in mixed battle groups	Medium Foot	Protected	Average	Drilled	Bow Crossbow	-	7	1/2		0-8
Separately deployed Kwang-gun archers or crossbowmen	Medium Foot	Protected	Average	Drilled	Bow Crossbow	-	7	6-8		
Conscript “spearmen”	Medium Foot	Unprotected	Poor	Undrilled	-	Pole Arm	4	1/2	8-10	0-20
Conscript archers	Medium Foot	Unprotected	Poor	Undrilled	Bow	-	3	1/2		

Tupí

The list covers the cannibalistic coastal Brazilian tribes collectively known as Tupí, from 1400 AD to 1500 AD. These included the Tupinambá (including the Tamoyo and Ararape), the Tupinikin, Tobayara, Potiguara, Tupina, Temiminó and Caeté. The various tribes were in a constant state of war with each other.

Troop Notes

The principal weapon of the Tupí was a powerful longbow made from red or black wood. Prior to the 16th century, however, their arrows were tipped with fish or animal teeth, bone or fire-hardened wood, so they did not have the armour-piercing characteristics of European longbows shooting iron or steel bodkin-headed arrows. Hence their historical effect is best represented by classification as normal Bows.

For close combat, the typical weapon was a heavy paddle-shaped club (*tacape*), once again made from red or black wood. This could be up to 1.5-1.8 metres (5-6 foot) in length, and was usually wielded with both hands. Its paddle-blade-like head had sharpened edges.

Some tribes used round or long shields as a defence against enemy arrows.

Tupí partially shaved their heads, and fought naked apart from tattoos, body paint, various brightly-coloured feather adornments, necklaces of human teeth or snail shells, and bone or white, blue or green stone lip, cheek, eyebrow, nose or ear plugs.

They preferred ambushes and surprise night attacks. Early 16th century European writers remark on their lack of discipline and disorderly mode of fighting. When a pitched battle occurred, they formed up in one large phalanx. After an exchange of arrows - during which wounded men often pulled out the arrows and continued fighting - they charged one another “like bulls” and laid about themselves with mighty blows of their two-handed clubs. Prisoners were ritually killed and eaten, sometimes after a long period of captivity.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as veteran warriors.
- Tupí ally-commanders’ contingents must conform to the Tupí allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- Warriors can be armed with Pole Arms or Heavy Weapons, but all bases in a battle group must be armed the same.

Tupí										
Territory Types: Tropical										
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders	Field Commander/Troop Commander						40/30	0-2		
Tupí ally commanders	Field Commander/Troop Commander						30/20	0-3		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Warriors	Medium Foot	Protected	Average	Undrilled	Bow*	Pole arm or Heavy Weapon	8	6-10	30-96	30-96
		Unprotected					7			
Veteran warriors	Medium Foot	Protected	Superior				11	6-8	0-30	
Optional Troops										
Skirmishers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-16	

Tupí Allies										
Allied commander	Field Commander/Troop Commander						30/20	1		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Warriors	Medium Foot	Protected	Average	Undrilled	Bow*	Pole arm or Heavy Weapon	8	6-10	12-40	12-40
		Unprotected					7			
Veteran warriors	Medium Foot	Protected	Superior				11	6-8	0-16	

Medieval Scottish (in France)

This list covers the Scottish mercenary armies operating in France and Burgundy from 1418 AD to 1429 AD.

Troop Notes

Records show that unlike Scottish "home" armies these contingents were made up along the lines of contemporary English armies with archers outnumbering men-at-arms by 2:1. Fighting was undertaken on foot in the manner of the English.

The Scots archers, whilst competent, appear to have been somewhat outclassed by the English archers and we represent this by limiting the number of Scots archers with Swordsmen capability.

The option for Armoured men-at-arms allows for the possibility that their numbers were made up by a significant number of lesser men-at-arms and spearmen in incomplete harness. Additionally, we allow for the possibility that in such cases spears would have been the most common weapon.

The maxima of this list assume that most armies will include French troops. Cooperation between the French and Scots in these cases was, despite some problems, good enough for the French troops not to be classified as an allied contingent. The occasions where there was friction are covered by a Scots allied contingent in a French army.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as men-at-arms.
- Men at arms and retainers marked * must be selected as all Pole arms or all Offensive Spearmen.
- Minimum marked ** applies if more than 1 French battle group is fielded.
- Mounted French men-at-arms can always dismount as Superior, Heavily Armoured, Undrilled, Heavy Foot – Pole Arm.

Medieval Scottish (in France)										
Territory Types: Agricultural, Developed, Woodlands										
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders	Field Commander						40		0-2	
	Troop Commander						30		0-3	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Men-at-arms and retainers	Heavy Foot	Heavily Armoured	Superior	Undrilled	-	Pole Arm	15	4-6	0-12	8-24
			Average				11			
		Armoured	Average	Undrilled	-	Pole Arm	9	4-8	*0-24	
					-	Offensive Spearmen				
Archers	Medium Foot	Protected	Average	Undrilled	Longbow	Swordsmen	8	6-8	0-24	16-48
		Unprotected					7			
		Unprotected	Average		Longbow	-	6		16-48	
Optional Troops										
Mounted French men-at-arms	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-8	**10-24
			Average				18	4-6	**4-16	
Dismounted French men-at-arms	Heavy Foot	Heavily Armoured	Superior	Undrilled	-	Pole Arm	15	4-6	0-8	
			Average				11		**6-18	
French and other crossbowmen	Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	**6-18	
				Undrilled			6			
		Unprotected	Average	Undrilled			5			
French voulgiers	Heavy Foot	Armoured	Average	Drilled	-	Pole Arm	10	6-8	0-8	
French ribaulds or levy	Medium Foot or Mob	Unprotected	Poor	Undrilled	-	-	2	8-10	0-10	
Light guns	Light Artillery	-	Average	Undrilled	Light Artillery	-	15	2	0-2	
French bombards	Heavy Artillery	-	Average	Undrilled	Heavy Artillery	-	20	2		
Pits or other traps	Field Fortifications						3		0-16	
Fortified camp							24		0-1	

Medieval Scottish (in France) Allies										
Allied commander	Field Commander/Troop Commander						30/20	1		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Men-at-arms, lesser men-at-arms and retainers	Heavy Foot	Heavily Armoured	Superior	Undrilled	-	Pole Arm	15	4-6	0-6	4-12
			Average				11			
		Armoured	Average		-	Pole Arm	9	4-8	*0-12	
					-	Offensive Spearmen				
Archers	Medium Foot	Protected	Average	Undrilled	Longbow	Swordsmen	8	6-8	0-12	8-24
		Unprotected	Average				7			
					Longbow	-	6		8-24	

Hussite

This list covers Hussite armies from Jan Žižka's revolt in 1419 AD until the peace of Olomouc in 1479 AD.

