

ARMY LISTS

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BOOK THREE — ARMIES ORIGINATING AFTER
1000 AD



FOR USE WITH WARGAMES RULES
3000 BC TO 1485 AD

WARGAMES RESEARCH GROUP

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BOOK III**

We continue with a final batch of armies originating between 1000 AD and 1485 AD. About half of the armies in Book II also lasted into this period, and several from both books lasted well beyond it without significant change, further emphasising the continuity I drew to your attention in the introduction to Book II.

This series of army list books has now engaged most of my energies since November 1980, and it is with considerable relief that I complete it. I find list writing more educative than enjoyable, and now look forward to starting on several rules projects that have been forced to wait. You may rest assured that any army you tailor to these lists is unlikely to be made obsolete in the foreseeable future!

My major sources have again been Ian Heath's books, including volume one of his new "Armies of the Middle Ages", which he made available to me in manuscript. I found this book a remarkable accomplishment, bringing together information never combined before into a single volume, together with much that is completely new. I am on less firm ground with the later eastern European armies that Ian had not yet covered. Many correspondents have contributed lists for Mongol, Japanese, Crusader, Teutonic and Burgundian armies, but relatively few for other nationalities. I hope that the lists included here will widen horizons and encourage further research.

My thanks are due to all those who have unselfishly shared their research with me. The final decision on troop classification and numbers has remained my responsibility. The definition of historical troop types in WRG terms is necessarily subjective, and is not always obvious or easy. I can only plead humbly that, as originator of the WRG definitions, I should know what I meant, however imperfectly I managed to express it!

Some expansion of definitions has proved advisable and will be found below. It has also been pointed out to me that some of the troops specified in the previous army list books appear at first sight to contravene the rules. Such cases can be taken as individual exceptions, or sharing an exception already made for other troops in the rules. The rules will be harmonised when an opportunity occurs.

You will notice certain changes of format compared with the earlier two books. This is due to our acquisition of a word processor which both produces camera-ready copy and greatly eases correction, but which lacks some of the capabilities of our printers' larger machine. "Up to" is now expressed as "0-", "Any or all" as "Any" and "All or none" as "All/0". "1/2+1" means "one more than half", and so on.

The most assiduous notifiers of errors and omissions in the two preceding books of the series, Duncan Head and Rowan Edwards, have this time pursued their activities at an earlier stage as copy readers, and deserve our special thanks.

Phil Barker.

ABBREVIATIONS

Those used for troop types and reaction classes are already defined in the rules. P, A and S used in respect of standards mean Personal, Army or Sacred respectively. JLS = Javelin or light spear, D = Dart, B = Bow, S = Sling, LB = Long Bow, CB = Cross Bow, SS = Staff Sling, HG = Hand Gun, L = Lance, P = Pike, LTS = Long Thrusting Spear, HTW = Heavy Throwing Weapon, ZHCW = Two-Handed Cutting Weapon, ZHCT = Two-Handed Cut and Thrust weapon, ZSA = Two Side Arms, ISA = Single Side Arm, IPW = Improvised Peasant Weapon, Sh = Shield, Pa = Pavise.

BASING

I have assumed that the new narrow frontages for regular loose order infantry which were specified as an alternative by the amendment sheet of 30.7.81 will be used.

FORMATIONS

Wedge, African and Testudo formations can only be used by troops specified as able to do so by the lists. The English longbowmen's herce is an angled line, not a wedge.

FORTIFIED CAMPS

All armies are entitled to a fortified camp represented by defences in an arc of up to 70 paces on their base table edge, but must pay the requisite points. Those armies entitled to a larger camp or one in a different position have it included in their list. They are likely to be armies that made an important use of such a camp in a historical battle.

SPECIAL PROTECTIVE DEVICES

Armies that used casualty-inflicting obstacles, dummy elephants, incendiary pigs or similar low tricks in response to an unusual threat in a historical battle have them included in their list. They cannot employ them unless their opponents have the option of using the weapons they were intended to counter. No other armies can use them. Pre-positioned obstacles are limited to the army's own deployment area.

SIEGES

In siege games, players may have more artillery than included in these lists, buy any special siege equipment they require, and the defender will be behind fortifications. Players must be prepared to demonstrate that their army historically had the skills to use such artillery and special equipment and the opportunity to acquire them.

DEFINITION AS REGULAR

Under our rules, this means fighting in a regular or organised manner, rather than the more common meaning of permanently embodied, uniformed and paid. They should ideally be drilled in the modern sense of moving in unison to stereotyped commands or signals, but this requirement is somewhat relaxed for cavalry or light troops. It is sufficient if these habitually obey orders and are used to obeying formal trumpet calls or visual signals. They will usually be uniformed and paid.

EXTRA GUIDANCE ON MEDIEVAL TROOP TYPES

A knight in full mail on an unarmoured horse is normally classed as HC, although he will dismount as EHI. However, if any individuals wear closed helms or ride covered horses, all knights in complete mail are classed as EHK.

Sergeants, coustilliers, armigeri falsi and similar lighter equipped horsemen can be assumed to provide the lesser-armed men making up the rear ranks of EHK or SHK figures in accordance with the rules definition instead of using separate figures. If separate figures are provided, they can either form a rear rank, or a separate unit or detachment.

Foot in haubergeon or jack are HI or LHI, those in aketon MI, LMI or LI. Adding full plate leg armour upgrades the former to EHI, the latter to HI. Foot in 3/4 plate ammunition armours are EHI.

LMI often convert to MI and LHI to HI when given horses, partly because they are hindered by their horses in difficult terrain, and partly because they tend to have heavier armour and be generally better prepared for hand-to-hand combat. Exceptions can be due to a demonstrated willingness to abandon horses, or to provision of pages to take charge of the horses. Troops primarily fighting on foot, but also capable of fighting effectively while mounted or of scouting, are classed as cavalry. This does not mean that they can necessarily use all their weapons while mounted.

A pavise is a near equivalent to a shield and costs the same. It is assumed to provide superior protection from missiles, counting as cover against shooting for two figures, but to be too heavy or clumsy to be useful in hand-to-hand fighting. Foot carrying pavises cannot be LHI, LMI or LI. Some troops called pavisiers actually substitute large shields. These do not count as cover, but as normal shields. A crossbowman with a pavise hung on his back who turns away to wind his weapon covers only himself, in compensation for his exposure for a minor part of the period.

No distinction is made for sizes of bombards, a higher rate of fire being held to cancel out heavier shot. The spikes and blades of organ guns are disregarded.

ARMIES INCLUDED:

