

ARMY LISTS

1420 — 1700



FOR USE WITH WARGAMES RESEARCH GROUP
WARGAMES RULES

BY GEORGE GUSH

MARCH 1984

ROTMISTRZ — (ROTA-MASTER) circa 1620

Commander of a winged hussars standard. Officers almost always differed from the dress of the unit. For your wargamers or modellers:— He wears a black fur cap with grey egret feathers in gold holders. Full chain-mail armour worn over a maroon KONTUSZ — a full length coat. Leopard, tiger or lion skin cape. Yellow short riding boots. Wears only one wing (black feathers) attached to the back of the saddle. Arms:— carried only the KONCERZ — the long straight sword and a sabre. A senior ROTMISTRZ of this type, if several standards of a province were incorporated into one HUF, would carry the banner of the province. Horse furniture:— Red leather, studded with red and blue stones. Plumes on the horse's head, black in a golden holder.

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RENAISSANCE ARMY LISTS

In this second edition, the lists have been updated, both in the light of available historical information, and in order to conform with the second edition of the W.R.G. 1420—1700 Rules. They are based on this edition of the rules and employ the terms and abbreviations from them, with the amendments printed herein.

As before, the lists are intended to produce fairly typical armies of the nations and periods concerned, of 1000 to about 2000 points value under W.R.G. Rules, but in most cases considerably larger forces can be based upon them, with some reduction in choice.

There are more than twice as many lists in this edition as in the first, with, in most cases, additional alternatives, details and notes. They do not cover all possible armies of the period, nor are they to be regarded as a final authority on those which are covered: the business of numbers allowed is inevitably a rather arbitrary one, and there is always room for disagreement on the exact classification of troops, as well as for correction through research. However, they will be useful as a guide to wargamers who wish to build up Renaissance armies, and as a limitation on armies fielded in competition games. I hope they will be found interesting, and that they will perhaps stimulate research on, and use of, a wider range of armies.

The work and suggestions of many people have contributed to the lists, but some in particular must be mentioned: the early European lists, as will be evident, depend heavily upon Ian Heath and Phil Barker; those for the Conquistadores and their opponents are largely derived from Nick Grant, who also supplied the Sinner list, and was very kind in suggesting and supplying reading upon the African armies. Japanese forces derive mainly from the writings and suggestions of Stephen Turnbull, while Duncan Head went to considerable trouble to provide most of the information on China.

I would like to express my thanks to them, and to all those whose books, articles, suggestions and criticisms have helped in producing the lists, but must emphasise that any errors I have perpetrated in using their information are entirely my own responsibility.

NOTES ON THE LISTS

All armies (except the Swiss) must have a commander-in-chief, costing 100 points. In the cases indicated, the presence of allies will force the use of a sub-general to command them, at 50 points, and it is suggested that at least one sub-commander be used in an army of over 1500 points in any case, possibly two for armies over 2000 points (generals' points include their weapons, armament, and mount—which can be an elephant where the lists permit).

All armies may also have a baggage train, which costs no points, but deducts some from their total if captured or looted. Any wagons in such a free camp or train, unlike those in the lists, cannot be used for defensive purposes. 17th Century European armies can use one or two riflemen as explained in the rules, though these have not been put in the lists.

Armies given a Religious Contingent in the lists may, or in some cases must, field one. Other armies may be able to do so if there is reasonable historical justification (something more than the mere presence of regimental chaplains is required!) and the opponent agrees. The same applies to field-fortifications, wagon-laagers and similar.

Gun crews in the lists are of full permissible number except where otherwise stated, and have been costed as unprotected figures with sword only. However, it is permissible to field slightly understrength crews if points-limitations are pressing, and crews can be given extra protection and weaponry as explained in the rules. It is also permissible, but not compulsory, to field gun-teams if appropriate points are paid.

Some categories of weapon should be taken as allowing a certain licence, provided effectiveness is not altered. Thus some figures' basic armament, listed as sword, could actually be knife, or vice versa, and types of two-handed cutting or percussion weapons are generally interchangeable, though I have tried to list the most typical. Thus a figure listed as having a halberd could be replaced by one with bill, two-handed sword or axe, glaive or similar.

Except where otherwise stated, foot crossbowmen have the heavy type of crossbow, or 'arbalest'; those carried by cavalry are the lighter type, or 'latch'. Where grenades are permitted, it is suggested that their use be confined (as in reality) to attacks upon buildings, fortifications and field defences. Cavalry matchlocks, wheellocks and flintlocks are not distinguished in the rules, hence not in the lists.

Dragoons have been listed as musket-armed, but could usually carry dragon or musketoon, counting as arquebus—if desired they can be given this, with suitable reduction in points.

Forming units:

European pike and shot (and bill and bow) infantry should be in large units about 30 to 50 figures strong, up to the later 16th Century, when the Dutch introduced smaller 'battalions' which would be represented by units of about 16 to 24 figures. These were gradually adopted by others, but up to the Thirty Years' War Spanish and Imperial forces would still have used the larger 'Tercio' type units. From the Thirty Years War the smaller 'battalions' became universal. Both types would normally be represented by a main body of pikes (or bills) with subunits of shot and perhaps of halberds or similar. Where halberds or shot are marked with an asterisk (★) in the lists, three-quarters of the shot, and all of the others, must be fielded as subunits, or at least parts, of pike or bill units. Small bodies of shot were often detached to support cavalry in the 17th Century, and irregular skirmishing troops would usually be in smallish units, probably around the 10 figure mark.

Gendarmes, archers and similar lance-armed cavalry should be in smallish units, from 5 to 12 or so, 16th or early 17th Century Reiter or similar pistoliers in larger bodies of perhaps 20 odd, mounted arquebusiers and similar in small bodies, often subunits to heavier cavalry; later 17th Century cavalry in bodies of 5 to 16 figures.

Grenadiers could either form part of a unit's shot (from 1 in 6 to 1 in 17) or be brigaded in a combined unit, in which case it would be feasible to give them improved morale.

Dragoons were often used as a single troop (say 4 or 5 figures) acting as subunit of cavalry.

Artillery were not usually formed into separate batteries in this period, and should usually form one unit; where light guns are fielded as subunits of infantry, there should be one per infantry unit.

Non-European forces tended to be on a rough decimal system, units generally being on the large side.

1. HUSSITE ARMY.

Cavalry:

MC, D, spear, sword, order, @ 10 points	Up to 24
Extra to make MC up to HCM or HCC, @ 2 points each	Up to 12
LC, D, bow or crossbow, sword, open order, @ 8 points	Up to 24 in place of other cavalry
Extra to give LC spear, @ 1 point each	Any or all

Knights:

HCC or HCM, C, lance, sword, order, @ 15 points	Up to 10 in place of other cavalry
Extra to make knights up to EHC, @ 2 points each	Any or all
Extra to give cavalry mace or axe, @ 1 point each	Up to 12
Extra to give cavalry shields, @ 1 point each	Any or all

Infantry:

LI, D, crossbow, sword, order, @ 3 points	30 to 200
Extra to give crossbowmen pavises, @ 1 point each	Any or all
LI, D, handgun, sword, order, @ 3 points	15 to 100
LI, D, bow, sword, order, @ 3 points	Up to 50
Extra to give missilemen stakes, @ 1 point each	Any or all
LI, D, halberd or war-flail, sword, order, @ 3 points	30 to 200
LI, D, spear, sword, order or close order, @ 3 points	15 to 100
Extra to give infantry shield, @ 1 point each	Up to 40
LI, D, swordsman, shield, order, @ 4 points	Up to 30
Extra to make infantry up to MI or HI, @ 1 or 2 points each	Up to 50

Peasants:

LI, E, improvised weapon only, order, @ 1 point	Up to 60
Extra to make peasants up to D class, @ 1 point each	All or none

Wagons etc:

Protected wagon with chain to link to next and two horses, @ 19 points	8 to 40
Heavy handgun and D crew, @ 9 points	Up to 1 per wagon
Light bombard and 3 D crew, mounted on protected wagon as above, with D driver, @ 51 points	1 to 6
Medium bombard and D crew, similarly mounted with D driver, @ 59 points	Up to 4
30 paces of pre-prepared palisade to block gaps between wagons, @ 8 points	Up to 1 per wagon
Religious contingent of priest with the Host, or Sun standard, @ 20 points	Up to 1
Extra to make all troops fanatics, @ 1 point each	All or none
Extra to make all troops except peasants up to C class, @ 1 point each	All or none

Taborites must all be upgraded to C class fanatics, may not use knights, and must use religious contingent. Armies should have about half of the infantry missile-men, and not over a tenth of their strength cavalry. Units should be based on one or two wagons and the attached troops, two of whom per wagon, can count as drivers at no cost. Army should have baggage train of unprotected 'place' wagons, stationed within formation of protected wagons. War-flails are treated as other two-handed cutting or percussion weapons.

2. CATHOLIC 'CRUSADER' OR IMPERIALIST ARMIES OF THE HUSSITE WARS.

1420 to 1432.

German or Austrian Men-at-Arms: HCC or HCM, D, lance, axe, sword, close order,

@ 13 points	6 to 20
German mercenary cavalry: HCC or HCM, M, lance, axe, sword, close order, @ 13 points	6 to 30
Extra to make mercenaries up to C class, @ 1 point each	Any or all
German knights: HCC, A, lance, axe, sword, order or close order, @ 17 or 15 points	6 to 15
Extra to make knights or mercenaries up to EHC, @ 2 points each	Any or all
Extra to give above cavalry shields, @ 1 point each	Any or all
Extra to give knights or EHC mercenaries horse bards, @ 2 points each	Any or all
Reduction to give mercenary cavalry crossbow or handgun in place of lance, @ minus 2 points each	Up to 12

Hungarian, Croat and similar cavalry:

Knights: HCC or HCM, A, lance, axe, sword, order, @ 17 points	Up to 10
Extra to give knights shield, @ 1 point each	Any or all
Extra to give knights barded horse, @ 2 points each	Any or all
Extra to make knights up to EHC, @ 2 points each	Any or all
MC, D, lance, bow, sword, shield, order or open order, @ 14 points	Up to 20
Extra to make MC up to HCM, @ 2 points each	Up to 10
LC, D, bow, sword, open order, @ 8 points	Up to 30
Extra to give LC shield, @ 1 point each	Any or all
LC, D, lance, sword, shield, order or open order, @ 11 points	Up to 12
Extra to make Hungarian D cavalry fanatics @ 1 point each	Up to 12
English Longbowmen: MI, C, longbow, sword, order, @ 5 points	Up to 40★
German, Bohemian and Mercenary Foot:	
MI, M or D, pike or spear, sword, close order, @ 4 points	Up to 60
MI, M or D, halberd or two-handed sword, order, or spear, close order, @ 4 points	Up to 60
MI, M or D, crossbow, sword, order or open order, @ 4 points	20 to 120
HI, M, handgun, sword, order or open order, @ 5 points	10 to 60
Hungarian, Croat or similar foot: LI, D, bow, sword, open order, @ 3 points	Up to 40
Extra to give pavise to crossbowmen or handgunners, @ 1 point each	Up to 60
Extra to make German or Bohemian foot up to C class, @ 1 point each	Up to half
Extra to make MI up to HI, @ 1 point each	Up to 60
Extra to make HI up to EHI, @ 2 points each	Up to 20
Light bombard and M crew, @ 33 points or Medium bombard and M crew, @ 42 points	Up to 1
Protected Wagon and 2 horse team, with D driver, @ 16 points	Up to 4
(★ If longbows are fielded, must have own subordinate general, @ 50 points)	

3. LATER 100 YEARS' WAR FRENCH ARMY. 1415 to 1457.

Men at Arms: EHC, A, lance, mace, sword, order, @ 19 points	(E) 12 to 45 (L) 8 to 45
Extra to give men at arms barded horse, @ 2 points each	Any or all
Extra to make men at arms up to B fanatic, as Royal bodyguard, @ 2 points each	Up to 6
Sergeants, Coustiliers etc: MC, D, spear, sword, order, @ 10 points	(E) 10 to 30 (L) 6 to 30
Extra to make coustiliers up to HCC, @ 2 points each	(E) Any or all (L) All must be
Extra to make HCC up to EHC, @ 2 points each	Up to 12
Extra to give men at arms or sergeants shields, @ 1 point each	(E) Any or all
Archers:	
MI, D, longbow, sword, order or open order, @ 4 points	(E) Up to 10 (L) 8 to 36
MI, D, crossbow, sword, order or open order, @ 4 points	16 to 60
Extra to give longbowmen horses, @ 2 points each	(E) Any or all (L) All must have
Extra to give crossbowmen horses, @ 2 points each	Any or all
Extra to make longbows or crossbows up to HI, @ 1 point each	Up to half
Extra to make mounted longbows up to HCC and give them spear, 7 points each	(L) All or none
Extra to do the same for mounted crossbows, @ 7 points each	(L) Up to 1 per 3 HCC longbows
French Infantry:	
Francs-Archers:	
MI, E, longbow, sword, order or open order, @ 3 points	(L) 20 to 48
MI, E, crossbow, order or open order, @ 3 points	(L) Up to 30
Others:	
MI, D, bill or partisan, sword, order, @ 4 points	Up to 60
MI, D, spear, sword, order or close order, @ 4 points	Up to 60 in place of MI bill
Extra to make French infantry up to HI, @ 1 point each	Up to half
Extra to give French infantry horses, @ 2 points each	(E) Any or all

Mercenary Infantry:

MI, M, crossbow, sword, order or open order, @ 4 points	(E) Up to 30
MI, M, handgun, sword, order or open order, @ 4 points	Up to 10
Extra to make mercenary infantry up to HI, @ 1 point each	Up to 20
Extra to give crossbowmen shield or pavise, @ point each	Any or all

Scots:

LI, D, spear, shield, sword, close order, @ 4 points each	(E) Up to 50
LI, D, bow, shield, sword, horse, order, @ 6 points each	(E) Up to 12
Extra to make Scots up to MI, @ 1 point each	Any or all

Peasants:

LI, E, improvised weapon only, order, @ 1 point each	(E) Up to 40
LI, E, bow, knife, order or open order, @ 2 points	(E) Up to 40
LI, E, spear or bill, knife, order, @ 2 points	(E) Up to 70

Gascons, Bretons, etc:

MI, D, crossbow, sword, open order, @ 4 points	(L) Up to 10
MI, D, sling, sword, open order, @ 4 points	(L) Up to 10
MI, D, javelin, sword, open order, @ 4 points	Up to 20
Extra to give slingers or javelinmen shields, @ 1 point each	Any or all

Artillery:

Organ gun with M crew, @ 43 points	Up to 2
Medium bombard with M crew, @ 42 points	(E) Up to 2
	(L) Up to 6

(Two armies can be made from this list: an earlier one from before the 1445 Ordonnance, the second from the Ordonnance onwards. Items marked (E) can only be used in the earlier army, those marked (L) only in the later one. Commander or subordinate general may be Joan of Arc, counting as Religious Contingent as well, @ 20 points extra.)

4. ENGLISH ARMY, LATER 100 YEARS' WAR. 1415 to 1457.

Royal Household Men at Arms: EHC, A or B, lance, mace, sword, order, @ 19 or 20 points	Up to 10
Other English men at arms:	
HCC or HCM, C, lance, mace, sword, order, @ 16 points	8 to 30
Extra to make men at arms up to B class, @ 2 points each	All or none
Extra to make men at arms up to EHC, @ 2 points each	Any or all
Extra to give men at arms barded horses, @ 2 points each	Up to 20
French or Brabant men at arms:	
EHC, D, lance, mace, sword, order, @ 17 points	Up to 20
Extra to give foreign men at arms barded horses @ 2 points each	Any or all
Hobilars:	
MC, D, spear, sword, order, @ 10 points	5 to 20
Extra to make hobilar up to C class HCC or HCM, @ 3 points each	Any or all
Extra to give hobilar lance instead of spear, @ 2 points each	All or none
Extra to give any cavalry shield, @ 1 point each	Any or all
Longbowmen:	
MI, C, longbow, sword, order, @ 5 points	40 to 150
Extra to make longbowmen up to B class, @ 1 point each	Any or all
Extra to make longbowmen up to HI, @ 1 point each	Up to 50
Extra to give longbowmen horses, @ 2 points each	Up to 50
Extra to give longbowmen bill, two-handed sword or similar, @ 1 point each	Up to 30
Extra to give longbowmen stakes, @ 1 point each	Any or all
English and Welsh Bills and Spears:	
MI, C, bill, sword, order, @ 5 points	Up to 40
LI, C, spear, knife, open order, order or close order, @ 4 points	Up to 20
Extra to give billmen or spearmen horses, @ 2 points each	Up to 40

French infantry:

MI, E, partisan, bill or similar, knife, order, @ 3 points	Up to 20
MI, D, crossbow or javelin, sword, order or open order, @ 4 points	Up to 16
Extra to give any infantry shields, @ 1 point each	Up to 50

longbows —	Any or all
others —	Up to 1

Artillery: Light bombard with M crew, @ 33 points

If men at arms are to fight dismounted only, as was often the case, it is suggested that it might be fair to pay for them as HI or EHI, A, B or C, spear, shield, swordsman, horse, order or close order.

5. ENGLISH WARS OF THE ROSES ARMIES. 1455 to 1497.

Men at Arms★ : EHC, C, lance, mace, sword, order, @ 18 points	10 to 20
Extra to give men at arms barded horse, @ 2 points each	Any or all
Spears, Prickers, Scourers, Custrells, Hobilars etc:	
MC, D, spear, sword, order or open order, @ 10 points	Up to 20
Extra to make MC up to HCC or HCM, @ 2 points each	Up to 10
Extra to give MC or HC lance instead of spear, @ 2 points each	Up to 10
Retinue Billmen: MI, C, bill or similar, sword, order or close order, @ 5 points	20 to 50
Retinue Archers: MI, C, longbow, sword, order, @ 5 points	50 to 100
Extra to give Retinue foot horses, @ 2 points each	Up to 50
Extra to give Retinue foot shields, @ 1 point each	Up to half bills; Any or all bows
Extra to give Retinue archers stakes, @ 1 point each	Any or all

Shire Levy (not P):

LI, E, bill, knife, order, @ 2 points	Up to 50
LI, E, longbow, knife, order, @ 2 points	Up to 100
Extra to make up levy to D class, @ 1 point each	Up to 50

Borderers (L or R only):

LI, D, Bill or two-handed axe, sword, order, @ 3 points	Up to 12
LI, D, longbow, sword, order or open order, @ 3 points	Up to 12
LI, D, spear, sword, close order, @ 3 points	Up to 30
Extra to give levy or border longbowmen shields, @ 1 point each	Up to half
Extra to make levy or borderers up to MI, @ 1 point each	Up to half

Welsh (not R, P):

MI, D, spear, knife, close order, @ 4 points	Up to 24
MI, D, longbow, knife, order or open order, @ 4 points (not Y)	Up to 24

Irish (L, P only):

Bonnachts: LI, D, javelin, swordsman or two-handed axe, order or open order, @ 4 points	Up to 24
Kern: LI, D, javelin, order or open order, @ 3 points	Up to 24
Extra to give Irish shields, @ 1 point each	Up to 24

Mercenaries:

French Crossbowmen: (L or T only) MI, M, crossbow, sword, order, @ 4 points	Up to 24
Handgunners: (Y, T or P) MI, M, handgun, sword, order, @ 4 points	Up to 16
Pikemen: (Y and P only) MI, C, pike, sword, close order, @ 5 points	Up to 32
Bretons: (T only) LI, M or D, javelin, knife, shield, open order, @ 4 points	Up to 24
Extra to make up non-Breton mercenaries to HI, @ 1 point each	Up to 20

Artillery:

Organ gun with 3 M crew, @ 43 points	Up to 2
Medium or light bombard with M crew, @ 42 or 33 points	Up to 2
Spiked pavises counting like Gulay Gorod section, @ 8 points (Y only)	Up to 10
Spiked nets etc, 30 pace section, @ 6 points (Y only)	Up to 10

(Y) indicates can be used for early Yorkist army. (T) indicates can be used for Henry Tudor army.

(L) indicates can be used for Lancastrian army. (P) indicates can be used for Yorkist Pretender army.

(R) indicates can be used for Richard III army.

Where no indication is given, troops can be used for all armies not specifically excepted.

★ If men at arms are to fight dismounted, they can be paid for as EHI, C, spear, swordsman, horse, order or close order, @ 11 points each.

6. LOW COUNTRIES ARMY. 15th CENTURY.

Burghers:

EHC, C, lance, mace, sword, order, @ 18 points	5 to 12
HCC, C, lance, mace, sword, order, @ 16 points	Up to 12
Extra to give EHC barded horses, @ 2 points each	Any or all
Extra to make EHC up to A class, @ 1 point each	Any or all
Extra to give burgher cavalry shields, @ 1 point each	Any or all

Guildsmen:

MI, C, pike, sword, close order, @ 5 points	50 to 200
MI, C, halberd or similar, sword, order or close order, @ 5 points	Up to 12

Crossbowmen:

MI, C, crossbow, sword, order or open order, @ 5 points	5 to 40
Extra to give crossbowmen horses, @ 2 points each	Up to 12

Handgunners: HI, C, handgun, sword, order or open order, @ 6 points	Up to 24
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English longbowmen:

MI, C, longbow, sword, order or open order, @ 5 points	Up to 12
Extra to make any MI up to HI, @ 1 point each	Any or all
Extra to make MI up to EHI, @ 3 points each	Up to one-quarter

Artillery:

Light bombard and C crew, @ 33, or light gun or organ gun and C crew, @ 43 points	Up to 8
30 paces pre-prepared ditch, @ 6 points	Up to 10

Feudal or German Allies:

Subordinate general, @ 50 points	1
EHC, A, lance, mace, sword, barded horse, order, @ 21 points	6 to 20
HCC, D, lance, sword, order, @ 14 points	Up to 20
Reduction to have German allies in close order, @ minus 2 points each	All or none

Minimums for allies only apply if allies are used.

7. BURGUNDIAN ARMY. EARLIER 15th CENTURY.

Burgundian men at arms:

EHC, D, lance, mace, sword, barded horse, order, @ 19 points	10 to 25
Extra to make above A class, @ 1 point each	Up to 15
Demilances etc: HCC, D, lance, sword, order, @ 14 points	Up to 10
Coustilliers: MC, D, javelin or spear, sword, order, @ 10 points	Up to 10
Italian men at arms: EHC, M, lance, mace, sword, barded horse, order, @ 19 points	Up to 12
French men at arms: EHC, A, lance, mace, sword, barded horse, order, @ 21 points	Up to 15
English men at arms: EHC, B, lance, mace, sword, barded horse, order, @ 22 points	Up to 10
Extra to give men at arms shield, @ 1 point each	Any or all

Low Countries Foot:

MI, D, pike, sword, close order, @ 4 points	16 to 30
MI, D, crossbow, sword, order or open order, @ 4 points	16 to 30
Picardy Archers: MI, D, longbow or crossbow, sword, order, @ 4 points	20 to 50
English Archers: MI, C, longbow, sword, order, @ 5 points	Up to 30
Extra to make MI up to HI, @ 1 point each	Any or all
Extra to give crossbowmen pavises, @ 1 point each	Any or all
Extra to give Picard or English infantry horses, @ 2 points each	Up to 20
Extra to give Picard or English infantry two-handed sword, @ 1 point each	Up to 20
Extra to make HI up to EHI, @ 2 points each	Up to 10
Extra to give longbowmen stakes, @ 1 point each	Any or all
Extra to give English or pikemen shields, @ 1 point each	Any or all

Artillery:

Medium bombard with 4 M crew, @ 42 points	Up to 2
Battery gun with 3 M crew, @ 43 points	Up to 1 in place of bombard

8. BURGUNDIAN ARMY. LATE 15th CENTURY (CHARLES THE BOLD).

Gendarmes of the Household: EHC, B, lance, mace, sword, barded horse, order, @ 22 points	5 to 20
Gendarmes d'Ordonnance: EHC, A, lance, mace, sword, barded horse, order, @ 21 points	8 to 30
Feudal Gendarmes: EHC, D, lance, mace, sword, order, @ 17 points	Up to 20
Extra to make Feudal Gendarmes A class, @ 2 points each	Up to 10
Extra to give Feudal Gendarmes barded horse, @ 2 points each	Any or all
Extra to give Burgundian Gendarmes shield, @ 1 point each	Up to half
Italian and Savoyard Gendarmes:	
EHC, M, lance, mace, sword, barded horse, order, @ 19 points	Up to 20 in place of non-compulsory Burgundian Gendarmes
Demilances: HCC, D, lance, sword, order, @ 14 points	Up to 10
Coustilliers: MC, D, javelin or spear, sword, order or open order, @ 10 points	Up to same total as Burgundian Gendarmes used
Extra to make Coustilliers C class, @ 1 point each	Up to half
Italian or Savoyard Crossbowmen: MC, M, crossbow, sword, order or open order, @ 10 points	Up to 2 per Italian or Savoyard Gendarme used
Mounted Archers:	
MI, D, longbow, two-handed sword, horse, order or open order, @ 7 points	10 to 50
MI, D, crossbow, two-handed sword, horse, order or open order, @ 7 points	Up to 15
Flemish or Ordonnance Pikemen: MI, D, pike, sword, close order, @ 4 points	10 to 60
Mercenary Pikemen: HI, M, pike, sword, close order, @ 5 points	Up to 60 in place of Flemish pikemen
Extra to give pikemen shields, @ 1 point each	Any or all
Ordonnance Foot:	
MI, E, handgun or crossbow, sword, order or open order, @ 3 points	10 to 100
MI, E, partisan, bill or two-handed axe, order, @ 3 points	Up to 15
Extra to give Ordonnance missile infantry pavises, @ 1 point each	Up to 40
Extra to make Ordonnance foot D class, @ 1 point each	All or none
English or Picard Archers: MI, D, longbow, sword, order, @ 4 points	Up to 15
Extra to give longbowmen stakes, @ 1 point each	Any or all
Extra to make longbowmen C class, @ 1 point each	All or none
Artillery:	
Heavy bombard and 5 M crew, @ 54 points	Up to 4
Light bombard and 3 M crew, @ 33 points	1 to 4
Light or battery gun and 3 M crew, @ 43 points	Up to 4 in place of light bombards

(Commander in chief must be rash)

9. SPANISH ARMY 1420 to 1483 (Pre 1483 - 7 Reforms)

Men at Arms: HCC or HCM, A, lance, mace, sword, order, @ 17 points	10 to 30
Extra to give men at arms shield, @ 1 point each	Any or all
Extra to make men at arms up to EHC, @ 2 points each	Up to 16
Extra to give men at arms barded horse, @ 2 points each	Up to 20
Genitors, Adalides etc: MC, D, javelin or spear, sword, shield, open order, @ 11 points	12 to 30
Infantry Retainers, Mercenaries etc:	
MI, D, glaive, halberd or similar, sword, order, @ 4 points	Up to 10
MI, D, spear, shield, sword, close order, @ 5 points	Up to 50
MI, D, javelin or swordsman, shield, open order, @ 5 points	Up to 50

MI, D, crossbow, sword, order or open order, @ 4 points	12 to 36
MI, D, bow, sword, open order, @ 4 points	Up to 24
MI, D, handgun, sword, order or open order, @ 4 points	Up to 24
LI, D, sling or staff sling, sword, open order, @ 3 points	10 to 20
Extra to give slingers shield, @ 1 point each	Up to 10
Extra to make MI up to HI, @ 1 point each	Up to 50
Extra to make foot M class, @ 0 points each	Up to 40
Extra to make up foot to C class as foot of Military Orders, @ 1 point each	Up to 20
Hermudad Militia:	
MI, E, spear, shield, sword, close order, @ 4 points	10 to 30
MI, E, crossbow, sword, order or open order, @ 3 points	10 to 20
MI, E, handgun, sword, order or open order, @ 3 points	Up to 10
LC, E, javelin, shield, sword, open order, @ 7 points	Up to 5
Extra to make Hermudad Militia up to D class, @ 1 point for infantry or 2 points for cavalry	Up to 40
Extra to give crossbowmen pavise or shield, @ 1 point each	Up to 20
Muslim Levies:	
LI, E, bow, knife, open order, @ 2 points	Up to 20
LI, E, crossbow, knife, open order, @ 2 points	Up to 12
LI, E, javelin, shield, knife, order or open order, @ 3 points	Up to 20
Artillery: Light bombard and M crew, @ 33, or Medium at 42 points	Up to 2

9a. ARMY IN SPAIN. LATER 15th CENTURY, AFTER 1483 - 7 REFORMS.