Troop Notes

The Hussites made systematic use of battle wagons. Their army formed up inside a wagon-fortress consisting of wagons protected by wooden hoardings usually drawn up in a rectangle with the wagons joined together by chains. Accounts of the standard wagon crew vary, but according to the "Hodětin Ordinance" it consisted of 20 men: 2 drivers, 2 handgunners, 6 crossbowmen, 4 flailmen, 4 halberdiers and 2 pavisiers. Other sources give a crew of 10 men, but with similar proportions. The handgunners and crossbowmen shot from inside the wagons, while the flailmen and halberdiers defended the gaps between the wagons. The enemy would be goaded into attacking by artillery fire. After the initial enemy assault was repulsed, Hussite cavalry and infantry would counterattack to complete the victory.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Hussite cavalry or Bohemian nobles.

Hussite										
Territory Types: Agricultural, Hilly										
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders	Field Commander						40		0-2	
	Troop Commander						30		0-3	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Battle wagons and crew	Battle Wagons	-	Average	Undrilled	Crossbow	Heavy Weapon	23	2-4	8-24	
Separately deployed polearms men	Heavy Foot	Armoured	Superior	Drilled	-	Pole Arm	14	6-8	0-8	6-24
				Undrilled			13			
		Protected		Drilled			11			
				Undrilled			10			
		Armoured	Average	Drilled	-	Pole Arm	10		6-20	
				Undrilled			9			
		Protected		Drilled			8			
				Undrilled			7			
Optional Troops										
Hussite cavalry	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6	0-8	
			Average				13			
Bohemian nobles	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-8	
			Average				18	4-6		
Mounted crossbowmen	Light Horse	Unprotected	Average	Drilled	Crossbow	-	7	4-6	0-6	
Light guns	Light Artillery	-	Average	Undrilled	Light Artillery	-	15	2	0-8	
	Battle Wagons	-	Average	Undrilled	Light Artillery	Heavy Weapon	26			
Heavy guns	Heavy Artillery	-	Average	Undrilled	Heavy Artillery	-	20	2	0-2	
Entrenchments to protect artillery and infantry not on wagons	Filed Fortifications						3		0-14	
Fortiified camp							24		0-1	
Allies										
Polish allies – see Later Polish list										

Hussite Allies										
Allied commander	Field Commander/Troop Commander						30/20	1		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Battle wagons and crew	Battle Wagons	-	Average	Undrilled	Crossbow	Heavy Weapon	23	2-4	4-12	
Separately deployed polearms men	Heavy Foot	Armoured	Superior	Drilled	-	Pole Arm	14	4-6	0-4	0-8
				Undrilled			13			
		Protected		Drilled			11			
				Undrilled			10			
		Armoured	Average	Drilled	-	Pole Arm	10		0-8	
				Undrilled			9			
		Protected		Drilled			8			
				Undrilled			7			

Inca

From 1438 AD, Pachahutec Inca Yupanqui, the ninth *Sapa Inca* (king) of the small Quechua city-state of Cuzco (in south-eastern Peru) conquered most of southern Peru. Cuzco was rebuilt as the capital of the new Empire. At its height the Empire encompassed hundreds of different tribes, each with its own culture, divided into four main linguistic groups – Quechua, Chimu (on the coast), Aymara (in the south) and Uru (in the north). The official language was Quechua.

This list covers Inca armies from 1438 AD until 1500 AD.

Troop Notes

Veterans (*huaminca*) were the Inca regiments raised from the capital, Cuzco. They received formal military training from adolescence. The vast majority of troops, however, comprised conscripted militia from throughout the Empire, with equipment supplied by the state. However, weaponry varied according to previous tribal custom – for example, the Conchi used slings, darts and bolas, while the Chuncho and Anti used bows. Each nationality within the Inca army was required by law to wear distinctive tribal insignia, which sometimes involved the colours and patterns of stripes in their *uncu* (the standard Inca sleeveless, shapeless shirt), but mainly head-gear or hair style. Infringement was punishable by 100 lashes.

Some Inca guardsmen were armed with a halberd (*yauri*). Following the conquest of Cañar by Túpac Inca, Cañari spearmen were recruited as royal guardsmen – the loyalty of the Inca nobility being increasingly suspect. The royal guard then also included Anti or Chuncho archers.

Some full-time troops were maintained as frontier garrisons – from the 1490s these were mainly recruited from the Cañari. We classify the earlier units the same as the militia.

The usual Inca shield was a small square of wood with a long fabric apron below. In addition to this, which we do not treat as sufficient to convey Protected status on its own, close combat troops also wore cotton-padded cloth body armour (of the same shape as the normal civilian *uncu*) and quilted cotton and wood or plaited cane helmets.

Spear and halberd heads were copper or bronze. Spear shafts were often fringed with feathers. Most troops also carried a one-handed mace with a star-shaped stone or metal head – we treat this as giving swordsmen capability when used by close combat troops. All ranks of society used the sling, the *Sapa Inca* using slingshot of gold! However, roles were differentiated in battle, so we do not give the close combat troops sling capability. The standard plan was to soften up the enemy with massed slingers, archers, dart throwers and bolas men prior to the hand-to-hand clash of the close combat specialists. The enemy was often engaged by only one third of the army, while the remainder either stood in reserve or attempted to outflank the enemy.