121. GEORGIAN. 1008 AD to 1239 AD.
122. EARLY POLISH. 1018 AD to 1200 AD.
123. COMMUNAL ITALIAN. 1018 AD to 1320 AD.
124. SELJUQ TURK. 1037 AD to 1281 AD.
125. BERBER. 1039 AD to 1529 AD.
126. PAPAL ITALIAN. 1049 AD to 1320 AD.
127. JAPANESE. 1050 AD to 1542 AD.
128. SCOTS ISLES AND HIGHLANDS. 1050 AD to 1493 AD.
129. EARLY RUSSIAN. 1054 AD to 1246 AD.
130. CUMAN. 1070 AD to 1394 AD.
131. MEDIEVAL SCANDINAVIAN. 1070 AD to 1487 AD.
132. CILICIAN ARMENIAN. 1071 AD to 1375 AD.
133. COMNENAN BYZANTINE. 1071 AD to 1204 AD.
134. ANGLO-NORMAN. 1072 AD to 1181 AD.
135. SICILIAN 1072 AD to 1282 AD.
136. EARLY IMPERIALIST. 1072 AD to 1308 AD.
137. FEUDAL FRENCH. 1072 AD to 1330 AD.
138. EARLY CRUSADER. 1096 AD to 1128 AD.
139. SYRIAN. 1100 AD to 1171 AD.
140. SCOTS COMMON ARMY. 1124 AD to 1512 AD.
141. LATER CRUSADER. 1128 AD to 1298 AD.
142. SERBIAN. 1151 AD to 1459 AD.
143. AYYUBID EGYPTIAN. 1171 AD to 1250 AD.
144. ANGLO-IRISH. 1172 AD to 1487 AD.
145. FEUDAL ENGLISH. 1181 AD to 1310 AD.
146. KHWARIZMIAN. 1186 AD to 1225 AD.
147. LATER BULGAR. 1186 AD to 1330 AD.
148. PRUSSIAN OR LITHUANIAN. 1200 AD to 1386 AD.
149. LATER POLISH. 1200 AD to 1510 AD.
150. INCA. 1200 AD to 1533 AD.
151. TEUTONIC ORDER. 1201 AD to 1466 AD.
152. ROMANIAN FRANK. 1204 AD to 1316 AD.
153. THEODORAN BYZANTINE. 1204 AD to 1453 AD.
154. MONGOL. 1206 AD to 1480 AD.
155. GRANADINE. 1232 AD to 1492 AD.
156. NAVARRESE. 1234 AD to 1378 AD.
157. POST-MONGOL RUSSIAN. 1246 AD to 1533 AD.
158. MAMLUK EGYPTIAN. 1250 AD to 1510 AD.
159. ILKHANID OR TIMURID. 1256 AD to 1405 AD.
160. OTTOMAN TURK. 1281 AD to 1500 AD.
161. SWISS. 1291 AD to 1500 AD.
162. KNIGHTS OF ST. JOHN. 1291 AD to 1522 AD.
163. LOW COUNTRIES. 1297 AD to 1489 AD.
164. MEDIEVAL IRISH. 1300 AD to 1487 AD.
165. CATALAN COMPANY. 1302 AD to 1388 AD.
166. LATER HUNGARIAN. 1307 AD to 1490 AD.
167. LATER IMPERIALIST. 1308 AD to 1493 AD.
168. 100 YEARS WAR ENGLISH. 1310 AD to 1455 AD.
169. ITALIAN CONDOTTA. 1320 AD to 1494 AD.
170. MEDIEVAL FRENCH. 1330 AD to 1445 AD.
171. MEDIEVAL SPANISH. 1350 AD to 1485 AD.
172. FREE COMPANY. 1357 AD to 1390 AD.
173. EARLY BURGUNDIAN. 1363 AD to 1471 AD.
174. MING CHINESE. 1368 AD to 1630 AD.
175. ISLAMIC PERSIAN. 1405 AD to 1502 AD.
176. HUSSITE. 1419 AD to 1436 AD.
177. SCANDERBEG ALBANIAN. 1443 AD to 1448 AD.
178. FRENCH ORDONNANCE. 1445 AD to 1494 AD.
179. WARS OF THE ROSES ENGLISH. 1455 AD to 1487 AD.
180. BURGUNDIAN ORDONNANCE. 1471 AD to 1477 AD.

121. GEORGIAN.
1008 AD to 1239 AD.

C-in-C mounted on horse as HC L,B,Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Sub-General mounted on horse as HC L,B,Sh, @ 50 points.	0-2
Cuman Sub-General mounted on horse as HC JLS,B,Sh, @ 50 points.	0-1
Crusader Ally-General mounted on horse, equipped as knight, @ 75 points.	0-1
Russ Ally-General mounted on horse as HI 2HCW or JLS, Sh, @ 75 points.	0-1
P standard to accompany Sub-General or Ally-General, @ 5 points.	All
Georgian aznauri "Irreg B" HC L,B,Sh, @ 10 points.	14-42
Extra to upgrade aznauri to "Irreg A", @ 1 point.	All/0
Cumans "Irreg C" LC JLS,B,Sh, @ 7 points.	0-47
Extra to upgrade Cumans to "Irreg B" HC JLS,B,Sh, @ 3 points.	0-1/4
Alans "Irreg B" LC B,Sh, @ 7 points.	0-16
Extra to give JLS to Alans, @ 1 point.	Any
Crusader knights "Irreg B" HC L,Sh, @ 9 points.	0-11
Extra to upgrade knights to EHK, @ 6 points.	All/0
Seljuqs "Irreg B" HC JLS,B,Sh, @ 10 points.	0-10
Turkomans "Irreg C" LC JLS,B, @ 5 points.	0-10
Extra to give Sh to Turkomans, @ 2 points.	Any
Extra to upgrade Turkomans to "Irreg A", @ 2 points.	0-1/2
Georgian qmani "Irreg D" LI B, @ 1 point.	30-72
Extra to upgrade qmani to "Irreg C", @ 1 point.	0-36
Extra to upgrade "Irreg C" qmani to LC B,Sh, @ 4 points.	0-12
Russ druzhina "Irreg B" HI 2HCW or JLS, Sh, mounted on horses, @ 8 points.	0-5
Russ spearmen "Irreg C" MI LTS,JLS,Sh, @ 4 points.	*16-24
Extra to upgrade Russ spearmen to HI, @ 2 points.	0-1/2
Russ archers integrated with spearmen "Irreg C" MI B, @ 2 points.	0-8
Armenians "Irreg C" LMI or LI JLS,Sh, @ 3 points.	0-12
Up to 15 irregular command factors @ 25 points.	

This list covers armies from the foundation of the Georgian kingdom until its final subjection by the Mongols. The medieval Georgians are best described as a Christian successor state to the Sassanids. Close neighbours to the dour Armenians, they were remarkably extrovert and cheerful, a difference which has been explained as due to the superior local wines. Their standards were a windsock type, but based on a lion rather than the more usual dragon. It was tethered by its upper lip, the mouth being held open by wire. The option to upgrade them to "Irreg A" reflects the uncompromising attitude shown by their inscribing the title "Sword of the Messiah" on their coins in Arabic to make sure the message got across, by marching on pilgrimage to Jerusalem with banners displayed without paying tribute, daring Arab rulers to stop them, and by their naming a border fort "Kiss My Backside" in commemoration of the reply to a Turkish summons to surrender! Aznauri were the ruling nobles, and qmani their lesser retainers. The minimum marked * applies only if any Russ are used.

122. EARLY POLISH.
1018 AD to 1200 AD.

C-in-C mounted on horse as HC JLS,Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Sub-General mounted on horse as HC JLS,Sh, @ 50 points.	0-2
German Ally-General mounted on horse, equipped as knight, @ 75 points.	*1
Hungarian Ally-General mounted on horse as HC L,Sh, @ 75 points.	*1
P standard to accompany Sub-General or Ally-General, @ 5 points.	All
Noble cavalry "Irreg B" HC JLS,Sh, @ 9 points.	11-45
Spearmen "Irreg C" MI JLS,Sh, @ 3 points.	24-96
Axemen "Irreg C" LMI 2HCW, @ 2 points.	0-24
Archers "Irreg C" LMI B,Sh, @ 3 points.	24-96
Slingers "Irreg C" LI or LMI S,Sh, @ 3 points.	12-24
German knights "Irreg B" HC JLS or L,Sh, @ 9 points.	*5-11
Extra to upgrade German knights to EHK L,Sh, @ 6 points.	Any
German sergeants "Irreg C" MC JLS,Sh, @ 6 points.	0-12
German swordsmen "Irreg C" HI 2HCW,Sh, @ 5 points.	0-10

German spearmen "Irreg C" MI JLS,Sh, @ 3 points.	*20-30
German archers "Irreg C" LI or LMI B, @ 2 points.	*6-10
German crossbowmen "Irreg C" LMI or LI CB, @ 2 points.	0-10
Extra to upgrade crossbowmen to LHI, @ 2 points.	Any
Hungarian nobles "Irreg B" HC L,Sh, @ 9 points.	*5-9
Hungarian gentry "Irreg C" LC or MC JLS,B,Sh, @ 7 points.	0-20
Extra to upgrade gentry to HC, @ 2 points.	Any
Hungarian skirmishers "Irreg C" LC B,Sh, @ 6 points.	*10-20
Hungarian dregs "Irreg C" LC B, @ 4 points.	0-10
Hungarian Slav spearmen "Irreg C" LMI or MI JLS,Sh, @ 3 points.	**12-24
Hungarian Slav archers "Irreg C" LI B, @ 2 points.	**6-12
Up to 20 irregular command factors @ 25 points.	

This list covers armies from the foundation of the kingdom until the completion of feudalisation. Minimums marked * apply if any troops of that nationality are used. Minimums marked ** apply if any Hungarian infantry are used. The most usual deployment for a pitched battle had the cavalry occupying the centre in two lines, spearmen on both flanks, and archers and slingers prolonging both flanks and slightly advanced, so they could first shoot at an enemy attack on the centre, then charge it in the flank. Feigned flights were used to tempt enemy into the trap. German cavalry can fight in wedge.