Basically, use pre-reform Army List, with the following additions and alterations:

Extra to make Genitors up to C class, @ 1 point each	Any or all
Extra to make Retainers, Mercenaries etc up to C class as Constabulary Foot, @ 1 point each (If any foot are thus upgraded, all spearmen must be, and become MI, C, pike, sword, close order, @ 5 points)	Any or all
Extra to replace crossbows with handguns, @ 0 points each	Up to half
Archers: HCC, C, lance, sword, longbow or crossbow, order, @ 16 points	Up to 10
Escopeteros: HCC, C, handgun or arquebus, sword, order, @ 13 points	Up to 10 in place of archers
Extra to give Archers or Escopeteros axe or mace, @ 1 point each	Any or all
Extra to make Escopeteros up to EHC, @ 2 points each	Any or all
Extra to give Archers or Escopeteros two-handed sword, @ 1 point each	Any or all
Extra to replace handguns with arquebus, @ 1 point each	Any or all

10. ITALIAN STATES ARMIES. LATER 15th CENTURY.

Casa: EHC, B, lance, mace, sword, barded horse, order, @ 22 points	Up to 8
Lanze Spezzate: EHC, C, lance, mace, sword, barded horse, order, @ 20 points	Up to 20
Other Condottiere Men at Arms and Light Cavalry:	
EHC, M, lance, mace, sword, order, @ 17 points	15 to 30
Extra to give EHC barded horse, @ 2 points each	Up to 20
LC, M, crossbow, sword, order or open order, @ 8 points	10 to 30
Extra to make LC up to MC, @ 2 points each	Any or all
Turks: LC, D, spear, bow, sword, shield, open order, @ 10 points	(N) Up to 20
Militia:	
LI, D, crossbow, sword, order or open order, @ 3 points	15 to 30
HI, D, handgun, sword, order or open order, @ 5 points	Up to 20
LI, D, pavise, sword, order or open order, @ 3 points	Up to 16
MI, D, spear, sword, close order, @ 4 points	Up to 20
MI, D, bill, sword, order, @ 4 points	Up to 10
MI, D, swordsman, shield, order or open order, @ 5 points	Up to 10

Mercenaries:

MI, M, crossbow, sword, order or open order, @ 4 points	Up to 30
HI, M, handgun, sword, order or open order, @ 5 points	Up to 20
MI, M, pike, sword, close order, @ 4 points	Up to 20
MI, M, bill, sword, order, @ 4 points	Up to 10
MI, C, swordsman, shield, order or open order, @ 6 points	(N) Up to 30
MI, M, arquebus, sword, order or open order, @ 5 points	Up to 1 per 4 handguns
Extra to give arquebusiers horses, @ 2 points each	(P) Any or all
Extra to give spearmen shields, @ 1 point each	Any or all
Extra to make LI up to MI, @ 1 point each	Any or all
Extra to make militia MI up to HI, @ 1 point each	Up to 30
Extra to make mercenary MI up to HI, @ 1 point each	Any or all
Extra to make HI up to EHI, @ 2 points each	Up to 16
Extra to give mercenary crossbows pavises, @ 1 point each	Up to 20
Extra to make mercenary crossbowmen up to C class, @ 1 point each	(N) All or none
Extra to make mercenary infantry up to B class, @ 2 points each, as guard	(N, P) Up to 10
Artillery: Heavy bombard and M crew @ 54, or medium @ 42, or organ gun @ 43 points	Up to 2

(N) indicates only allowed in army of Naples.

(P) indicates only allowed in Papal army.

11. SWISS ARMY. 15th or EARLY 16th CENTURY.

(Items marked "E" can only be used in an early, 1420s, army, those marked "M" in a later 15th Century army, those marked "L" in an army of the 1490s-1500s)

Nobles:

EHC, A, lance, mace, sword, order, @ 19 points	Up to 6
Extra to give EHC barded horse, @ 2 points each	Any or all
Mounted crossbows: MC, B, crossbow, sword, order or open order, @ 13 points	Up to 12
Extra to make Swiss MC up to HCC, @ 2 points each	Any or all

Swiss infantry:

LI, B, fanatic, halberd or two-hand sword, order or close order, @ 6 points	(E) 60 to 300
	(M) Up to 1 per pike
	(L) Up to 1 per 4 pikes
LI, B, fanatic, pike, sword, order or close order, @ 6 points	(E) Up to 1 per 3 halberd
	(M, L) 60 to 300
LI, B, fanatic, crossbow, sword, close order, order, or open order, @ 6 points	Up to 1 per 4 other Swiss infantry
Extra to replace crossbow with handgun, @ 0 points each	(E) Up to one-eighth
	(M, L) Up to half
Extra to replace handgun with arquebus, @ 1 point each	(L) all
Extra to give crossbowmen pavises, @ 1 point each	Any or all
Extra to make LI up to MI, @ 1 point each	Any or all
Extra to make LI up to HI, @ 2 points each	(E) Up to a quarter
	(M, L) Up to half
Extra to make HI up to EHI, @ 2 points each	(E) Up to a fifth
	(M, L) Up to a third

Artillery:

Light bombard and B crew, @ 36 points	(E, M) Up to 1
Medium bombard and B crew, @ 46 points	(M, L) Up to 2 in place of light bombard
Light gun and B crew, @ 46 points	(L) Up to 2 in place of bombards

Allies: Austrian etc (M); Italian (L):

Subordinate General, @ 50 points

EHC, A, lance, mace, sword, barded horse, order, @ 21 points

EHC, M, lance, mace, sword, barded horse, order, @ 19 points

HCC, C, lance, sword, order, @ 15 points

MC, M, crossbow, sword, order or open order, @ 10 points

1

(M) 10 to 20

(L) 10 to 20

(M) Up to same number as EHC

(L) Up to 20

Minimums for allies count only if allies are used. If desired, Swiss may dispense with commander-in-chief and take 100 points extra troops instead.

12. FLORENTINE ARMY. EARLY 16th CENTURY.

Men at Arms:

HCC, C, lance, axe, sword, order, @ 16 points

EHC, M, lance, mace, sword, order, @ 17 points

Light cavalry: LC, D, crossbow, sword, order or open order, @ 8 points

Extra to make LC up to MC @ 2 points each

Militia etc:

MI, D, pike, sword, close order, @ 4 points

LI, D, arquebus, sword, order or open order, @ 4 points

LI, D, crossbow, sword, order or open order, @ 3 points

5 or none

Up to 10

Up to 20

Any or all

80 to 300

12 to 200

Up to 40 in place of

non-compulsory arquebusiers

Up to 20

MI, D, bill, sword, order or close order, @ 4 points

LI, D, musket, sword, order or open order, @ 5 points

LI, D, pavis, sword, order or open order, @ 3 points

LI, E, improvised weapon only, order, @ 1 point

Extra to give LI, E, bill or crossbow, @ 1 point each

Extra to make LI up to MI, @ 1 point each

Extra to make MI up to HI, @ 1 point each

Extra to make HI up to EHI, @ 2 points each

Extra to make D class up to C, @ 1 point each

To make D class into M class condottiere, @ 0 points each

Artillery: Heavy bombard and M crew, @ 54 or medium, @ 42 or light at 33, or organ gun

@ 43 points

Extra to make bombard into equivalent gun, @ 16, 12 or 10 points

5 or none

Up to 20

Up to 100

Up to 20

Up to 100

Up to 60

Up to 12

Any or all

Up to 50

Up to 2

All or none

During her war with Pisa, 1495-1506, the Florentine army had 70% pikes, 10% arquebusiers. In the war of 1528-30, arquebusses outnumbered pikes. The options of guns in place of bombards, and musketeers, apply to the later period.

13. MILANESE ARMY. LATER 15th to EARLY 16th CENTURY.

Famiglia:

EHC, B, lance, mace, sword, barded horse, order, @ 22 points

Lanze Spezzate:

EHC, C, lance, mace, sword, barded horse, order, @ 20 points

Other Condottiere Men-at-Arms and Light Cavalry:

EHC, M, lance, mace, sword, order, @ 17 points

Extra to give EHC barded horse, @ 2 points each

LC, M, crossbow, sword, open order, @ 8 points

Extra to make LC up to MC, @ 2 points each

Extra to make LC up to B class as guard, @ 3 points each

Militia:

LI, D, crossbow, sword, order or open order, @ 3 points

MI, D, bill, sword, order, @ 4 points

MI, D, spear, sword, close order, @ 4 points

MI, D, swordsman, shield, order or open order, @ 5 points

MI, D, handgun, sword, order or open order, @ 4 points

Up to 15

10 to 20

Up to 20

Up to 10

10 to 60

Any or all

Up to 15

10 to 40

Up to 10

Up to 20

Up to 12

2 per crossbow

MI, D, arquebus, sword, order or open order, @ 5 points	Up to 1 per 4 handgunners
MI, D, pavisé, sword, order or open order, @ 4 points	Up to 10
Extra to make militia up to C class, as Provisionati @ 1 point each	Any or all
Extra to give spearmen shield, @ 1 point each	Any or all
Extra to make LI up to MI, @ 1 point each	Any or all
Extra to make Provisionati MI up to HI, @ 1 point each	Up to 60
Extra to make HI up to EHI, @ 2 points each	Up to 20
Extra to give HI handgunners halberd, @ 1 point each	Any or all
Artillery:	
Heavy bombard with M crew, @ 54 points	Up to 3

For Later Army in Italian Wars:

Spearman option is replaced by pikemen, who may be M class, and may be among infantry who are uparmoured. Up to 100 handguns or foot crossbows may be replaced with arquebus @ 1 point each. If at least 40 arquebusiers are used, bombards may be replaced by heavy guns @ 70 points.

Allies:

A combined Venetian-Milanese army of the Italian Wars may be fielded. In this case up to half points may be drawn from the Venetian list, minimums in both lists applying. The combined army must have a Commander in Chief and at least two subordinate generals, one for the Venetians and one for the Milanese. It may not have more than 4 artillery pieces.

14. VENETIAN ARMY. LATER 15th and EARLY 16th CENTURY.

Condottiere Men-at-Arms:

EHC, M, lance, mace, sword, barded horse, order, @ 19 points	10 to 40
Extra to make men at arms B class, as General's household (Casa), @ 3 points each	Up to 5
Extra to make men at arms C class, as Lanze Spezzate, @ 1 point each	Up to 15
Light Cavalry: LC, M, crossbow, sword, order or open order, @ 8 points	10 to 40
Stradiots: MC, D, spear or javelin, mace, shield, sword, open order, @ 12 points	Up to 30
Extra to make Stradiots HCC, @ 2 points each	Up to 20
Extra to give Stradiots lance instead of javelin, @ 2 points each	Up to 10
Extra to give Stradiots crossbow, @ 1 point each	Up to 10
Turks: LC, D, javelin, bow, sword, shield, open order, @ 10 points	Up to 10
Extra to make LC up to MC @ 2 points each	Any or all

Militia:

LI, D, crossbow, sword, order or open order, @ 3 points	40 to 200
MI, D, swordsman, shield, order or open order, @ 5 points	Up to 10
MI, D, bill, sword, order, @ 4 points	Up to 10
MI, D, spear, sword, close order, @ 4 points	Up to 20
Extra to give spearmen shield, @ 1 point each	Any or all
MI, D, pavisé, sword, order or open order, @ 3 points	Up to 10
Cretans: LI, C, swordsman, shield, crossbow, order or open order, @ 6 points	Up to 20
Handgunners: HI, M, handgun, sword, order or open order, @ 5 points	Up to 30
Extra to make Militia and handgunners C class, as Provisionati, @ 1 point each	Up to 100
Extra to make LI up to MI, @ 1 point each	Any or all
Extra to make Provisionati MI up to HI, @ 1 point each	Up to 60
Extra to make HI up to EHI, @ 2 points each	Up to 20
Artillery: Heavy Bombard with 5 M crew, @ 54 points	Up to 2

For later army (early 16th Century, Italian Wars) only:

Half handguns must, and all handguns and crossbows may, be converted to arquebus, @ 1 point each (foot), 0 points each (mounted)	At least 20
Heavy bombard may be replaced by Medium Gun with 4 M crew, @ 54 points	Up to 2
Spearman option is replaced by:	
Romagnol MI, M, pike, sword, close order, @ 4 points	Up to 30
(These may be up-armoured as above)	
30 paces pre-prepared ditch, @ 6 points	Up to 10

15. VENETIAN ARMY OF THE TURKISH WARS. MID to LATE 16th CENTURY.

Stradiots:

MC, D, spear or javelin, mace, sword, shield, open order, @ 12 points Up to 16

Greek cavalry, Cypriots, etc:

LC, D, spear or javelin, sword, shield, open order, @ 9 points Up to 12

Venetian or Mercenary Cavalry:

EHC, M, two pistols, sword, close order, @ 14 points 6 to 20

MC, M, arquebus, sword, order or open order, @ 10 points Up to 12

Venetian infantry:

HI, C, pike, sword, close order, @ 6 points 10 to 30

LI, C, arquebus, sword, order or open order, @ 5 points 10 to 50

Oltremarine Militia (Schiavoni):

LI, D, arquebus, swordsman, order or open order, @ 5 points 20 to 60

Mercenaries:

HI, M, pike, sword, close order, @ 5 points Up to 20

LI, M, arquebus, sword, order or open order, @ 4 points 12 to 40

Extra to make any LI up to MI, @ 1 point each Any or all

Extra to make any HI up to EHI, @ 2 points each Up to 10

Extra to give foot arquebusiers musket instead, @ 1 point each Up to half

To give pikemen halberd instead, @ 0 points each Up to one-quarter

Artillery:

Medium gun and C crew @ 54, or light @ 43 points Up to 3

Oltremarine troops were drawn from Venice's possessions beyond the Adriatic; mercenaries would be Italian or German, and many "Venetian" troops probably German too. The "Schiavona" is rather like a Scots broadsword.

16. KNIGHTS OF ST JOHN ARMY. LATE 15th or 16th CENTURY.

Knights: EHI, B, fanatic, swordsman or spear or two-handed sword or halberd, order

(spearmen may use close order), @ 10 points 10 to 24

EHC, B, fanatic, lance, mace, sword, order, @ 21 points In place of up to 10 EHI Knights

Extra to give EHI knights shield, @ 1 point each Any or all

Extra to give EHC knights barded horse, @ 2 points each Any or all

Cretans: LI, C, crossbow, swordsman, shield, order or open order, @ 6 points Up to 40

Militia: MI, C, pike or halberd, sword, order or close order, @ 5 points Up to 30

Militia, Marines:

MI, C, crossbow, sword, order or open order, @ 5 points 40 to 200

Extra to give marines handgun instead of crossbow, @ 0 points each Up to half

Extra to give marines shields, @ 1 point each Any or all

Extra to give militia arquebus instead of crossbow, @ 1 point each Any, if no Cretans, marines or men at arms used

MC, C, spear, shield, sword, order, @ 12 points Up to 10 if no Cretans, marines or men at arms used

Men at Arms:

HI, C, pike or halberd, sword, order or close order, or swordsman, order, @ 6 points Up to 40

Extra to give men at arms swordsmen shields, @ 1 point each Any or all

HCC, C, lance, sword, order, @ 15 points In place of up to 10 HI men at arms

Mercenaries (Only if no marines, Cretans or men at arms used):

HI, C, pike, sword, closed order, @ 6 points Up to 40

HI, C, halberd, sword, order, or close order, @ 6 points Up to 10

MI, C, arquebus, sword, order or open order, @ 6 points Up to 1 per pike

Extra to give arquebusiers musket instead, @ 1 point each Up to 10

Artillery:

Heavy gun and 5 C crew @ 70 points, or Medium gun and 4 C crew @ 54 points Up to 2

Light or battery gun and 3 C crew, @ 43 points Up to 3

17. TEUTONIC KNIGHTS ARMIES.

Troops or equipment marked "E" may only be used in a mid-15th Century army, which is one of the two which can be made up from the list. Those marked "L" can only be used in a later (Late 15th-early 16th Century) army. Other items may be used in either.

Bretheren: EHC, B, fanatic, lance, sword, mace, order, @ 21 points	5 to 10
Heavy Cavalry (Mercenaries etc): EHC, C, lance, mace, sword, @ 18 points	Up to 40
Extra to give either of above shields, @ 1 point each	(E) Any or all
Extra to give any of above horse bard, @ 2 points each	Any or all
Reduction for above using close order, @ -2 points each	(E) All or none
Light Cavalry (Sergeants, Livonians etc):	
MC, C, lance, sword, order, @ 13 points	(E) 20 to 40
	(L) 10 to 40
Extra to give MC shields, @ 1 point each	(E) Any or all
Extra to make MC up to HCC, @ 2 points each	Up to 20
LC, D, spear or javelin, sword, shield, open order, @ 9 points	Up to 10
LC, D, bow, sword, open order, @ 8 points	Up to 20
Extra to give LC crossbow or arquebus in place of bow, @ 0 points each	(L) Any or all
Mercenary Foot:	
MI, M, pike, sword, close order, @ 4 points	(L) 20 to 60
MI, M, arquebus, sword, order, @ 5 points	(L) Up to 1 per pike
Extra to make M class foot up to C, @ 1 point each	All or none
Swiss MI, B, fanatic, pike, sword, close order, @ 7 points	(E) Up to 20
Swiss or other MI, crossbow, sword, order, B fanatic @ 7 points or D @ 4 points	(E) Up to 12
Extra to make pikemen up to HI, @ 1 point each	Up to half
Extra to make HI pikemen up to EHI, @ 2 points each	Up to half
Foot Sergeants:	
HI, C, spear, shield, sword, close order, @ 7 points	(E) Up to 24
HI, C, crossbow, sword, order or open order, @ 6 points	(E) Up to 12
Colonists:	
MI, D, spear, shield, sword, order or close order, @ 5 points	(E) Up to 36
Levies, Militia:	
MI, E, bill or two-handed axe, order, or spear, close order, @ 3 points	Up to 40
LI, E, bow, sword, open order, @ 2 points	Up to 40
LI, E, crossbow, sword, order or open order, @ 2 points	(L) 20 to 100
Extra to give MI levies shield, @ 1 point each	Any or all
Extra to give any crossbowman handgun instead, @ 0 points each	(E) Up to 24
Extra to give any crossbowman arquebus instead, @ 1 point each	(L) Up to 40
Extra to make E class foot up to D, @ 1 point each	Up to 40
Artillery:	
Heavy Bombard and 5 D crew, @ 49 points, or medium and 4 D crew, @ 38 points	(E) Up to 2
Heavy Gun and 5 M crew @ 70 points, or medium and 4 M crew @ 54 points	(L) Up to 4
Lithuanian/Tartar Allies:	
Subordinate general for allies	(L) 1 if allies used
LC, D, spear, shield, bow, sword, open order, @ 10 points	Up to 20
LC, D, bow, sword, open order, @ 8 points	(L) Up to 50
Extra to make LC up to MC, @ 2 points each	Any or all
Extra to give allied LC shields, @ 1 point each	Any or all
Extra to make MC Spear up to A class as Lithuanian Bojars, @ 2 points each	(L) Any or all
Extra to give LC (bow) spear or javelin as well, @ 1 point each	(L) Any or all

18. SPANISH ARMY. EARLY ITALIAN WARS.

Men at Arms:

HCC, A, lance, mace, sword, order, @ 17 points Up to 16
 Extra to make men at arms up to EHC, @ 2 points each Any or all
 Extra to give men at arms barded horses, @ 2 points each Any or all

Archers, Light Cavalry:

HCC, C, lance, sword, order, @ 15 points Up to 16
 Extra to give above bow or crossbow, as archers, @ 1 point each Up to 10
 HCC, C, handgun or arquebus, sword, order or open order, @ 13 points Up to 8
 Extra to make escopeteros (HCC handgun) up to EHC, @ 2 points each Any or all
 Extra to give archers or escopeteros mace, @ 1 point each Up to 10

Genitors:

MC, C, javelin, or spear, shield, open order, @ 12 points 10 to 30
 Extra to make Genitors up to HCC, @ 2 points each Up to 10

Stradiots:

MC, D, spear or javelin, mace, shield, open order, @ 12 points Up to 12 in place of Genitors
 Extra to give Stradiots crossbow, @ 1 point each Any or all

Spanish Infantry:

MI, C, pike, sword, close order, @ 5 points (E) Up to 30
 (L) 20 to 100

MI, C, halberd, sword, order or close order, @ 5 points Up to 10
 MI, C, swordsman, shield, order or open order, @ 6 points (E) 20 to 60
 (L) 10 to 30

MI, C, crossbow, sword, order or open order, @ 5 points 20 to 150
 MI, C, handgun, sword, order or open order, @ 5 points Up to 30

Extra to replace handguns and crossbows with arquebus, @ 1 point each (E) Up to quarter
 (L) half to all

Extra to make MI up to HI, @ 1 point each Up to 70
 Extra to make HI up to EHI, @ 2 points each Up to 20

Extra to give crossbows shield or pavise, @ 1 point each Up to 20
 Extra to make infantry up to B class, @ 1 point each All or none

Artillery, etc:

Heavy gun and C crew @ 70, or medium @ 54 points Up to 4
 30 paces pre-prepared ditch, @ 6 points Up to 12

War-carts: battery gun with 2 C crew, counting as major obstacle in melee, @ 42 points (L) 5 to 8

Italians:

Subordinate general, @ 50 points Up to 1
 EHC, M, Lance, mace, sword, order, @ 17 points 6 to 12

Extra to give EHC barded horses, @ 2 points each Any or all
 LC, M, crossbow, sword, open order, @ 8 points 6 to 12

MI, M, crossbow, sword, order or open order, @ 4 points 20 to 40
 MI, M, pike, sword, close order, @ 4 points 10 to 20

MI, M, bill, sword, order or close order, @ 4 points Up to 8
 Extra to give crossbowmen arquebus instead, @ 1 point each Up to 20

Extra to make MI up to HI, @ 1 point each Up to 20
 Extra to make billmen up to B class, @ 2 points each, as Papal Guard All or none

(Options marked "E" represent the army at the beginning of the wars, in the 1490s, those marked "L" its later development, to the early 16th Century. The war-carts were only used at Ravenna, 1512, which is about the terminal date for this list. Their spikes etc make them a major melee obstacle, so they are costed as if chained, but may be moved. Their crews may fight to defend them. They may only be used if Papal allies are fielded, including a sub-general and all the Italian troop-types listed above are used. Minimums for Italians and war-carts apply only if that type is used.)

19. SPANISH/IMPERIALIST ARMY OF LATER ITALIAN AND VALOIS-HAPSBURG WARS.

Men-at-Arms: EHC, A, lance, mace, sword, order, @ 19 points	Up to 16
Extra to give men-at-arms barded horse, @ 2 points each	Any or all
Lancers: HCC, C, lance, pistol, sword, order, @ 17 points	Up to 16
Reiter: MC, M, pistol, sword, close order, @ 9 points	Up to 30
Extra to give Reiter with one pistol spear as well, or second pistol, @ 1 point each	Any or all
Extra to make Reiter with 2 pistols up to HCC, @ 2 points each:	Up to 16
Light cavalry: LC, M, crossbow, sword, order or open order, @ 8 points	Up to 20
Extra to give light cavalry arquebus instead of crossbow, @ 0 points each	Any or all
Extra to make light cavalry up to MC, @ 2 points each	Any or all
Extra to make Reiter or light cavalry up to C class, @ 1 point each	Any or all
Stradiots:	
MC, D, javelin or spear, mace, sword, shield, open order, @ 12 points	Up to 20 in place of other light cavalry
Genitors: MC, C, javelin, sword, shield, open order, @ 12 points	Up to 20 in place of Stradiots
Extra to make Stradiots up to HCC, @ 2 points each	Any or all
Extra to give Stradiots lance instead of spear or javelin, @ 2 points each	All or none
Spanish infantry:	
HI, C, pike, sword, close order, @ 6 points	30 to 60
MI, C, pike, sword, close order, @ 5 points	Up to 60
*LI, C, arquebus, sword, order or open order, @ 5 points	30 to 120
	(must not exceed number of pikes)
Extra to give arquebusiers musket instead, @ 1 point each	Up to one-quarter
Extra to make LI up to MI, @ 1 point each	Any or all
HI, C, swordsman, shield, order or open order, @ 7 points	Up to 16
HI, C, halberd, sword, order or close order, @ 6 points	Up to 1 per 10 pikes
Extra to make Spanish infantry up to B class, @ 1 point each	Any or all
Italians:	
LI, M, arquebus, sword, order or open order, @ 4 points	Up to 40
Lansknecchts or Italians:	
HI, M, pike, sword, close order, @ 5 points	Up to 60
MI, M, pike, sword, close order, @ 4 points	Up to 40
*MI, M, arquebus, sword, order or open order, @ 5 points	Up to 1 per 3 pikes
*HI, M, halberd, sword, order, @ 5 points, or MI @ 4 points:	Up to 1 per 4 pikes
Extra to make Lansknecchts up to C class, @ 1 point each	Any or all
Extra to make HI up to EHI, @ 2 points each	Up to 20
Heavy gun with 5 M crew, @ 70 points, or medium with 4 M crew, @ 54 points	1 to 5

(Note: If Reiter with 2 pistols are used, Genitors and mounted crossbows should not be used)

20. SPANISH ARMY— LATER 16th CENTURY TO 1620s.

Gendarmes:	
EHC, A or C, lance, mace, sword, order, @ 19 or 20 points	Up to 16
Extra to give gendarmes barded horses @ 2 points each	Any or all
Lancers: HCC, C, lance, sword, pistol, order, @ 17 points	Up to 20
Reiter:	
HCC, M, two pistols, sword, close order, @ 12 points	10 to 24
Herreruelos:	
HCC, C, arquebus, sword, order or open order, @ 13 points	Up to 12
Extra to make lancers, reiter or herreruelos up to EHC @ 2 points each	Any or all
Arquebusiers (may be subunits of heavier cavalry):	
LC, C, arquebus, sword, order or open order, @ 9 points	Up to 12
Extra to make arquebusiers up to MC @ 2 points each	Any or all
Extra to give arquebusiers or herreruelos one pistol @ 2 points each	Up to half

Stradiots:

MC, D, javelin or spear, mace, sword, shield, open order, @ 12 points

Up to 12 in place of
herreruelos or lancers
Any or all
All or none

Extra to make Stradiots up to HCC @ 2 points each

Extra to give Stradiots lance instead of spear @ 2 points each

Infantry:

HI, C, pike, sword, close order, @ 6 points

20 to 90

LI, C, pike, sword, close order, @ 4 points

Up to same no. as HI pikemen

*HI, C, swordsman, shield, order or open order, @ 7 points

Up to 1 per 5 pikemen

*HI, C, halberd, sword, order or close order, @ 6 points

In place of all or any swordsmen

*LI, C, arquebus, sword, order or open order, @ 5 points

From 1 to 2 per two pikemen

Extra to give arquebusiers musket instead @ 1 point each

From one-third to half

Extra to make LI up to MI @ 1 point each

Any or all

Extra to make infantry up to B class @ 1 point each

Any or all

Artillery:

Heavy gun and C crew @ 70, or medium @ 54, or light @ 43 points

Up to 5

(Stradiots with lance replace equivalent number of lancers.)

**21. AUSTRIAN HAPSBURG ARMY.
MID-16th to EARLY 17th CENTURY.**

(Covers the armies of the Austrian Emperors fighting the Turks, up to the Long War 1593-1606. D class represent recruits and levies from the German states, M, mercenaries and Italian allied troops who were involved in the Long War, C, experienced troops and those from the Austrian lands. The Insurrectio was a general calling-out of Hungarians, still occasionally used. Most foot in the 16th century would be lansknachts.)

Reiter, Cuirassiers:

EHC, M, two pistols, sword, close order, @ 14 points

12 to 40

Reduction to make EHC into HCC, @ minus 2 points each

Up to one-third

Lancers:

HCC, M, lance, pistol, sword, order, @ 16 points

Up to 16

Extra to make lancers up to EHC, @ 2 points each

Any or all

Mounted Arquebusiers:

LC, M or D, arquebus, sword, order or open order, @ 8 points

6 to 20

Extra to make mounted arquebusiers up to HCC, @ 2 points each

Up to 10

Extra to make M class cavalry up to C, @ 1 point each

Any or all

Hussars:

LC, D, axe or panzerstecher sword, bow, sword, open order, @ 9 points

6 to 40

Hungarian Noble Insurrectio:

MC, A, lance, axe, sword, order, @ 15 points

Up to 12

Extra to give Hungarians shield, @ 1 point each

Any or all

Extra to give Hungarians bow or carbine, @ 1 point each

Up to 20

Infantry:

HI, M, or D, pike, sword, close order, @ 5 points

12 to 70

MI, M, or D, pike, sword, close order, @ 4 points

Up to 70

*HI, M, or D, halberd, sword, order or close order, @ 5 points

Up to 1 per 4 pikes

*LI, M or D, arquebus, sword, order, @ 4 points

10 up to 1 per pikeman

Extra to give arquebusiers musket instead, @ 1 point each

Up to half

Extra to make LI up to MI, @ 1 point each

Any or all

Extra to make HI up to EHI, @ 2 points each

Up to 20

Extra to make M or D class infantry above up to C class, @ 1 point each

Up to half

Grenzers:

LI, D, swordsman, arquebus, order or open order, @ 5 points each

Up to 30

Extra to give Grenzers musket, @ 1 point each

Any or all

Artillery etc:	
Heavy gun, M crew, @ 70, or medium, @ 54 points	Up to 3
Light gun and M crew, @ 43 points	Up to 2
Wagon, D driver and horses, @ 11 points	Up to 10
30 paces of pre-prepared ditch, @ 6 points	Up to 15 if all wagons used
Chevaux de frise, @ 5 points	Up to 6
Extra to give musketeers Swedish feathers, @ 1 point each	Up to 20

Transylvanian Allies:

Up to one-third of the points of this army may be drawn from the Transylvanian list. Minimums on that list apply, and a Transylvanian subordinate general, at 50 points, must be included.