Chanca and Cañari were armed with longer spears than those used by the Incas. Chimu were armed with heavy maces and clubs. Charca were armed with 1.2 metre (4 foot) long 2-handed black chonta-wood swords, 10 cm (4 inches) wide at the tip.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- The C-in-C should be depicted carried on a litter if the *Sapa Inca*, otherwise as guardsmen. Sub-commanders should be depicted as guardsmen or veterans.
- The number of battle groups of Poor militia slingers cannot exceed the number of battle groups of Poor militia spearmen.
- Chanca or Chimu troops from the main list cannot be used in allied contingents of the same nationality.

Inca												
Territory Types: Mountains, Hilly, Developed												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1			
Sub-commanders		Field Commander						40	0-2			
		Troop Commander						30	0-3			
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Veteran spearmen		Medium Foot	Protected	Superior	Drilled	-	Light Spear Swordsmen	10	6-8		6-24	
Militia spearmen		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8		24-56	
				Poor				5				
Militia slingers		Light Foot	Unprotected	Average	Drilled	Sling	-	4	6-8		12-28	
Optional Troops												
Inca noble guardsmen		Medium Foot	Protected	Superior	Drilled	-	Pole Arm	11	6-8		0-8	0-18
Cañari guardsmen	Only from 1490 AD	Medium Foot	Protected	Superior	Drilled	-	Offensive Spearmen	11	2/3 or all	6-9	0-9	
Anti or Chuncho guardsmen		Light Foot	Unprotected	Superior	Drilled	Bow	-	7	1/3 or none			
		Medium Foot	Unprotected	Superior	Drilled	Bow	Swordsmen	9	6		0-6	
Anti, Chuncho or other forest tribe archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		0-16	
		Medium Foot	Unprotected	Average	Undrilled	Bow	Swordsmen	6	6-8			
				Poor				4				
Conchi, Colla or similar skirmishers with darts and/or bolas		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8			

Chanca spearmen		Medium Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	0-12	0-24
				Poor				5			
Chimu warriors		Medium Foot	Protected	Average	Undrilled	-	Heavy Weapon	7	6-8	0-12	
				Poor				5			
Charca warriors		Medium Foot	Unprotected	Average	Undrilled	-	Heavy Weapon	6	6-8	0-8	
				Poor				4			
Chiribaya or similar spearmen		Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	0-12	
				Poor				3			
La Paz or similar spearmen		Medium Foot	Unprotected	Average	Undrilled	-	Light Spear	4	6-8	0-12	
				Poor				2			
Cañari spearmen	Only from 1490 AD	Medium Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	0-12	
				Average	Undrilled			7			
				Poor	Undrilled			5			
Pits and chonta wood stakes		Field Fortifications						3		0-16	
Allies											
Chanca allies											
Chimu allies											

Inca Allies									
Allied commander	Field Commander/Troop Commander						30/20		1
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
	Type	Armour	Quality	Training	Shooting	Close Combat			
Veteran spearmen	Medium Foot	Protected	Superior	Drilled	-	Light Spear, Swordsmen	10	6-8	0-12
Militia spearmen	Medium Foot	Protected	Average	Drilled	-	Light Spear, Swordsmen	7	6-8	8-24
			Poor				5		
Militia slingers	Light Foot	Unprotected	Average	Drilled	Sling	-	4	6-8	6-16

Later Hungarian

After the death of Albrecht of Habsburg, the Hungarian throne went to the Polish King Władysław III (1440 AD - 1444 AD), passing over the claim of Albrecht's son Ladislaus V Posthumus (born after Albrecht's death) who did not ascend the throne until Władysław's defeat and death at the Battle of Varna against the Ottomans. In 1453 AD Ladislaus was also crowned king of Bohemia. János Hunyadi, Voivode of Transylvania, acted as regent for the child king in Hungary, George of Poděbrady in Bohemia, Ulrich of Celje in Austria.

This list covers Hungarian armies from 1441 AD to 1500 AD.

Troop Notes

Classification of Szeklers presents some difficulty, so we have given a choice of interpretations.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as royal banderium, Hungarian nobles or mercenary men-at-arms.
- Only one ally contingent can be used.

Later Hungarian										
Territory Types: Agricultural, Hilly										
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders	Field Commander						40		0-2	
	Troop Commander						30		0-3	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Hungarian nobles 0r mercenary men-at-arms	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	3-12	7-20
			Average	Drilled			21	4-6	4-12	
Hungarian or other light horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	4-8	4-12
Szeklers or Tatars	Light Horse	Unprotected	Average	Undrilled	Bow	Light Spear Swordsmen	11	4-6	0-8	
					Bow	Swordsmen	10			
	Cavalry	Armoured	Superior	Undrilled	Bow*	Light Spear, Swordsmen	19	4-6	0-8	4-20
			Average				14			
	Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6	4-12	
		Unprotected					10			
		Protected			Bow*	Light Spear Swordsmen	11			
		Unprotected					10			
Crossbowmen	Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	0-12	6-18
Handgunners	Light Foot	Unprotected	Average	Drilled	Firearm	-	5	6-8	6-8	
		Protected					6			
Optional Troops										
Royal banderium	Knights	Heavily Armoured	Elite	Drilled	-	Lancers, Swordsmen	33	2, 3 or 4	Up to 1 BG	
			Superior				29			
Polish or Bohemian men-at-arms	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-4	
			Average				18	4		
Serbian hussars	Light Horse	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6	0-6	
Clipeati, armati and supporting archers	Heavy Foot	Armoured	Average	Drilled	-	Defensive Spearmen	9	2/3 or all / 6-12	0-24	
		Protected					7			
	Light Foot	Unprotected	Average	Drilled	Bow	-	5	1/3 or 0		
Separately deployed foot archers	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12	0-12
			Poor				3			
	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6	0-6	
Peasants	Mob	Unprotected	Poor	Undrilled	-	-	2	10-12	0-12	
Light guns	Light Artillery	-	Average	Undrilled	Light Artillery	-	15	2	0-2	
Heavy guns	Heavy Artillery	-	Average	Undrilled	Heavy Artillery	-	20	2	0-2	
Battle Wagons	Battle Wagons	-	Average	Undrilled	Crossbow	Heavy Weapon	23	2-4	0-6	
Fortified camp							24		0-1	
Allies										
Moldavian allies – see Moldavian or Wallachian allies										
Polish allies (Only before 1444 AD) – see Later Polish list										
Serbian allies (Only before 1447 AD) – see Later Serbian list										
Wallachian allies - see Moldavian or Wallachian allies										