123. COMMUNAL ITALIAN. 1018 AD to 1320 AD.

C-in-C mounted on horse, equipped as knight, @ 100 points	1
Carroccio A standard carried on ox-drawn wagon, @ 40 points.	1
Extra to upgrade carroccio to SA standard, @ 120 points.	0-1
Sub-General mounted on horse, equipped as knight, @ 50 points.	0-4
P standard to accompany C-in-C or Sub-General, @ 10 points.	All
Communal knights "Reg C" HC L,Sh, @ 10 points.	5-32
Extra to upgrade communal knights to "Reg A", @ 2 points.	0-15
Contadini knights "Irreg D" HC L,Sh, @ 7 points.	6-12
Extra to upgrade contadini knights to "Irreg B", @ 2 points.	0-1/2
Extra to upgrade all knights to EHK, @ 6 points.	All/0
German mercenary cavalry "Reg C" EHK L,Sh, @ 16 points.	0-12
Extra to upgrade German mercenary cavalry to SHK, @ 3 points.	All/0
Other mercenary cavalry "Reg B" EHK L,Sh, @ 17 points.	0-24
Carroccio guard "Reg B" HI LTS or 2HCW, Sh, @ 7 points.	6-32
Communal spearmen "Reg D" MI LTS,Sh, or LMI JLS,Sh, @ 3 points.	48-96
Communal pavisiers "Reg D" MI LTS,Pa or Sh, @ 3 points.	0-24
Extra to upgrade MI spearmen or pavisiers to HI, @ 2 points.	0-1/2
Communal crossbowmen "Reg D" MI or LMI CB, @ 2 points.	12-24
Extra to upgrade crossbowmen to HI or LHI, @ 2 points.	Any
Communal archers "Reg D" LI B, @ 2 points.	0-12
Contadini infantry "Irreg D" LMI. Up to 1/4 JLS,Sh, @ 2 points, up to 1/2 JLS or B, @ 1 point, remainder IPW, @ 1 point.	48-96
Mercenary crossbowmen "Reg C" LHI CB, @ 5 points.	0-24
Up to 12 regular command factors @ 10 points.	
Up to 1 regular command factor @ 5 points to give carroccio guard a detachment of up to 6 "Reg A" cavalry.	
Up to 6 irregular command factors @ 25 points.	

This list covers the armies of most Italian city states from the end of the Lombard league until the rise of the condottiere. "Reg A" cavalry can be used only as C-in-C's bodyguard, carroccio guard, or Sub-Generals' standard bearers. Communal troops were drilled part time, but not very well, so are classed as "Regular D". They are still good value. The contadini knights from the countryside were distrusted by the city authorities. Their foot lacked enthusiasm, training, and sometimes weapons. Communal organisation was often by city quarter, each forming under its own banner and leader and having a similar mix of troops. The C-in-C might himself control a personal guard or familia. Familia, communals, contadini and mercenaries cannot be combined into a single unit. HC cannot be used with mercenaries, pavisiers or communal LMI spearmen. Pavisiers must be in mixed units with MI or HI communal crossbows. German cavalry can fight in wedge.

124. SELJUQ TURK.
1037 AD to 1281 AD.

C-in-C mounted on horse as HC or EHC JLS,B,Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Seljuq Sub-General mounted on horse as HC or EHC JLS,B,Sh, @ 50 points.	0-2
Frankish Sub-General mounted on horse, equipped as Franks, @ 50 points. (R)	0-1
Turkoman Ally-General mounted on horse as LC JLS,B,Sh, @ 75 points.	0-2
Syrian Ally-General mounted on horse as HC L,Sh, @ 75 points. (R)	0-1
Khwarizmian Ally-General mounted on horse as HC L,B,Sh, @ 75 points.	0-1
Ilkhanid Mongol Ally-General mounted on horse as EHC L,B,Sh, @ 75 points. (R)	*1
P standard to accompany Sub-General or Ally-General, @ 5 points.	All
Extra to upgrade Khwarizmian or Ilkhanid P standard to regular, @ 5 points.	All
Askaris "Irreg B" HC JLS,B,Sh, @ 10 points.	11-24
Extra to upgrade askaris from HC to EHC, @ 2 points.	0-1/2
Turkomans "Irreg C" LC B, @ 4 points.	36-132
Extra to give JLS to Turkomans, @ 1 point.	Any
Extra to give Sh to Turkomans, @ 2 points.	0-96
Extra to upgrade Turkomans to "Irreg B", @ 1 point.	0-10
Extra to upgrade up to 1/2 Turkomans of each unit to "Irreg A", @ 2 points.	0-1/2
Syrian cavalry "Irreg B" HC L,Sh, @ 9 points.	0-12
Agulani "Irreg B" SHC 1SA,Sh, @ 15 points. (G)	0-12
Bedouin Arabs "Irreg C" LC L or JLS, Sh, @ 7 points.	0-12
Franks "Irreg C" HC L,Sh, @ 8 points. (R)	0-11
Extra to upgrade Franks to "Irreg B" EHK, @ 7 points.	Any
Armenians "Irreg C" HC L,Sh, @ 8 points. (R)	0-12
Georgians "Irreg B" HC L,B,Sh, @ 10 points. (R)	0-6
Nicean or Trebizond Byzantines "Reg C" HC L,Sh, @ 10 points. (R)	6-12
Khwarizmians "Reg D" LC B, @ 5 points. (R)	0-24
Extra to upgrade Khwarizmians to HC L,B,Sh, @ 6 points.	Any
Ilkhanid Mongols "Reg B" LC B, @ 7 points. (R)	0-47
Extra to upgrade Ilkhanids to HC L,B,Sh, @ 6 points.	0-1/2
Extra to further upgrade Ilkhanid HC to EHC, @ 2 points.	0-1/2
Extra to upgrade Ilkhanid HC or EHC to "Reg A", @ 1 point.	0-5
Extra to give Sh to Ilkhanid LC, @ 2 points.	Any
Turkish foot "Irreg C" LMI or LI. Up to 1/2 B, remainder JLS, Sh, @ 3 points.	0-50
Daylami "Irreg C" LMI or LI 1/2 JLS, 1/2 JLS or B or CB, Sh, @ 3 points. (G)	0-24
Extra to mount Daylami infantry on camels, @ 1 point.	All/0
Kurds "Irreg B" LMI or LI JLS,Sh, @ 4 points. (G)	0-24
Ahdath militia "Irreg D" MI 1/3 LTS, 1/3 2HCW or JLS, 1/3 B, Sh, @ 2 points.	0-24
Crossbowmen "Reg C" LHI or HI CB, @ 5 points. (R)	0-12
Elefatin "Irregular C" LI with hand-hurled naphtha bombs, @ 17 points.	0-6
Elephant with "Irreg C" crew of driver with JLS, 1 with P, 1 with B, @ 45 points. (G)	0-1
Up to 6 regular command factors @ 10 points.	
Up to 20 irregular command factors @ 25 points.	

This covers the Seljuq Turks from their revolt against their Ghaznavid overlords until the final collapse of the Sultanate of Rum. Items marked (G) apply only to the Great Seljuqs, and those marked (R) only to the Rumi. Askaris were the personal troops of the sultan and his principal subordinates. They do not appear to have deserved regular status. The fierce but unreliable Turkomans were the main stay of the Seljuq army. Rating half each unit as "Irreg A" and the remainder as "Irreg C" brings out these qualities. Agulani "fought only with swords" on metal-armoured horses. Franks were not necessarily all western knights. The Khwarizmians were refugees from Mongol attack and were nervous about facing them again. The minimum marked * applies if any Mongols are used. Mongols cannot be used with any troops except Askaris, Turks or Turkomans.