22. FRENCH ARMY. EARLY TO MIDDLE ITALIAN WARS.

Gendarmes d'Ordonnance: EHC, A, lance, mace, sword, order, @ 19 points	10 to 30
Italian Gendarmes: EHC, M, lance, mace, sword, order, @ 17 points	Up to 20
Extra to give gendarmes barded horses, @ 2 points each	Half to all
Archers: HCC, C, lance, sword, order, @ 15 points	10 up to 2 per French Gendarme
Extra to give archers crossbow, @ 1 point each	Any or all
Extra to give archers longbow, @ 1 point each	Up to one-quarter
Extra to give archers mace or axe, @ 1 point each	Any or all
Extra to make French Gendarmes B class, @ 1 point each, or	
Archers A or B class, @ 1 or 2 points each, as Guard	Up to one-third
Stradiots: MC, D, all javelin or all spear, mace, sword, shield, open order, @ 12 points	Up to 20
Extra to make Stradiots up to HCC, @ 2 points each	Any or all
Extra to give Stradiots lance instead of spear, @ 2 points each	Up to 10
Argoulets: MC, C, crossbow, sword, open order, @ 11 points	Up to 20
Extra to make argoulets up to HCC, @ 2 points each	Up to 10
Italian Light Cavalry: LC, M, crossbow, sword, open order, @ 8 points	Up to 20
Extra to make Italian LC up to MC, @ 2 points each	Any or all
Italian Infantry:	
LI, M, crossbow, sword, order or open order, @ 3 points	Up to 60
MI, M, pike sword, close order, @ 4 points	Up to 20
Extra to make Italian pikemen up to HI, @ 1 point each	Any or all
Extra to give Italian infantry or cavalry arquebus instead of crossbow, @ 1 or 0 points each	Up to 40
Extra to raise Italian light cavalry or missile infantry to C class as Bande Nere, @ 1 point each	Any or all
Extra to give Bande Nere infantry horses, @ 2 points each	Up to 16
Swiss Infantry:	
MI, B, fanatic, pike, sword, close order, @ 7 points	20 to 90
★ MI, B, fanatic, halberd or two-handed sword, sword, order or close order, @ 7 points	Up to 1 per 3 pikes
★ MI, B, fanatic, crossbow, sword, order or open order, @ 7 points	Up to 1 per 3 pikes
Lansknachts: Can substitute for any or all of above Swiss, being the same except that they are	
C class non-fanatics, @ 5 points or M class, @ 4 points.	
Extra to make Swiss or Lansknachts up to HI, @ 1 point each	Up to 50
Extra to make Swiss or Lansknachts or Italian pikes HI up to EHI, @ 2 points each	Up to 30
Extra to give Swiss or Lansknachts arquebus instead of crossbow, @ 1 point each	Any or all
French Infantry:	
LI, E, crossbow, sword, order or open order, @ 2 points	10 to 60
MI, E, pike, sword, close order, @ 3 points	Up to 40
★ MI, E, halberd or bill, sword, order, @ 3 points	Up to 12
Extra to make French infantry up to D class, @ 1 point each	Up to 40
Extra to make French LI up to MI, @ 1 point each	Any or all
Extra to make French MI up to HI, @ 1 point each	Up to 40
Artillery: Heavy gun with M class crew, @ 70 points	1 to 5

23. FRENCH ARMY. LATER ITALIAN AND VALOIS-HAPSBURG WARS.

Gendarmes: EHC, A, lance, mace, sword, order, @ 19 points	6 to 30
Extra to give gendarmes barded horse, @ 2 points each	Any or all
Archers, Chevaulegers: HCC, C, lance, pistol, sword, order, @ 17 points	6 to 30 (at least as many as gendarmes)
Extra to make archers or chevaulegers up to EHC, @ 2 points each	Any or all
Extra to make archers up to B class, as Guard, @ 2 points each	Up to 5
Argoulets, Arquebusiers, Carabins: (may form subunits of gendarmes)	
MC, C, arquebus, sword, order or open order, @ 11 points	Up to 24
Extra to give argoulets mace, @ 1 point each	Up to 12
Extra to give carabins one pistol, @ 2 points each	Up to 12
Stradiots: MC, D, javelin, mace, shield, sword, open order, @ 12 points	Up to 20
Lances Moresques: MC, D, lance, sword, open order, @ 12 points	Up to 10 in place of stradiots
English or Scots cavalry: MC, D, spear, sword, open order, @ 10 points	Up to 8
Extra to make argoulets, arquebusiers or stradiots up to HCC, @ 2 points each	Any or all
Dragoons: MI, C, arquebus, sword, horse, open order, @ 8 points	Up to 10
Extra to give dragoons axe, @ 1 point or pistol, @ 2 points each	Any or all
French Infantry:	
HI, D, pike, sword, close order, @ 5 points	20 to 180
★ HI, D, halberd or bill, sword, order or close order, @ 5 points	Up to 1 per 5 pikemen
★ MI, D, arquebus, sword, order, @ 5 points	From 1 to 2 per 3 pikemen
Extra to make French infantry up to C class, @ 1 point each, as Bands of Picardy	Up to 50
Extra to replace French infantry by Swiss exactly the same except B class, @ 2 points each	Up to 60
Extra to replace French infantry with Germans, same except M class, @ 0 points each or C class, @ 1 point each	Up to 60
Extra to replace French infantry with Italian, same except M class, @ 0 points each	Up to 40
Extra to make HI up to EHI, @ 2 points each	Up to 40
Reduction to make HI into MI, @ minus 1 point each	Up to half
Artillery:	
Heavy gun, 5 C crew, @ 70 points, or Medium gun and 4 C crew, @ 54 points	1 to 5
Light or battery gun and 3 C crew, @ 43 points	Up to 2

24. FRENCH WARS OF RELIGION HUGUENOT ARMY.

Gentry cavalry ('Millers'): HCC, C, two pistols, sword, close order or order, @ 13 or 15 points	6 to 40
Extra to give Millers mace or axe, @ 1 point each	Up to 10
Extra to make Millers up to B class, @ 2 points each	Any or all
Extra to make Millers up to EHC, @ 2 points each	Up to 16
Arquebusiers: MC, C, arquebus, sword, order or open order, @ 11 points	Up to 24
Extra to make MC up to HCC, @ 2 points each	Up to 10
Reiter: HCC, M, two pistols, sword, close order, @ 12 points	12 to 60
Extra to make Reiter up to EHC, @ 2 points each	Any or all
Extra to make Reiter up to C class, @ 1 point each	Any or all
Extra to form Reiter in order, @ 2 points each	Up to 30
French Infantry:	
HI, C, pike, sword, close order, @ 6 points	Up to 16 in only a single unit
LI, C, arquebus, sword, order or open order, @ 5 points	30 to 150
LI, D, arquebus, sword, order or open order, @ 4 points	Up to 50
Extra to make LI up to MI, @ 1 point each	Up to half
Extra to make C class French infantry up to B class, @ 1 point each	Any or all
Extra to give French infantry musket instead of arquebus, @ 1 point each	Up to 2 in 3
Extra to allow B class French musketeers to fire salvos, @ 1 point each	Up to 20

Lansknachts:

MI, M, pike, sword, close order, @ 4 points	Up to 30
★ MI, M, halberd, sword, order or close order, @ 4 points	Up to 1 per 4 pikes
★ LI, M, arquebus, sword, order or open order, @ 4 points	Up to 1 per pike
Extra to make Lansknecht pike or halberdier up to HI, @ 1 point each	Any or all
Extra to give Lansknecht arquebusiers musket instead, @ 1 point each	Up to half
Artillery: Heavy gun and C crew at 70, or medium, @ 54, or light @ 43 points	Up to 3

(In the final wars, from 1589 on, Huguenot-Royalist armies fighting the Catholic Leaguers may use Gendarmes, Chevauleger, Dragoons, and French, Swiss and Lansknecht infantry from the Late French Catholic list, the cavalry replacing non-compulsory Millers; minimums in that list applying only if those particular types used.)

25. FRENCH WARS OF RELIGION CATHOLIC ARMIES.

This list can be used either to form a "Royal Catholic" army of the first five wars of Religion, 1562-1576, or a Catholic Holy League army of the later wars, 1576-1598. Items marked "E" can only be used in the earlier army, those marked "L" only in the later army, those unmarked, in either.

Gendarmes:

EHC, A, lance, one pistol, sword, order, @ 20 points	(E) 8 to 20
EHC, A or D, lance, one pistol, sword, order, @ 18 or 20 points	(L) Up to 6
Cuirassiers: EHC, C, two pistols, sword, close order, @ 15 points	(E) Up to 12 in place of non-compulsory gendarmes

Extra to make French or Spanish Cuirassiers up to A or B class, @ 1 or 2 points each	(L) 10 to 20
Reduction to make Cuirassiers HCC, @ minus 2 points each	(L) Up to 12
Chevauleger, Archers: HCC, C, lance, pistol, sword, order, @ 17 points	(L) Up to half
Extra to make Archers A class, @ 1 point each	(E) Up to same number as gendarmes
Spanish Lancers: HCC, B, lance, pistol, sword, order, @ 18 points	Up to 12
Stradiots: MC, D, spear or javelin, mace, sword, shield, open order, @ 12 points	(L) Up to 12
	(E) Up to 12 in place of mtd. arquebusiers

Extra to give Stradiots lance instead of javelin, @ 2 points each	Up to 6
Extra to make Stradiots up to HCC, @ 2 points each	Any or all

Arquebusiers, Argoulets, Carabins: (may form subunits of gendarmes, cuirassiers)	
MC, C, arquebus, sword, order or open order, @ 11 points	Up to 20

Extra to make arquebusiers up to HCC, @ 2 points each	Any or all
Extra to give carabins one pistol, @ 2 points each	Up to 12

Dragoons: MI, C, arquebus, horse, sword, order or open order, @ 8 points	Up to 10
Extra to give dragoons axe, @ 1 point or pistol, @ 2 points	Any or all

Reiter: HCC, M, two pistols, sword, close order, @ 12 points	12 to 50
Extra to make Reiter up to EHC, @ 2 points each	Any or all
Extra to make Reiter up to C class, @ 1 point each	Any or all

French Infantry:

LI, D, pike, sword, close order, @ 3 points	20 to 150
★ LI, D, arquebus, sword, order or open order, @ 4 points	10 up to 3 per 2 pikes
★ LI, D, halberd, sword, order or close order, @ 3 points	Up to 1 per 5 pikes
Extra to make infantry up to MI, @ 1 point each	Any or all
Extra to make pikemen or halberdiers up to HI, @ 2 points each	(E) one third to all

Extra to make French infantry up to C class, @ 1 point each	(L) Up to half
Extra to give arquebusiers musket instead, @ 1 point each	Any or all

Extra to raise infantry to B class as French guard (not compulsories), @ 2 points each	(E) Up to 1 in 6
Swiss: Can replace non-compulsory French infantry, being B class, @ 2 points extra each	(L) Up to 1 in 3
	(E) Up to 20
	(E) Up to half

Lansknachts: Can replace non-compulsory French infantry, being M class, or C class, @ 1 point extra each	Any or all
Spanish: Can replace non-compulsory French infantry, being C class @ 1, or B class @ 2 points extra each	(L) One-third to all
Artillery:	
Medium gun and C crew, @ 54, or light @ 43 points	Up to 4
Heavy gun and C crew, @ 70 points	Up to 2 in place of lighter guns

26. ENGLISH. EARLY 16th CENTURY ARMY.

Gentleman Pensioners: EHC, A, lance, mace, sword, barded horse, order, @ 21 points	Up to 5
Burgundian Gendarmes: EHC, M, lance, mace, sword, order, @ 17 points	Up to 10
Extra to give Gendarmes barded horse, @ 2 points each	Any or all
Border horse, etc: MC, D, spear, sword, open order, @ 10 points	10 to 30
Extra to give border horse shield, @ 1 point each	Any or all
Extra to give border horse crossbow, @ 1 point each	Up to 10
Extra to give border horse lance instead of spear, @ 2 points each	All or none
Demilances: HCC, C, lance, sword, order, @ 15 points	Up to 15 in place of non-compulsory border horse
Extra to make demilances up to EHC, @ 2 points each	Any or all
Reiter: MC, M, spear, pistol, sword, close order, @ 10 points	Up to 20 in place of other non-compulsory cavalry
Extra to give Reiter second pistol in place of spear, @ 0 points each	Any or all
Stradiots: MC, D, javelin or spear, mace, sword, shield, open order, @ 12 points	Up to 6 in place of other non-compulsory cavalry
Harquebusiers etc: LC, M, arquebus, sword, order or open order, @ 8 points	Up to 10 in place of other cavalry
English Foot:	
Billmen: MI, D, bill, sword, order, @ 4 points	40 to 200
Archers: MI, D, longbow, sword, order or open order, @ 4 points	30 to 100
	(not over 1 per billman)
Extra to give archers stakes, @ 1 point each	Any or all
Spearmen: MI, D, spear, sword, close order or order, @ 4 points	Up to 20 in place of bills
Pikemen: MI, D, pike, sword, close order, @ 4 points	Up to 20
Arquebusiers: MI, D, arquebus, sword, order or open order, @ 5 points	Up to 1 per pike
Extra to make pikemen or billmen up to HI, @ 1 point each, or EHI, @ 2 points each	Up to half
Extra to make English foot up to C class, @ 1 point each (HI or EHI billmen must be thus upgraded)	Up to 75
Lansknachts and other foreign infantry:	
EHI, M, pike, sword, close order, @ 7 points	Up to 6
HI, M, pike, sword, close order, @ 5 points	Up to 12
MI, M, pike, sword, close order, @ 4 points	Up to 24
★ MI, M, arquebus, sword, order or open order, @ 5 points	Up to 10
★ HI, M, halberd or two-handed sword, order or close order, @ 5 points	Up to 10
Extra to make Lansknachts up to C class, @ 1 point each	Any or all
Irish Kern: LI, E, javelin, sword, order or open order, @ 2 points	Up to 30
Extra to make Kern up to D class, @ 1 point each	Any or all
Extra to make D class Kern swordsmen, @ 1 point each	Any or all
Artillery:	
Heavy bombard and 5 M crew, @ 54 points, or heavy gun, @ 70 points	Up to 3
Battery gun and 3 M crew, @ 43 points	Up to 3
Battlecarts: Protected wagon with C driver, 2 C MI gunners with ultra-light guns and 2 C MI billmen, and 2 horses, @ 51 points	Up to 3 in place of battery guns

27. ENGLISH. LATER 16th CENTURY ARMY.

Border Horse, Spears, Javelins, etc:	
MC, D, spear, sword, open order, @ 10 points	12 to 36
Extra to give border horse etc shield, @ 1 point each	Any or all
Extra to give border horse etc 1 pistol, @ 2 points each	Any or all
Extra to make border horse etc up to C class, @ 1 point each	Up to 20
Extra to give border horse lance instead of spear, @ 2 points each	All or none
Demilances: HCC, C, lance, one pistol, sword, order, @ 17 points	Up to 16 in place of non-compulsory border horse
Extra to make Demilances up to EHC, @ 2 points each	Any or all
Harquebusiers etc: MC, D or M, arquebus, sword, order or open order, @ 10 points	Up to 10 in place of non-compulsory border horse
Infantry:	
HI, D, pike, sword, close order, @ 5 points	24 to 80
MI, D, pike, sword, close order, @ 4 points	Up to 60
★ LI, D, arquebus, sword, order or open order, @ 4 points	From 20, up to 1 per pikeman
MI, D, bill, sword, order, @ 4 points	10 to 60
★ MI, D, longbow, sword, order or open order, @ 4 points	From 10 up to 1 per billman
★ LI, D, musket, sword, order or open order, @ 5 points	Up to 30; not over half number of arquebus used
MI, D, spear, order or close order, @ 4 points	Up to 20 in place of non-compulsory billmen
HI, D, swordsman, shield, order or open order, @ 6 points	Up to 10
Extra to make LI up to MI, @ 1 point each	Any or all
Extra to make D class infantry up to C class, @ 1 point each	Up to 80
Enlisted Irish:	
Kern: LI, D, javelin, sword, order or open order, @ 3 points	Up to 30
Gallowglas: MI, D, two-handed axe or sword, javelin, sword, order, @ 5 points	Up to 20
Extra to make enlisted Irish swordsmen, @ 1 point each	Any or all
Irish Levies:	
Irish subordinate general (LC, spear, shield), @ 50 points	1
Kern: LI, E, javelin, knife, order or open order, @ 2 points	30 to 100
Artillery:	
Heavy gun and 5 M crew, @ 70 points	Up to 1
Medium gun or light gun and M crew, @ 54 or 43 points	Up to 2

(Billmen can form subunits of pike, or units of their own; Minimums for Irish levy apply only if any levy used.)

28. SCOTS ARMY. 16th CENTURY.

Border Horse: MC, D, spear, sword, open order, @ 10 points	10 to 30
Extra to give border horse shield, @ 1 point each	Any or all
Extra to give border horse crossbow, @ 1 point each, or pistol, @ 2 points each	Up to 20
Extra to give border horse lance instead of spear, @ 2 points each	All or none
Nobles, men at arms, French: EHI, B, pike, sword, close order, @ 9 points	Up to 30
Lowland Pikemen:	
MI, D, pike, sword, close order, @ 4 points	80 to 250
LI, D, pike, sword, close order, @ 3 points	Up to 50
Extra to give MI pikes shield, @ 1 point each	Any or all
Extra to give nobles, etc, or pikemen, pavises @ 1 point each	Up to 20
Lochaber axemen: MI, D, two-handed axe, sword, order, @ 4 points	Up to 24
Shot: LI, D, arquebus, sword, order or open order, @ 4 points	Up to 24
Extra to make above D class infantry up to C class, @ 1 point each	Up to 200

Highlanders:

LI, D, swordsman or two-handed sword, shield, order or open order, @ 4 points	Up to 40
Extra to give Highlanders longbow, @ 1 point each	Up to 30
Extra to make Highlanders up to MI, @ 1 point each	Up to 20
Extra to make Highlanders up to A class, @ 2 points each	Up to 20
Artillery:	
Heavy bombard with 5 D crew, @ 49 points, or medium bombard with 4 D crew, @ 38 points	Up to 5
Extra to make artillery up to M class, @ 1 point each	All or none

29. IRISH ARMY. 16th CENTURY.

Irish Horse: MC, D, spear, sword, shield, open order, @ 11 points	Up to 20
Extra to give Irish horse javelins, @ 1 point each	Any or all
Extra to make Irish horse up to A class, @ 2 points each	Up to 10
Horseboys: LC, E, javelin, knife, open order, @ 6 points	Up to 20
Scots Horse: MC, D, spear, sword, open order, @ 10 points	Up to 10
Extra to give Scots horse lance instead of spear, @ 2 points each	All or none
Extra to give Scots horse shield, @ 1 point each	Any or all
Extra to give Scots horse one pistol, @ 2 points each	Any or all
Gallowglas: MI, D, two-handed axe or sword, sword, order, @ 4 points	50 to 100
Extra to give Gallowglas javelins, @ 1 point each	Any or all
Extra to make Gallowglas HI (full mail), @ 1 point each	Up to 40
Extra to make Gallowglas up to B class, @ 2 points each	Up to 40
Kern:	
Bonnachts: LI, D, javelins, sword, order or open order, @ 3 points	50 to 150
Extra to make Bonnachts swordsmen, @ 1 point each	All or none
Extra to make Bonnachts up to A class, @ 2 points each	Up to 16
Extra to give Bonnachts two-handed axe, @ 1 point each	Up to 20
Extra to give Bonnachts arquebus in place of javelin, @ 1 point each	Up to 40
The Rising-Out: LI, E, javelin, knife, order or open order, @ 2 points	Up to 200
LI, E, bow, open order, @ 2 points	Up to 20
Extra to give any Kern shield, @ 1 point each	Up to 30
New Scots: LI, D, swordsman or two-handed sword, shield, order or open order, @ 4 points	Up to 50
Extra to give New Scots longbow, @ 1 point each	Up to 20
Extra to give New Scots arquebus, @ 2 points each	Up to 20
Extra to make New Scots up to MI, @ 1 point each	Up to 20
Extra to give arquebusiers muskets instead, @ 1 point each	Up to 30
Light gun and 3 C crew, @ 43 points	Up to 1
5 paces of plashed wood edge, @ 1 point	Up to 75

Later 16th Century Irish Armies: Gallowglas may be equipped with pike in place of two-handed axe, and if they are, may be formed in close order. If pikemen are used, an equal number of Bonnachts may be given arquebus or musket in place of javelins, in addition to the number already allowed in the list. They must form subunits of the pike. Both pike and shot may be raised to C class. Up to 5 Irish cavalry may be given one pistol each. Not more than 2 horseboys may be fielded per 1 Irish Horse in any Irish army, nor may Bonnachts have both axe and arquebus.

30. SWEDISH ARMY. 15th or 16th CENTURY.

Gentry: EHC, A, lance, mace, sword, order, @ 19 points	(E) 6 to 24 (L) Up to 10
Mercenary heavy cavalry:	
EHC, M, lance, mace, sword, close order, @ 15 points or order, @ 17 points	(E) Up to 24 (L) Up to 16
EHC, M, two pistols, sword, close order, @ 14 points	All or none
Extra to make mercenary cavalry C class, @ 1 point each	

Sergeants: HCC, D, lance, sword, shield, order, @ 15 points	(E) 6 to 24
Arquebusiers: MC, M, arquebus, sword, order or open order, @ 10 points	(L) 8 to 20
Infantry:	
LI, D, crossbow, sword, order or open order, @ 3 points	40 to 200
Extra to give crossbowmen spear or two-handed axe, @ 1 point each	Up to 40
MI, D, halberd or spear (includes needle-pike), sword, order or close order, @ 4 points	16 to 80
Extra to give spearmen pike instead, @ 0 pts each	(L) Up to 30
LI, D, arquebus, sword, order or open order, @ 4 points	(L) 30 to 100
Extra to make LI up to MI, @ 1 point each	Any or all
Extra to make LI up to HI, @ 2 points each	(E) Up to 120
	(L) Up to 40
Extra to make infantry up to C class, @ 1 point each	Up to 100
Extra to make infantry up to A class, @ 2 points each	Up to 50
Artillery:	
Heavy bombard and 5 M crew, @ 54, or medium, @ 42 or light, @ 33 points	(E) Up to 2
Heavy gun and 5 M crew, @ 70, or medium, @ 54, or light, @ 43 points	(L) Up to 2
Extra to give foot or gunners Swedish feather, @ 1 point each	(L) Up to 40

Items marked (E) can only be used in an army of the 15th or early 16th century. Those marked (L) can only be used in an army of the middle or later 16th century.

31. DUTCH ARMY. LATER 16th CENTURY TO EARLY 17th CENTURY.

Lancers: EHC, C, lance, one pistol, sword, order, @ 19 points	Up to 12
Cuirassiers: EHC, C, two pistols, sword, close order, @ 15 points	10 to 40
Arquebusiers: HCC, C, arquebus, one pistol, sword, order or open order, @ 15 points	Up to 20
Servants: LC, E, one pistol, sword, order or open order, @ 7 points	Up to 10
Extra to make servants up to D class, @ 2 points each	Any or all
Dragoons: (only appeared in last 3 years of period)	
HI, C, pike, sword, horse, order or open order, @ 8 points	Up to 4
MI, C, musket, sword, horse, order or open order, @ 9 points	Up to 8
Foot:	
HI, C, pike, sword, close order, @ 6 points	20 to 80
★ LI, C, arquebus, sword, order or open order, @ 5 points	20 to 160 (not over 2 per pike)
★ HI, C, halberd, sword, order or close order, @ 6 points	Up to 1 per 4 pikes
Extra to make LI up to MI, @ 1 point each	Any or all
Extra to make HI up to EHI, @ 2 points each	Up to one-quarter
Extra to give foot arquebusiers musket instead, @ 1 point each	Up to half
Extra to give musketeers flintlock, @ 1 point each (if any flintlocks are used, all dragoons used must have them)	Up to 16
Artillery: Medium gun and C crew, @ 54, or light, @ 43 points	Up to 6
Extra to make medium gun up to Heavy gun and C crew, @ 16 points	Up to 2
Extra to make any troops up to B class, @ 1 point each for foot and gunners, 2 points for cavalry	Any or all

This army covers the earlier part of the Eighty Years War with Spain, from the formation of a semi-permanent army up to the truce in 1609.

31a. DUTCH ARMY. FIRST HALF OF 17th CENTURY.

The above list can be used for an army of the last part of the Eighty Years' War, up to 1648, if the following changes are made:

No lancers, or dragoon pikemen, or EHI may be used.

All arquebus-armed foot must be given muskets, @ 1 point extra each.

Up to 16 musket-armed dragoons may be used.

Up to 30 muskets may be made flintlocks, @ 1 point each.

Up to half EHC, HCC and HI may be downgraded to HCC, MC, and MI respectively, @ minus 2 or 1 points each.

Up to 20 musketeers may have plug bayonets @ 1 point each (only adopted at end of the period).

32. FRENCH ARMY. 1600 to 1660.

Cuirassiers: EHC, C, two pistols, sword, close order, @ 15 points	10 to 40
Extra to give Cuirassiers carbine, @ 1 point each	Any or all
Reduction to make Cuirassiers HCC at minus 2 points each	(L) Up to 20
Gendarmes, Musketeers, Chevauleger etc:	
HCC, C, two pistols, carbine, sword, close order, @ 14 points	6 to 50
Extra to make HCC up to EHC, @ 2 points each	Up to 30
Extra to make EHC or HCC up to B class, @ 2 points each as Guard	Up to 24
Extra to make guard cavalry A class, @ minus 1 point each, or fanatics, @ 1 point each, as Musketeers	Up to 5
Guard Chevauleger: EHC, B, lance, pistol, sword, order, @ 21 points	(E) Up to 10 in place of other guard cavalry
Carabins: MC, C, arquebus, sword, order or open order, @ 11 points	Up to 20
(can be subunits of heavier cavalry (E))	
Extra to give Carabins one pistol, @ 2 points each	Any or all
Extra to give any cavalry axe, @ 1 point each	Up to 12
Croats, Hussars: LC, D, carbine, pistol, sword, open order, @ 10 points	(L) Up to 16
Extra to give Hussars bow, @ 1 point each	Any or all
Extra to give Hussars axe or panzerstecher sword, @ 1 point each	Any or all
Polish Cossacks: LC, D, pistol, bow, axe, sword, open order, @ 11 points	Up to 12 in place of other LC
Extra to make Croats or Cossacks up to A class, @ 2 points each	Up to 12
Extra to give Cossacks lance, @ 3 points each	All or none
Dragoons: MI, C, arquebus or musket, sword, horse, order or open order, @ 8 or 9 points	Up to 16
Extra to give dragoons firelock musket, @ 1 point each	Any or all
Infantry:	
HI, C, pike, sword, close order, @ 6 points	10 to 70
MI, C, pike, sword, close order, @ 5 points	Up to 30
★ LI, C, musket, sword, order, @ 6 points	1 to 2 per pikeman
★ LI, C, arquebus, sword, order, @ 5 points	(E) in place of up to half musketeers
Reduction to make infantry D class, @ minus 1 point each	Up to one-third
Extra to make infantry up to B class as Guard, Swiss, Weimareiner or veterans, @ 1 point each	Up to one-third
Extra to give musketeers plug bayonet, @ 1 point each	(L) Up to 30
Artillery: Heavy gun and C crew, @ 70, or medium, @ 54 points	Up to 4

Items marked (E) can only be used in pre-1630 army, those marked (L) only in a later one.