Later Hungarian Allies										
Allied commander	Field Commander/Troop Commander						30/20		1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Hungarian nobles and mercenary men-at-arms	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-4	3-8
			Average	Drilled			21	4-6	0-6	
Hungarian or other light horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	0-6	
Szeklers or Tatars	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6		
					Bow	Light Spear, Swordsmen	11			
	Cavalry	Armoured	Superior	Undrilled	Bow*	Light Spear, Swordsmen	19	4-6	0-6	0-12
			Average				14			
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8	
		Protected					11			
	Cavalry	Unprotected	Average	Undrilled	Bow*	Light Spear, Swordsmen	10	4-6		
		Protected					11			
Crossbowmen	Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	0-8	

Ordonnance French

This list covers French armies from the Ordonnance reforms of 1445 AD until Charles VIII's invasion of Italy in 1494 AD signalled the start of the Great Italian Wars.

Troop Notes

The Ordonnance of 1445 AD decreed the raising of 15 ordonnance companies, each consisting of 100 lances. Each lance consisted of 6 mounted men, comprising a man-at-arms, a coustillier, a page and, depending on which source is believed, either 3 archers or 2 archers and a valet de guerre. Coustilliers were somewhat more lightly equipped cavalry that filled the rear ranks behind the men-at-arms, so are included amongst the men-at-arms, as are valets de guerre. The archers normally rode to battle, but fought on foot. Later in the period, however, they sometimes operated as lance armed cavalry, so can be fielded as such from 1466 AD. From 1480 the Kings of France regularly employed Swiss mercenaries, numbering around 6,000 throughout the remainder of Louis XIth's reign.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as men-at-arms.
- Ordonnance men-at-arms can always dismount as Superior or Average (as mounted type), Heavily Armoured, Drilled Heavy Foot – Pole Arm.
- Feudal men-at-arms can always dismount before 1466 AD as Superior or Average (as mounted type), Heavily Armoured, Undrilled Heavy Foot – Pole Arm.
- Italian men-at-arms can only dismount before 1466 AD as Average, Heavily Armoured, Drilled Heavy Foot – Pole Arm.
- Ordonnance longbowmen upgraded to cavalry can always dismount as Average, Protected, Drilled, Medium Foot – Longbow, Swordsmen, without stakes.
- The minimum marked * applies if any Swiss are used.

Ordonnance French											
Territory Types: Agricultural, Developed, Woodlands											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40		0-2	
		Troop Commander						30		0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Ordonnance men-at-arms		Knights	Heavily Armoured	Elite	Drilled	-	Lancers, Swordsmen	33	3-4	0-4	6-20
				Superior				29	3-4	0-12	
				Average				21	4-6	6-20	
Ordonnance longbowmen		Medium Foot	Protected	Average	Drilled	Longbow	Swordsmen	9	6-8	8-24	8-24
Upgrade Ordonnance longbowmen to cavalry	Only from 1466 AD	Cavalry	Protected	Average	Drilled	-	Lancers, Swordsmen	10	4-6	0-16	
Francs-archers	Any date	Medium Foot	Unprotected	Poor	Undrilled	Longbow	-	4	6-8	8-32	8-32
	Only from 1479 AD	Heavy Foot	Protected	Poor	Drilled	-	Pikemen	4	8-12	0-24	
		Light Foot	Unprotected	Average	Undrilled	Crossbow	-	5	6-8	0-8	
Stakes to cover half the bases of each longbow BG		Portable defences						3		All or none	
Optional Troops											
Polearmsmen		Heavy Foot	Armoured	Average	Undrilled	-	Pole Arm	9	6-8	0-8	0-16
Spearmen	Only before 1466 AD	Heavy Foot	Protected	Poor	Drilled	-	Defensive Spearmen	5	6-8	0-8	
					Undrilled			4			
Crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	0-12	0-18
					Undrilled			6		0-18	
Handgunners		Light Foot	Unprotected	Average	Drilled	Firearm	-	5	4	0-4	
			Protected					6			
Bidets		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6	0-6	
Italian men-at-arms		Knights	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	21	4	0-4	
Feudal men-at-arms				Superior	Undrilled			26	3-4	0-4	
				Average				18	4		
Swiss mercenaries	Only from 1480 AD	Heavy Foot	Protected	Superior	Drilled	-	Pikemen	9	8-12	*8-16	
		Light Foot	Unprotected	Average	Drilled	Crossbow	-	5	4	0-6	
						Firearm	-	5	4-6		
Light guns		Light Artillery	-	Average	Undrilled	Light Artillery	-	15	2	0-2	
Heavy guns		Heavy Artillery	-	Average	Undrilled	Heavy Artillery	-	20	2	0-4	
Field fortifications or wagon laager		Field Fortifications						3		0-16	
Fortified camp								24		0-1	
Allies											
Milanese allies (only from 1465 AD) – see Condotta Italian list											

Ordonnance French Allies											
Allied commander		Field Commander/Troop Commander						30/20		1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Ordonnance men-at-arms		Knights	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	29	3-4	0-8	4-12
				Average				21	4-6	4-10	
Ordonnance longbowmen		Medium Foot	Protected	Average	Drilled	Longbow	Swordsmen	9	6-8	0-12	
Upgrade longbowmen to cavalry	Only from 1466 AD	Cavalry	Protected	Average	Drilled	-	Lancers, Swordsmen	10	4-6	0-8	
Francs-archers	Any date	Medium Foot	Unprotected	Poor	Undrilled	Longbow	-	4	6-8	0-16	
	Only from 1479 AD	Heavy Foot	Protected	Poor	Drilled	-	Pikemen	4	8-12	0-16	
Stakes to cover half the bases of each longbow BG		Portable defences						3		All or none	

Mapuche or Araucanian

This list covers the Northern and Southern Mapuche armies, the Spanish name for the Southerners being Araucanian. The origin of the Mapuche is unclear, though DNA evidence suggests a Polynesian link. While they existed from 500 AD, the great majority of information we have comes from their interactions with the Incas, then the Spanish (outside our period). Hence this list is for their armies from 1461 AD, the first significant encounter with the Incas, to 1500 AD.