125. BERBER.
1039 AD to 1529 AD.

C-in-C mounted on horse as HC or LC JLS,Sh, or on foot as HI LTS,JLS,Sh, or as HI 2HCW,Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points if carried by irregular, or 30 points if carried by regular.	1
Extra to upgrade irregular PA standard to PAS, @ 85 points. (A)	0-1

Berber Sub-General mounted on horse as HC or LC JLS,Sh, @ 50 points.	0-2
P standard to accompany Berber Sub-General, @ 5 points if carried by irregular, or 10 points if carried by regular.	All/0
Christian Spanish Sub-General mounted on horse, equipped as heaviest Christian cavalry, @ 50 points.	0-1
P standard to accompany Christian Sub-General, @ 5 points.	All
Andalusian Ally-General mounted on horse as HC L,Sh, @ 75 points.	*1
P standard to accompany Andalusian General, @ 10 points.	*1
Berber bodyguard cavalry "Irreg B" LC JLS,Sh, @ 7 points. (Mu or Ma)	1-11
Extra to upgrade bodyguard cavalry to HC, @ 2 points.	0-4
Berber cavalry "Irreg C" LC JLS,Sh, @ 6 points.	36-100
Extra to upgrade Berber "Irreg C" LC to "Irreg A", @ 2 points. (Mu or A)	0-2/3
Extra to further upgrade "Irreg A" LC to "Reg B", @ 1 point, and to upgrade "Irreg B" HC to "Reg A", @ 3 points. (Mu)	All/0
Andalusian regular cavalry "Reg C" HC L,Sh, @ 10 points.	*5-12
Extra to upgrade Andalusian HC to "Reg A", @ 2 points.	0-2
Andalusian irregular cavalry "Irreg C" LC L,Sh, @ 6 points. (Mu)	0-6
Christian Spanish cavalry "Irreg B" HC JLS,Sh, @ 9 points.	0-23
Extra to upgrade Christian cavalry to EHK L,Sh, @ 6 points. (A or Ma)	0-11
Turkish mercenaries "Irreg C" LC JLS,B,Sh, @ 7 points. (Mu or Ma)	0-8
Ghuzz mercenaries "Irreg C" LC B, @ 4 points. (A or Ma)	0-16
Extra to upgrade Ghuzz to "Reg B", @ 3 points.	0-8
Extra to give Sh to Ghuzz, @ 2 points.	All/0
Arab cavalry "Irreg C" MC L,Sh, @ 7 points. (A)	0-12
Black guard "Irreg B" MI JLS,Sh, @ 4 points. (Mu or A)	**12-24
Extra to upgrade black guard to "Reg A", @ 2 points.	All/0
Extra to give LTS to black guard, @ 1 point.	All/0
Berber javelinmen "Irreg C" LI JLS,Sh, @ 3 points. (Mu or Ma)	0-36
Berber Lamtuna spearmen "Irreg B" MI 1/2 LTS, 1/2 JLS, Sh, @ 4 points. (Mu)	24-36
Negro or Maghreb Berber spearmen "Irreg C" MI LTS,JLS,Sh, @ 4 points.	**32-96
Negro or Magheb Berber archers "Irreg C" MI B, @ 2 points. (Mu)	**16-48
(A or Ma)	0-16
Extra to upgrade negro MI to "Reg C", @ 1 point. (Mu)	All/0
Negro or Berber archers "Irreg C" LMI or LI B, @ 2 points.	0-24
Negro or Berber slingers "Irreg C" LI S, @ 2 points.	0-15
Extra to give Sh to Berber archers or slingers, @ 1 point.	Any
Andalusian spearmen "Irreg C" or "Reg D" MI LTS,JLS,Sh, @ 4 points.	*16-24
Andalusian archers "Irreg C" or "Reg D" MI or LI B, @ 2 points.	*8-12
Andalusian slingers "Irreg C" or "Reg D" MI or LI SS, @ 2 points.	0-8
Christian guardsmen "Irreg B" LMI or MI JLS,Sh, @ 4 points. (Ma)	0-12
Christian or Maghreb Berber crossbowmen "Irreg C" LMI or MI CB, @ 2 points.	0-16
Christian Almughavars "Irreg B" LMI JLS,all HTW or all LTS, @ 4 points. (Ma)	0-12
Berber camelry "Irreg B" MCM L,JLS,Sh, @ 7 points.	0-15
70 paces of chained palisade, @ 70 points.	0-4
Up to 18 regular command factors @ 10 points.	
Up to 20 irregular command factors @ 25 points.	

This list covers the armies of the Murabits, those of the Almohades who overthrew them between 1147 AD and 1149 AD, and those of the Marinids who replaced the Almohades in Morocco, but not in Spain, between 1245 AD and 1269 AD. It ends with the introduction of firearms. Items marked (Mu) apply only to the Murabits, those marked (A) only to the Almohades, and those marked (Ma) only to the Marinids. Minimums marked * apply only if any Andalusians are used. Minimums marked ** apply only if any troops other than Berbers are used. Andalusians cannot be used with more than 8 camels or with any Christians. The Almohades PAS standard is that of the Mahdi and some successors. Its S aspect is ignored by Christians. Berber cavalry spears are classed as JLS because they were used over-arm or flung. Murabit cavalry are described both as "untutored savages" and as manoeuvring to drum signals, hence the optional regular status. A stronger case can be made for the negro infantry, especially black guard. Negro MI archers need not be integral with spearmen. They were occasionally tied together by the ankles, which, though little deterrent to an abrupt departure for men with sword or knife, does show that they were close together and not expected to skirmish. The most usual tactic was to receive an initial enemy attack with spearmen supported by archers, then counter-attack with cavalry brought out from behind. Camelry were rarely used outside Africa, where they often formed the centre of the army, with infantry divided on each flank and cavalry beyond. The camel-using Berbers were the peoples now called Tuaregs.

126. PAPAL ITALIAN.
1049 AD to 1320 AD.

C-in-C mounted on horse, equipped as knight, or on white mule or horse or on foot as un-armed MI Pope, @ 100 points.	1
PA standard to accompany C-in-C, @ 30 points.	1
Extra to upgrade standard accompanying MI Pope C-in-C to PAS, @ 120 points.	0-1
Perugian Ally-General mounted on horse, equipped as knight, @ 75 points.	1
Romagnol or Anconan Ally-General mounted on horse, equipped as knight, @ 75 points.	1-2
Tuscan or Spoletan Ally-General mounted on horse, equipped as knight, @ 75 points.	1-2
P standard to accompany Perugian, Romagnol, Anconan, Tuscan or Spoletan Ally-General, @ 10 points.	All
Norman Ally-General mounted on horse as HC L,Sh, @ 75 points.	0-1
P standard to accompany Norman Ally-General, @ 5 points.	All
Papal guard cavalry "Reg A" HC L,Sh, @ 12 points.	*2-6
Papal guard infantry "Reg A" MI or LMI JLS,Sh, @ 6 points.	*6-12
Papal feudal knights "Irreg B" HC L,Sh, @ 9 points.	0-24
Roman militia "Irreg D" MI all LTS or all JLS, Sh, @ 2 points.	0-24
Perugian communal knights "Reg C" HC L,Sh, @ 10 points.	7-14
Romagnol or Anconan communal knights "Reg C" HC L,Sh, @ 10 points.	5-10
Extra to upgrade Perugian, Romagnol or Anconan knight to "Reg A" to carry standard @ 2 points.	0-3
Tuscan or Spoletan communal knights to carry standard "Reg A" HC L,Sh, @ 12 points.	0-2
Romagnol or Anconan crossbowmen "Reg C" LHI CB, mounted on horses, @ 7 points.	0-12
Romagnol or Anconan spearmen "Reg D" MI LTS,Sh, or LMI JLS,Sh, @ 3 points.	12-48
Romagnol or Anconan pavisiers "Reg D" MI LTS,Pa or Sh, @ 3 points.	0-24
Extra to upgrade Romagnol or Anconan spearmen or pavisiers to HI, @ 2 points.	Any
Romagnol or Anconan crossbowmen "Reg D" MI or LMI CB,@ 2 points.	12-24
Extra to upgrade Romagnol or Anconan crossbowmen to HI or LHI,@ 2 points.	Any
Tuscan or Spoletan spearmen "Reg D" MI LTS,Sh, @ 3 points.	12-36
Norman knights "Irreg B" HC L,Sh, @ 9 points.	0-14
Extra to upgrade all HC but Normans to EHK, @ 6 points.	All/0
Italian mercenary cavalry "Reg B" EHK L,Sh, @ 17 points.	0-15
German mercenary cavalry "Reg C" EHK L,Sh, @ 16 points.	0-12
Extra to upgrade German mercenary cavalry to SHK, @ 3 points.	All/0
Non-Italian mercenary cavalry "Irreg B" EHK L,Sh, @ 15 points.	0-12
Swabian swordsmen "Irreg C" HI 2HCW,Sh, @ 5 points.	0-16
Mercenary archers "Reg C" LI B, @ 3 points.	0-20
Mercenary spearmen "Reg C" HI LTS,Sh, @ 6 points.	0-30
Mercenary crossbowmen "Reg C" LHI CB, @ 5 points.	0-12
Up to 18 regular command factors @ 10 points.	
Up to 6 irregular command factors @ 25 points.	