33. SPANISH ARMY. 1630s to 1659.

Caballos Corazas: HCC, C, two pistols, sword, order or close order, @ 15 or 13 points	Up to 16
Extra to make Caballos up to A class, @ 1 point each	Any or all
Extra to make Caballos up to EHC, @ 2 points each	Any or all
Cuirassiers: EHC, C, two pistols, sword, close order, @ 15 points	10 to 30
Lancers: HCC, C, lance, pistol, sword, order, @ 17 points	Up to 12
Herreruelos, Arquebusiers: MC, C, arquebus, sword, order or open order, @ 11 points	Up to half no. of other cavalry used
Extra to give Herreruolos or Arquebusiers one pistol, @ 2 points each	Up to half
Extra to make MC up to HCC as Herreruolos, @ 2 points each	Up to half
Hussars: LC, D, axe or panzerstecher sword, sword, bow, open order, @ 9 points	Up to 12
Extra to give Caballos, Cuirassiers or Hussars carbine, @ 1 point each	Any or all
Dragoons: MI, C, musket, sword, horse, order or open order, @ 9 points each	Up to 12
Extra to give dragoons axe, @ 1 point each	Any or all

Infantry:

HI, D, pike, sword, close order, @ 5 points

LI, D, pike, sword, close order, @ 3 points

★ HI, D, halberd, sword, order or close order, @ 5 points

★ LI, D, arquebus, sword, order, @ 4 points

Extra to give arquebusiers musket instead, @ 1 point each

Extra to make LI up to MI, @ 1 point each

Extra to make infantry up to C class, @ 1 point each

Extra to make infantry up to B class, @ 2 points each

Artillery: Medium gun and crew, @ 54 or light, @ 43 points

24 to 90

Up to 2 per HI pikeman

Up to 1 per 5 pikemen

2 to 3 per 2 pikemen

One third to half

Any or all

Any or all

Up to half

Up to 5

34. ENGLISH CIVIL WAR — ROYALIST ARMY.

Cavaliers:

HCC, C, two pistols, sword, order, @ 15 points

MC, C, sword, order, @ 10 points

Extra to make cavalry up to A class, @ 1 point each

Extra to give MC one pistol, @ 2 points each

Extra to give MC two pistols, @ 3 points each

Extra to give cavalry with pistol(s) carbine as well, @ 1 point each

Extra to make cavalry up to B class, as lifeguard, @ 2 points each

Dragoons: MI, C, musket, sword, horse, order or open order, @ 9 points

Extra to give dragoons firelocks, @ 1 point each

Extra to give cavalry or dragoons axes, @ 1 point each

Foot:

MI, D, pike, sword, close order, @ 4 points

★ LI, D, musket, sword, order, @ 5 points

★ MI, D, halberd, sword, order or close order, @ 4 points

Extra to make MI with pike or halberd up to HI, @ 1 point each

Extra to make LI up to MI, @ 1 point each

Extra to make D class foot up to C class, @ 1 point each

Extra to make D class foot up to B class, @ 2 points each

Extra to give musketeers Swedish Feathers, @ 1 point each

Extra to allow B class musketeers to fire salvo, @ 1 point each

Recruits, levies, etc: LI, E, improvised weapon only, order, @ 1 point

Extra to give LI, E, longbow, @ 1 point or musket, @ 3 points each

Extra to give LI, E, bill, @ 1 point each

Artillery:

Train Guard, MI, C, flintlock musket, sword, order, @ 8 points

Heavy gun and C crew, @ 70 points

Medium gun and C crew, @ 54 points

Light or battery gun and C crew, @ 43 points

Extra to make light gun into galloper gun with team of 2 horses and mounted C driver,

@ 9 points

Horses to mount crew of galloper gun, @ 6 points each

8 to 40

10 to 60

12 to 60

Up to 20

Up to 20

Up to 6

Up to 10

Up to 20

Up to 12

Up to 16

16 to 100

From 1 to 3 per 2 pikes

Up to 1 per 10 pikes

Up to 50

Up to 40

Up to 80

Up to 50

Up to 20

Up to 24

Up to 50

Up to 10

Up to 12

Up to 12

Up to 1

Up to 2

Up to 2

Up to 1

Up to 3

35. ENGLISH CIVIL WAR — EARLY PARLIAMENTARY ARMY.

Cuirassiers: EHC, C, two pistols, sword, close order, @ 15 points

Extra to make Cuirassiers up to B class as Essex' bodyguard, @ 2 points each

Horse:

HCC, D, two pistols, sword, close order, @ 12 points

MC, E, sword, close order, @ 5 points

Extra to give MC one pistol, @ 2 points each

Extra to give MC two pistols, @ 3 points each

Up to 15

Up to 5

16 to 60

Up to 30

Up to 30

Up to 20

Extra to give cavalry with pistol(s) carbine as well, @ 1 point each	Up to 12
Extra to make E class horse up to D class, @ 2 points each	Any or all
Extra to make D class horse up to C class, @ 1 point each	Up to 20
Extra to make D class horse up to B class, @ 3 points each	Up to 20
Dragoons: MI, C, musket, sword, horse, order or open order, @ 9 points	Up to 20
Extra to give dragoons firelocks, @ 1 point each	Any or all
Extra to give cavalry or dragoons axe, @ 1 point each	Up to 10
Foot:	
HI, D, pike, sword, close order, @ 5 points	16 to 80
MI, D, pike, sword, close order, @ 4 points	Up to 50
★ LI, D, musket, sword, order, @ 5 points	1 to 2 per pike
★ HI, D, halberd, sword, order or close order, @ 5 points	Up to 1 per 10 pikes
Extra to make foot up to C class, @ 1 point each	Up to 80
Extra to make foot up to B class, @ 2 points each	Up to 30
Extra to allow B class musketeers to fire salvo, @ 1 point each	Up to 20
Extra to make LI up to MI, @ 1 point each	Up to 60
Extra to give Trained Band pikemen bow as well, @ 1 point each	Up to 6
Recruits, Cudgellers etc: LI, E, improvised weapon only, @ 1 point	Up to 30
Extra to give LI, E, musket, @ 3 points each, or longbow, @ 1 point	Up to 5
Extra to give LI, E, bill, @ 1 point each	Up to 10
Artillery:	
Train Guard MI, C, flintlock, musket, sword, order, @ 8 points	Up to 12
Heavy Gun and C crew, @ 70 points, or medium gun and C crew, @ 54 points	Up to 3
Light or battery gun and C crew, @ 43 points	Up to 3

36. ENGLISH CIVIL WAR. LATER PARLIAMENTARY ARMY — NEW MODEL.

Horse:	
HCC, B, 2 pistols, sword, order or close order, @ 17 or 15 points	10 to 70
HCC, C, 2 pistols, sword, order or close order, @ 15 or 13 points	Up to 30
Extra to give horse carbines, @ 1 point each	Up to 30
Dragoons: MI, B, flintlock musket, sword, horse, order or open order, @ 11 points	Up to 20
Foot:	
MI, C, pike, sword, close order, @ 5 points	12 to 80
Extra to make MI pike up to HI, @ 1 point each	Any or all
★ LI, C, musket, sword, order, @ 6 points	2 per pike
Extra to make musketeers up to MI, @ 1 point each	Up to 50
Extra to make foot up to B class, @ 1 point each	Up to 105
Extra to allow B class musketeers to fire salvo, @ 1 point each	Up to 70
Extra to give musketeers flintlocks, @ 1 point each	Up to 20
Artillery:	
Heavy gun and C crew, @ 70 points, or medium gun and C crew, @ 54 points	Up to 3
Light gun and C crew, @ 43 points, as subunit of infantry	Up to 5
Extra to make gunners up to B class, @ 1 point each	Any or all

37. SCOTS ROYALIST ARMY — MONTROSE.

Gordon Horse. MC, D, two pistols, sword, order, @ 12 points	5 to 15
Additional Horse (only if all Gordon horse used): MC, D, pistol, sword, order, @ 11 points	Up to 5
Extra to make horse up to A class, @ 2 points each	All or none
Mounted musketeers: (only if additional horse used, then compulsory):	
MI, C, musket, sword, horse, order or open order, @ 9 points	6 or none
Irish: LI, B, musket, two-handed sword, order, @ 8 points	25 to 75
Extra to give Irish shield and make them swordsmen, in place of two-handed sword, @ 1 point each	Any or all
Extra to make Irish fanatics, @ 1 point each	All or none
Extra to allow Irish to fire salvos, @ 1 point each	All or none

Gordon Foot: LI, D, musket, sword, order, @ 5 points	20 to 40
Extra to make Gordon foot swordsmen, @ 1 point each	Any or all
Kilpont's Archers: LI, D, longbow, sword, order or open order, @ 3 points	Up to 15
Highlanders:	
LI, D, swordsman or two-handed sword or axe, shield, order or open order, @ 4 points	15 to 100
Extra to make Highlanders up to MI, @ 1 point each	Up to 50
Extra to give Highlanders longbow, @ 1 point each	Up to 30
Extra to give Highlanders musket, @ 3 points each	Up to 30
Extra to give Highlanders pistol, @ 2 points each	Up to 12
Extra to make Highlanders A class, @ 2 points each, or fanatics, @ 1 point each	Up to 30
Alasdair's Bodyguard (only if Alasdair fielded as rash subordinate general, and then compulsory)	
MI, A, musket, swordsman, shield, order, @ 10 points	5 or none
Artillery: Light gun with C crew, @ 43 points	Up to 1

Highlanders with missile weapons cannot exceed number of those without, and must be organised in units with the latter—as subunits if desired. As an alternative to the salvo-firing Irish, it is suggested that the Irish, and the Highlanders with firearms, be allowed to fire *one* salvo per battle, while charging for the first time, at no extra points cost. There is a faint possibility that some of the Irish had, or acquired, pikes, and if you accept this, 16 of them could have pike instead of musket.

38. SCOTS COVENANTER ARMIES.

Horse:

MC, D, lance, pistol, sword, order, @ 14 points	(B,I,E,W) Up to 20
	(S) Up to 10
MC, D, pistol, sword, close order, @ 9 points	12 to 30
Extra to give non-lancer cavalry second pistol, @ 1 point each	Up to 20
Extra to give non-lancer cavalry carbine, @ 1 point each	(B) Half to all
	(I,E,W,S) Up to 10
Extra to make cavalry up to C class, @ 1 point each	(I,E) Up to 20
Extra to make non-lancer cavalry up to HCC, @ 1 point each	Up to 12
Extra to give non-lancer cavalry lances, @ 3 points each	(W) Half to all
Dragoons: MI, D, musket, sword, horse, order or open order, @ 8 points	Up to 20
Extra to make dragoons up to C class, @ 1 point each	(I,E) Any or all
Extra to make dragoons up to B class, @ 2 points each	(E) Up to 12
Foot:	
MI, D, pike, dirk or sword, close order, @ 4 points	30 to 120
★ MI, D, two-handed axe, sword, order, @ 4 points	Up to 10
★ LI, D, musket, sword or dirk, order, @ 5 points	From 1 to 2 per pike
Extra to give musketeers swinefeathers, @ 1 point each	(B,E) Up to 20
Extra to make foot up to C class, @ 1 point each	(I,E) Up to 70
Extra to make foot up to B class, @ 2 points each	(I,E,W) Up to 30
Extra to allow B class foot to fire salvos, @ 1 point each	(I,E,W) Any or all
Highlanders: (usually organised with other infantry—could be subunits)	
LI, D, swordsman, shield, order or open order, @ 4 points	Up to 20
LI, D, two-handed sword or axe, dirk, shield, order or open order, @ 4 points	Up to 6
Extra to give Highlanders longbow, @ 1 point each or musket, @ 3 points each	Up to 12
Extra to make Highlanders up to MI, @ 1 point each	Up to 12
Artillery:	
Heavy gun and C crew, @ 70 points	(E,W) Up to 2
Medium gun and C crew, @ 54 points	(B,E,W) Up to 4
	(S) Up to 2
Light gun and C crew, @ 43 points (may be subunit of infantry)	(B,E,W) Up to 6
	(I,S) Up to 2

Items marked (B) can only be used in armies of the Bishops' Wars period, 1639-40; those marked (I) by army in Ireland; those marked (E) by army in England in First Civil War, 1644-5; those marked (S) by armies in Scotland fighting Montrose and Huntley, 1644-6; those marked (W) by armies fighting for Charles II, 1650-1.

39. IRISH CATHOLIC CONFEDERATE ARMY. 1640s.

MC, D, lance, sword, order, @ 12 points	Up to 16
MC, D, one pistol, sword, order, @ 11 points	8 to 16
Extra to make MC up to HCC, @ 2 points each	Up to 12
Extra to give cavalry one pistol, @ 2 points each for lancers or 1 point each for others	Up to 12
MI, D, pike, sword, close order, @ 4 points	40 to 200
★ LI, D, musket, sword, order, @ 5 points	From 1 per 2 pikes up to 1 per pike
MI, D, two-handed axe, sword, order, @ 4 points	Up to 20
Extra to make MI up to HI, @ 1 point each	Up to 30
Scots 'Redshanks': LI, D, swordsman, shield, order, @ 4 points	Up to 50
Extra to give Redshanks musket, @ 3 points each	Up to 25
Extra to make any of above troops C class, @ 1 point each	Up to 80
Kern, irregulars: LI, E, improvised weapon only, order or open order, @ 1 point	Up to 50
Extra to give Kern javelin, @ 1 point each	Any or all
Extra to give Kern bow, @ 1 point each	Up to 12
Extra to make Kern D class, @ 1 point each	Up to 25
Artillery: Medium gun with 4 C crew, @ 54 points	Up to 2

40. BOHEMIAN ARMY. EARLY 30 YEARS' WAR (1620).

German Mercenary Cavalry: EHC, M, two pistols, carbine, sword, close order, @ 15 points	5 to 24
German or Bohemian Cavalry: LC, M or D, arquebus, sword, order or open order, @ 8 points	Up to 12
Transylvanian Cavalry:	
Subordinate general to command Transylvanians, @ 50 points	1
LC, D, bow, sword, open order, @ 8 points	10 to 40
Extra to make any LC up to MC, @ 2 points each	Up to 20
Extra to give Transylvanian cavalry axe, @ 1 point each	Any or all
Extra to give Transylvanian cavalry carbine, @ 1 point each	Up to 20
Extra to give Transylvanian cavalry one pistol, @ 2 points each	Up to 12
German Mercenary Infantry:	
MI, M, pike, sword, close order, @ 4 points	Up to 30
★ MI, M, halberd, sword, order or close order, @ 4 points	Up to 5
Extra to make pikemen or halberdiers up to HI, @ 1 point each	Up to 20
★ LI, M, musket, sword, order, @ 5 points	1 to 2 per pike
Moravian Lifeguard:	
HI, B, pike, sword, close order, @ 7 points	Up to 12
★ HI, B, halberd, sword, order or close order, @ 7 points	Up to 3
★ LI, B, musket, sword, order, @ 7 points	1 to 2 per Moravian pike
Transylvanian Foot:	
LI, D, musket, swordsman, order or open order, @ 6 points	Up to 12
Bohemian Levies:	
MI, E, pike, sword, close order, @ 3 points	10 to 30
MI, E, bill, sword, order, @ 3 points	Up to 6
LI, E, musket, sword, order, @ 4 points	30 to 80
LI, E, arquebus, sword, order or open order, @ 3 points	Up to 20
LI, E, improvised weapon, order, @ 1 point	Up to 30
Extra to make levies up to D class, @ 1 point each	Up to half
Artillery etc:	
Medium gun and M crew, @ 54 points	1 to 4
30 paces of pre-prepared breastwork, counting as palisade, @ 8 points	Up to 10

41. SWEDISH ARMY. 30 YEARS' WAR.

Nobles: EHC, A, two pistols, sword, order or close order, @ 18 or 16 points	Up to 8
Light Horse: MC, B, two pistols, sword, order, @ 15 points	12 to 70
Extra to make MC up to HCC, @ 2 points each	Any or all
Extra to give cavalry axe, @ 1 point each	Up to 20
Dragoons: MI, B, firelock musket, sword, axe, horse, order or open order, @ 12 points	Up to 16
Extra to make dragoons MC, @ 5 points each	All or none
Swedish/Mercenary Foot:	
HI, B, pike, sword, close order, @ 7 points	12 to 50
MI, B, pike, sword, close order, @ 6 points	Up to 50
★ LI, B, musket, sword, can fire salvo, order, @ 8 points	From 1 to 2 per pikeman
Extra to give musketeers firelocks, @ 1 point each	Up to 20
Extra to make musketeers up to MI, @ 1 point each	Any or all
Extra to give musketeers Swedish Feathers, @ 1 point each	Up to 30
★ HI, B, halberd, sword, order or close order, @ 7 points	Up to 12
Swedish Artillery:	
Heavy gun and 5 B crew, @ 75 points, or medium and 4 B crew, @ 58 points	Up to 4
Light gun and 3 B crew, @ 46 points, as subunit of infantry	Up to 8
Saxon Allies: Saxon subordinate general, @ 50 points	1
Saxon Cavalry:	
EHC, D, two pistols, sword, close order, @ 14 points	Up to 24
HCC, D, arquebus, sword, order or open order, @ 12 points	Up to 16
Saxon Infantry:	
MI, D, pike, sword, close order, @ 4 points	10 to 60
★ MI, D, halberd, sword, order or close order, @ 4 points	Up to 6
Extra to make Saxon MI up to HI, @ 1 point each	Any or all
★ LI, D, musket, sword, order, @ 5 points	From 1 to 2 per pikeman
Extra to raise Saxon cavalry unit to C class, @ 1 point each, as Garde de Corps	Up to 12
Extra to raise Saxon infantry unit to C class, @ 1 point each, as Household regiment	Up to 24
Saxon Artillery:	
Medium gun and 4 D crew, @ 49 points, or light gun and 3 D crew, @ 40 points	Up to 3

(Minimums for Saxons only apply if any Saxons used)

42. IMPERIALIST ARMY. 30 YEARS' WAR PERIOD.

Cuirassiers: EHC, C, two pistols, sword, close order, @ 15 points	10 to 60
Extra to make cuirassiers up to B class, @ 2 points each	Up to 24
Extra to give cuirassiers carbine, @ 1 point each	Any or all
Extra to allow cuirassiers to use order instead of close order, @ 2 points each	(L) 10 to 16
Reduction to make cuirassiers HCC, @ minus 2 points each	Up to one-third
Walleristeins Lifeguard: EHC, B, lance, pistol, sword, order, @ 21 points	Up to 10
Arquebusiers: MC, C, arquebus, sword, order or open order, @ 11 points	5 to 30, but not more than cuirassiers
Extra to make arquebusiers up to HCC, @ 2 points each	Up to 20
Extra to give arquebusiers pistol, @ 2 points each	Up to 12
Extra to give cuirassiers or arquebusiers axe, @ 1 point each	Up to 20
Croats: LC, D, arquebus, sword, axe, open order, @ 9 points	Up to 24
Extra to make Croats up to A class, @ 2 points each	Any or all
Extra to give Croats spear, @ 1 point each	Up to 12
Extra to give Croats pistol, @ 2 points each or two pistols, @ 3 points each	Any or all
Hussars: LC, D, bow, sword, open order, @ 8 points	Up to 12
Extra to give hussars panzerstecher sword, @ 1 point each	Any or all
Extra to give hussars carbine, @ 1 point each	Any or all

Cossacks: LC, D, lance, axe, sword, open order, @ 11 points	Up to 12
Extra to give Cossacks bow or carbine, @ 1 point each	Any or all
Extra to give Cossacks shield, @ 1 point each	Any or all
Dragoons:	
MI, C, musket, sword, horse, order or open order, @ 9 points	Up to 16
HI, C, pike sword, horse, order or open order, @ 8 points	Up to 8
Extra to give dragoons axe, @ 1 point each	Any or all
Extra to give dragoons firelock musket, @ 1 point each	Any or all
Foot:	
HI, D, pike, sword, close order, @ 5 points	16 to 80
MI, D, pike, sword, close order, @ 4 points	Up to 80
★ HI, D, halberd, sword, order or close order, @ 5 points	Up to 16
★ LI, D, musket, sword, order or open order, @ 5 points	From 1 to 2 per pikeman
Extra to make musketeers up to MI, @ 1 point each	Any or all
Extra to give musketeers Swedish Feather, @ 1 point each	Up to 20
Extra to make foot up to C class, @ 1 point each	Any or all
Extra to make foot up to B class, @ 1 point each	(L) 20 to 30
Extra to let B class musketeers fire salvoes, @ 1 point each	(L) Any or all
Grenzers: LI, D, musket, swordsman, open order, @ 6 points	(T) Up to 30
Artillery:	
Heavy gun and 5 C crew, @ 70 points, or medium gun and 4 C crew, @ 54 points	Up to 4
Battalion guns: Light gun and 3 C crew, @ 43 points, as subunit of infantry	(L) 2 to 4
Chevaux-de-frise, @ 5 points each	(T) Up to 10

Items marked (L) would only be used in an army of the later 30 Years' War or post-30 Years' War. Those marked (T) would only be used when fighting Turks or similar Eastern armies. In both cases the minimums only apply if the particular option concerned is used.

This list can also be used for Denmark, and for the armies of German states involved in the Thirty Years' War, which were on similar lines and often contributed to the Imperial armies; these would lack Croats, Hussars, Cossacks and Grenzers, and might have one unit each of infantry and cavalry upgraded as household units.

43. MONMOUTH'S REBEL ARMY. 1685.

Horse: LC, E, pistol, sword, order, @ 7 points	20 to 30
Extra to give horse second pistol, @ 1 point each	Up to 5
Extra to give horse carbine, @ 1 point each	Up to 5
Extra to make horse up to D class, @ 2 points each	Up to 20
Extra to make horse up to MC, @ 2 points each	Up to 20
Extra to make horse up to HCC, @ 4 points each	Up to 12
Foot:	
LI, D, pike, sword, close order, @ 3 points	40 to 150
★ LI, D, musket, sword, order, @ 5 points	40 to 150 (not more than pikes)
★ Scythmen, LI, D, bill, knife, order, @ 3 points	Up to 1 per 4 pikes
Clubmen LI, E, improvised weapon only, order, @ 1 point	40 to 100
★ Riflemen LI, D, rifle, sword, order or open order, @ 7 points	Up to 1
Extra to make LI up to MI, @ 1 point each	Up to 40
Extra to make infantry fanatics, @ 1 point each	Up to 40
Extra to give musketeers flintlock, @ 1 point each	Up to 40
Extra to give musketeers or scythmen grenades, @ 2 points each	Up to 12
Artillery: Light gun with 2 C crew, @ 37 points	1

44. IRISH JACOBITE ARMY. 1689-91.

Life Guard Horse:

HCC, B, two pistols, sword, close order or order, @ 15 or 17 points	6 or none
Other Horse: LC, D, one pistol, sword, close order or order, @ 7 or 9 points	10 to 40

Extra to give cavalry second pistol, @ 1 point each	Up to 16
Extra to give cavalry carbine, @ 1 point each	Up to 16
Extra to make cavalry up to A class, @ 2 points each	Up to 20
Dragoons: LI, D, musket, sword, horse, order or open order, @ 7 points	6 to 35
Extra to give dragoons flintlock, @ 1 point each	Up to 12
Horse Grenadiers:	
LI, C, flintlock musket, grenades, sword, horse, order or open order, @ 11 points	5 or none
Irish Regiments:	
LI, D, pike, sword, close order, @ 3 points	12 to 80
★ LI, D, musket, sword, order, @ 5 points	From 3 to 5 per pikeman
Extra to make Irish regiments up to C class, @ 1 point each	Up to 32
Extra to make one Irish infantry unit up to B class as Guards, @ 2 points each	Up to 20
Extra to give B or C class Irish musketeers plug bayonets, @ 1 point each	Up to 30
Extra to give up to two Irish infantry units flintlocks, @ 1 point each	Up to 24
Raparees, militia etc:	
LI, E, half-pike, knife, close order or order, @ 2 points	12 to 100
LI, E, scythe, knife, order, @ 2 points	12 to 30
LI, E, musket, knife, open order, @ 4 points	Up to 10
LI, E, improvised weapon only, order, @ 1 point	Up to 40
Extra to make LI, E, up to D class, @ 1 point each	Up to half
French Regiments:	
LI, C, pike, sword, close order, @ 4 points	Up to 30
★ LI, C, musket, sword, order, @ 6 points	From 3 to 5 per pikeman
Extra to make French infantry up to B class, @ 1 point each	Up to 40
Extra to give French shot plug bayonets, @ 1 point each	Any or all
Extra to give French, or B or C class Irish, musketeers grenades, @ 2 points each	Up to 1 in 10
Extra to give French grenadiers pistol, @ 2 points each	All or none
Extra to give French musketeers flintlocks, @ 1 point each	Up to 20
Extra to let French, or B or C class Irish, musketeers fire salvoes, @ 1 point each	Any or all
Artillery: Medium gun and C crew, @ 54, or light, @ 43 points	Up to 2

French should not form over a third of the total force. Half-pikes count as spear, but some could perhaps be replaced by traditional javelin; scythes count as bill. Scythe and spear men may be included in Irish pike and shot units.

45. SCOTS JACOBITE ARMY. 1689.

Dragoons: LI, C, musket, plug bayonet, one pistol, sword, horse, order or close order, @ 11 points	5
Local horse: LC, D, two pistols, sword, order or close order, @ 10 or 8 points	Up to 6
Irish Foot:	
LI, C, pike, sword, close order, @ 4 points	Up to 6
LI, C, musket, sword, order, @ 6 points	Up to 12
Clansmen:	
LI, D, musket, pistol, swordsman, shield, order or open order, @ 9 points	10 to 30
Extra to make above Clansmen up to A class, @ 2 points each	All or none
LI, D, musket, swordsman, shield, order or open order, @ 7 points	20 to 40
LI, D, swordsman, shield, order or open order, @ 4 points	20 to 60
LI, D, improvised weapon only, order or open order, @ 2 points	Up to 60
Extra to give infantry with improvised weapons two-handed axe, @ 1 point each	Up to 20
Extra to give Scots or Irish musketeers flintlock, @ 1 point each	Up to 12
Extra to make Clansmen fanatics, @ 1 point each	Any or all

If Clansmen are raised to A class they must be used to form front rank of D class units, with effects explained in WRG rules. Clansmen should not be separated into differently-armed units, but differently-armed figures should be combined in the same unit. A good army for rushing at people down hills with, this list is unsuitable for forming forces of much over 1250 points.

46. SWEDISH ARMY. LATE 17th CENTURY.

Horse: MC, B, two pistols, sword, order, @ 15 points	10 to 70
Extra to make horse fanatics, @ 1 point each, as Drabans	Up to 10
Dragoons: MI, C, flintlock musket, one pistol, horse, sword, order, @ 12 points	6 to 40
Extra to make dragoons MC, @ 4 points each	All or none
Foot:	
LI, C, pike, sword, close order, @ 4 points	10 to 60
LI, C, musket, sword, swedish feather or plug bayonet, can fire salvo, order or close order, @ 8 points	From 3 to 6 per pike
Extra to give shot grenades, @ 2 points each	Up to 16
Extra to give shot flintlock muskets, @ 1 point each	Up to 30
To substitute ring or socket bayonets for plug bayonets, @ 0 points each	Up to 24
Artillery:	
Medium gun and C crew, @ 54 points	Up to 4
Light gun and C crew, @ 43 points (subunit of infantry)	Up to 6
Extra to make C class troops up to B class, @ 1 point each (if any infantry are upgraded, all grenadiers must be)	30 to all

47. VENETIAN ARMY OF THE TURKISH WARS. 17th CENTURY.

Venetian or Allied Cavalry:	
HCC, C, two pistols, sword, close order, @ 13 points	8 to 30
Extra to give HCC carbines, @ 1 point each	Any or all
Extra to make HCC up to EHC, @ 2 points each	(E) Any or all
LC, C, carbine, sword, order or open order, @ 9 points	Up to 16
Extra to make LC up to MC, @ 2 points each	Any or all
Extra to give LC one pistol, @ 2 points each	Any or all
Balkan Cavalry: LC, D, arquebus, axe, sword, open order, @ 9 points	Up to 16
Extra to give Balkan cavalry one pistol, @ 2 points each	Any or all
Dragoons: MI, C, sword, horse, order or open order, @ 9 points	Up to 12
Venetian or Allied Infantry:	
LI, C, pike, sword, close order, @ 4 points	(L) 10 to 30
MI, C, pike, sword, close order, @ 5 points	(E) 10 to 40
To give pikemen halberd instead, @ 0 points	(E) Up to one-sixth
To make pikemen up to HI, @ 1 point each	Any or all
★ LI, C, musket, sword, order, @ 6 points	(E) 20 to 80
LI, C, musket, sword, order or close order, @ 6 points	(L) 30 to 150
LI, C, arquebus, sword, order or open order, @ 5 points	(E) Up to 30
Oltremarines (Schiavoni): LI, D, musket, swordsman, order or open order, @ 6 points	20 to 60
Extra to make Oltremarines up to C class, @ 1 point each	(L) Up to 30
Morlacchi: LI, D, arquebus, swordsman, order or open order, @ 5 points	Up to 30
Extra to give Morlacchi musket instead of arquebus, @ 1 point each	Any or all
Extra to give Morlacchi one pistol, @ 2 points each	Up to 12
Extra to make Morlacchi fanatics, @ 1 point each	Any or all
Extra to give flintlock to Dragoons, Venetian or Allied infantry or Oltremarines, @ 1 point each (All dragoons must have flintlock, if any troops have)	(L) Up to 40
Extra to give Venetian or allied shot plug bayonets, @ 1 point each	(L) Up to 60
Extra to give Venetian or allied foot grenades, @ 2 points each	Up to 10
Extra to let Venetian or Allied C class foot fire salvos, @ 1 point each	(L) Any or all
Artillery: Medium gun and C crew, @ 54, or light, @ 43 points	Up to 5

Items marked (E) can only be used in an army up to 1670s; (L) only in an army of the 1680s or '90s.

Morlacchi were Balkan hillmen in rebellion against the Turks. Allies could, in the 1680s, include Knights of St. John with Maltese troops, Imperialists, and Florentine and Papal troops.

OTHER WESTERN AND CENTRAL EUROPEAN ARMIES, 1670s to 1700

To avoid the extreme repetition which the growing standardisation of armies in this period would cause, all the armies not separately listed are covered by a single list. Items marked (E) apply to armies in the 1670s only, those marked (M) to armies in the 1680s, (L) to armies in the 1690s only.

To assist in forming armies from the list:

Pikemen were reduced in number through the period; Danish, Austrian and German states armies may dispense with them from 1689, others may use up to 6 musketeers per pikeman by the end of the period.

Musketeers generally retained order formation and countermarch firing methods to the 1680s, tended to adopt volley firing and close order in the 1690s.

Apart from the Danes, who re-equipped early, flintlocks were confined to dragoons, grenadiers and special artillery-guard fusilier units in the 1670s, were more widely adopted in the 1680s, guard units usually being re-equipped before line, and outnumbered matchlocks in most armies by the later 1690s.

Where Swedish Feathers were adopted on any scale, this was usually in the late 1680s, and represented a transitional state in which pikes had been abandoned, but bayonets not fully adopted. Much the same is true of chevaux-de-frise, except when used against the Turks.

Cavalry, including the dragoons, usually formed about a third of army strength, but Brandenburg-Prussia and Denmark may field a larger proportion.

Most armies adopted grenadiers in the 1670s. Grenades should only be used when attacking fortifications, buildings, and field defences.

To assist those wishing to fight against Monmouth, or the Jacobite armies: at Sedgemoor, 1685, British shot were still largely equipped with matchlocks. At the Boyne and Aughrim, in Ireland 1690-1, the Dutch guards and the large Danish contingent had flintlocks and plug bayonets; the Danes had no pikes. The two Huguenot regiments had flintlocks without bayonets; perhaps half the British and Dutch foot still had matchlocks and many lacked bayonets. The option for Iniskillen Horse refers to this campaign. British foot at Killiecrankie, 1689, notoriously had plug bayonets. The provision for Irish in the French army refers to the 1690s.