The Mapuche inhabited what is today Northern Chile. They successfully resisted the Incas, being the only South American people to hold their own against Túpac Inca, whom they fought to a bloody standstill at the Battle of the Maule. Indeed, the strength of the Southern Mapuche was such that they gave the Spanish a very hard time later in the 16th and 17th centuries.

Troop Notes

The Mapuche were each trained from the early age in the use of a single weapon. The Spanish felt this was intended to make them masters in the use of that weapon, rather than semi-competent with several. The exception seems to have been that those armed with bow were also armed with a heavy luma-wood club (*lonco quillquill*), between 2 and 3 metres (6 to nearly 10 foot) in length. It was curved at the end somewhat in the same manner as a hockey stick.

The Northern Mapuche used archers and also troops with short spears. The Southern Mapuche were more formidable. In addition to archers, they used very long spears – up to 25 palmas long according to the Spanish (between 3 and 4 metres – 10 to 13 foot). These were "packed together in a squadron like Germans" – presumably referring to Landsknechts. However, as they retired to difficult going to fight the Spanish cavalry, rather than stand against them in open ground, we classify them as Medium Foot Offensive Spearmen.

Alonzo de Ercilla, writing in the mid-16th century, describes them as wearing "strong double corselets, and something like a skirt, armbands, throat guard and caps of hard leather". The leather was sealskin (perhaps also llama skin), worn until it hardened. Some of the spearmen, at least, carried medium-sized shields.

An army must be selected as either Southern or Northern Mapuche. Neither can include troops from the other region.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Spearmen

Mapuche or Araucanian												
Territory Types: Agricultural, Woodland, Hilly												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1		
Sub-commanders		Field Commander						40		0-2		
		Troop Commander						30		0-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Archers		Medium Foot	Protected	Average	Undrilled	Bow*	Heavy Weapon	8	6-8	12-72		
			Unprotected					7				
Spearmen	Only Northern	Medium Foot	Protected	Superior	Undrilled	-	Light Spear Swordsmen	9	6-8	0-24	16-72	
			Protected	Average				6	8-10	16-72		
			Unprotected					5				
	Only Southern	Medium Foot	Protected	Superior	Undrilled	-	Offensive Spearmen	10	6-8	0-24	16-64	
			Protected	Average				7	8-10	16-64		
			Unprotected					6				
Optional Troops												
Skirmishers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-24	0-24	
				Poor				3		0-8		

Mapuche or Araucanian Allies											
Allied commander		Field Commander/Troop Commander						30/20		1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Archers		Medium Foot	Protected	Average	Undrilled	Bow*	Heavy Weapon	8	6-8	6-24	
			Unprotected					7			
Spearmen	Only Northern	Medium Foot	Protected	Superior	Undrilled	-	Light Spear Swordsmen	9	6-8	0-8	8-24
			Protected	Average				6	8-10	8-24	
			Unprotected					5			
	Only Southern	Medium Foot	Protected	Superior	Undrilled	-	Offensive Spearmen	10	6-8	0-8	8-24
			Protected	Average				7	8-10	8-24	
			Unprotected					6			

Ordonnance Burgundian

This list covers the armies of Duke Charles the Bold from 1471 AD when he first applied his Ordonnance reforms, until his final defeat and death in 1477 AD. It then covers the armies of the remnant of the Burgundian state ruled by Charles' daughter, Mary, and her husband Maximillian until 1500 AD.

Troop Notes

The Ordonnance of 1473 AD specifies a mixed formation for pikemen and longbowmen. The pikemen were to advance in front of the archers so that the archers could fire over them as if over a wall. This formation was used by at least part of the foot at the battle of Grandson. A woodcut shows a unit of roughly equal numbers of archers and pike/voulge armed men behind a row of stakes. Accordingly, Ordonnance pikemen and longbowmen can be deployed in mixed battle groups of 6 bases, with a front rank of pikemen (counting as Defensive Spearmen) and rear rank of longbowmen. Philippe de Commynes in 1465 AD commented on the inability of the Burgundian feudal men-at-arms to use their lances properly.

Low countries pikemen were unenthusiastic levies, however, at the Battle of Guinegatte in 1479 AD when led by dismounted nobles they were instrumental in defeating the French. On this basis we allow some to be rated as Average. Despite this success they were soon replaced by Maximillian's new landsknechts who were more reliable and more effective.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as men-at-arms, or, from 1478 AD, pikemen.
- Before 1478 AD ordonnance or other mercenary men-at-arms can always dismount as Superior or Average (as mounted type), Heavily Armoured, Drilled Heavy Foot – Pole Arm.
- Household gendarmes can always dismount as Superior, Heavily Armoured, Drilled Heavy Foot – Pole Arm.
- Feudal men-at-arms can always dismount as Superior, Heavily Armoured, Undrilled Heavy Foot – Pole Arm.
- Bases used in mixed battlegroups are deducted from the number of permitted bases of ordonnance longbowmen and ordonnance pikemen