This covers the period from the accession of Leo IX until the rise of the condottieri. Although some warlike popes did arm themselves as knights and were presumably willing to fight, I presume that their holiness would be less respected. A C-in-C equipped as a knight could alternatively be a lay papal gonfalonier. The commanders of contingents from Perugia, the Romagna, the Ancona marches, Tuscany, and Spoleto and its neighbours are classed as Ally-Generals because of the casual attitude of those cities to their military obligations. Each such contingent represents a number of smaller combined under the leader of the largest. Minimums marked * apply only if no other guards are used. Normans cannot be used with EHK or SHK. Pavisiers and LMI spearmen cannot be used with HC. Pavisiers must be in mixed units with crossbowmen. Norman knights and German mercenary cavalry can fight in wedge.

127. JAPANESE.
1050 AD to 1542 AD.

C-in-C mounted on horse, equipped as mounted samurai, or on foot, equipped as foot samurai, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Sub-General mounted on horse, equipped as mounted samurai, or on foot, equipped	

as foot samurai, @ 50 points.	0-3
P standard to accompany Sub-General, @ 5 points.	All/0
Extra to upgrade Sub-General to Ally-General, @ 25 points.	0-2
P standard to accompany samurai Ally-General, @ 5 points.	All
Warrior monk Ally-General on foot as LHI 2HCT, @ 75 point.	*1
P standard to accompany warrior monk Ally-General, @ 5 points.	0-1
Warrior monk's mikoshi portable S shrine, @ 85 points.	0-1
Imperial guard "Irreg B" LC LB,2HCW, @ 6 points. (E)	0-6
Mounted samurai "Irreg B" HC LB,2HCW, @ 8 points. (E)	17-120
	(M or L)
Alternative to replace mounted samurai LB with 2HCT, @ 0 points. (M)	11-33
	Any
	All
Foot samurai "Irreg B" all HI or all LHI LB,2HCW, @ 6 points.	0-100
Foot samurai "Irreg B" all HI or all LHI LB,2SA, @ 7 points.	0-6
Foot samurai "Irreg B" HI 2HCT, @ 6 points. (M or L)	0-100
Extra to upgrade LHI samurai to EHI, @ 2 points. (M)	All
Extra to upgrade LHI or HI samurai to EHI, @ 2 points. (L)	All
Extra to upgrade samurai from "Irreg B" to "Irreg A", @ 1 point.	0-1/4
Followers or ashigaru "Irreg C" LMI 2HCT, @ 3 points.	30-100
Followers or ashigaru "Irreg C" LMI LB, @ 2 points.	0-40
Extra to upgrade ashigaru to LHI, @ 2 points. (E)	Any
	(M or L)
Mounted warrior monks "Irreg C" HC LB,2HCW, @ 7 points. (E or M)	1/2-all
Extra to give 2HCT to mounted warrior monks, @ 1 point.	0-6
Foot warrior monks "Irreg C" LHI 2HCT, @ 5 points.	Any
Foot warrior monks "Irreg C" LHI LB,2HCW, @ 5 points.	*24-48
Extra to upgrade warrior monks to "Irreg A" as ikko-ikki, @ 2 points. (L)	0-6
Warrior monks carrying shrine "Irreg A" HI 2HCW, @ 6 points.	All/0
Women or boys "Irreg B" LMI 2HCT, @ 4 points.	**6-8
Peasants "Irreg D" LMI 2HCT, @ 2 points. (M or L)	0-6
Peasants "Irreg D" LMI IPW, @ 1 point. (M or L)	0-50
Extra to give Pa to foot with LB, changing LMI to MI and LHI to HI, @ 1 point.	0-50
Herd of 4 stampeding cattle, @ 65 points. (E)	0-24
Up to 18 irregular command factors @ 25 points.	0-1

This list covers Japanese armies from the earliest time from which good information is available until the introduction of firearms and discipline. It is sub-divided into an early period from 1050 AD until 1350 AD, a middle period from 1350 AD until 1478 AD, and a later period. Items marked (E) can only be used in early period, those marked (M) only in middle period, and those marked (L) only in later period armies. Imperial guards are unlikely to have gone into battle and even less likely to have neglected to wear armour. 2HCT includes both naginata and yari. Although spear-like in appearance, yari were used for cutting as well as thrusting and held with both hands, so cannot be classed as L. I can find no evidence for the wide spread use of both LB and 2HCT by a single individual. The few illustrations I have found depict mounted warrior monks. Since 2HCW are of no use under the rules to figures also armed with 2HCT, no points have been charged for them in those circumstances. LB cavalry can use their 2HCW when dismounted. HC dismount as the heaviest armoured foot samurai for their period. The early period LHI option for samurai reflects the practise of fighting on the run. The option for 2SA reflects an occasional practise of fighting with the shorter sword in the left hand. Most samurai dressed in restrained colours. Those who had achieved, or were bent on achieving, a reputation dressed more brightly and were often placed in the front rank. This could differentiate samurai upgraded to "Irreg A". Those minimums marked * apply only if any warrior monks are used. The minimum marked ** applies only if a shrine is used. These only influence warrior monks. They are carried at the front of monkish forces, daring the enemy to come and take them. The bearers put them down to fight. Ikko-ikki were an especially fanatical late sect, not recorded as using shrines in battle. Women or boys in normal civilian costume were sometimes used in extremity to guard rear positions, and might make a colourful camp guard. Stampeding cattle were used on one occasion and are included for completeness. For their use, see List 120 in Book II. The best tactic for a Japanese army is an immediate impetuous charge, sometimes by naginata men, shot in by bowmen, who charge in turn next period. Wargames samurai who depend chiefly on the stationary shooting of their LB usually lose. A C-in-C on foot did not usually take a forward role. Early period mounted samurai can fight in wedge.

128. SCOTS ISLES AND HIGHLANDS.
1050 AD to 1493 AD.

C-in-C on foot or mounted on horse as LHI or LMI 2HCW,Sh, or 2HCW,JLS, or JLS,Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Sub-General on foot or mounted on horse as LMI or LHI 2HCW,Sh, or 2HCW,JLS, or JLS,Sh, @ 50 points.	0-2
Extra to upgrade Highland or Galwegian Sub-General to Ally-General, @ 25 points. Any Orkney Viking Ally-General on foot or mounted on horse as LHI 2HCW,Sh, @ 75 points.	*1
Dublin or Man Viking Ally-General on foot or mounted on horse as LHI 2HCW,Sh, @ 75 points.	*1
P standard to accompany Ally-General, @ 5 points.	All
Extra to upgrade Orkney raven standard to PS, @ 85 points.	0-1
Islemen "Irreg C" LMI 1/2 2HCW, 1/2 2HCW or JLS, @ 2 points.	47-147
Extra to upgrade Islemen to "Irreg B", @ 1 point.	Any
Extra to give JLS or Sh to Islemen with 2HCW, or Sh to those with JLS, @ 1 point.	All/0
Highland warriors "Irreg C" LMI 1/2 JLS, 1/4 B or JLS, 1/4 2HCW or JLS, Sh, @ 3 points.	*23-50
Extra to upgrade highland LMI with 2HCW or JLS to "Irreg B", @ 1 point.	0-14
Highland scouts "Irreg C" LI B or JLS, Sh, @ 3 points.	*5-12
Extra to upgrade any highlanders to "Irreg A", @ 2 points.	0-1/2
Galwegians "Irreg C" LMI JLS,Sh, @ 3 points.	0-50
Extra to upgrade Galwegians to "Irreg B", @ 1 point.	0-14
Extra to mount "Irreg B" Galwegians on horses, @ 2 points.	All/0
Extra to upgrade remaining "Irreg C" Galwegians to "Irreg A", @ 2 points.	0-1/2
Orkney or Man Viking huscarls "Irreg B" LHI 2HCW,Sh, @ 6 points.	*5-11
Dublin Viking huscarls "Irreg B" LHI 2HCW,Sh, @ 6 points.	*5-14
Viking berserks "Irreg A" LMI 2SA, @ 5 points, or 2HCW, @ 4 points.	0-6
Extra to give Sh to berserks, @ 1 point.	All/0
Viking bondi "Irreg C" LMI 1/2 JLS, 1/2 JLS or 2HCW, Sh, @ 3 points.	*12-48
Viking archers "Irreg C" LMI B,Sh, @ 3 points.	0-12
Extra to give JLS to Viking archers, @ 1 point.	Any
Extra to upgrade Viking LMI to LHI, @ 2 points.	0-24
Irish mercenaries "Irreg C" LMI JLS,Sh, @ 3 points.	0-48
Extra to upgrade Irish mercenaries to "Irreg B", @ 1 point.	Any
Up to 15 irregular Irish command factors @ 25 points.	