48. OTHER WESTERN AND CENTRAL EUROPEAN ARMIES. 1670s to 1700.

Guard Cavalry (not Austria): HCC, B, two pistols, carbine, sword, close order, @ 16 points	(French) Up to 24 (others) Up to 16
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Musketeers (France):

HCC, B, fanatic, two pistols, carbine, plug bayonet, sword, close order, @ 18 points	Up to 10 in place of above
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Horse Grenadiers:

LI, B, flintlock musket, plug bayonet, grenades, sword, horse, order or close order; @ 13 points	Up to 10 as subunits of guard cavalry
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Reduction to make guard cavalry LC, @ minus 4 points each	(L, British) Any or all
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Horse: HCC, C, two pistols, sword, close order, @ 13 points	6 to 80
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Extra to give horse carbine, @ 1 point each	Any or all
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Extra to give horse rifle, as carabiniers, @ 5 points each	(British, French) up to 12
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Extra to make horse EHC, @ 2 points each	(Austria, against Turks) Up to 20 (E, others, not British) Up to 10
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Reduction to make horse MC, @ minus 2 points each, or LC, @ minus 4 points each	(British, Dutch, German, French) (M,L) Any or all
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Reduction to make horse D class, as recruits etc, @ minus 1 point each	Up to 20
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Extra to make D class horse fanatics, as Iniskillen horse, @ 1 point each	(British, L) Up to 20
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Hussars and other Balkan Horse:

LC, D, two pistols, panzerstecher sword or axe, sword, open order, @ 11 points	(France, Austria) Up to 12
Extra to give Hussars carbine, @ 1 point each	Any or all
Dragoons: LI, C, musket, sword, horse, order or close order, @ 8 points	5 to 30 (not more than horse)
Extra to make dragoons up to MI, @ 2 points each	Any or all
Extra to give dragoons flintlock, @ 1 point each	Any or all
Extra to give dragoons plug bayonet, @ 1 point each	Any or all
Extra to give dragoons one pistol, @ 2 points each	Any or all
Extra to give dragoons two pistols, @ 3 points each	(L, not British) Any or all
Irregular Infantry (Austrian grenzers, French mountain fusiliers or miquelets):	
LI, D, musket, swordsman, order or open order, @ 6 points	(Austria) Up to 30
Extra to give grenzer flintlock, @ 1 point each	Up to 16
Extra to give grenzer one pistol 2 points each	Up to 12
LI, D, flintlock musket, sword, order or open order, @ 6 points	(French) Up to 12

Foot Guards (not Austria):

LI, B, pike, sword, close order, @ 5 points	Up to 12
LI, B, flintlock musket, plug bayonet, can fire salvo, sword, order, or (L) close order, @ 10 points	(French) Up to 60 (others) Up to 30

Line Infantry:

LI, C, pike, sword, close order, @ 4 points	16★ to 50
(★ minimum does not apply to Danish, German, Austrian units post 1689)	
LI, C, musket, sword, order, or (L) close order, @ 6 points	40 to 300
LI, C, flintlock musket, plug bayonet, grenades, sword, order or close order, @ 10 points	Up to 16
Extra to give musketeers plug bayonet, @ 1 point each	(E) Up to 30 (M, L) Any or all
Extra to give musketeers without bayonet Swedish Feather instead, @ 1 point each	(E, M) Up to 24
Extra to give musketeers flintlock, @ 1 point each	(L, German, Austrian) Any or all (E) Up to 24 as fusiliers; (M) Up to half; (L, Austria) Up to half; (L, Danes) Any or all; (L, British, Dutch) Up to four-fifths; (L, Others) Up to three-fifths (E) Up to 30 (Spain) Half to all (Others) Up to 40 (Prussia, Dutch) Up to 80 (French) Up to 40 (French) Any or all Half to all (L) Up to 30
Extra to make pikes up to MI, @ 1 point each or HI, @ 2 points each	
Reduction to make infantry D class, @ minus 1 point each	
Extra to make line infantry up to B class, @ 1 point each	
Extra to make infantry up to A class, @ 1 point each, as Irish	
Extra to give grenadiers one pistol, @ 2 points each	
Extra to allow B or C class line infantry to fire salvos, @ 1 point each	
To replace plug bayonets with ring or socket bayonet, @ 0 points	
Artillery etc:	
Light gun and C crew, @ 43 points	Up to 10
Extra to make light gun up to medium and C crew, @ 11 points each	Up to 5
(non-French may field light guns as subunits of infantry)	
Chevaux-de-frise, @ 5 points	(Austria against Turks) Up to 10 (M, L, others) Up to 4

49. BYZANTINE ARMY.

15th CENTURY (TO FALL OF CONSTANTINOPLE IN 1453).

Byzantine Cataphracts: HCM, C, lance, shield, sword, order, @ 16 points	Up to 30
Extra to make cataphracts up to B class, as Guard, @ 2 points each	Up to 10
Knights: EHC, A, lance, shield, sword, order, @ 19 points	Up to 30
German Mercenaries: EHC, M, lance, shield, sword, barded horse, order, @ 19 points	Up to 6
Extra to give above mace or axe, @ 1 point each	Up to 30

Byzantine Light Cavalry: LC, D, lance, shield, sword, order or open order, @ 11 points	Up to 12
Turkish Vadariots: LC, C, bow, javelin, shield, sword, open order, @ 11 points	24 to 36
Skythikon: LC, D, bow, sword, open order, @ 8 points	10 to 20
Extra to give Skythikon javelin, @ 1 point or shield, @ 1 point or both, @ 2 points	All or none
Extra to make Vadariots up to B class, @ 1 point and Skythikon up to C class, @ 1 point	All of both or none
Serbian Knights: HCM, A, lance, shield, sword, order, @ 17 points	Up to 12
Serbian light cavalry: LC, A, lance, shield, sword, order or open order, @ 13 points	Up to 12
Extra to give Serbians axe, @ 1 point each	Any or all
Cumans, Bulgars etc:	
LC, D, bow, sword, open order, @ 8 points	Up to 50
Extra to give Cumans, Bulgars etc shield, @ 1 point each	Any or all
Varangian Guard: HI, A or B, two-handed axe, sword, shield, order, @ 8 points	24 to 36
Extra to give Varangians horses, @ 2 points each	All or none
Skutatoi: MI, D, spear, shield, sword, close order, @ 5 points	Up to 24
Peltastoi: LI, D, javelin or bow, shield, sword, order or open order, @ 4 points	Up to 12
Extra to make Skutatoi up to HI, @ 1 point each	Any or all
Psiloi:	
LI, D, crossbow, sword, open order, @ 3 points	Up to 36
LI, D, javelin, sword, open order, @ 3 points	Substitute for up to 12 crossbows
LI, D, handgun, sword, open order, @ 3 points	Substitute for up to 12 crossbows
LI, D, bow, sword, open order, @ 3 points	Up to 20
Extra to make crossbowmen or handgunners up to MI, @ 1 point each	Up to 12
Extra to give Psiloi shields, @ 1 point each	Any or all
Cretans: LI, D, crossbow or bow, swordsman, shield, open order, @ 5 points	Up to 24
Camp Servants:	
LI, E, staff sling, sling or bow, open order, @ 2 points	Up to 10
LI, E, sling, knife, open order, @ 2 points	Up to 10
Constantinople Citizen Militia:	
LI, E, javelin, knife, shield, order or open order, @ 3 points	Up to 72
LI, E, bow or crossbow, knife, order or open order, @ 2 points	Up to 24
Extra to make militia up to MI, @ 1 point each	Up to 12
Genoese Allies:	
Genoese subordinate general (bold), @ 50 points	1
Men-at-Arms: HI, A, two-handed axe or bill, swordsman, shield, order, @ 9 points	2 to 7
Foot:	
MI, D, crossbow, sword, order or open order, @ 4 points	12 to 24
MI, D, handgun, sword, order or open order, @ 4 points	Up to 6
Oarsmen: LI, D, spear, shield, sword, order or close order, @ 4 points	Up to 36
Genoese Artillery: Medium bombard with 4 M crew, @ 42 points	Up to 2

(Minimums for Genoese only apply if any Genoese are used)

50. HUNGARIAN ARMY. 1440s TO 1520s.

Hungarian nobles and knights:

HCM, A, lance, axe, sword, order, @ 17 points	10 to 20
Extra to make HCM up to EHC, @ 2 points each	Any or all
Extra to give Hungarian knights barded horses, @ 2 points each	Any or all
Extra to make knights B class bodyguard, @ 1 point each	Up to 10
Foreign men at arms:	
EHC, M, lance, mace, sword, barded horse, order or close order, @ 19 or 17 points	Up to 12
Extra to give HCM shield, @ 1 point each	Any or all
Extra to give EHC shield, @ 1 point each (E)	Any or all

Hussars, etc:	
MC, D, spear or javelin, bow, shield, sword, order or open order, @ 12 points	8 to 40
LC, D, bow, sword, open order, @ 8 points	8 to 50
Extra to give hussars lance in place of spear, @ 2 points each	Up to 40
Extra to give LC shield and spear or javelin, @ 2 points each	Up to 20
Extra to make hussars up to A class, @ 2 points each	Up to 20
Extra to make MC up to HCM, @ 2 points each	Up to 16
Hussite or German mercenaries:	
MI, M, handgun, sword, order or open order, @ 4 points	10 to 30
MI, M, halberd, partisan, flail etc, sword, order, @ 4 points	(E) Up to 30
	(L) Up to 12
MI, M, spear, pavise or shield, sword, order or close order, @ 5 points	(E) Up to 30
MI, M, pike, sword, close order, @ 4 points	(L) Up to 80
MI, M, crossbow, sword, order or close order, @ 4 points	(E) Up to 12
	(L) Up to 30
Extra to make mercenaries up to HI, @ 1 point each	Up to 40
Extra to make HI up to EHI, @ 2 points each	Up to 12
Extra to give handgunners arquebus instead, @ 1 point each	(L) Any or all
Levies, mountaineers, borderers etc:	
LI, E, bow, sword, order or open order, @ 2 points	Up to 100
Extra to make LI up to D class, @ 1 point each	Up to 24
Extra to make LI, D swordsmen, @ 1 point each	All or none
Extra to give archers or handgunners stakes, @ 1 point each	Up to 30
Artillery, etc:	
Wagon with M driver and horses, @ 11 points	(E) Up to 10
Medium bombard and M crew, @ 42, or light, @ 33 points	Up to 2
(light bombards may be mounted on wagons, if used)	
Extra to make M class infantry, drivers, and gunners up to C class, @ 1 or 0 points each	Any or all
(If gunners are upgraded, at least 30 other troops must be)	

51. MOLDAVIAN OR WALLACHIAN ARMY. LATER 15th or EARLY 16th CENTURY.

Royal Bodyguard:	
HCM, B, lance, sword, shield, order, @ 18 points	Up to 10
Boyars:	
MC, A, spear, shield, sword, order, @ 13 points	6 to 16
Extra to make Boyars up to HCM, @ 2 points each	Up to 10
Extra to give Boyars lance instead of spear, @ 2 points each	All or none
Retainers:	
LC, D, spear, shield, sword, order or open order, @ 9 points	12 to 24
Extra to give cavalry bow, @ 1 point each	Up to 24
Extra to give cavalry mace or axe, @ 1 point each	Up to 24
Hungarians, Poles etc:	
LC, D, bow, sword, open order, @ 8 points	Up to 30
Extra to give LC spear and shield, @ 2 points each	Up to half
Extra to make LC up to MC, @ 2 points each	Up to 16
Extra to make MC up to HCM or HCC (Poles), @ 2 points each	Up to 10
Extra to give HC lance instead of spear, @ 2 points each	All or none
Mercenaries:	
MI, M, handgun, sword, order or open order, @ 4 points	Up to 30
MI, M, crossbow, sword, order or open order, @ 4 points	Up to 30
Extra to make mercenaries up to HI, @ 1 point each	Up to 16
Calarasi:	
MI, D, bow, sword, horse, order or open order, @ 6 points	20 to 60
MI, D, spear, shield, sword, horse, order or close order, @ 7 points	Up to 40
Extra to make Calarasi swordsmen, @ 1 point each	Any or all
Extra to make Calarasi or mercenaries up to C class, @ 1 point each	Any or all

Peasant Levy:	
LI, E, sword, knife or improvised weapon, order or open order, @ 1 point	50 to 250
Extra to make levy up to D class, @ 1 point each	Up to 100
Extra to give levy bow, @ 1 point each	Up to 100
Extra to give levy spear, @ 1 point each	Up to 50
Extra to give levy two-handed axe, bill, scythe or similar, @ 1 point each	Up to 40
Extra to give levy shields, @ 1 point each	Up to 60
Extra to give archers stakes, @ 1 point each	Up to 50
Extra to give infantry pavises, @ 1 point each	Up to 50
Extra for early 16th century army to have arquebus instead of handguns, @ 1 point each	Any or all
Artillery, etc:	
Light bombard and M crew, @ 33 points	Up to 4
(may be mounted on wagons)	
Wagon, D driver, and horses, @ 11 points	Up to 8
5 paces of abattis or plashed wood edge, @ 1 point	Up to 70
30 paces pre-prepared trench, @ 6 points	Up to 15

The forces of these two Romanian principalities were very similar, and frequently combined.

Turkish Allies: A Moldavian army can use 350 points from the early Turkish army list; it must include a Turkish subordinate general, feudal spahis and akinjis. Minimums in Turkish list count only if those troops used.

52. MOLDAVIAN, WALLACHIAN AND TRANSYLVANIAN ARMIES. LATER 16th to MID 17th CENTURY.

Moldavian or Wallachian Boyars and retainers:

MC, A, spear, shield, sword, order, @ 13 points	8 to 16
LC, D, spear, shield, sword, order, or open order, @ 9 points	20 to 40
Extra to make LC up to MC, @ 2 points each	Up to 10
Extra to give Boyars or retainers bow or carbine, @ 1 point each	Up to 30
Extra to give Boyars or retainers 1 or 2 pistols, @ 2 or 3 points each	Up to 20
Extra to give MC lance instead of spear, @ 2 points each	All or none

Transylvanian Hussars, Hungarians:

LC, D, bow, sword, open order, @ 8 points	20 to 60
Extra to give hussars shield, @ 1 point each	Any or all
Extra to give hussars spear, panzerstecher sword, or axe or mace, @ 1 point each	Any or all
Extra to give hussars carbine, @ 1 point each	Up to 20
Extra to make hussars up to MC, @ 2 points each	Up to 20

Szecklers, Serbs etc:

LC, D, lance, shield, sword, order, @ 11 points	Up to 20
Extra to give Szecklers or Serbs axe, @ 1 point each	Any or all
Extra to make Szecklers or Serbs up to MC, @ 2 points each	Up to 10

Albanians:

MC, D, javelin, mace, shield, sword, open order, @ 12 points	Up to 20
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Cossacks:

LC, D, lance, bow or carbine, sword, shield, open order, @ 12 points	6 to 20
Extra to give Cossacks one pistol, @ 2 points each	Up to 10
Extra to make Cossacks up to B class, as guard, @ 3 points each	Up to 10

Mercenary or Hapsburg ally cavalry:

EHC, M, two pistols, sword, close order, @ 14 points	12 to 24
MC, M, arquebus, sword, order or open order, @ 10 points	Up to 16
Extra to make mercenary or Hapsburg ally cavalry up to C class @ 1 point each	Any or all

Tartars:

LC, D, bow, javelin, shield, sword, open order, @ 10 points	Up to 20
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Transylvanian Haiduks:

LI, D, swordsman, arquebus, order or open order, @ 5 points	30 to 60
LI, D, spear or partisan, sword, order or close order, @ 3 points	5 to 30

Wallachian Seimeni:

LI, D, swordsman, arquebus, horse, order or open order, @ 7 points	12 to 40
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Wallachian Dorobanti:

LI, D, arquebus, two-handed axe, sword, order, @ 5 points	12 to 40
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Mercenary or Hapsburg ally foot:	
HI, M, pike, sword, close order, @ 5 points	10 to 24
MI, M, pike, sword, close order, @ 4 points	Up to 24
★ MI, M, arquebus, sword, order, @ 5 points	Up to 1 per pikeman
★ HI, M, halberd, sword, order, @ 5 points	Up to 1 per 4 pikes
Extra to make mercenary or Hapsburg ally foot up to C class, @ 1 point each	Any or all
Peasants:	
LI, E, bow, sword, order or open order, @ 2 points	Up to 50
LI, E, arquebus, sword, order or open order, @ 3 points	Up to 20
LI, E, spear or bill or axe, knife, order or close order, @ 2 points	Up to 20
LI, E, sword or knife or improvised weapon, order, @ 1 point	Up to 50
Extra to make peasants up to D class, @ 1 point each	Up to half
Artillery, etc:	
Light gun and M crew, @ 43 points	Up to 3
Wagon, D driver and horses, @ 11 points	Up to 8
30 pace pre-prepared ditch, @ 6 points	Up to 15
Extra to give any non-peasant infantry with arquebus musket instead, @ 1 point each	Any or all

An army of any one of these states may contain troops of the others—and usually did—but only a Moldavian army may use Tartars, and a Moldavian army may also—but not simultaneously—use up to one-third of its points from the 16th century Polish army list; a subordinate general must be fielded, and minimums on the Polish list apply if those troop types are used. Only a Wallachian army may use Cossacks or Albanians, and only 17th Century armies may upgrade more than half the arquebusses fielded to muskets. Minimums on this list only apply if that particular troop-type is used, but a Transylvanian army must use Hussars and Haiduks, and a Moldavian or Wallachian one must use Boyars and retainers. Ditch may only be used if all wagons are.

53. POLISH ARMY. LATER 15th or EARLY 16th CENTURY.

Knights: EHC, A, lance, sword, axe, barded horse, order, @ 21 points	10 to 20
Lancers:	
HCC or HCM, A, lance, axe, sword, order, @ 17 points	Up to 30
Extra to give lancers shields, @ 1 point each	Up to 20
Swordsmen: HCC, D, sword, shield, order, @ 12 points	Up to 20
Crossbows:	
MC, D, crossbow, sword, order or open order, @ 10 points	Up to 20
Extra to make crossbows HCC or HCM, @ 2 points each	Any or all
Serbian Husars: LC, A, lance, sword, shield, order, @ 13 points	Up to 20
Lithuanian Bojars:	
MC, A, spear, shield, sword, order or open order, @ 13 points	Up to 20
Other Lithuanian cavalry:	
LC, D, spear, shield, bow, sword, open order, @ 10 points	Up to 30
Extra to give Husars or Bojars axe, @ 1 point each	Up to 20
Infantry:	
LI, E, bow, knife, open order, @ 2 points	10 to 60
MI, D, two-handed axe, sword, order, @ 4 points	Up to 40
LI, D, spear, sword, close order, @ 3 points	Up to 30
LI, D, crossbow, sword, order or open order, @ 3 points	20 to 60
LI, D, handgun, sword, order or open order, @ 3 points	Up to 20
Extra to make E class infantry up to D, @ 1 point each	Any or all
Extra to make LI up to MI, @ 1 point each	Up to 50
Extra to make LI or MI up to HI (full mail), @ 2 or 1 points each	Up to 20
Extra to give crossbowmen pavise, @ 1 point each	Up to 30
Extra to make handguns up to arquebus, @ 1 point each	All or none
Extra to make D class infantry up to C class, @ 1 point each	Up to 40
Artillery:	
Heavy bombard and 5 M crew, @ 54 points, or medium, @ 42, or light, @ 33 points	Up to 3
Tabor: Protected wagon, D driver and team, @ 16 points	Up to 6

(Note: 15th Century army may not use handguns, arquebusses or bombards.)

54. POLISH ARMY. 1510 to 1700.

Knights: EHC, A, lance, axe, sword, order, @ 19 points	(E) Up to 12
Extra to give knights horse-bard, @ 2 points each	(E) Any or all
Crossbows:	
MC, C, crossbow, sword, order, or open order, @ 11 points	(E) Up to 12
Extra to make crossbows HCM or HCC, @ 2 points each	(E) Any or all
Husars:	
MC, A, lance, axe or koncerz, sword, order, @ 15 points	(E, M) 6 to 30
	(L) Up to 20
Extra to make Husars up to HCM or HCC, @ 2 points each	(E) Up to half
	(M, L) Half to all
Extra to make HC Husars up to EHC, @ 2 points each	(M) Any or all
	(L) Up to half
Extra to give HC or EHC Husars 2 pistols, @ 3 points each	(M) Any or all
	(L) All
Extra to give Husars arquebus or carbine, @ 1 point each	(M, L) Any or all
Extra to give Husars shields, @ 1 point each	(E) Any or all
	(M) Up to 10
Pancerni or Polish "Cossacks":	
MC, C, axe, sword, bow, order, @ 12 points	(E, M) 12 to 60
MC, C, axe, sword, two pistols, order, @ 14 points	(L) 20 to 60
Extra to give Pancerni 1 or 2 pistols, @ 2 or 3 points each	(M) Up to 30
Extra to give Pancerni arquebus or carbine instead of bow, @ 0 points each	(M) Any or all
Extra to give Pancerni spear, @ 1 point each	Any or all
Extra to give Pancerni lance, @ 3 points each	Up to 12
Extra to give Pancerni shields, @ 1 point each	(E) Any or all
	(M) Up to half
	Up to 30
Extra to make Pancerni up to HCM, @ 2 points each	
Real Cossacks:	
LC, D, lance, sword, bow, open order, @ 11 points	(M) Up to 30
LC, D, lance, sword, pistol, open order, @ 12 points	(L) Up to 20
Extra to give Cossacks arquebus or carbine, @ 1 point, or in place of bow, @ 0 points	Any or all
LI, D, arquebus, swordsman, order or open order, @ 5 points	(M, L) Up to 20
Extra to give LI musket instead of arquebus, @ 1 point each	(M) Any or all
	(L) All
LI, D, two-handed axe, sword, order, @ 3 points	(M, L) Up to 10
Light gun, 3 D crew, @ 40 points	(M, L) Up to 1 if at least 20 cossack infantry used
Extra to make Cossacks up to C class, @ 1 point each	(M, L) Any or all
Arquebusiers:	
HCC, C, arquebus, sword, order or open order, @ 13 points	(M, L) Up to 12
Extra to give arquebusiers two pistols, @ 3 points each	Any or all
Tartars: LC, D, bow, sword, open order, @ 8 points	(E, M) 10 to 40
	(L) Up to 40
Extra to give Tartars spear or javelin, @ 1 point each	Any or all
Extra to give Tartars shield, @ 1 point each	Up to 20
Wallachians: LC, A, spear, shield, bow, sword, order or open order, @ 12 points	Up to 20
Extra to give Wallachians arquebus instead of bow, @ 0 points each	(E, M) Up to 10
	(L) Any or all
Extra to give Wallachians 1 pistol, @ 2 points or 2 pistols, @ 3 points each	(M) Up to 10
	(L) All
Rajtar:	
MC, C, two pistols, sword, order, @ 13 points	(M, L) Up to 12
Dragoons: LI, D, musket, sword, horse, order or open order, @ 7 points	(M) Up to 10
	(L) Up to 30
Extra to make dragoons up to C class, @ 1 point each	(L, M) Any or all

Extra to give dragoons flintlock, @ 1 point each	(L) Any or all
Extra to give dragoons grenades, @ 2 points each	(L) Up to 5
Extra to make dragoons LC, @ 3 points each	(M) Up to 10
	(L) Up to 20
Extra to give dragoons axe, @ 1 point each	(M, L) Up to 10
Extra to give dragoons two pistols, @ 3 points each	(M, L) Up to 10
Levy Cavalry: MC, E, spear, sword, order, @ 8 points	Up to 30
Extra to make levy cavalry up to D class HCM or HCC with lance instead of spear, @ 6 points each	Up to 10
Extra to give levy cavalry pistol, @ 2 points or carbine, @ 1 point each	(M, L) Up to 16
Polish Infantry:	
LI, D, arquebus, sword, order, @ 4 points	20 to 80
Extra to give arquebusiers musket instead, @ 1 point each	(M) Any or all
	(L) All
LI, D, two-handed axe or halberd, sword, order, @ 3 points	(E) 10 to 30
	(M) Up to 30
Extra to give arquebusiers two-handed axe, @ 1 point each	(M) Up to 16
	(L) Half to all
Extra to make halberdiers up to A or B class, @ 2 points each, as guard	(M) Up to 10
Hungarian infantry: LI, D, musket, swordsman, order or open order, @ 6 points	(M) Up to 30
Extra to make Hungarian musketeers up to A or B class, as Janissary guard, @ 1 point each	(M) Up to 10
Polish or Hungarian infantry:	
LI, D, spear, sword, order or close order, @ 3 points	(E, M) Up to 12
(If used, spearmen must be in unit with some of the shot)	
Extra to make Polish or Hungarian infantry C class, @ 1 point each	Any or all
"German" Infantry:	
HI, M, pike, sword, close order, @ 5 points	(M, L) Up to 16
★ MI, M, arquebus, sword, order, @ 5 points	(M) 1 to 2 per pike
	(L) Up to 4 per pike
Extra to give German infantry musket instead of arquebus, @ 1 point each	(M) Any or all
	(L) All
Extra to make German infantry up to C class, @ 1 point each	(M) Any or all
	(L) All
Reduction to make German Pikemen LI, @ minus 2 points each	(M, L) Any or all
Extra to give Polish or German musketeers flintlocks, @ 1 point each	(L) Up to one-third
Levy infantry, peasants:	
LI, E, improvised weapon only, order, @ 1 point	Up to 40
LI, E, bow or crossbow, order or open order, @ 2 points	(E) Up to 50
LI, E, arquebus, sword, order or open order, @ 3 points	(M, L) Up to 50
Extra to give levy musket in place of arquebus, @ 1 point each	(M) Any or all
	(L) All
Tabor: Protected wagon, C driver and team, @ 17 points	Up to 10
Ultra-light gun and crew (C), @ 12 points	Up to 1 per wagon
Chevaux-de-frise, @ 5 points	(M,L) Up to 4 if used with wagons
Artillery:	
Heavy gun and 5 C crew, @ 70	Up to 1
Medium gun and 4 C crew, @ 54	Up to 2
Light gun and 3 C crew, @ 43 points	(E, M) Up to 2 in place of medium guns
Light gun and 3 C crew, @ 43 points	(L) up to 4 as sub-units of infantry

Items marked 'E' may only be used in an army of the period 1510-1560s; those marked 'M' only in one of the period 1570s-1660s; those marked 'L' only in a post-1660s army.

A 1680s Polish Army may be fielded with up to half its points from the late 17th Century Austrian list. An Austrian subgeneral is compulsory; all compulsories on lists apply, but not over 8 artillery pieces may be fielded.

55. MUSCOVITE ARMY. 1420s-1550s.

Drujina: HCM, A, mace, bow, sword, order or open order, @ 15 points	Up to 20
Dvoriane and Deti Boiarski:	
HCM, D, mace, bow, sword, order or open order, @ 13 points	10 to 30
MC, D, mace, bow, sword, order or open order, @ 11 points	10 to 30
Extra to make Dvoriane HCM up to A class, @ 2 points each	Up to 10
Extra to give any HCM lance, @ 3 points each	Up to 10
Retainers, Slaves etc:	
LC, E, bow, sword, open order, @ 6 points	Up to 60
MC, D, bow, sword, open order, @ 10 points	12 to 40
Extra to make retainers up to D class, @ 2 points each	Up to half
Extra to give D class retainers mace or axe, @ 1 point each	Up to 40
Extra to give Muscovite cavalry spear or javelins, @ 1 point each	Up to 30
Extra to give Muscovite cavalry shield, @ 1 point each	Up to 20
Town Contingents:	
LI, D, handgun, sword, order or open order, @ 3 points	Up to 40
Extra to give handgunners arquebus instead, @ 1 point each	All or none
Extra to give arquebusiers horse, @ 2 points each	Up to half
MI, D, spear, sword, close order, or berdish axe, sword, order, @ 4 points	Up to 20
Extra to give Town Contingent shield, @ 1 point each	Any or all
Mordva:	
LI, D, bow, sword, order or open order, @ 3 points	Up to 20
LI, D, two-handed axe or spear, shield, order or open order, @ 4 points	Up to 10
Extra to count Mordva bow as longbow, @ 0 points each	All or none
Tartars: LC, D, bow, sword, open order, @ 8 points	Up to 30
Extra to give Tartars spear or javelin, @ 1 point each	Up to 10
Extra to give Tartars shield, @ 1 point each	Any or all
Kazaks: LC, D, javelin, bow, shield, sword, open order, @ 10 points	Up to 12
Extra to give Kazak LC lance instead of shield and javelins, @ 1 point each	All or none
LI, D, bow, sword, open order, @ 3 points	Up to 20
Peasants: LI, E, bow, knife, open order, @ 2 points	Up to 40
Extra to give peasants spear or shield, @ 1 point, or both, @ 2 points each	Up to 10
Artillery:	
Heavy bombard and 5 D crew, @ 49 points	Up to 1
Wagon, oxen and D driver, @ 9 points	Up to 6

The Drujina is the Tsar's household and retainers, the Dvoriane and Deti Boiarski the princes and lesser nobles, Mordva the inhabitants of what is now the Mordovian A.S.S.R.