Ordonnance Burgundian												
Territory Types: Agricultural, Developed												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1		
Sub-commanders		Field Commander						40		0-2		
		Troop Commander						30		0-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Ordonnance or other mercenary men-at-arms		Knights	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	29	3-4	0-4	8-28	
				Average				21	4-6	8-28		
Ordonnance longbowmen	Before 1478AD	Medium Foot	Protected	Average	Drilled	Longbow	Swordsmen	9	6-8	6-24	0-40	
Ordonnance pikemen		Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	8-24		
Mixed BGs each replacing 4 pikemen and 4 longbowmen		Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	1/2	8	0-16	
		Medium Foot				Longbow	Swordsmen	9	1/2			
Ordonnance longbowmen	From 1478AD	Medium Foot	Protected	Average	Drilled	Longbow	Swordsmen	9	6-8	6-16		
Low Countries militia	From 1478AD to 1480AD	Heavy Foot	Protected	Poor	Drilled	-	Pikemen	6	8-12	12-32		
				Average				4		0-24		
Landsknechts	From 1481AD	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	16-48		
Stakes to cover half the bases of each longbow and mixed BG		Portable defences						3		All or none		
Optional Troops												
Household gendarmes		Knights	Heavily Armoured	Elite	Drilled	-	Lancers, Swordsmen	33	2 or 3	Up to 1 BG		
				Superior				29	3-4			
Italian mounted crossbowmen		Light horse	Unprotected	Average	Drilled	Crossbow	-	7	4-6	0-6		
Ordonnance Italian crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	0-12		
Ordonnance handgunners		Light foot	Protected	Average	Drilled	Firearm	-	6	4-6	0-6		
			Unprotected					5				
Feudal men-at-arms	Before 1478AD	Knights	Heavily Armoured	Average	Undrilled	-	Swordsmen	17	4	0-4		
Feudal crossbowmen		Medium Foot	Protected	Average	Undrilled	Crossbow	-	6	6	0-6		
Low Countries pikemen		Heavy Foot	Protected	Poor	Drilled	-	Pikemen	4	8-12	0-12		
Light guns		Light Artillery	-	Average	Undrilled	Light Artillery	-	15	2	0-6		
Heavy guns		Heavy Artillery	-	Average	Undrilled	Heavy Artillery	-	20	2	0-4		
Field fortifications		Field Fortifications						3		0-12		
Fortified camp								24		0-1		
Allies												
English allies (only from 1472 AD to 1483 AD) – see Late Plantagenet English (Continental) list												

Ordonnance Burgundian Allies												
Allied commander		Field Commander/Troop Commander						30/20			1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Ordonnance or other mercenary men-at-arms		Knights	Heavily Armoured	Average	Drilled	-	Lancers Swordsmen	21	4-6		4-12	
Ordonnance longbowmen	Before 1478AD	Medium Foot	Protected	Average	Drilled	Longbow	Swordsmen	9	6-8		0-12	6-20
Ordonnance pikemen and voulgiers		Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8		0-12	
Mixed BGs each replacing 4 pikemen and 4 longbowmen		Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	1/2	8	0-8	
		Medium Foot	Protected	Average	Drilled	Longbow	Swordsmen	9	1/2			
Ordonnance longbowmen	From 1478AD	Medium Foot	Protected	Average	Drilled	Longbow	Swordsmen	9	6-8		0-6	
Low Countries militia	From 1478AD to 1480AD	Heavy Foot	Protected	Poor	Drilled	-	Pikemen	4	8-12		8-12	
				Average				6			0-8	
Landsknechts	From 1481AD	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12		8-24	
Stakes to cover half the bases of each longbow and mixed BG		Portable defences						3			All or none	

Santa Hermandad Nueva Castilian

This list covers the armies of Castile from the creation of the Santa Hermandad Nueva in 1476 AD until its disappearance with the ordinance of 1497 AD, which for the first time reorganized the infantry into thirds of differently equipped troops, starting a series of reforms that would end up with the Tercios that began modern warfare. This was the army that finally conquered Granada, the last Moslem state in Spain, in 1492 AD.

Troop Notes

Infantry became more and more important, accounting for up to 5/6 of the army that finally took Granada. In parallel, the number of men-at-arms was reduced in favour of extra light cavalry, and by the end of the war there were up to ten times as many jinetes as heavy cavalry. The ordinance of 1488 organized the Santa Hermandad Nueva into 12 companies of 720 spearmen and 80 arquebusiers, plus 24 officers, 8 drummers and a standard-bearer. Some of those companies were equipped with pikes instead of spears, and operated in the manner of the Swiss and Germans. Other Hermandades had equal numbers of spearmen and crossbowmen, and sword-and-buckler men were used specially for assaults during sieges. The military orders were still present in the War of Granada; the master of the Order of Calatrava was killed at Loja in 1482 AD, and the master of the Order of Santiago commanded the rearguard of the army that had to withdraw from the mountains of Malaga in 1483 AD. Other troops included almughavars and Swiss mercenaries. Classification of the fighting style of almughavars presents a problem – therefore we give a choice of classification. The artillery train was a very important part of the army and played a decisive role in the different sieges that took place over the War of Granada.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as men-at-arms.
- * After 1482AD no more than 8 bases of knights may be used.

Santa Hermandad Nueva Castilian										
Territory Types: Agricultural, Developed, Hilly										
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders	Field Commander						40		0-2	
	Troop Commander						30		0-3	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Men-at-arms	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-8	*4-16
			Average				18	4-6	0-8	
Military order men-at-arms	Knights		Superior	Drilled			29	3-4	0-4	
Jinetes	Light Horse	Protected	Average	Undrilled	Javelins	Light Spear	8	4-6	4-12	8-24
		Unprotected					7			
	Cavalry	Armoured	Average	Undrilled	Javelins	Light Spear	11	4-6	4-12	
		Protected					8			
Santa Hermandad Nueva spearmen	Heavy Foot	Armoured	Average	Drilled	-	Offensive Spearmen	10	6-8	6-24	8-24
		Protected					8			
Santa Hermandad Nueva pikemen	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	0-12	
Other Hermandad spearmen	Heavy Foot	Armoured	Average	Drilled	-	Defensive Spearmen	9	6-8	0-16	8-24
Mixed Hermandad spearmen and crossbowmen	Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	1/2 6-8	0-16	
	Medium Foot				Crossbow	-		1/2	0-16	8-24
Hermandad crossbowmen	Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	0-16	
Hermandad arquebusiers	Light Foot	Protected	Average	Drilled	Firearm	-	6	6-8	0-8	
		Unprotected					5			
Optional Troops										
Hermandad sword and buckler men	Medium foot	Armoured	Superior	Drilled	-	Impact foot Skilled Swordsmen	15	4-8	0-8	
		Protected					12			
Mounted crossbowmen	Light Horse	Armoured	Average	Drilled	Crossbow	-	11	4	0-4	
		Protected					8			
Military order crossbowmen	Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6	0-6	
Other spearmen	Heavy Foot	Protected	Poor	Undrilled	-	Defensive Spearmen	4	6-8	0-8	
Other crossbowmen	Medium Foot	Protected	Poor	Undrilled	Crossbow	-	4	6-8	0-8	
Other archers					Bow	-				
Skirmishing infantry	Light Foot	Unprotected	Average	Undrilled	Crossbow	-	5	6-8	0-8	
					Bow	-				
					Javelins	Light Spear				