This covers the armies of the Lord of the Isles from the death of Macbeth's viceroy Kalv Arnasson until the execution of the final Lord. Only Orkney Vikings take any notice of their S standard. Irish mercenaries can be used only if no Vikings or any Dublin Vikings are present. Minimums marked * apply only if any figures of that nation are used. Vikings must be from Orkney, Dublin or Man. They cannot be used after 1268 AD. I suggest using gallowglasses with quilted armour as the more prosperous Islemen, Highlanders and Galwegians, while generals could have mail. A 2HCW used alone is often a Norse or Lochaber axe; if with JLS, a two-handed sword. For poorer troops, I suggest bare-legged Irish. All horses should be short legged rough garrons. It is difficult to imagine what this army can be used for other than impetuous charges, but that might well be sufficient, especially if a few surprise sightings can be obtained by moving through difficult terrain. Viking huscarls and berserks can fight in wedge.

129. EARLY RUSSIAN.
1054 AD to 1246 AD.

C-in-C mounted on horse as HC JLS,Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Russian Sub-General mounted on horse as HC JLS,Sh, or on foot as HI or EHI LTS or 2HCW, Sh, @ 50 points.	0-2
Svoi Pogyane Sub-General mounted on horse as HC or LC JLS,B,Sh, @ 50 points.	*1-2
Polovtsy Ally-General mounted on horse as HC JLS,B,Sh, @ 75 points.	**1
P standard to accompany Sub-General or Ally-General, @ 5 points.	All
Druzhina "Irreg B" HC JLS,Sh, @ 9 points.	23-47
Polk cavalry "Irreg C" HC JLS,Sh, @ 8 points.	0-12
Polk spearmen "Irreg C" HI LTS,Sh, @ 5 points.	24-48

Polk javelinmen "Irreg C" HI JLS,Sh, @ 5 points.	0-24
Polk axemen "Irreg C" HI 2HCW,Sh, @ 5 points.	5-12
Polk archers "Irreg C" HI B, @ 4 points.	0-12
Extra to give Sh to Polk archers, @ 1 point.	All/0
Smerdy spearmen "Irreg D" MI LTS or JLS, Sh, @ 2 points.	0-48
Smerdy archers "Irreg D" MI or LI B, @ 1 point.	0-24
Woodsmen "Irreg C" LMI or LI 1/2 JLS, 1/2 2HCW or B, Sh, @ 3 points.	0-24
Svoi pogyane "Irreg C" LC JLS,B,Sh, @ 7 points.	0-34
Extra to upgrade svoi pogyane to "Irreg B" as bodyguards, @ 1 point.	*1-10
Extra to upgrade svoi pogyane bodyguards to HC, @ 2 points.	All/0
Polovtsy nobles "Irreg B" HC JLS,B,Sh, @ 10 points.	**2-9
Polovtsy skirmishers "Irreg C" LC JLS,B,Sh, @ 7 points.	**24-40
Svoi pogyane or Polovtsy dregs "Irreg C" LC B, @ 4 points.	0-24
Extra to give Sh to dregs, @ 2 points.	Any
German knights "Irreg B" HC L,Sh, @ 9 points.	0-6
Extra to upgrade German knights to EHK, @ 6 points.	All/0
German sergeants "Irreg C" MC JLS,Sh, @ 6 points.	0-6
Poles "Irreg B" HC JLS,Sh, @ 9 points.	0-15
Hungarians "Irreg C" LC B,Sh, @ 6 points.	0-12
70 paces of set-up wagon laager, @ 70 points.	0-5
Up to 16 irregular command factors @ 25 points.	
Up to 2 irregular command factors @ 10 points to give infantry units containing polk a detachment of polk cavalry.	

This list covers the period from the break-up of the Kievan Russ state into competing principalities until the Mongol conquest. Druzhina are the prince's personal troops, polk are city militia, and smerdy are peasants from the surrounding districts. Smerdy MI can be integrated in polk units. Inhabitants of forest villages are assumed to be a tougher proposition from the respect with which the Mongols treated them. Svoi pogyane "our own pagans" are former nomads now settled within the borders, also called Kazaks. Polovtsy are Cumans. The minimums marked * apply only if more than 20 svoi pogyane are used. Minimums marked ** apply if any Polovtsy are used. Germans, Poles or Hungarians cannot be used together. The probable strength of such contingents does not justify the inclusion of a full range of national types or of an Ally-General. Russian armies usually formed with HC in the centre, LC on their flanks, infantry behind and/or on the wings. German knights and sergeants can fight in wedge.

130. CUMAN. 1070 AD to 1394 AD.

C-in-C mounted on horse as HC JLS,B,Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Sub-General mounted on horse as HC JLS,B,Sh, @ 50 points.	0-2
P standard to accompany Sub-General, @ 5 points.	All/0
Cuman nobles "Irreg B" HC JLS,B,Sh, @ 10 points.	5-21
Cuman skirmishers "Irreg C" LC JLS,B,Sh, @ 7 points.	40-80
Cuman dregs "Irreg C" LC B, @ 4 points.	0-40
Ghuzz subjects "Irreg C" LC B, @ 4 points.	0-12
Petcheneg subjects "Irreg D" LC B, @ 3 points.	0-30
Extra to give Sh to Cuman dregs, Ghuzz or Petchenegs, @ 2 points.	Any
Extra to give JLS to Petchenegs, @ 1 point.	0-1/2
Cuman foot "Irreg C" LMI or LI 1/2 JLS, 1/2 JLS or B, @ 2 points.	0-50
Extra to give Sh to foot, @ 1 point.	Any
Extra to mount foot on camels, @ 1 point.	All/0
70 paces of set-up wagon laager, @ 70 points.	0-3
Up to 24 irregular command factors @ 25 points.	

The Cumans replaced the Petchenegs north of the Black Sea. After the Mongol invasions, they were mainly absorbed by Hungary and Russia, the last remnants being finished off by Timur. Infantry were possibly a little more important than to most nomadic nations. The Cumans are most famous under the alternative name of Polovtsy, as the opponents of Prince Igor's Russians.