56. MUSCOVITE ARMY. 1550s-1629.

All the troops listed for pre-1550 Muscovite army are still available, minimums still counting, and in addition the following types and modifications can also be used:-

Jiltisi: MC or HCM, A, lance, mace, sword, order, @ 15 or 17 points	Up to 8
Rindi: MI, A, two-handed axe, sword, order, @ 6 points	Up to 10
Circassians: MC, D, bow, javelin or spear, sword, open order, @ 11 points	Up to 12
Cossacks: LC, D, lance, bow, sword, open order, @ 11 points	Up to 30
Extra to give Circassians or Cossacks shield, @ 1 point each	Up to 12
Extra to give Circassians or Cossacks axe, @ 1 point each	Up to 12
Extra to give Jiltisi, Drujina, Dvoriane one pistol, @ 2 points each	Up to 12
Extra to give Cossacks one pistol, @ 2 points each	Up to 12
Extra to give Drujina, Dvoriane, retainers or Cossacks carbine, @ 1 point each	Up to 24
Streltsi:	
LI, D, arquebus, berdish axe, sword, order, @ 5 points	20 to 80 in place of town arquebusiers

MI, D, pike, sword, close order, @ 4 points	Up to 10
Extra to make LI Streltsi up to MI, @ 1 point each	Any or all
Extra to give Streltsi musket instead of arquebus, @ 1 point each	Up to half
Extra to give Streltsi horse, @ 2 points each	Up to half
Extra to make Streltsi up to C class, @ 1 point each	Up to 40
Foot Cossacks:	
LI, C, pike, sword, close order, @ 4 points	Up to 12
LI, C, berdish axe, sword, order, @ 4 points	Up to 20
LI, C, arquebus, sword, order or open order, @ 5 points	Up to 30
Extra to make foot Cossacks swordsmen, @ 1 point each	Any or all
Extra to give Cossack arquebusiers berdish axe @ 1 point each	Any or all
Extra to give Cossack arquebusiers musket instead, @ 1 point each	Up to half
Artillery:	
Heavy bombard and 5 D crew, @ 49, or heavy gun and 5 D crew, @ 65 points	Up to 4 (including 1 allowed in earlier list)
Light gun and 3 D crew, @ 40 points (may be subunits of infantry)	Up to 2
Ultra light gun and 1 D crew for mounting on wagon, @ 11 points	Up to 1 per wagon
Protected wagon, D driver and oxen, @ 14 points	Up to 6
Gulay Gorod sections, @ 8 points	Up to 3 per wagon
Extra to make gunners and drivers C class, @ 1 point each	All or none

57. MUSCOVITE ARMY. 1630s-1690s.

Tsar's Guard, Stolniks, Spalniks, Jiltsi and Nobles:	
MC, A, lance, mace, pistol, sword, order or open order, @ 17 points	Up to 16
Extra to make guard up to HCM, @ 2 points each	Any or all
Extra to give guard bow or carbine, @ 1 point each, or both, @ 2 points	Any or all
Dvoriane, Deti Boiarski, etc:	
HCM, D, mace, bow, pistol, sword, order or open order, @ 15 points	6 to 20
MC, D, mace, bow, sword, order or open order, @ 11 points	6 to 20
Extra to give Dvoriane or Deti Boiarski without pistols, one pistol, @ 2 points each	Up to 12
Extra to give Dvoriane or Deti Boiarski carbine, @ 1 point each	Up to 12
Retainers, etc:	
LC, E, bow, sword, open order, @ 6 points	Up to 20
MC, D, bow, sword, open order, @ 10 points	10 to 20
Extra to make retainers up to D class, @ 1 point each	Up to 20
Extra to give D class retainers mace or axe, @ 1 point each	Up to 30
Extra to give Dvoriane, Deti Boiarski or retainers spear or javelins, @ 1 point each	Up to 20
Extra to give Dvoriane, Deti Boiarski or retainers shields, @ 1 point each	Up to 10
Tartars: LC, D, bow, sword, open order, @ 8 points	Up to 30
Extra to give Tartars axe, javelin, or spear, @ 1 point each	Up to 10
Extra to give Tartars pistol, @ 2 points or carbine, @ 1 point each	Up to 10
Circassians, etc: MC, D, bow, pistol or carbine, sword, open order, @ 12 or 11 points	Up to 10
Bashkirs, Kalmuks: LC, D, bow, sword, open order, @ 8 points	Up to 16
Extra to make Bashkirs up to MC, @ 2 points each	Up to 10
Cossacks: LC, D, lance, pistol, bow, sword, open order, @ 13 points	10 to 30
Extra to give Cossacks second pistol, @ 1 point each	Up to half
Extra to give Cossacks carbine instead of bow, @ 0 points each	Any or all
Extra to give Cossacks, Circassians, Bashkirs, Kalmuks shield, @ 1 point each	Up to 12
Reiter: HCC, C, two pistols, carbine, sword, order or close order, @ 16 or 14 points	8 to 24
Hussars or Lancers: LC, D, lance, sword, order, @ 10 points	Up to 12
Extra to make lancers up to C class, @ 1 point each	All or none
Extra to give lancers one pistol, @ 2 points each	Any or all
Dragoons: MC, C, musket, spear or axe, order, @ 14 points	Up to 12
"Germans":	
HI, M, pike, sword, close order, @ 5 points	10 to 16
★ HI, M, halberd, sword, order or close order, @ 5 points	Up to 4
★ LI, M, musket, sword, order, @ 5 points	Up to 3 per 2 pikes

Extra to make "Germans" up to C class, @ 1 point each	All or none
Reduction to make "German" pikemen MI or LI, @ minus 1 or 2 points each	Any or all
"Soldiers":	
MI, D, pike, sword, close order, @ 4 points	10 to 24
★ MI, D, berdish axe, order or close order, @ 4 points	Up to 5
★ LI, D, musket, sword, order, @ 5 points	Up to 3 per 2 pikes
Extra to make MI "Soldiers" up to HI, @ 1 point	Any or all
Extra to give "German" or "Soldier" musketeers grenades, @ 2 points each	Up to 6
Streltsi	
LI, D, musket, berdish axe, sword, order, @ 6 points	Up to 30
MI, D, pike, sword, close order, @ 4 points	Up to 10 in place of other Streltsi
Foot Cossacks:	
LI, C, pike, sword, close order, @ 4 points	Up to 10
LI, C, berdish axe, sword, order, @ 4 points	Up to 10
LI, C, musket, sword, order or open order, @ 6 points	Up to 20
Extra to make foot Cossacks swordsmen, @ 1 point each	Any or all
Extra to give Cossack musketeers berdish axe, @ 1 point each	Any or all
Peasants etc: LI, E, bow, knife, open order, @ 2 points	Up to 20
Artillery:	
Heavy gun and 5 C crew, @ 70 points	Up to 4
Light gun and 3 C crew, @ 43 points (may be subunit of infantry)	Up to 3

For armies up to 1680, minimum for Reiter, "Germans" and "Soldiers" apply only if any troops of any of these types are used. Post 1680 armies do not use Dvoriane, Deti Boiarski or Retainers, but the other minimums become compulsory.

58. COSSACK ARMY.

LC, D, lance, bow, sword, open order, @ 11 points	40 to 150
Extra to make LC up to MC, @ 2 points each	Up to 30
Extra to give cavalry arquebus instead of bow, @ 0 points each	Any or all
Extra to give cavalry one pistol, @ 2 points or two pistols, @ 3 points each	Up to 30
Extra to give cavalry axes, @ 1 point each	Any or all
Extra to give cavalry shields, @ 1 point each	Any or all
LI, D, pike or spear, sword, order or close order, @ 3 points	Up to 30
LI, D, arquebus, sword, order or open order, @ 4 points	Up to 60
LI, D, two-handed axe, sword, order, @ 3 points	Up to 30
LI, D, bow, sword, open order, @ 3 points	Up to 30
Plastuns: LI, B, swordsman, open order, @ 5 points each	Up to 6
Extra to give arquebusiers two-handed axe, @ 1 point each	Up to 30
Extra to give arquebusiers musket instead, @ 1 point each	Any or all
Extra to make infantry swordsmen, @ 1 point each	Any or all
Extra to make LI up to MI, @ 1 point each	Up to 30
Extra to give plastuns bow, @ 1 point or arquebus, @ 2 points each	Any or all
Extra to make plastuns LC, @ 5 points each	Any or all
Light gun with 3 D crew, @ 40 points	Up to 3
Wagon with D driver and horses, @ 11 points, or protected wagon, @ 16 points	Up to 10
Ultra-light gun with one D crew, to mount on wagon, @ 11 points	Up to 1 per wagon
Chains to link wagons, @ 5 points	Up to 1 per wagon
Chevaux-de-frise, @ 5 points	Up to 4 if wagons used
Extra to make Cossacks A class, @ 2 points each	Up to 30
Extra to make D class Cossacks up to C class, @ 1 point each	All or none
Extra to make D class Cossacks up to B class, as Zaphorosian army, @ 2 points each for infantry, 3 for cavalry	All or none

Note: Plastuns were specialist scouts and count double points for scouting.

Tartar Allies: A Cossack army may field up to 40 D class figures from Tartar army list; a Tartar sub-general must be fielded to command such figures.

59. UKRAINIAN ARMY — REBELLION OF BOGDAN CHMIELNICKI. 1648 to 1654.

Cossacks from Cossack army list must be used, compulsory minimums applying: options to upgrade to B or C do not apply, and all arquebusses must be upgraded to musket.

In addition, the above may be used, minimums for peasants or Tartars applying if any peasants or Tartars, respectively, are used.

Rebel Peasants LI, E, improvised weapon only, order or open order, @ 1 point	40 to 150
Extra to give peasants bow or spear, @ 1 point each	Up to 50
Extra to give peasants arquebus, @ 2 points each	Up to 30
Extra to make peasants fanatics, @ 1 point each	Up to 60
Tartar allies: Tartar subordinate general, to command all Tartars used, @ 50 points	1
Ulans: LC, C, spear, bow, sword, open order, @ 10 points	Up to 20
Extra to make ulans up to MC, @ 2 points each	Up to 10
Extra to give ulans lance instead of spear, @ 2 points each	Up to 10
Extra to give ulans one pistol, @ 2 points each	Up to 10
Other Tartars: LC, D, bow, sword, open order, @ 8 points	20 to 60
Extra to give any Tartar cavalry spear or javelin, @ 1 point each	Up to 30
Extra to give any Tartar cavalry carbine, @ 1 point each	Up to 10
Extra to give any Tartar cavalry axe, @ 1 point each	Up to 10
Extra to give any Tartar cavalry shield, @ 1 point each	Any or all
Segbans: LI, E, musket, sword, horse, order or open order, @ 6 points	Up to 20
Extra to make segbans up to D class, @ 1 point each	Any or all

NOTES ON CONQUISTADOR AND MEXICAN OR PERUVIAN ARMIES

In some phases of the Spanish Conquests, Spanish numbers were too low to be effectively represented by the 20:1 scale used in the rules: Cortez, for example, started out, in wargame terms, with about 1 cavalry figure, 1 crossbow figure, 1 arquebusier and 25 other infantry figures! If it is desired to represent such forces, it is suggested that liberties be taken with the representational scale.

Inca and Mexican armies have been classified in these lists in accordance with their reported standards of training, and their weapons treated as nearest equivalent European metal types. However, they would appear to have been much less effective against the Spanish—especially in terms of casualties caused—than these classifications would allow, reasons possibly including the Mexican tradition of fighting to capture, not kill, and ineffectiveness of stone weapons against armour. To allow for this, players may like to give Indians an additional minus tactical factor for shooting and melee against Spanish.

Conquistador artillerymen may stand to defend their guns in melee.

Although some Indian warriors were in close-packed formations, they did not fight hand-to-hand in the organised manner implied by close order in the rules, and are thus not counted as close-order troops.

Atl-atl launched javelins are not distinguished from other javelins. Bolas costs 2 points and is treated as grenade (ie: range 40, shooting factor 2 against all targets, which may be disorganised by it.)

60. SPANISH CONQUISTADOR ARMY: CONQUEST OF MEXICO. EARLY 16th CENTURY.

Lancers: HCC, B, lance, sword, order, @ 17 points	4 or none (only if C or D Spanish used)
Extra to make lancers EHC, @ 2 points each	All or none
Extra to give lancers shield, @ 1 point each	All or none
Extra to give EHC barded horse, @ 2 points each	All or none
Spanish Foot: MI, B, swordsman, shield, order or close order, @ 7 points	15 to 20
Extra to make MI, B, up to HI, @ 1 point each	Up to 5
Extra to give MI, B, spear, @ 1 point each	Up to 15
Narvaez' Spanish Foot :	
MI, D, swordsman, shield, order or close order, @ 5 points	Up to 45
Extra to make D swordsmen up to HI, @ 1 point each	Up to 10, if no C Spanish used
MI, D, crossbow, sword, order or close order, @ 4 points	Up to 5
MI, D, arquebus, sword, order or close order, @ 5 points	Up to 5
Extra to make arquebusier or crossbowman up to B class, @ 2 points each	Any or all
Extra to allow for retraining of Narvaez' troops by making them up to C class, @ 1 point each	Any or all missile men, and 16 or no swordsmen
Extra to give C class swordsmen spear, @ 1 point each	Up to 8
Artillery:	
Medium gun, 4 C crew, @ 54 points	1 to 2
Light gun and 3 C crew, @ 43 points	1 to 3
Indian allies:	
Indian subordinate general on foot, @ 50 points	1 to 2
MI, D, swordsman, shield, order, @ 5 points	20 to 150
Extra to give Indians javelin or sling, @ 1 point each	Up to 100
Extra to give Indians spear, or sword-club counting as two-handed sword, @ 1 point each	Up to 100
MI, D, swordsman, bow, shield, order, @ 6 points	5 to 30
Extra to make Indians up to C class as Tlaxcallan, Chinantlan, or Texcocoan, @ 1 point each	Up to 60
To convert the above to early Post-Conquest period army:	
Spanish cavalry and infantry become:	
EHC, B, lance, sword, order, @ 19 points	5 to 10
MI, B, crossbow, sword, order, @ 6 points	5 to 10
Extra to give crossbowmen arquebus instead, @ 1 point each	Any or all
MI, B, swordsman, shield, order or close order, @ 7 points	20 to 30
MI, B, pike, sword, close order, @ 6 points	Up to 30 in place of swordsmen
Extra to make MI up to HI, @ 1 point each	Up to 15
Artillery as before. Indian Allies as before, but cannot be upgraded to C class.	

61. MEXICAN ARMIES. 1485 to 1530.

Aztec Eagle Knights:

MI, B, fanatic, two-handed sword or spear, swordsman, javelin, shield, order or open order, @ 10 points 10 to 20

Aztec Jaguar Knights:

MI, B, fanatic, two-handed sword or spear, swordsman, javelin, shield, order, @ 10 points 10 to 20

Aztec Arrow Knights:

MI, B, fanatic, two-handed sword or swordsman, bow, shield, order, @ 9 points Up to 10

Aztec Otomi:

MI, A, two-handed sword or spear, swordsman, javelin, shield, order, @ 9 points Up to 10

Tlaxcallan Otomi:

MI, A, two-handed sword or spear, or swordsman, javelin or bow, shield, order, @ 8 points Up to 30

Aztec Warrior Priests: MI, A, fanatic, swordsman, shield, order, @ 8 points Up to 10

Extra to count unit of priests as religious contingent also, @ 20 points Up to 1

Aztec Quachic Veterans: MI, B, fanatic, spear, shield, order, @ 8 points Up to 10

Aztec Novices: LI, D, fanatic, swordsman or spear, shield, order, @ 5 points Up to 10

Extra to give priests, Veterans or Novices javelin or sling, @ 1 point each Any or all

Warriors: MI, D, swordsman or spear, shield, order or open order, @ 5 points Aztecs 30 to 250

Others 60 to 300

Extra to give warriors javelin or sling, @ 1 point each Half to all

Extra to give warriors two-handed sword instead of spear, @ 0 points Up to 40

Extra to give warriors bow, @ 1 point each Up to 60

Extra to make Aztec warriors C fanatics, @ 2 points each All or none

Extra to make warriors up to A class as non-Aztec General's bodyguard, @ 2 points each Up to 25

Extra to make Tabascan warriors fanatics, @ 1 point each All Tabascans

Note: The main armies covered by this list are Aztec, Tlaxcallan, Tabascan, and Maya. Only Aztec armies can use Aztecs, so minimum for Knights apply only to them. Only Tlaxcallans can use Tlaxcallan Otomi. Aztecs may not use Tabascans. Aztec novices must be in composite units or subunits of knights, priests or veterans.

62. SPANISH CONQUISTADOR ARMY: PERU. 1532 to 1550.

Gentlemen: HCC, B, lance, sword, order, @ 17 points 5 to 15

Other horse: MC, C, lance, sword, order, @ 13 points Up to 15

Extra to make MC up to B class, @ 1 point each Any or all

Extra to make MC up to HCC, @ 2 points each Any or all

Extra to give B class cavalry axe, @ 1 point each Up to 20

Mounted Arquebusiers: MC, C, arquebus, sword, order, @ 11 points 10 or none

Foot:

MI, C, pike, sword, close order, @ 5 points 12★ to 24

Extra to make pikemen up to HI and B class, @ 2 points each Up to 16

MI, D, crossbow, sword, order or open order, @ 4 points Up to 10

MI, D, arquebus, sword, order or open order, @ 5 points 5 to 50

Extra to make crossbowmen or arquebusiers up to C class, @ 1 point each Up to 5 crossbows and 25 arquebus

Extra to give arquebusiers musket instead, @ 1 point each Up to 5

Militia: MI, D, spear, sword, close order, @ 4 points 10★ to 30

Artillery:

Light gun and 3 C crew, @ 43 points Up to 3

Medium gun and 4 C crew, @ 54 points Up to 2 in place of light guns

Canari Allies: MI, D, two-handed sword, javelin, shield, order, @ 6 points 20★ to 200

Extra to make Canari fanatics, @ 1 point each Up to 50

Other Allies: MI, D, swordsman, sling, order, @ 5 points 20★ to 200

Extra to give other allies javelin, @ 1 point each Any or all

Extra to give other allies halberd, @ 1 point each Up to a quarter

Notes: No army can use over 100 Spaniards.

Militia cannot be used with pikemen, or with over 8 arquebusiers. Minimums marked ★ apply only if that troop type is used.

63. INCA ARMY. EARLY 16th CENTURY.

Auquicon Regiment: MI, A, spear or halberd, sling, shield, order, @ 8 points	10 to 20
Mancopchurincuzcos Regiment: MI, D, fanatic, spear, sling, shield, order, @ 7 points	10 to 20
Cacacuzcos Regiment: MI, D, fanatic, spear, sling, shield, order, @ 7 points	10 to 20
Ayllucuzcos Regiment: MI, D, fanatic, spear, sling, shield, order, @ 7 points	10 to 20
Other Quechua Regiments: MI, D, sling, shield, order, @ 5 points	20 to 100
Extra to give Quechua Regiments spear, @ 1 point each	Half to all
Extra to give any MI A or fanatic halberd, @ 1 point each	Up to 20
Ecuadorian and Coastal Contingents:	
LI, E, two-handed sword, javelins, shield, order, @ 4 points	Up to 50
Eastern Forest Archers: LI, D, bow, shield, open order, @ 4 points	Up to 20
Colla Bolas wielders: LI, E, bolas, sling, shield, order or open order, @ 5 points	Up to 20
Chinchaysuyu: LI, E, javelin or spear, sling, open order, @ 3 points	Up to 20
Extra to make LI up to MI, @ 1 point each	Up to 40
Extra to make E class up to D, @ 1 point each	Any or all
Extra to make Forest archers D fanatics, @ 1 point each	All or none
Religious contingent of priests with relic on litter, @ 20 points	Up to 1
Area of pre-prepared pits 10 paces square, @ 10 points	Up to 10

Notes: At the time of the conquest they were frightened of firearms and horses and might be given a minus morale factor to allow for this. Later they attempted to re-equip with European weapons, but this did not reach a scale which could be represented on the wargames table.

64. GRANADINE ARMY — RECONQUEST PERIOD.

Medium Cavalry: MC, B, spear, shield, sword, order or open order, @ 14 points	5 to 16
Extra to make medium cavalry up to HCM or HCC, @ 2 points each	Up to 6
Extra to count medium cavalry as having lance in place of spear, @ 2 points each	All or none
Extra to give medium cavalry axe or mace, @ 1 point each	Any or all
Genitors: LC, C, javelin or spear, shield, sword, open order, @ 10 points	20 to 36
Mounted Crossbows: LC, C, crossbow, sword, open order, @ 9 points	6 to 12
Mercenary Infantry:	
MI, C, crossbow, sword, order, @ 5 points	Up to 12
MI, C, spear, shield, sword, close order, @ 6 points	Up to 20
LI, C, bow, sword, shield, order or open order, @ 5 points	Up to 24
Extra to make mercenary infantry swordsmen, @ 1 point each	Any or all
Town Militia: LI, E, spear, shield, sword, close order, @ 3 points	Up to 48
Peasants:	
LI, D, crossbow, knife, open order, @ 3 points	24 to 96
LI, D, staff sling, knife, open order, @ 3 points	Up to 12
Handgunners: MI, C, handgun, sword, order or open order, 5 points	Up to 12
Artillery: Light bombard and M crew, @ 33 points	Up to 1

65. MONGOL ARMY. 15th CENTURY.

Mongol Cavalry: LC, C, bow, sword, order or open order, @ 9 points	24 to 150
Extra to make LC up to MC, @ 2 points each	Up to two-fifths
Extra to make MC up to HCM, @ 2 points each	Up to half
Extra to give MC or HCM lances, @ 3 points each	Up to half
Extra to make Mongol cavalry up to B class, @ 2 points each	Any or all
Extra to make B class HCM lancers fanatics, @ 1 point each, as Khan's guard	Up to 12
Extra to make B class LC bow fanatics, @ 1 point each, as Khan's guard or Mangudai scouts	Up to 12
Extra to give Mongol cavalry shields, @ 1 point each	Up to 20

Auxiliary Cavalry:

LC, D, bow, sword, open order, @ 8 points	20 to 60
Extra to give auxiliary LC javelin or shield or both, @ 1 or 2 points each	Up to 30
HCM, D, lance, shield, sword, order, @ 15 points	Up to 20
Auxiliary Infantry:	
LI, E, spear, shield, sword, close order or order, @ 3 points	Up to 30
LI, E, bow or crossbow, knife, order or open order, @ 2 points	Up to 30
Extra to give infantry or dismounted cavalry pavise, @ 1 point each	Up to 80
Naptha Throwers: LI, E, hand-hurled fire weapon, sword, open order, @ 3 points	Up to 6, in one unit
Rocketmen: LI, C, gunner, rockets, sword, open order, @ 12 points	Up to 5, in one unit
Camelmen: LC, C, camel, bow, sword, open order, @ 10 points	Up to 6, in one unit

66. OTTOMAN TURKISH ARMY. 15th CENTURY.

Spahis of the Porte: HCM, B, lance, bow, axe, sword, shield, order or open order, @ 20 points	5 to 25
Extra to make Spahis of the Porte fanatics, @ 1 point each	All or none
Extra to give them javelins, @ 1 point each	Any or all
Extra to give them barded horse, @ 2 points each	Any or all
Janissaries: LI, B, fanatic, bow, swordsman, order or close order, @ 7 points	10 to 50
Extra to give Janissaries shield, @ 1 point each	Any or all
Extra to make Janissaries up to MI, @ 1 point each	Up to half
To give Janissaries spear or crossbow instead of bow, @ 0 points	Up to 20 (not over number with bow)
To give Janissaries handgun instead of bow, @ 0 points	Up to 20
To give Janissaries halberd instead of bow, @ 0 points	Up to 6
Reduction to make Spahis of the Porte or Janissaries into Ajemi-Oglans (same but D fanatic), @ minus 2 points	Up to 12
Peyks: LI, B, fanatic, two-handed axe, sword, order, @ 6 points	Up to 5
Feudal Spahis or Jebeli: LC, D, spear, bow, sword, order or open order, @ 9 points	10 to 80
Extra to make above LC up to MC, @ 2 points each	Any or all
Extra to make above LC up to HCM, @ 4 points each	Up to 20
Extra to give Feudal Spahis lance instead of spear, @ 2 points each	Any or all
Extra to give Feudal Spahis axe or mace or javelins, @ 1 point each	Any or all
Extra to give Feudal Spahis shield, @ 1 point each	Any or all
Akinjis: LC, E, bow, sword, open order, @ 6 points	12 to 100
Extra to make Akinji up to D class as Tartars or Yuruks (Turcomans), @ 2 points each	Up to half
Extra to give Akinji, Tartars or Yuruks shield, @ 1 point each	Any or all
Extra to give them javelins, @ 1 point each	Any or all
Kurds, Serbs etc: LC, D, lance, shield, sword, order or open order, @ 11 points	Up to 20
Extra to make Kurds, Serbs up to MC or HCM, @ 2 or 4 points each	Up to 10
Extra to make Kurds, Serbs up to A class, @ 2 points each	Up to 10
Vlachs: LC, D, spear, shield, sword, order or open order, @ 9 points	Up to 12
Extra to make Serbs or Vlachs fanatics, @ 1 point each	Up to 20
Arabs: LC, E, spear, sword, open order, @ 6 points	Up to 20 in place of Serbs or Vlachs
Extra to give Arabs lance instead of spear, @ 2 points each	All or none
Extra to make Arabs up to D class, @ 2 points each	Up to half
Extra to give Arabs shield, @ 1 point each	Any or all
Extra to give Arabs javelin, @ 1 point each	Any or all
Azabs, Voyniks etc:	
LI, E, bow, sword, order or open order, @ 2 points	20 to 120
LI, E, spear, shield, sword, order or close order, @ 3 points	Up to 60
LI, E, halberd, sword, order, @ 2 points	Up to 10
LI, E, sword, shield, order or open order, @ 2 points	Up to 30
Extra to make Voyniks up to MI, @ 1 point each	Up to 20
Extra to make MI up to HI, @ 1 point each	Any or all
Extra to make Voyniks up to D class, @ 1 point each	Up to 20

Iyalars etc: LI, D, fanatic, swordsman, shield, order or open order, @ 5 points	Up to 20
Levies, pioneers: LI, E, improvised weapon only, @ 1 point	Up to 100
Extra to give levy spear, bow or sling, @ 1 point each	Up to half
Topdjis:	
Heavy bombard and M crew, @ 54 points	Up to 4
Medium bombard and M crew, @ 42 points	Up to 2
Wagon, E driver and oxen, @ 8 points	Up to 5
Chain for bombard or to link wagons, @ 5 points	Up to 10

Vlachs are Wallachian nomads; Voyniks are Balkan foot; Iyalars are Moslem infantry.

67. OTTOMAN TURKISH ARMY. 16th CENTURY.

Spahis of the Porte:

HCM, B, lance, axe, bow, sword, shield, order or open order, @ 20 points	10 to 40
Reduction to make Spahis of the Porte A class, as Muteferrika, @ minus 1 point each	Up to 10
Reduction to make Spahis of the Porte D class fanatics, @ minus 2 points each, as Adjemi-oglan	Up to 10—not over number of Spahis
Extra to make B class Spahis of the Porte fanatics, @ 1 point each	All or none
To make Spahis of the Porte A class fanatics, as Serden-Geckti volunteers, @ 0 points each	Up to 5
Extra to give Spahis of the Porte, Muteferrika or Adjemi-oglan barded horse, @ 2 points each	Any or all
Janissaries: LI, B, fanatic, arquebus, swordsman, order or close order, @ 8 points	10 to 60
Extra to give Janissaries musket instead of arquebus, @ 1 point each	Any or all
Extra to give Janissaries shield, @ 1 point each	Up to 16
To make Janissaries A fanatics, @ 0 points each, as Serden-Geckti or Dal Kilic Volunteers	Up to 12
Peyks : LI, B, fanatic, two-handed axe, swordsman, order, @ 7 points	Up to 5
Solaks: LI, B, fanatic, bow, swordsman, order or close order, @ 7 points	Up to 10
Aga's Guards: LI, B, fanatic, halberd, swordsman, order, @ 7 points	Up to 5
(Solaks, Peyks and Aga's Guard can only be fielded as part of the possible 50 non-compulsory Janissaries. They cannot outnumber Janissaries with firearms.)	