Almughavars and adalides	Medium Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	0-8
		Unprotected					6		
		Protected			-	Impact Foot Swordsmen	7		
		Unprotected					6		
Heavy guns	Heavy Artillery	-	Average	Undrilled	Heavy Artillery	-	20	2	0-4
Swiss mercenaries From 1482AD	Heavy Foot	Protected	Superior	Drilled	-	Pikemen	9	8	0-8
Field Fortifications	Field Fortifications						3		0-8
Fortified camp							24		0-1

Santa Hermandad Nueva Castilian Allies										
Allied commander	Field Commander/Troop Commander						30/20		1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Men-at-arms	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-6	
Jinetes	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-8	4-12
		Protected					8			
	Cavalry	Protected					8		0-8	
		Armoured					11			
Santa Hermandad Nueva spearmen	Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	0-12	0-12
		Armoured					10			
Santa Hermandad Nueva pikemen	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8	0-8	
Other Hermandad spearmen	Heavy Foot	Armoured	Average	Drilled	-	Defensive Spearmen	9	6-8	0-8	8-20
Mixed Hermandad spearmen and crossbowmen	Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	1/2 6-8	0-8	
	Medium Foot				Crossbow	-		1/2	0-8	
Hermandad crossbowmen	Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	0-8	

Appendix 1 – Allied Lists

Albanian Allies										
Allied commander	Field Commander/Troop Commander						30/20		1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Veteran cavalry	Light Horse	Unprotected	Superior	Undrilled	Javelins	Light Spear Swordsmen	12	4-6	0-6	
	Cavalry	Unprotected	Superior	Undrilled	-	Light Spear Swordsmen	11	4-6		
		Protected					13			
Other cavalry	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear Swordsmen	9	4-6	0-6	6-12
	Cavalry	Unprotected	Average	Undrilled	-	Light Spear Swordsmen	8	4-6	6-12	
		Protected					9			
Mounted crossbowmen	Light Horse	Unprotected	Average	Undrilled	Crossbow	-	7	4	0-4	
Archers	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12	

Anatolian Turcoman Allies										
Allied commander	Field Commander/Troop Commander						30/20		1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Heavy cavalry	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-6	
		Protected					15			
Light cavalry	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-12	4-18
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10		4-18	
		Protected					11			
Foot archers	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6	0-6	
	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6		
Spearmen	Medium Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	6	0-6	
			Poor				4			

Central American Allies										
Allied commander	Field Commander/Troop Commander						30/20		1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Military Societies	Medium Foot	Protected	Superior	Drilled	Javelins	Impact Foot, Swordsmen	12	8	0-8	
Calpolli foot	Medium Foot	Protected	Average	Drilled	Javelins	Impact Foot, Swordsmen	9	6-10	10-32	
				Undrilled			8			
	Medium Foot	Protected	Poor	Drilled	Javelins	Impact Foot, Swordsmen	7	6-10	0-20	
				Undrilled			6			
Slingers	Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-12	0-16
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5		0-12	

Chanca Allies									
Allied commander	Field Commander/ Troop Commander						30/20		1
Troop name	**Troop Type**			**Capabilities**			**Points per base**	**Bases per BG**	**Total bases**
	Type	Armour	Quality	Training	Shooting	Close Combat			
Veteran spearmen	Medium Foot	Protected	Superior	Undrilled	-	Offensive Spearmen	10	6-8	0-8
Spearmen	Medium Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	8-10	8-32
		Unprotected					6		

Chimu Allies

Allied commander	Field Commander/ Troop Commander						30/20		1
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
	Type	Armour	Quality	Training	Shooting	Close Combat			
Veteran warriors	Medium Foot	Protected	Superior	Undrilled	-	Heavy Weapon	10	6-8	0-8
Warriors	Medium Foot	Protected	Average	Undrilled	-	Heavy Weapon	7	8-10	8-40
Atlatl skirmishers	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-8

Cilician Armenian Allies

Allied commander		Field Commander/Troop Commander						30/20		1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Armenian nobles and retainers	Only before 1100 AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	4-8	4-8
	Only from 1100 AD	Knights	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	23	4-6		
	Only from 1150 AD	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-4	
Armenian spearmen		Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	8-24	
		Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	6-8		
Armenian archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	
		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		
			Protected					6			

Early Serbian Allies

Allied commander	Field Commander/Troop Commander						30/20		1
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
	Type	Armour	Quality	Training	Shooting	Close Combat			
Noble cavalry	Cavalry	Protected	Superior	Undrilled	-	Lancers, Swordsmen	13	4-6	0-6
		Armoured					17		
Foot warriors	Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	6-8	8-36
Archers	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12
Skirmishing javelinmen	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6	0-6

German City Allies

Allied commander		Field Commander/Troop Commander						30/20		1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Impact				
Mercenary knights and sergeants	Only before 1150 AD	Knights	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	23	4	0-4	0-8
				Average				16			
	Only from 1150 AD	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-4	
				Average				18	4		
	Only from 1200 AD	Knights	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	21	4	0-4	
Konstaflers	Only from 1200 AD	Knights	Heavily Armoured	Average	Undrilled	-	Swordsmen	17	4	0-4	
Mercenary spearmen	Only from 1150 AD	Heavy Foot	Armoured	Average	Drilled	-	Defensive Spearmen	9	6	0-8	8-24
					Undrilled			8			
Militia spearmen		Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	6-10	8-24	
					Undrilled			6			
Mercenary or good quality militia crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	4-6	0-6	0-8
Militia crossbowmen		Medium Foot	Protected	Average	Undrilled	Crossbow	-	6	6-8	0-8	
			Unprotected					5			
Archers	Only before 1200 AD	Medium Foot	Protected	Average	Drilled	Bow	-	7	4-6	0-6	
					Undrilled			6			
			Unprotected	Average	Drilled			6			
					Undrilled			5			