131. MEDIEVAL SCANDINAVIAN.
1070 AD to 1487 AD.

C-in-C mounted on horse, equipped as heaviest knight present, or if no knights present, as hirdsman, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Sub-General mounted on horse, equipped as heaviest knight present, or on foot or mounted on horse, equipped as hirdsman, @ 50 points.	0-2
P standard to accompany Sub-General if equipped as knight, @ 5 points.	All
P standard to accompany Sub-General if equipped as hirdsman, @ 5 points.	Any
Hirdsmen "Irreg B" LHI 2HCW,Sh, @ 6 points.	5-23
Extra to mount hirdsmen on horses, @ 2 points.	All/0
Extra to upgrade hirdsmen to knights as HC L,Sh, @ 3 points. (E)	Any
(M or L)	All
Extra to upgrade knights from HC to EHK L,Sh, @ 6 points. (M)	0-1/2
(L)	All
Extra to upgrade knights from EHK to SHK, @ 3 points. (L)	Any
German mercenary cavalry "Reg C" SHK L,Sh, @ 19 points. (M or L)	0-24
Reduction for deleting Sh from SHK if no HC knights or EHK used, @ 2 points. (L)	All
Sergeants "Irreg C" HC L,Sh, @ 8 points. (M or L)	6-24
Crossbowmen "Irreg C" LHI CB, @ 4 points. (M or L)	0-30
Extra to mount crossbowmen on horses, @ 2 points.	Any
Leidang "Irreg C" LMI 2/3 JLS, 1/3 B, Sh, @ 3 points. (E)	80-200
Leidang "Irreg C" LMI 1/2 JLS, 1/4 CB, 1/4 B or JLS, Sh, @ 3 points. (M)	80-200
Extra to give JLS to Leidang with B or CB, @ 1 point. (E or M)	Any
Leidang "Irreg C" LMI 1/2 to 2/3 CB, @ 2 points, rest 2HCT, @ 3 points. (L)	48-200
Extra to upgrade leidang LMI to LHI, @ 2 points.	0-1/2
Extra to upgrade 1 leidang unit to "Irreg B" as Dalarna levy, @ 1 point. *	0-48
Dregs with clubs or other weapons "Irreg D" LMI IPW, @ 1 point.	0-30
Bombard with "Irreg C" crew of 4, @ 50 points. (L)	0-2
Lapp scouts "Irreg D" LI B, @ 1 point. (L) *	0-6
Extra to upgrade Lapp scouts to LC mounted on elk, @ 2 points.	0-1
Up to 3 regular command factors @ 10 points.	
Up to 12 irregular command factors @ 25 points.	
Up to 1 irregular command factor @ 10 points to give C-in-C a detachment of Lapps.	

This list covers the armies of Norway, Denmark and Sweden from the first introduction of true cavalry until the introduction of mercenary landsknechts. It is sub-divided into an early period before 1200 AD, a middle period from then until 1390 AD, and a later period. Items marked (E) can only be used in early period, those marked (M) only in middle period, and those marked (L) only in later period armies. Hirdsmen are royal troops and leidang a home defence militia. Although the kingdoms were unified from 1390 AD, dissident Swedish rulers with predominantly leidang armies fought against the union's armies. Items marked * can only be used by Swedish armies. Lapps were not keen on fighting, and are chiefly useful for their scouting points and local colour. Use them as a mixed detachment of the C-in-C's bodyguard. Americans note that European elk are moose. Knights and sergeants dismount in close formation. Contemporary depictions of later leidang show them in kettle hat or sallet, crossbowmen in front with a second rank loading crossbows and men with mixed pole arms behind. About half of these are like Swiss halberds, the rest a sword blade with cross guard on a 6 to 8 foot pole. Some men, including crossbowmen, wear plate corslets. Swedish peasant infantry had a fearsome reputation. Hirdsmen and German mercenary cavalry can fight in wedge.

132. CILICIAN ARMENIAN.
1071 AD to 1375 AD.

C-in-C mounted on horse as HC or EHK L,Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Sub-General mounted on horse as HC or EHK L,Sh, @ 50 points.	0-2
P standard to accompany Sub-General, @ 5 points.	All/0
Frankish Ally-General mounted on horse, equipped as knight, @ 75 points.	*1
Seljuq Ally-General mounted on horse as EHC or HC JLS,B,Sh, @ 75 points.	*1
P standard to accompany Ally-General, @ 5 points.	All
Armenian cavalry "Irreg B" HC L, Sh, @ 9 points.	21-87
Extra to upgrade Armenian HC to EHK, @ 6 points.	0-15
Armenian javelinmen "Irreg C" 3/4 LMI, 1/4 LMI or LI JLS,Sh, @ 3 points.	60-200

Armenian archers "Irreg C" LI, B, @ 2 points.	24-96
Frankish knights "Irreg B" HC L,Sh, @ 9 points.	*5-11
Extra to upgrade Frankish knights to EHK, @ 6 points.	All/0
Frankish spearmen "Irreg C" MI JLS or LTS, Sh, @ 3 points.	0-16
Frankish archers "Irreg C" MI or LI B, @ 2 points.	0-12
Frankish crossbowmen "Irreg C" MI or LMI CB, @ 2 points.	0-12
Extra to upgrade Frankish MI to HI or LMI to LHI, @ 2 points.	0-12
Seljuq askaris "Irreg B" HC JLS,B,Sh, @ 10 points.	0-17
Extra to upgrade Seljuq HC to EHC, @ 2 points.	Any
Up to 18 irregular command factors @ 25 points.	

This covers the Armenians of Cilicia from their gaining independence in the aftermath of Manzikert until the end of their kingdom. It should not be confused with the earlier Armenian kingdom. Minimums marked * apply only if any troops of that nation are used. Armenian EHK or Frankish spearmen with LTS cannot be used with Frankish HC. An army that feels most at home in its native mountains.

133. COMNENAN BYZANTINE. 1071 AD to 1204 AD.

C-in-C mounted on horse as EHC or HC L,Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 30 points.	1
Byzantine Sub-General mounted on horse as HC L,Sh, @ 50 points.	0-2
P standard to accompany Byzantine Sub-General, @ 10 points.	All
Frankish Sub-General mounted on horse as HC or EHK L,Sh, @ 50 points.	0-1
Serbian Ally-General mounted on horse as HC L,Sh, @ 75 points.	0-1
P standard to accompany Frankish Sub-General or Serb Ally-General, @ 5 points.	All
Kataphraktoi "Reg C" HC L,Sh, @ 10 points.	11-24
Archers integral to kataphraktoi units "Reg C" HC B, @ 8 points.	0-24
Extra to upgrade kataphraktoi and their archers to "Reg A", @ 2 points.	0-11
Trapezitoi "Reg C" LC L,Sh, @ 8 points.	0-12
Varangians "Reg B" HI 2HCW,Sh, @ 7 points.	0-36
Extra to upgrade Varangians to "Reg A" guard, @ 1 point.	0-24
Extra to upgrade "Reg A" Varangians to EHI, @ 2 points.	0-12
Extra to mount "Reg A" Varangians on horses, @ 2 points.	All/0
Skutatoi "Reg D" MI LTS,Sh, @ 3 points.	0-48
Extra to upgrade skutatoi to HI, @ 2 points.	Any
Peltastoi "Reg D" LMI JLS,Sh, @ 3 points.	0-24
Psiloi "Reg D" LI 1/2 B, 1/2 B or CB or JLS, @ 2 points.	0-48
Extra to give B to peltastoi or Sh to psiloi, @ 1 point.	Any
Latinikon and other Franks "Irreg B" HC L,Sh, @ 9 points.	9-29
Extra to upgrade Franks to EHK, @ 6 points.	All/0
Turkopouloi, vardariots and other Turks "Irreg C" LC JLS,B,Sh, @ 7 points.	10-60
Extra to upgrade vardariots to "Reg C", @ 3 points.	0-30
Extra to upgrade any Turks from "C" to "B", @ 1 point.	Any
Skythikon and other non-Turkish nomads "Irreg C" LC B @ 4 points.	20-30
Alans "Irreg B" LC B, @ 5 points.	0-12
Extra to give Sh to LC lacking them, @ 2 points.	Any
Extra to give JLS to LC lacking them, @ 1 point.	Any
Georgians "Irreg B" HC L,B,Sh, @ 10 points.	0-6
Serbs "Irreg B" HC L,Sh, @ 9 points.	0-23
Slav, Armenian or Manichaeen javelinmen "Irreg C" LMI JLS,Sh, @ 3 points.	0-50
Bithynian or Armenian archers "Irreg C" LI, B, @ 2 points.	0-30
Caltrops to cover frontage of 4 skutatoi, @ 4 points.	0-5
2 horse scythed super heavy chariot with 1 "Irreg C" armed driver, @ 19 points.	0-1
Up to 24 regular command factors @ 10 points.	
Up to 20 irregular command factors @ 25 points.	

This list covers Byzantine armies from Manzikert until the conquest of Constantinople by the 4th Crusade. The EHC option for the C-in-C is based on the heavy purple housing of the emperor's horse. "Our Lady of Blachernae" was captured at Manzikert, somewhat spoiling it as an S standard! No distinction is made between the various often short-lived Byzantine units, or between paid troops and those obtained by thema or pronoia. Varangian EHI or Kataphraktoi archers or chariots cannot be used with Frankish EHK. Non-Turkish nomads include Petchenegs, Cumans, Bulgars and Hungarians. Caltrops and chariots were allegedly used by Alexius I. Kataphraktoi can fight in African.