Feudal Spahis and Jebeli:

LC, D, spear, bow, sword, order or open order, @ 9 points	20 to 150
Extra to make Feudal Spahis up to MC, @ 2 points each	Any or all
Extra to make Feudal Spahis up to HCM, @ 4 points each	Up to 30
Extra to give Feudal Spahis shield, @ 1 point each	Any or all
Extra to give Feudal Spahis lance instead of spear, @ 2 points each	Any or all
Extra to give Spahis barded horse, @ 2 points each	Up to 10
Extra to give Feudal Spahis or Spahis of the Porte javelins, @ 1 point each	Any or all
Gonullu: MC, D, lance, shield, sword, order or open order, @ 13 points	Up to 20
Extra to make Gonullu up to HCM, @ 2 points each	Up to 10

Wallachians:

LC, D, spear, sword, shield, order or open order, @ 9 points	Up to 20
Extra to make Wallachians up to MC, @ 2 points each	Any or all
Extra to give Wallachians one pistol, @ 2 points each	Up to 10
Extra to give Wallachians bow or arquebus, @ 1 point each	Up to 10
Extra to give Wallachians, Gonullu or Feudal Spahis mace or axe, @ 1 point each	Any or all
Dellis: LC, D, fanatic, lance, sword, panzerstecher sword or axe, shield, order or open order, @ 13 points	Up to 16
Extra to make Dellis up to MC, @ 2 points each	Any or all
Beslis: LC, D, fanatic, bow, panzerstecher sword or axe, sword, open order, @ 10 points	Up to 16
Extra to give Beslis arquebus as well, @ 1 point each	Any or all
Arabs: LC, E, spear, sword, open order, @ 6 points	Up to 20 in place of Wallachians
Extra to give Arabs lance instead of spear, @ 1 or 2 points each	All or none
Extra to give Arabs shield or javelin or both, @ 1 or 2 points each	Any or all
Extra to make Arabs up to D class, @ 2 points each	Up to half
Extra to make Arabs up to MC, @ 2 points each	Up to 10

Akinjis:	
LC, E, bow, sword, open order, @ 6 points	12 to 100
LI, E, bow, sword, horse, open order, @ 4 points	Up to 50
Extra to make non-compulsory Akinji LC up to D class, as Yuruks or Tartars, @ 2 points each	Up to 50
Extra to give Yuruks or Tartars javelin or shield or both, @ 1 or 2 points each	Up to 30
Azabs, Muselems, Voyniks etc:	
LI, E, bow, sword, order or open order, @ 2 points	12 to 80
LI, E, spear, shield, sword, order or close order, @ 3 points	Up to 30
LI, E, halberd, sword, order, @ 2 points	Up to 10
LI, E, sword, shield, order or open order, @ 2 points	Up to 20
LI, E, arquebus, sword, order or open order, @ 3 points	Up to 20
Tufengis, Sekbans: LI, D, arquebus, sword, horse, order or open order, @ 6 points	Up to 24
Arnauts, Sarika: LI, D, arquebus, sword, order or open order, @ 4 points	Up to 50
Extra to make above LI D swordsmen, @ 1 point each	Up to 30
Cebeci Train Guard: LI, C, arquebus, sword, order, @ 5 points	Up to 10
Extra to give C or D class arquebusiers above, musket instead of arquebus, @ 1 point each	Up to 40
(All Janissaries must be given muskets if any other musket-armed infantry are used)	
Iayalars: LI, D, fanatic, swordsman, shield, order or open order, @ 5 points	Up to 20
Pioneers: LI, E, improvised weapon only, order, @ 1 point	Up to 50
Extra to give pioneers spear, @ 1 point each	Up to 20
Topdjis:	
Heavy bombard and B crew, @ 59 points	Up to 4
Medium bombard and B crew, @ 46, or medium gun, @ 58 points	Up to 2
Top-arabacis:	
Ultra-light gun and B crew, for mounting on wagon, @ 13 points	Up to 2 per wagon
Wagon, oxen, and B driver, @ 11 points	Up to 5
Chain for bombard or gun or to link wagons, @ 5 points	Up to 10
Extra to make wagons protected wagons, @ 5 points each	All or none

Adjemi-oglans are palace pages, in training for the Spahis, Janissaries or administration; the Muteferrika were a guard unit including noble hostages—they could be B fanatic instead of A—; Tufengi, Sekbans and Sarika were firearm troops raised from Christian and Moslem subjects of the Porte; Gonullu were Balkan volunteers, as were Beslis and Dellis, often maintained as bodyguards by governors; Arnauts were Albanian skirmishers; Cebeci were a sort of ordnance corps.

68. OTTOMAN TURKISH ARMY. 17th CENTURY.

Spahis of the Porte, etc:	
HCM, D, fanatic, lance, mace, bow, shield, sword, order or open order, @ 18 points	6 to 50
Reduction to make Spahis of the Porte MC, @ minus 2 points each	Up to half
Extra to make Spahis of the Porte A class fanatics, @ 2 points each, as Serden Gecti volunteers	Up to 5
Extra to give Spahis javelin, @ 1 point each	Any or all
Extra to give Spahis one pistol, @ 2 points each	Any or all
Extra to give Spahis second pistol, @ 1 point each	Up to 20
Extra to give Spahis carbine, @ 1 point each	Up to 30
Janissaries: LI, D, fanatic, musket, swordsman, order or close order, @ 7 points	10 to 75
Extra to give Janissaries flintlock, @ 1 point each	Up to 30
Extra to make Janissaries A class, as Serden Gecti or Dal Kilic volunteers, @ 2 points each	Up to 12
Peyks: LI, B, fanatic, two-handed axe, swordsman, order, @ 7 points	Up to 5
Solaks: LI, B, fanatic, bow, swordsman, order or close order, @ 7 points	Up to 10
Aga's Guard: LI, B, fanatic, halberd, swordsman, order, @ 7 points	Up to 5
(Solaks, Peyks and Aga's Guard can only be fielded as part of the possible 65 non-compulsory Janissaries. They cannot number more than half the total of Janissaries with firearms fielded.)	
European Feudal Spahis and Jebeli: LC, D, spear, sword, order or open order, @ 8 points	10 to 150

Asiatic Feudal Spahis or Jebeli: LC, D, spear, bow, sword, order or open order, @ 9 points	In place of all or any European Spahis
Gonullu: MC, D, lance, shield, sword, order or open order, @ 13 points	Up to 30
Extra to give feudal Spahis or Gonullu axe, @ 1 point each	Any or all
Extra to give European Spahis or Gonullu one pistol, @ 2 points each	Up to 30
Extra to give European Spahis or Gonullu carbine, @ 1 point each	Up to 30
Extra to make Gonullu fanatics, @ 1 point each	Up to 10
Extra to give Spahis or Jebeli shields, @ 1 point each	Any or all
Extra to give Spahis or Jebeli lance instead of spear, 2 points each	Any or all
Extra to make Spahis or Jebeli up to MC, @ 2 points each	Any or all
Extra to make Spahis up to HCM, @ 4 points each	Up to 20
Dellis: LC, D, fanatic, lance, sword, panzerstecher sword or axe, shield, order or open order, @ 13 points	Up to 16
Beslis: LC, D, fanatic, panzerstecher sword or axe, bow, carbine, sword, open order, @ 11 points	Up to 16
Extra to make Dellis up to MC, @ 2 points each	Any or all
Extra to give Dellis or Beslis one pistol, @ 2 points each	Any or all
Wallachians: LC, D, one pistol, sword, spear, order or open order, @ 10 points	Up to 20
Extra to give Wallachians carbine or bow, @ 1 point each	Any or all
Extra to give Wallachians mace or axe, @ 1 point each	Any or all
Extra to make Wallachians up to MC, @ 2 points each	Any or all
Arabs: LC, E, spear, sword, open order, @ 6 points	Up to 20
(if Arabs are used, no Wallachians and not over 20 European Spahis may be used).	
Extra to give Arabs lance instead of spear, @ 2 points each	All or none
Extra to give Arabs carbine or javelin, @ 1 point each	Up to 10
Extra to make Arabs MC, @ 2 points each	Up to 10
Tartars, Yuruks: LC, D, bow, sword, open order, @ 8 points	5 to 100
Extra to give Tartars or Yuruks spear or javelin, @ 1 point each	Up to 50
Extra to give Tartars or Yuruks shield, @ 1 point each	Up to 50
Extra to give Tartars or Yuruks carbine, @ 1 point each	Up to 20
Extra to give Tartars or Yuruks one pistol, @ 2 points each	Up to 6
Extra to give Tartars or Yuruks axe, @ 1 point each	Up to 12
Tufengis, Sekbans: LI, D, musket, sword, horse, open order, @ 7 points	Up to 50
Arnauts, Eftak, Sarika, Martheloses, etc:	
LI, D, musket, sword, order or open order, @ 5 points	12 to 100
LI, D, arquebus, sword, order or open order, @ 4 points	Up to 50
Extra to make above LI swordsmen, @ 1 point each	Up to 60
Extra to make Arnauts or Sarika C class, @ 1 point each	Up to 40
Extra to give Arnauts flintlock musket, @ 1 point each	Up to 20
Extra to give Arnauts or Martheloses pistol, @ 2 points each	Up to 12
Extra to make Martheloses fanatics, @ 1 point each	Up to 12
Cebeci Train Guards: LI, C, musket, sword, order, @ 6 points	Up to 12
Extra to give Cebeci flintlocks, @ 1 point each	All or none
Pioneers, levies, azabs etc:	
LI, E, bow, sword, open order, @ 2 points	10 to 60
LI, E, spear, sword, order, @ 2 points	Up to 20
LI, E, improvised weapon only, order, @ 1 point	Up to 50
LI, E, arquebus, sword, order or open order, @ 3 points	Up to 20
Topdjis: Heavy gun and C crew, @ 70 or medium, @ 54 points	Up to 6
Top-Arabacis:	
Ultra-light gun and C crew, @ 12 points	Up to 2 per wagon
Wagon with oxen and C driver, @ 10 points	Up to 5
Chains for guns or to link wagons, @ 5 points	Up to 10
Extra to make wagons protected wagons, @ 5 points	All or none

Martheloses were Greek mountaineers, said to "spare no-one".

69. TARTAR ARMY.

Nobles: LC, B, spear, bow, sword, open order, @ 12 points	Up to 12
Ulans: LC, C, spear, bow, sword, open order, @ 10 points	10 to 50
Extra to make nobles or ulans up to MC, @ 2 points each	Up to 20
Extra to give nobles or ulans lance instead of spear, @ 2 points each	Up to 12
Extra to give nobles or ulans pistol, @ 2 points each	Up to 12
Other Tartars:	
LC, D, bow, sword, open order, @ 8 points	32 to 200
Extra to give any cavalry shields, @ 1 point each	Any or all
Extra to give any cavalry javelin or spear, @ 1 point each	Up to 80
Extra to give any cavalry arquebus or carbine, @ 1 point each	Up to 12
Extra to give any cavalry axe, @ 1 point each	Up to 20
LI, D, bow, sword, open order, @ 3 points	Up to 50
Segbans (including Volga Germans):	
Regular segbans: LI, C, arquebus, sword, order or open order, @ 5 points	Up to 30
Irregular segbans: LI, E, arquebus, sword, order or open order, @ 3 points	Up to 30
Extra to give segbans musket instead of arquebus, @ 1 point each	Any or all
Extra to give segbans horse @ 2 points each	Any or all
Wagon, with horse and D driver, @ 9 points	Up to 6

Note: Tartars are said to have used wagon-laagers against fellow nomads to the East but not in their campaigns to the West. Ulans were warriors forming the retinue of the Khan and nobles.

70. PERSIAN ARMY. 15th to 17th CENTURY.

Bodyguard: HCM, B, fanatic, lance, axe, bow, sword, barded horse, order, @ 22 points	Up to 12
Qullar: HCM, C, lance, axe, bow, sword, order, @ 17 points	(L) Up to 30
Extra to make Qullar fanatics, @ 1 point each	(L) All or none
Quizilbashs, Timariot cavalry:	
HCM, D, lance, axe, bow, sword, order, @ 16 points	24 to 50
MC, D, lance, axe, bow, sword, order, @ 14 points	Up to 50
Extra to make Quizilbashs fanatics, @ 1 point or A class, @ 2 points each	Any or all
(if any Quizilbashs are made A or fanatic, any Qullar used must be fanatics)	
Extra to give HCM barded horses, @ 2 points each	(E, M) Half to all
	(L) Up to half
Extra to give HCM carbine, @ 1 point or one pistol, @ 2 points each	(L) Up to 12
Horse Archers, Little Tartars etc: LC, E, bow, sword, open order, @ 6 points	Up to 50
Extra to make LC up to D class, @ 2 points each	Up to 30
Extra to give LC spear, @ 1 point each	Up to 30
Extra to give any cavalry shield, @ 1 point each	Half to all
Extra to give any cavalry javelins, @ 1 point each	Up to 40
Tufengchis: LI, C, musket, sword, order or open order, @ 6 points	(L) Up to 30
Extra to make Tufengchis swordsmen, @ 1 point each	All or none
Extra to give Tufengchis horses, @ 2 points each	Any or all
Mercenary Infantry:	
LI, D, handgun, sword, order or open order, @ 3 points	(E) Up to 12
LI, D, arquebus, sword, order or open order, @ 4 points	(M,L) Up to 12 in place of handgunners
LI, D, spear or javelin, shield, sword, order or open order, @ 4 points	Up to 16
Extra to make mercenary infantry swordsmen, @ 1 point each	Any or all
Levies:	
LI, E, bow, sword, order or open order, @ 2 points	Up to 100
Extra to give archers stakes, @ 1 point each	Up to 40
LI, E, javelin, open order, @ 2 points	Up to 20
Artillery: Heavy bombard and M crew, @ 54, or medium, @ 42, or light, @ 33 points	(E,M) Up to 1
	(L) Up to 2

Items marked (E) can only be used in a fifteenth century army; those marked (M) in one of the 16th century, up to the accession of Shah Abbas in 1587; those marked (L) in an army after 1587.

71. MOORISH ARMIES. 15th to 17th CENTURIES.

Paid Cavalry:

LC, C, lance, sword, order or open order, @ 11 points	10 to 60
LC, C, spear, bow, sword, order or open order, @ 10 points	Up to 20
Extra to make paid cavalry up to MC, @ 2 points each	Up to 30
Extra to make paid cavalry up to HCM, @ 4 points each	Up to 12
Extra to give paid cavalry javelins or shields or both, @ 1 or 2 points each	Any or all
Extra to give paid cavalry bows, @ 1 point each	Up to 30
Mounted Arquebusiers: LC, C, arquebus, sword, order or open order, @ 9 points	Up to 60
Timariots, (Spahis): LC, D, spear, or javelin, sword, order or open order, @ 8 points	20 to 60
Extra to give Timariots shields, @ 1 point each	Up to 30
Extra to make Timariots or mounted arquebusiers up to MC, @ 2 points each	Up to 30
Levy Cavalry, Mudahadin etc:	
LC, E, sword, open order, @ 5 points each	10 to 60
Extra to give levy cavalry javelin, @ 1 point each	Any or all
Extra to give levy cavalry shield, @ 1 point each	Up to 20
Extra to make levy cavalry up to D class, @ 1 point each	Up to one-third

Tuareg Camelmen:

LC, D, camel, lance, javelin, sword, shield, order or open order, @ 13 points	Up to 10
Beleberdouche Guards: MI, B, halberd, sword, order, @ 6 points	Up to 10
Solaks: LI, B, bow, swordsman, order, @ 6 points	Up to 10
Peiks: LI, B, two-handed axe, sword, order, @ 5 points	Up to 5

Paid Infantry, Andalusians, Elches and Frendji:

LI, D, crossbow, sword, order or open order, @ 3 points	20 to 200
Extra to give crossbowmen arquebus instead, @ 1 point each	Any or all
Extra to make crossbowmen or arquebusiers swordsmen, @ 1 point each	Any or all
Extra to make crossbowmen or arquebusiers up to MI, @ 1 point each	Up to 20
Extra to make arquebusiers or crossbowmen up to C class, @ 1 point each	Any or all
Extra to make arquebusiers or crossbowmen up to B class, as guards, @ 2 points each	Up to 12

Militia, Levies, Zouaves, Guezoula:

LI, D, spear, knife, order or close order, @ 3 points	Up to 60
Extra to give spearmen javelins, @ 1 point each	Any or all
LI, D, javelin, knife, open order, @ 3 points	Up to 60
LI, D, bow, knife, order or open order, @ 3 points	Up to 60
LI, D, crossbow, knife, order or open order, @ 3 points	Up to 20
Mountaineers: LI, D, sling, knife, open order, @ 3 points	Up to 20
Extra to give militia or levies, etc, with spear or javelin, shields, @ 1 point each	Up to 40
Mudahadin: LI, E, bow, or spear, or javelin, or sling, knife, @ 2 points	Up to 100

Artillery:

Light gun and C crew, @ 43 points	Up to 2
Heavy gun and C crew, @ 70, or medium, @ 54 points	Up to 1

Andalusians are Moorish exiles or mercenaries from Spain; Elches are Christian renegades, Frendji Christians converted to Islam. Zouaves and Guezoula are probably troops provided by local governors; Mudahadin are volunteers, in practice mainly concerned with loot.

An army of the 15th or very early 16th century would not have arquebuses, cannon, or guard other than crossbowmen. An army of the 1530s to 1560s may have up to 20 mounted arquebusiers and may convert up to half foot crossbows to arquebus and make up to 25 crossbowmen and 25 arquebusiers up to C class, and use up to 1 light gun only. The Belerberdouche guards appeared in the 1560s.

A later 16th or early 17th century army may convert from half to all crossbowmen to arquebusiers, use full number of C class infantry, mounted arquebusiers, and all types of artillery and guard.

If B class infantry are used, it is suggested that not over 20 be fielded, and that they must remain near the C in C.

A later 17th century army would be similar, but may give arquebusiers musket instead, @ 1 point each

The Bukhari or Abid negro guard started by Mulay Ismail in the 1670s might be represented by raising up to 50 paid infantry musketeers D class, or possibly C, to fanatic swordsmen, @ 2 points each.

72. MAMELUKE ARMY. LATE 15th or EARLY 16th CENTURY.

Sultan's Guard Mamluks:

HCM, A or B, lance, mace or javelin, bow, sword, shield, order, at 19 or 20 points	Up to 15
Extra to make Guard Mamluks fanatics, @ 1 point each	All or none
Extra to give Guard Mamluks barded horses, @ 2 points each	Up to 5
Karanis Mamluks: HCM, A, lance, mace or javelins, bow, sword, shield, order, @ 19 points	10 to 50
Jilban Mamluks: HCM, D, lance, mace or javelins, bow, sword, shield, order, @ 17 points	10 to 50
Korsans: MC, D, lance, bow, sword, shield, order, @ 14 points	10 to 50
Extra to give Korsans mace or javelins, @ 1 point each	Any or all
Arabs, etc: LC, E, spear, sword, open order, @ 6 points	Up to 50
Extra to give Arabs shield, @ 1 point each	Up to 20
Extra to give Arabs javelin, @ 1 point each	Any or all
Extra to give Arabs lance instead of spear, @ 2 points each	All or none
Camelmen: Gunner, D, with heavy handgun, on camel, open order, @ 12 points	Up to 10
Turcoman and Maghribi sharpshooters: LI, D, arquebus, sword, open order, @ 2 points	Up to 10
At -Tabaga al-Khemisa:	
LI, E, handgun, sword, order or open order @ 2 points	Up to 20
Extra to give handgunners arquebus, @ 1 point each	All or none
Naptha-throwers: LI, D, hand-hurled fire weapon, sword, open order, @ 4 points	Up to 6 in one unit
Levies, slaves etc:	
LI, E, bow, knife, order or open order, @ 2 points	Up to 150
LI, E, spear, shield, knife, order or close order, @ 3 points	Up to 50
Artillery, etc:	
Heavy bombard with D crew, @ 49 or medium bombard with D crew, @ 38 points	Up to 2
30 paces of pre-prepared ditch, @ 6 points	Up to 10
Ox wagon and E driver (to carry up to 4 of At-Tabaga al-Khemisa, or heavy handgunners), @ 8 points	Up to 6
Heavy handgun with 1 D crew, @ 9 points	Up to 2 per wagon
Elephant, with driver and 2 crew with bow and sword, E class, @ 32 points	Up to 1
Pavises to protect gunners or missile infantry, @ 1 point	Up to 20

The Jilban were the new Mamelukes, the Karanis the veterans; they were on very bad terms. Korsans were slave-retainers. Elephants are not typical of Mameluke armies but they seem to have used a few against the Turks at one battle in this period.

73. ETHIOPIAN (ABYSSINIAN) ARMY.

Cavalry:

LC, D, javelins, sword, shield, order or open order, @ 9 points	16 to 50
Extra to give cavalry spear, @ 1 point each	Up to 30
Extra to count cavalry spear as lance, @ 2 points each	All or none
Extra to make LC up to MC, @ 2 points each	Up to 20
Extra to make MC up to HCM, @ 2 points each	Up to 10
Extra to give MC or HCM barded horses, @ 2 points each	Any or all
Infantry:	
LI, D, swordsman or spear, shield, order or open order, @ 4 points	30 to 200
LI, D, bow, knife, order or open order, @ 3 points	30 to 100
Extra to give archers shield, @ 1 point each	Up to 30
LI, D, arquebus, sword, order or open order, @ 4 points	(B) Up to 30

Extra to make arquebusiers swordsmen, @ 1 point each	Any or all
Extra to give arquebusiers musket instead, @ 1 point each	(C) Any or all
Extra to make MC, HCM and/or foot swordsmen, arquebusiers or musketeers up to A class, or C fanatic, @ 2 points each, as household troops	Up to 50
Portuguese Infantry: LI, C, arquebus, sword, order, @ 5 points	(A) Up to 20
Extra to make Portuguese infantry swordsmen, @ 1 point each	All or none
Extra to make Portuguese infantry up to MI, @ 1 point each	Any or all
Extra to make Portuguese infantry up to HI, @ 2 points each	Up to 5
Portuguese Slaves: LI, D, arquebus, sword, order or open order, @ 4 points	(A) Up to 5
Portuguese Artillery: Light gun with C crew, @ 43 points	(A) Up to 1

Items marked "A" can only be used in an army of the 1540s; that marked "B" only in a later 16th or 17th Century army, that marked "C" only in a 17th Century army. Unmarked items can be used in 15th, 16th, or 17th Century armies.

If both household troops and Ethiopian firearm infantry are fielded, at least half the firearm infantry must be upgraded to swordsmen and household troops.

74. ARMY OF THE SULTANATE OF ADAL. EARLY 16th CENTURY.

Cavalry:

LC, D, spear, sword, order or open order, @ 8 points	20 to 80
Extra to give cavalry javelins, @ 1 point each	Up to half
Extra to make cavalry up to MC, @ 2 points each	Up to half
Extra to give cavalry shields, @ 1 point each	Up to half
Extra to give cavalry lance instead of spear, @ 2 points each	All or none
Extra to make cavalry up to A, or C fanatic, @ 2 points each, as guard	Up to 16
Extra to make guard cavalry up to HCM, @ 4 points each	Up to 8
Extra to give HCM barded horse, @ 2 points each	Any or all

Infantry:

LI, D, bow, sword, order or open order, @ 3 points	30 to 400
LI, D, swordsman, shield, order or open order, @ 4 points	30 to 400
Extra to give swordsmen javelin, @ 1 point each	Up to 100
Extra to give swordsmen sling, @ 1 point each	Up to 40
Turks: LI, C, arquebus, sword, order or open order, @ 5 points	Up to 50
Extra to make Turks swordsmen, @ 1 point each	All or none
Extra to give Turks horses, @ 2 points each	Up to 25
Artillery: Medium bombard and C crew, @ 42, or light, @ 33 points	Up to 2

Adal was one of several Moslem states to the East and South of Ethiopia, on the Red Sea. Its ruler, Ahmad Gran, was the main enemy of Ethiopia in the first half of the 16th Century, with Turkish aid. The other states (Hadya, Fatajar, Ifat, Darwara, Bali) probably had similar forces.

75. ARMY OF THE SINNAR EMPIRE.

Noble Cavalry:

MC, A, spear, javelins, sword, shield, barded horse, order, @ 16 points	Up to 10
Retainers of the Sultan and nobles:	
MC, D, spear, javelins, sword, shield, barded horse, order, @ 14 points	20 to 90
Extra to make retainers up to C class, @ 1 point each	Any or all
Extra to count nobles' and retainers' spears as lances, @ 2 points each	All or none
Reduction to give retainers unbarded horses, @ minus 2 points each	Up to one-quarter
Light Cavalry: LC, E, spear, shield, order or open order, @ 7 points	10 to 30
Medium infantry: MI, D, spear, shield, sword, order or close order, @ 5 points	Up to 20
Light Infantry: LI, D, javelins, shield, order or open order, @ 4 points	Up to 50
Dinka Mercenaries: LI, D, spear, shield, order or close order, @ 4 points	Up to 20
In later 17th Century army only:	
Light gun with M crew, @ 43 points	Up to 1
Extra to give light infantry musket in place of javelins, @ 2 points each	Up to 10

The Sinnar Empire of the Eastern Sudan was founded early in the 16th Century, and lasted into the 18th.

76. WEST SUDANESE ARMIES.

Barde (Bodyguard): HCM, A, spear, shield, sword, barded horse, order, @ 17 points	Up to 5
Yan Lifida (Heavy cavalry):	
MC, D, javelin or spear, shield, sword, barded horse, order, @ 13 points	Up to 16
Extra to make Yan Lifida up to A class, @ 2 points each	All or none
Yan Kwarbai (Light cavalry): LC, D, javelin or spear, shield, sword, open order, @ 9 points	16 to 80
Extra to give cavalry axes, @ 1 point each	Up to 20
Extra to make LC up to MC, @ 2 points each	Up to 20
Yan Asigiri (Heavy spearmen): MI, D, spear, shield, sword, order or close order, @ 5 points	Up to 16
Yan s'mashi and Zagi (Javelinmen):	
LI, D, javelin, shield, sword, order or open order, @ 4 points	Up to 50
Yan fatefate (Swordsmen): LI, D, swordsman, shield, order, @ 4 points	Up to 20
Extra to make swordsmen up to MI, @ 1 point each	Up to half
Yam Baka (Archers): LI, D, bow, sword, or knife, order or open order, @ 3 points	70 to 150
Extra to give archers shield, @ 1 point each	Up to 10
Yanlifida Baka (Heavy Archers): LI, D, bow, javelin, swordsman, shield, order, @ 6 points	Up to 16
Extra to make heavy archers up to MI, @ 1 point each	Any or all
Yambindiga (Arquebusiers): LI, D, arquebus, sword, order, @ 4 points	Up to 10
Extra to make Yambindiga up to C class, @ 1 point each	All or none
Extra to give Yambindiga musket instead of arquebus, @ 1 point each	All or none
Extra to make archers, arquebusiers or javelinmen, swordsmen, @ 1 point each	Any or all
Tuareg Allies: Tuareg subordinate general on camel, @ 50 points	1
LC, D, on camel, lance, javelin, shield, order or open order, @ 13 points	10 to 50
5 paces of plashed scrub or wood edge, @ 1 point	Up to 20

(Minimums for Tuareg count only if Tuareg are used)

The West African Sudan is the savannah South of the Sahara, from the Atlantic coast to Lake Chad. States there included the Songhai Empire, Bornu, the Haussa states and Mali. A Songhai army can use Yam Baka tied in a kneeling position to prevent retreat, at no extra cost. They cannot move at all, but become disordered on any reaction requiring advance or retreat, and count as in rout if they break, although unable to move. They also used herds of cattle against the Moors with little success. If your opponent will accept these I suggest making your own rules for them!

77. MOGHUL ARMY. CONQUEST PERIOD (1520s).

Cavalry:	
HCM, B, spear, bow, mace, sword, shield, order, @ 18 points	5 to 30
MC, C, spear, bow, sword, shield, order or open order, @ 13 points	5 to 30
LC, D, bow, sword, open order, @ 8 points	10 to 50
Extra to make LC up to C class, @ 1 point each	Up to 30
Extra to give HCM barded horses, @ 2 points each	Up to 12
Extra to give MC axe or mace, @ 1 point each	Any or all
Extra to give LC spear or javelin, @ 1 point each	Any or all
Extra to give LC shields, @ 1 point each	Up to 30
Extra to give cavalry lance instead of spear, @ 2 points each	All or none
Allied Cavalry:	
Same as Mogul cavalry above, except that B class become A class, and C class D, @ minus 1 each,	
and D class E, @ minus two points each	Up to 1 per 2 of same type Moghuls used.
Turks, etc: LI, C, swordsman, arquebus, order or open order, @ 6 points	16 to 50
Other foot:	
LI, D, bow, sword, order or open order, @ 3 points	Up to 100
LI, D, spear, knife, order or close order, @ 3 points	Up to 60
LI, D, swordsman, shield, order or open order, @ 4 points	Up to 30
LI, D, sling or javelin, open order, @ 3 points	Up to 20

Extra to give infantry shields, @ 1 point each	Up to 30
Extra to make infantry up to C class, @ 1 point each	Up to 40
Artillery etc:	
Medium bombard and C crew, @ 42, or light, @ 33 points	Up to 4
(light bombards may be mounted on wagons)	
Gunner, D, with rocket, sword, open order, @ 11 points	Up to 6 in one unit
Ultra-light gun and C crew, to mount on wagon or camel, @ 12 points	Up to 4
Extra to mount rocketman or ultra-light gun crew on camel, @ 3 points each	Any or all
Chains for guns, @ 5 points	Up to 4
Wagon, oxen, and C or D driver with chain for linking to next wagon, @ 14 or 15 points	3 to 12
Pavises for gunners or infantry, @ 1 point each	Up to 30

Pavises were used to cover gaps between wagons. Gunners in wagons and drivers may be part of, or subunit of, infantry units, and they and other gunners may fight in defence of their guns. Allies are Indians opposing the Lodi Sultan.