German Ecclesiastical Allies

Allied commander		Field Commander/Troop Commander						30/20		1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Impact				
Ministeriales, or feudal knights and sergeants	Only before 1150 AD	Knights	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	23	4-6	4-8	4-8
				Average				16			
	Only from 1150 AD	Knights	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	26	3-4	0-6	
				Average				18	4-6		
Mercenary knights and sergeants	Only from 1200 AD	Knights	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	21	4	0-4	
Mercenary spearmen		Heavy Foot	Armoured	Average	Drilled	-	Defensive Spearmen	9	6-8	0-8	8-16
					Undrilled			8			
			Protected	Average	Drilled	-	Defensive Spearmen	7	6	8-12	
					Undrilled			6			
Mercenary crossbowmen		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6	0-6	0-12
Militia crossbowmen			Protected	Average	Undrilled	Crossbow	-	6	6-8	0-12	
			Unprotected	Average				5			
Archers		Medium Foot	Protected	Average	Drilled	Bow	-	7	6	0-6	
			Unprotected	Average	Drilled			6			
					Undrilled			5			

Granadine Allies

Allied commander	Field Commander/Troop Commander						30/20		1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Granadine lancers	Knights	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	29	3-4	0-4	
Granadine and Berber cavalry	Light Horse	Unprotected	Average	Drilled	Javelins	Light Spear	7	4-6	0-8	4-12
	Cavalry						8		4-12	
Town militia or mercenary spearmen	Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	6-8	0-12	
			Poor				5			
Peasant archers and crossbowmen	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	6-24
					Crossbow	-				
	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-24	
			Poor				3			
	Medium Foot	Unprotected	Average	Undrilled	Crossbow	-	5	6-8		
			Poor				3			

Japanese Warrior Monk Allies

Allied commander		Field Commander/Troop Commander						30/20		1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Skilled fighting monks	Before 1467AD	Medium Foot	Unprotected	Superior	Undrilled	-	Heavy Weapon	8	4-8	0-8	
			Protected					10			
	From 1467AD		Protected	Superior	Undrilled	-	Pole arms	10	4-6		
Other Monks	Before 1186AD	Medium Foot	Unprotected	Poor	Undrilled	-	Impact foot Swordsmen	4	8-12	12-24	
						-	Light Spear Swordsmen	3			
	Any date	Mob	Unprotected	Poor	Undrilled	-	Light Spear	2	8-12	0-12	
	From 1186AD	Medium Foot	Unprotected	Poor	Undrilled	-	Impact foot Swordsmen	4	6-8	8-16	8-24
						-	Pole arms	4	6-8	0-8	
	From 1335AD	Medium Foot	Unprotected	Average	Undrilled	-	Heavy Weapon	6	6-8		
Mounted Warrior Monks		Cavalry	Protected	Superior	Undrilled	-	Lights spear Swordsmen	13	2	0-2	
Bow-armed skirmishers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	4-6	0-6	

Later Byzantine Allies

Allied commander	Field Commander/Troop Commander						30/20		1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Byzantine cavalry	Cavalry	Armoured	Average	Drilled	-	Lancers, Swordsmen	13	4-6	4-6	
		Armoured	Poor				10			
		Protected	Average				10			
		Protected	Poor				8			
Frankish knights	Knights	Heavily armoured	Superior	Drilled	-	Lancers, Swordsmen	26	3-4	0-4	
			Average	Undrilled			21	4		
Irregular horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	4-8	
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10			
		Protected					11			
Regular archers	Light Foot	Unprotected	Average	Drilled	Bow	-	5	6-8	0-8	0-8
			Poor				3			
	Medium Foot	Unprotected	Average	Drilled	Bow	-	6	6-8		
		Protected					7	6	0-6	

Later Russian Allies

Allied commander	Field Commander/Troop Commander						30/20		1
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
	Type	Armour	Quality	Training	Shooting	Close Combat			
Princes, greater boyars and their retinues	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-6
Lesser boyars and their retinues	Cavalry	Armoured	Average	Undrilled	Bow	Swordsmen	14	4-6	4-16

Medieval Frisian or other Free Canton Allies

Allied commander	Field Commander/Troop Commander						30/20		1
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
	Type	Armour	Quality	Training	Shooting	Impact			
Pole spearmen	Medium Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-10	10-32
		Unprotected					6		
Crossbowmen	Medium Foot	Protected	Average	Undrilled	Crossbow	-	6	6-8	0-8
	Light Foot	Unprotected					5	6-8	
Archers	Medium Foot	Protected	Average	Undrilled	Bow	-	6	6-8	
	Light Foot	Unprotected					5		
Skirmishing javelinmen	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-8

Moldavian or Wallachian Allies

Allied commander		Field Commander/Troop Commander						30/20		1
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Nobles	Any	Cavalry	Armoured	Superior	Undrilled	Bow*	Light Spear Swordsmen	19	4	0-4
	Only Moldavians from 1400 AD	Knights	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	23	4	
Cavalry		Light Horse	Unprotected	Average	Undrilled	Bow	Light Spear Swordsmen	11	4-6	4-12
		Cavalry	Unprotected	Average	Undrilled	Bow*	Light Spear Swordsmen	10		
			Protected					11		
Curteni archers		Medium Foot	Protected	Average	Undrilled	Bow	-	6	6-8	0-8
Other archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-12	0-18
		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	0-8	
				Poor				3		

Thai Allies									
Allied commander	Field Commander/Troop Commander						30/20		1
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
	Type	Armour	Quality	Training	Shooting	Close Combat			
Elephants	Elephants	-	Average	Undrilled	-	-	25	2	0-2
Cavalry	Cavalry	Protected	Average	Undrilled	-	Light Spear	7	4	0-4
		Unprotected					6		
Warriors	Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	8-24
	Medium Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	6	6-8	