78. NORTH INDIAN ARMIES. 15th to 17th CENTURIES.

Generals may be mounted on elephant with driver, @ no extra cost	(L, M, X)
Noble or silhidar cavalry: HCM, A, spear, mace, bow, sword, shield, order, @ 17 points	(L, R) 6 to 30
	(M, X) Up to 30
Mansabdari and other cavalry:	
HCM, D, spear, mace, bow, sword, shield, order, @ 15 points	10 to 40
MC, D, spear, axe, bow, sword, shield, order, @ 13 points	Up to 40
Extra to give HCM barded horses, @ 2 points each	Up to 40
Extra to give HCM or MC chakra, @ 1 point each	(M, L, X) Up to 30
	(R) Any or all
Extra to give HCM or MC pistol, @ 2 points or carbine, @ 1 point each	(X) Up to 12
Extra to make HCM or MC fanatics, @ 1 point each	(M, L, X) Up to 30
	(R) 30 to all
Levies, etc: LC, E, bow, sword, order or open order, @ 6 points	10 to 80
Extra to give LC spear or javelin or chakra, @ 1 point each	Up to 40
Extra to give LC shields, @ 1 point each	Up to 40
Extra to make LC up to D class, @ 2 points each	(L, R, M) Up to one-third
	(X) Up to one-quarter
Extra to make cavalry spears lances, @ 2 points each	All or none
Matchlock men: LI, D, arquebus, sword, order or open order, @ 4 points	(R, L) Up to 12
	(M, X) 12 to 60
Extra to give matchlock men musket in place of arquebus, @ 1 point each	(M) Up to half
	(X) Half to all
Reduction to make matchlock men E class, @ minus 1 point each	(X) Any or all
Other infantry, levies: LI, E, bow, knife, order or open order, @ 2 points	Up to 120; at least 2 per matchlockman
	Up to 80
LI, E, spear, knife, order or close order, @ 2 points	Up to 30
LI, E, sling or javelin, knife, open order, @ 2 points	(M, X) Up to 12
LI, E, longbow, knife, open order, @ 2 points	Up to 40
LI, E, sword, shield, order or open order, @ 2 points	Up to 60
Extra to give spear or javelin men shields, @ 1 point each	(L, M, R) Up to half
Extra to make LI up to D class, @ 1 point each	(X) Up to a third
	Any or all
Extra to make LI, D, with sword and shield, into swordsmen, @ 1 point each	Any or all
Extra to make swordsmen fanatics, @ 1 point each, as Ghazirs, Nairs etc	(R) Up to 20
Extra to make other infantry fanatics, @ 1 point each	Up to 12
Extra to give Nairs bow, arquebus or musket, @ 1, 2 or 3 points each	(musket only if X)

Elephants:

Elephant with driver and one, two, three or four crew, E, with bows, @ 26, 32, 38 or 44 points

(L, M) 2 to 20

(X) Up to 10

Extra to give elephants armour, @ 8 points each

Up to all those of generals and/or 6 others

Extra to give elephant crew arquebus instead of bow, @ 1 point each

(L) Up to half

(M) Any or all

Extra to give elephant crew musket instead of bow, @ 2 points each

(M, X) Any or all

Extra to replace one of an elephant's crew with gunner with ultra-light gun, @ 9 points

(M, X) Up to 6

Degandaz:

LI, D, grenades, sword, open order, @ 4 points

(M, X) Up to 6, in one unit

Ban-andaz: Gunner, D, with rocket, sword, open order, @ 11 points

Up to 8 in one unit

Extra to give rocketmen camels, @ 3 points each

Any or all

Camel-Gunners: Gunner, D, with ultra-light gun, camel, open order, @ 14 points

Up to 10 in one unit

Artillery:

Heavy bombard and M crew, @ 54 points

(M) Up to 6

(X) 1 to 6

Medium or light bombard and M crew, @ 42 or 33 points

(R, L, M) Up to 2

Chains to link guns, @ 5 points each

Up to 1 per gun

Extra to give gunners pavises, @ 1 point each

Any or all

Artillery of the Stirrup: Light gun and M crew, @ 43 points

(X) Up to 6

Chakra is a throwing-ring or quoit, counting as javelin. Ghazis are Moslem fanatics, Nairs—also Nayars, Nagas—a Hindu warrior sect.

Items marked "L" can only be used in an army of the Lodi Sultans, who ruled northern India from 1451 to 1526, when they were overthrown by the Moghul conquest. A 15th Century Lodi dynasty army may not use firearms. Items marked "R" can only be used in Rajput armies—the Rajput confederacy was finally conquered by the Moghul emperor by 1576. Pre-Moghul Rajput armies cannot use firearms. Items marked "M" can only be used in an army of the Moghul Empire—or a claimant to it—in the middle 15th to early 16th Century. Items marked "X" can only be used in middle to late 17th Century Moghul armies. Unmarked items can be used in all armies.

79. VIJAYANAGAR ARMY. MID 15th to EARLY 17th CENTURY.

Nobles or Bodyguard:

HCM, A, spear or javelin, axe, sword, barded horse, order, @ 17 points

Up to 12

(Bodyguard may be C fanatics, @ same points)

Regular Cavalry:

Hindu MC, C, spear or javelin, sword, order, @ 11 points

10 to 30

Muslim MC, M, spear or javelin, bow shield, sword, order or open order, @ 12 points

Up to 12

Cavalry of the Rayaks:

LC, D, spear or javelin, sword, order or open order, @ 8 points

Up to 40

Extra to make LC up to MC, @ 2 points each

Up to 20

Extra to make MC up to HCM, @ 2 points each

Up to 10

Extra to give MC or HCM barded horses, @ 2 points each

Up to 30

Extra to give MC or HCM axe, @ 1 point each

Up to 30

Extra to count HCM and MC spears as lance @ 2 points each

Up to 40 (Muslims must be included if any are)

Extra to give cavalry bows, @ 1 point each

Any or all

Extra to give cavalry shields, @ 1 point each

Up to half

Regular infantry:

MI, C, swordsman, shield, order or open order, @ 6 points

12 to 40

MI, C, bow, sword, order or open order, @ 5 points

12 to 40

MI, C, arquebus, sword, order or open order, @ 6 points

Up to 40

Extra to give arquebusier musket instead, @ 1 point each

Up to one-third

Infantry of the Rayaks:

LI, D, swordsman, shield, order or open order, @ 4 points

Up to 40

LI, D, bow, sword, order or open order, @ 3 points

Up to 40

LI, D, spear, sword, order or close order, @ 3 points

Up to 40

Extra to make LI up to MI, @ 1 point each	Up to 20
Extra to make archers or arquebusiers swordsmen, @ 1 point each	Any or all
Elephants: Elephant with driver and 3 or 4 crew with javelins, E, @ 38 or 44 points	3 to 12
Artillery:	
Gunner M, with rocket, open order, @ 12 points	Up to 8 in one unit
Heavy bombard and M crew, @ 54, or medium, @ 42, or light, @ 33 points	Up to 3

Vijayanagar was a Hindu Empire covering most of the South of India. It was at its peak in the early 16th Century, and collapsed by the 1630s. A 15th Century army cannot have hand firearms; only a late 16th or early 17th Century one can have muskets. Rayaks were provincial governors who had to supply contingents of troops to the king's army.

80. ARMIES OF THE BAHMANI SULTANATE AND ITS SUCCESSOR STATES.

15th and 16th CENTURIES.

Afghan, Persian, Arab, Mameluke, Moorish, Turkish and other Moslem Cavalry:	
HCM, M, javelin or spear, axe, bow, sword, shield, barded horse, order, @ 17 points	10 to 40
HCM, M, javelin or spear, bow, sword, shield, order, @ 14 points	Up to 30
MC, M, javelin or spear, bow, sword, shield, order or open order, @ 12 points	10 to 30
Extra to make foreign cavalry up to C class, @ 1 point each, or A class, @ 2 points each	Up to 40
Extra to give cavalry mace or axe, @ 1 point each	Up to 30
Extra to give above cavalry lance instead of spear, @ 2 points each	All or none
Native Cavalry: LC, D, javelin or spear, sword, order or open order, @ 8 points	Up to 20
Extra to give LC bow, @ 1 point each	Any or all
Extra to give LC shield, @ 1 point each	Any or all
Native Infantry:	
LI, D, swordsman, shield, order or open order, @ 4 points	10 to 80
LI, D, longbow, knife, order or open order, @ 3 points	10 to 60
LI, D, arquebus, sword, order or open order, @ 4 points	Up to 20
Extra to give arquebusier musket @ 1 point each	Up to half
Extra to make arquebusiers up to A class MI swordsmen, as Portuguese bodyguard @ 4 points each	Up to 10
LI, D, spear, sword, open or close order, @ 3 points	Up to 40
Artillery:	
Gunner, M, with rocket, open order, @ 12 points	Up to 6 in one unit
Heavy bombard and M crew, @ 54, or medium, @ 42, or light, @ 33 points	Up to 2
Elephants: Elephant with driver and one, two, three or four E crew with bows or javelins, @ 26, 32, 38 or 44 points	Up to 6

The Bahmani Sultanate was a Moslem empire covering much of the Deccan in SW India, north of, and usually at war with, Vijayanagar. This applies also to the successor states it broke into in the early 16th century—Golconda, Ahmadnagar, Berar, Bijapur and Bidar, most of which were conquered by the Moghul Emperors in the late 16th or early 17th centuries. Hand firearms would probably not be used in a 15th century army.

81. ARMIES OF CALCUTTA AND ORISSA.

15th or 16th CENTURIES.

Generals can be mounted on elephant with driver at no extra cost.	
Elephants: Elephant with driver and 3 or 4 crew with bow or javelin, E, @ 38 or 44 points	4 to 20
Infantry:	
LI, E, bow, sword, order or open order, @ 2 points	30 to 300
LI, E, swordsman, shield, order or open order, @ 3 points	30 to 300
LI, E, spear, sword, order or close order, or javelin, sword, open order, @ 2 points	30 to 300
Extra to make infantry up to D class, @ 1 point each	Up to two-thirds

Extra to make D class infantry up to C class, @ 1 point each	Up to half
Extra to make LI up to MI, @ 1 point each	Up to half
Extra to make infantry fanatics, @ 1 point each	Up to 30
Extra to give infantry shields, @ 1 point each	Up to 50

Hindu states of Eastern India. Orissa was often at war with Vijayanagar. The King of Calcutta is said to have had a black umbrella instead of a standard, and his troops wore vermilion turbans in wartime.

82. JAPANESE ARMY. 15th or EARLY 16th CENTURY.

Mounted Samurai:

EHC or HCM, A, longbow, spear, two-handed sword, order, @ 18 or 16 points	15 to 30
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Foot Samurai:

HI, A, longbow, two-handed sword, order, @ 8 points	Up to 80
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HI, A, naginata, or yari, swordsman, order, @ 8 points	Up to 100
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Extra to make foot samurai up to EHI, @ 2 points each	Any or all
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Extra to make samurai fanatics, 1 point each	Any or all
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Ashigaru, etc:

LI, D, spear, knife, order, @ 3 points	20 to 50
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LI, D, naginata, knife, order, @ 3 points	20 to 50
---	----------

LI, D, longbow, knife, order, @ 3 points	Up to 40
--	----------

Extra to make ashigaru up to MI, @ 1 point or HI, @ 2 points each	Any or all
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Warrior Monks:

HCM, D, fanatic, longbow, spear, two-handed sword, order, @ 15 points	Up to 6
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LI, D, fanatic, naginata, sword, order, @ 4 points	24 to 48
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LI, D, fanatic, longbow, two-handed sword, order, @ 5 points	Up to 6
--	---------

Peasants:

LI, E, naginata, knife, order, @ 2 points	Up to 24
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LI, E, spear, knife, order, @ 2 points	Up to 24
--	----------

LI, E, improvised weapon only, @ 1 point	Up to 50
--	----------

Extra to give pavis to longbowmen, @ 1 point each	Up to 12
---	----------

Religious contingent: Portable shrine and bearers, @ 20 points	Up to 1
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In Japanese armies, naginata on foot counts as halberd; yari as spear. Both have been classed as spear when used on horseback, but, if one extra point is paid, may count as horseman's axe as well. Longbow used when mounted has same range as other mounted bows. Minimum for monks counts only if any monks are used.

83. JAPANESE ARMY MONOYAMA PERIOD. 1550 to 1615.

Mounted Samurai: EHC, A, spear, two-handed sword, order, @ 17 points	Up to 24
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Foot Samurai: HI, A, two-handed sword, order, @ 7 points	12 to 60
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Extra to give Samurai spear, @ 1 point each	Up to one-quarter
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Extra to give Samurai longbow or arquebus, @ 1 or 2 points each	Up to 10
---	----------

Extra to make foot Samurai up to EHI, @ 2 points each	Any or all
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Extra to make Samurai fanatics, @ 1 point each	Any or all
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Ashigaru:

HI, C, arquebus, sword, order, @ 7 points	24 to 180
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HI, C, longbow, sword, order, @ 6 points	Up to 20
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HI, C, spear, sword, order or close order, @ 6 points	20 to 180
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Extra to give Ashigaru spearmen naginata in place of spear, @ 0 points each	Up to one-fifth
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Extra to make Ashigaru or foot Samurai swordsmen, @ 1 point each	Any or all
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Servants, pages etc:

LI, D, spear, knife, order, @ 3 points	Up to 50
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LI, D, longbow, knife, order, @ 3 points	Up to 20
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LI, D, naginata, knife, order, @ 3 points	Up to 12
---	----------

LI, E, improvised weapon only, order, @ 1 point	Up to 50
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Ronin: MI, D, fanatic, swordsman or two-handed sword, order, @ 5 points	Up to 60
Extra to give Ronin spear, naginata or longbow, @ 1 point each	Up to 10
Monks: LI, D, fanatic, swordsman, order, @ 4 points	Up to 16
Extra to give Monks naginata, @ 1 point or arquebus, @ 2 points each	Up to 8
30 pace section of pre-prepared palisade, @ 8 points	Up to 12

Notes: At least twice as many ashigaru as samurai must be fielded. Artillery was not normally used in the field. If it is used in a battle it should be limited to one light bombard with 3 C crew, @ 33 points.

84. JAPANESE IKKO'IKKI MONKISH ARMY. 16th CENTURY.

Mounted monks: EHC, D, fanatic, spear, two-handed sword, order, @ 16 points	Up to 8
Foot monks, peasants:	
LI, D, fanatic, arquebus, sword, order, @ 5 points	40 to 150
LI, D, fanatic, naginata, sword, order, @ 4 points	40 to 100
LI, D, fanatic, spear, sword, order or close order, @ 4 points	Up to 150
LI, D, fanatic, two-handed sword, order, @ 4 points	Up to 75
LI, D, fanatic, longbow, sword, order, @ 4 points	Up to 20
LI, D, fanatic, improvised weapon only, order, @ 3 points	Up to 50
Extra to make foot monks up to MI, @ 1 point each	Up to 150
Extra to make foot monks up to HI, @ 2 points each	Up to 75
Extra to make foot monks up to EHI, @ 4 points each	Up to 25
Extra to make foot monks swordsmen, @ 1 point each	Any or all

85. MING CHINESE ARMY. 15th to EARLY 17th CENTURY.

Cavalry:	
MC, M, lance, bow, sword, order, @ 13 points	12 to 40
Extra to make MC up to HCM, @ 2 points each	Any or all
LC, M, bow, sword, open order, @ 8 points	Up to 30
Mercenary Infantry:	
LI, M, spear, sword, close order, @ 3 points	30 to 60
LI, M, bow, sword, order or open order, @ 3 points	40 to 80
LI, M, halberd, sword, order, @ 3 points	Up to 20
LI, M, swordsman, shield, order or open order, @ 4 points	Up to 20
LI, M, handgun, sword, order or open order, @ 3 points	(E) Up to 12
LI, M, arquebus, sword, order or open order, @ 4 points	(L) Up to 24
LI, M, pavis, sword, order or open order, @ 3 points	Up to 12
Extra to make LI up to MI, @ 1 point each	Up to 60
Extra to make spearmen or halberdiers up to HI, @ 2 points each	Up to 16
Extra to give swordsmen javelins, @ 1 point each	Any or all
Extra to give mercenaries grenades, @ 2 points each	Up to 10
Hereditary settled troops:	
LI, E, spear, sword, close order, @ 2 points	Up to 20
LI, E, bow, sword, order or open order, @ 2 points	Up to 20
LI, E, latch crossbow, sword, order or open order, @ 2 points	Up to 20
Local Militia:	
LI, D, spear, knife, order or close order, @ 3 points	Up to 30
LI, D, bow, knife, order or open order, @ 3 points	Up to 30
LI, D, latch crossbow, knife, order or open order, @ 3 points	Up to 30
Artillery etc:	
Medium bombard and M crew, @ 42 points	(E) Up to 2
Medium gun and M crew, @ 54 points, or medium bombard, @ 42 points	(L) Up to 3
Protected wagon, mules and M driver, @ 16 points	(L) Up to 4
Ultra-light gun with M crewman, for mounting on wagon, @ 12 points	(L) Up to 2 per wagon

Light bombard and M crew for mounting on wagon, @ 33 points	(L) Up to 1
Gunner, M, with rockets, sword, open order, @ 12 points (may be attached to infantry unit)	Up to 6

Items marked (E) can only be used in an early army, up to the mid-16th Century; those marked (L) can only be used in a later 16th or early 17th Century army.

Guard: Up to 12 cavalry and 20 mercenary infantry may be made up to C or B class, @ 1 or 2 points each as Imperial Guard. However, as the guard hardly ever left the capital, if this option is taken, a dice must be thrown before the game: score of 1, 2, 3, 4, means guard not present, figures concerned revert to M class but points paid are not regained. If the guard is present, the Emperor must also be.

Allies: see Korean army list. Only nomad allies available are Jurchen, who are only used if the Chinese are fighting as allies of the Koreans.

86. MANCHU ARMY. 17th CENTURY.

Manchu Bannermen:

LC, B, bow, sword, open order, @ 11 points	30 to 150
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LC, B, bow, spear, sword, order or open order, @ 12 points	5 to 20
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Manchu nobles and bodyguards: HCM, B, bow, sword, order or open order, @ 15 points	2 to 16
--	---------

Extra to give HCM spear, @ 1 point each, or halberd-type weapon counting as spear or axe as required, @ 2 points each	Any or all
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Mongol Allies: LC, D, bow, knife, open order, @ 8 points	Up to 50
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Extra to upgrade Mongols to C class as Mongol bannermen, @ 1 point each (compulsory if any Chinese used)	All or none
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Chinese Bannermen:

LI, C, arquebus, sword, order or open order, @ 5 points	Up to 40
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LI, C, swordsman, shield, order or open order, @ 5 points	Up to 20
---	----------

LI, C, bow, sword, order or open order, @ 4 points	Up to 20
--	----------

LI, C, spear, sword, order or close order, @ 4 points	Up to 10
---	----------

Extra to make Chinese bannermen up to MI, @ 1 point each	Up to 20
--	----------

Chinese 'Green Standard' troops:

LI, D, bow or latch crossbow, knife, order or open order, @ 3 points	Up to 100
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LI, D, swordsman, shield, order or open order, @ 4 points	Up to 30
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LI, D, spear, sword, order or close order, @ 3 points	Up to 20
---	----------

LI, D, halberd, sword, order, @ 3 points	Up to 20
--	----------

Artillery:

Camel-gunner, C, mounted on horse and leading camel carrying ultra-light gun, @ 21 points	Up to 10
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Medium bombard and C crew, @ 42 points	Up to 3
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Light gun and C crew, @ 43 points, or medium, @ 54 points	Up to 3
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An early 17th Century army, before the Manchu conquest of Ming China, would include only Manchu and Mongol types.

87. KOREAN ARMY. 1590s (PERIOD OF JAPANESE INVASION).

Cavalry:

HCM, D, flail, bow, sword, order, @ 13 points	10 to 30
---	----------

MC, E, bow, sword, order or open order, @ 8 points	10 to 40
--	----------

Extra to make HCM up to C class, @ 1 point each	Up to 10
---	----------

Extra to make MC up to D class, @ 2 points each	Up to 20
---	----------

Extra to give MC flail or spear, @ 1 point each	Up to 20
---	----------

Extra to give HCM spear, @ 1 point or halberd, @ 2 points as well as flail, or, @ 0 or 1 point instead of flail	Up to 16
---	----------

Tartar Allies: LC, D, bow, sword, open order, @ 8 points	Up to 30
--	----------

Extra to give Tartars spear or javelin, @ 1 point each	Up to 16
--	----------

Infantry:

LI, E, Bow, sword, order or open order, @ 2 points	50 to 200
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LI, E, spear, sword, order or close order, @ 2 points	30 to 100
LI, E, halberd, sword, order, @ 2 points	Up to 30
LI, E, latch crossbow, order or open order, @ 2 points	Up to 16
Extra to give bowmen arquebus instead, @ 1 point each	Up to 10
Extra to make archers or arquebusiers up to D class, @ 1 point each	Up to 50
Extra to make infantry up to MI, @ 1 point each	Up to 30
Artillery: Medium bombard with D crew, @ 38 points	Up to 2

Chinese Allies: As the Chinese fought in Korea as allies of the Koreans, up to half the points of a Korean army may be Chinese allies drawn from the (earlier) Ming Army List. As they were in overwhelming numbers, this may alternatively be represented by drawing up to half the points of an earlier Ming army from the Korean list, as Korean allies. In either case, the allied force must be commanded by a subordinate General, @ 50 points, Chinese hereditary troops and militia may not be used, and minimums on the ally's list count only if that particular troop type is used—LI bow must be.

Jurchen Allies:

Jurchen subordinate general, @ 50 points	1
Noble HCM, A, spear or halberd, bow, sword, order or open order, @ 15 or 16 points	Up to 10
LC, D, bow, spear, sword, order or open order, @ 9 points	10 to 50

Jurchen are allies of the Chinese and can only be used if both Chinese and Koreans are. They always count the Chinese general as overall C in C. Minimums for Jurchens count if any Jurchen used.

Cavalry halberd type weapons cost 2 points and count as axe or spear, as desired; Korean flail counts as cavalry axe, @ 1 point.

88. SIAMESE OR BURMESE ARMY. 16th CENTURY.

Generals: May be mounted on elephant with non-combatant driver and umbrella-bearer, at no extra cost

Cavalry: LC, D, spear, shield, sword, open order, @ 9 points	Up to 15
Extra to make cavalry up to MC, @ 2 points each	Any or all
Infantry:	
LI, E, bow, knife, order or open order, @ 2 points	50 to 200
LI, E, latch crossbow, knife, order or open order, @ 2 points	Up to 60
LI, E, javelin, knife, open order, @ 2 points	Up to 100
LI, E, spear, knife, order, @ 2 points	Up to 100
LI, E, two-handed sword, order or open order, @ 2 points	Up to 60
LI, E, sword, order or open order, @ 1 point	Up to 60
LI, E, blowpipe, knife, open order, @ 2 points	Up to 20
LI, C, arquebus, swordsman, order or open order, @ 6 points	10 to 40
Extra to make infantry up to D class, @ 1 point each	Any or all
Extra to make infantry up to C class, @ 2 points each as guard standing army	40 to 80
Extra to make LI up to MI (leather coat), @ 1 point each	Up to 60
Extra to give infantry shields, @ 1 point each	Any or all
Extra to give C class infantry powder-pot grenades, @ 2 points each	Up to 10
Extra to make C or D class infantry swordsmen, @ 1 point each	40 to all
Elephants: Elephant with driver and one to 6 E crew with two-handed sword or bow or javelin, @ 26 to 56 points	4 to 12
Artillery etc:	
Heavy bombard and C crew, @ 54, or medium, @ 42 points, or light, @ 30, or light gun, @ 43 points	Up to 3
30 paces of pre-prepared palisade to protect camp, @ 8 points	Up to 10
Portuguese Allies (for Burmese army): LI, M, arquebus, sword, order, @ 4 points	20 to 50
Extra to make Portuguese up to MI, @ 1 point each	Any or all
Extra to make Portuguese swordsmen, @ 1 point each	Any or all
Extra to make Portuguese up to C class, @ 1 point each	All or none

Extra to give Portuguese musket in place of arquebus, @ 1 point each
 Medium gun and C crew, @ 54 points, or light, @ 43 points

Up to 12

Up to 2

Minimum for Portuguese only applies if any of them are used. Elephants with one warrior carried him on the neck while fighting, an umbrella-bearer remaining on the back while the driver used a long goad to steer from the crupper.

88a. SIAMESE OR BURMESE ARMY. 17th CENTURY.

The 16th Century list can be used with the following additions:

Extra to give infantry (including Portuguese) with arquebus, musket instead, @ 1 point each

Any or all

Extra to make Siamese LI, C, two-handed sword, up to fanatics, @ 1 point each, as Japanese

Up to 30

Bodyguard

Extra to give Japanese arquebus or musket, @ 2 or 3 points each

Any or all

Portuguese can be used as mercenaries by Siamese as well as Burmese armies.

89. KMER ARMY. 1420 to 1594.

(Cambodia was entirely conquered by Siam by 1594)

Generals: May be mounted on elephant with non-combatant driver and umbrella-bearer,

@ no extra cost

Cavalry: LC, D, spear, shield, sword, open order, @ 9 points

Up to 20

Infantry:

LI, D, spear or javelin, knife, order, @ 3 points

50 to 200

LI, D, bow, knife, order or open order, @ 3 points

50 to 200

LI, D, latch crossbow, sword, order or open order, @ 3 points

20 to 60

LI, D, two-handed sword, order or open order, @ 3 points

Up to 60

Extra to give infantry shields, @ 1 point each

Any or all

Elephants: Elephant with driver and 2 E crew with bow or javelin, @ 32 points

1 to 8

Artillery etc:

Stone-throwing catapult with 5 D crew, @ 45 points

Up to 2

Wheeled pavise counting as Gulay Gorod section, to protect infantry, @ 8 points

Up to 8

Two-handed swords are Japanese ones, which were copied in Cambodia, also possibly native 'phkak' which had a wooden haft and a curved blade. As arrows are said to have been poisoned but to have lacked flights, players might like to add 1 to bow factor at short range, subtract 1 at long range.

90. JAVANESE AND MALACCA ARMIES. 16th CENTURY.

Generals: May be mounted on elephant with non-combatant driver and umbrella-bearer,

@ no extra cost.

Nobles: LC, A, spear, shield, sword, order, @ 11 points

Up to 6

Extra to make LC up to MC, @ 2 points each

Any or all

Infantry:

LI, D, spear, knife, order or close order, @ 3 points

60 to 200

LI, D, javelin, knife, order or open order, @ 3 points

20 to 80

LI, D, swordsman, order or open order, @ 3 points

20 to 80

LI, D, arquebus, sword, order or open order, @ 4 points

Malacca: 10 to 40

Javanese: 10 to 60

LI, D, bow, knife, order or open order, @ 3 points

Up to 12

LI, D, blowpipe, knife, open order, @ 3 points

Up to 20

Extra to give infantry shields, @ 1 point each	Up to 40
Extra to make infantry fanatics, @ 1 point each	Up to 20
Elephants: Elephant with driver and 4 crew with bow or javelin, E class, @ 44 points	(Malacca only)
	1 to 10
Artillery: Heavy bombard and C crew, @ 54 points, or medium, @ 42 points	Up to 4

Javanese may only have elephants to mount generals, but may have extra firearms as shown.

Kris might count as knife or sword. Blowpipe counts as foot bow to short (50 paces) range only.

MISCELLANEOUS INFORMATION

These Army Lists are designed for use with the Rules 1420-1700, part of our range which covers Ancient and Medieval periods, Ultra-Modern and World War II as well as what has been classed as the Horse and Musket period. In addition, there is a steadily growing range of Reference Books, covering the very earliest times up to— at present—late Middle Ages.

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FIGURES

A large, and increasing number of manufacturers make models for this period in the wargames scales. There are now so many that it would take up too much space to list them all, and the list would be out of date before we printed. The same applies to firms and individuals providing painting services for wargames armies. We suggest looking at the advertisements in the magazines mentioned below, and if possible, joining a club where you will be sure to get some guidance on types of figures.

MAGAZINES

The following have articles on modelling, wargaming, military history and reviews of the latest in figures, models and books.

MILITARY MODELLING, P.O. BOX 35, WOLSEY HOUSE,
WOLSEY ROAD, HEMEL HEMPSTEAD, HERTS HP2 4SS

MINIATURE WARGAMES, 18 LOVERS LANE, NEWARK, NOTTS NG24 1HZ

Both are monthly, on general sale in newsagents and large stores.

U.S.A.—THE COURIER, P.O. BOX 1878, BROCKTON, MA 02403 U.S.A. (monthly)

THE PIKE AND SHOT SOCIETY

Is an English-based Society for those interested in the military history of this period, and in wargaming set within it. It holds meetings, runs a Wargames Championship, and produces a bi-monthly magazine, THE ARQUEBUSIER, entirely devoted to military history, wargaming and military modelling within the Pike and Shot period, and is strongly recommended to those interested.

Write to:

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INFANTRY (Composite circa 1580-1660) The uniforms did not change all that much.

From left to right

POLISH-HUNGARY Infantryman circa 1640

Blue cap, trimmed in grey fur. White collar. Blue (light) tunic, laced in yellow, buttons brass. Dark blue trousers, light brown boots. Black sheathed sabre.

POLISH GRENADIER 1660

Buff (light brown) cap trimmed in grey fur. Light brown coat with red sash. Dark blue baggy trousers, black Polish boots.

LITHUANIAN JANISSARY (Count Padsiwil guard) 1650

White hat, hat plume (horse hair dyed) green. White overcoat, a sleeved white trimmed in black. Undercoat green. Trousers black. Boots yellow. Leather straps, brown with gold studs.

GERMAN-POLISH INFANTRY 1600

Armour dark metal, also the morian helmet. Tunic green. Shoulder pads green-red. Trousers green. Leggings red. Brown boots. Buff gloves. Collar white.

POLISH HEAVY INFANTRY 1630

Hat blue trimmed in brown fur. Light blue tunic, laced in red with brass buttons. Red trousers. Light brown boots. Red sash.