134. ANGLO-NORMAN.
1072 AD to 1181 AD.

C-in-C mounted on horse as HC L,Sh, @ 100 points.	1
P standard to accompany C-in-C, @ 5 points.	1
SA standard carried on ox-drawn wagon, @ 115 points.	0-1
Extra to upgrade C-in-C's P standard to PA if no SA standard present, @ 10 points.	1
Sub-General mounted on horse as HC L,Sh, @ 50 points.	0-2
P standard to accompany Sub-General, @ 5 points.	All
Anglo-Norman and mercenary knights "Irreg B" HC L,Sh, @ 9 points.	29-69
Extra to upgrade mercenary knights to "Reg B" as Brabancons, @ 2 points.	0-12
Sergeants "Irreg C" MI 2/3 JLS, 1/3 JLS or 2HCW, Sh, @ 3 points.	0-24
Extra to upgrade sergeants to "Irreg C" MC L,Sh, @ 3 points.	All/0
Extra to upgrade sergeants from MI to HI, or from MC to HC, @ 2 points.	Any
Fyrd "Irreg C" MI 1/2 JLS, 1/2 2HCW or JLS, Sh, @ 3 points.	0-144
Extra to upgrade fyrd to HI, @ 2 points.	0-36
Armed monks to escort SA standard, "Irreg D" MI JLS, Sh, @ 2 points.	0-8
Archers "Irreg C" LI B, @ 2 points.	10-36
Crossbowmen "Irreg C" LI or LMI CB, @ 2 points.	0-10
Crossbowmen "Irreg C" LHI CB, @ 4 points.	0-24
Spearman "Irreg C" MI JLS,Sh, @ 3 points.	0-48
Extra to upgrade spearman or monks to HI, @ 2 points.	0-24
Flemings "Reg C" HI LTS,Sh, @ 6 points.	0-24
North Welsh "Irreg C" LMI LTS,Sh, @ 3 points.	0-32
South Welsh "Irreg C" LMI or LI LB, @ 2 points.	0-12
Up to 4 regular command factors @ 10 points.	
Up to 12 irregular command factors @ 25 points.	
Up to 3 irregular command factors @ 10 points to give units of cavalry or of fyrd a detachment of LI.	

This list covers English armies from the completion of the Norman conquest until Henry II's assize of arms in 1181 AD. The S standard is the banner of St.Cuthbert of Durham or St.Peter of York. It cannot be used if the king is present. It will be especially appropriate when defending against the "breechless and barbarous Scots." After about 1150 AD, knights wear full mail and dismount as EHI. Other HC wearing hauberk or haubergon only dismount as HI. Both kinds of HC fight when dismounted as JLS,Sh. No distinction is drawn between foot retainers, mercenaries and town militia. North Welsh and South Welsh cannot be used together or with a sacred standard. A large proportion of the cavalry were often dismounted to stiffen the foot, and could form the front rank of mixed units.

135. SICILIAN.
1072 AD to 1282 AD.

C-in-C mounted on horse, equipped as knight, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points if carried by irregular, or @ 30 points if carried by regular.	1
Sub-General mounted on horse, equipped as knight, @ 50 points.	0-2
P standard to accompany Sub-General, @ 5 points.	All
Sicilian Norman feudal knights "Irreg B" HC L,Sh, @ 9 points.	15-42
Extra to upgrade Sicilian Norman knights to "Reg A" familia, @ 3 points.	0-5
Italian communal knights "Reg C" HC L,Sh, @ 10 points.	0-12
Extra to upgrade Norman and communal knights to EHK, @ 6 points. (N)	All/0
	(H)
German mercenary cavalry "Reg C" EHK L,Sh, @ 16 points. (H)	0-24
Extra to upgrade German mercenary cavalry to SHK, @ 3 points.	All/0
Italian mercenary cavalry "Reg B" EHK L,Sh, @ 17 points. (H)	0-15
Sicilian Norman sergeants "Irreg C" HC L,Sh, @ 8 points.	0-20
Italian communal spearmen "Reg D" MI LTS,Sh, @ 3 points.	0-48
Italian communal pavisiers "Reg D" MI LTS,Pa or Sh, @ 3 points. (H)	0-16
Extra to upgrade communal spearmen or pavisiers to HI, @ 2 points.	0-1/2
Italian communal crossbowmen "Reg D" MI or LMI CB, @ 2 points.	0-24
Extra to upgrade communal crossbowmen to LHI, @ 2 points.	Any
Berbers "Irreg C" LC JLS,Sh, @ 6 points.	0-18
Saracen or Berber nobles "Irreg B" HC JLS,Sh, @ 9 points.	0-6
Extra to upgrade Saracen or Berber nobles to "Reg A" guard, @ 3 points. (H)	All

Saracen horse archers "Reg C" LC B, @ 6 points. (H)	6-24
Extra to give Sh to Saracen horse archers, @ 2 points.	0-1/2
Saracen archers "Irreg C" LI B, @ 2 points.	0-96
Extra to upgrade Saracen archers to "Reg C" LMI or LI, @ 1 point. (H)	Any
Saracen javelinmen "Irreg C" LMI JLS,Sh, @ 3 points.	0-24
Saracen axemen "Irreg C" LMI 2HCW, @ 2 points.	0-12
Extra to upgrade Saracen javelinmen or axemen to "Reg A" LHI, @ 5 points.	Any
Mercenary crossbowmen "Reg C" LHI CB, @ 5 points.	0-15
Griffons "Irreg C" LMI or LI JLS,Sh, @ 3 points.	0-30
Arriere-ban "Irreg D" LMI IPW, @ 1 point.	0-50
Catalan almughavars "Irreg B" LMI JLS, all HTW or all LTS, @ 4 points. (H)	0-20
Up to 15 regular command factors @ 10 points.	
Up to 10 irregular command factors @ 25 points.	

This list covers Sicily from the Norman conquest until its acquisition by Peter III of Aragon. Items marked (N) apply only to Norman armies of before 1194 AD, and those marked (H) apply only to Hohenstaufen or Angevin armies. Mercenary German cavalry at Benevento in 1266 AD are described as in plate armour, so may deserve classification as SHK. Some of the javelinmen are based on figures depicted mingled with axemen, and whose only apparent weapons are daggers used over-arm. The suggestion that these are ancestral mafiosi, and that the kite shields depicted are really violin cases, must be discounted! Sicilian Norman HC and German mercenary cavalry can fight in wedge.

136. EARLY IMPERIALIST. 1072 AD to 1308 AD.

C-in-C mounted on horse, equipped as heaviest noble present, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
German clerical Sub-General mounted on horse, equipped as noble, @ 50 points.	0-2
German princely Ally-General mounted on horse, equipped as noble, @ 75 points.	*1-2
Hungarian Ally-General mounted on horse as HC or EHC L,Sh, @ 75 points.	**1
P standard to accompany Sub-General or Ally-General, @ 5 points.	All
German imperial or clerical knights "Irreg B" HC L,Sh, @ 9 points.	2-9
German nobles and knights "Irreg B" HC L,Sh, @ 9 points.	*11-38
German ministeriales "Irreg C" HC L,Sh, @ 8 points.	36-48
German mercenary cavalry "Reg C" HC L,Sh, @ 10 points.	0-12
Foreign mercenary cavalry "Irreg B" HC L,Sh, @ 9 points.	0-18
Extra to upgrade foreign cavalry to "Reg B", as Brabanzonen, @ 2 points.	0-10
Extra to upgrade all HC except ministeriales to EHK, @ 6 points.	All/0
Extra to further upgrade German EHK to SHK, @ 3 points.	Any
German sergeants "Irreg C" MC JLS or L,Sh, @ 6 points.	0-40
German crossbowmen "Irreg C" LI or LMI CB, @ 2 points.	0-12
German heerban spearmen "Irreg C" MI JLS or LTS, Sh, @ 3 points.	0-50
Frisians "Irreg C" LMI JLS,Sh, @ 3 points.	0-24
Extra to upgrade LMI with CB or JLS to LHI, or MI Heerban to HI, @ 2 points.	0-24
German Swabian swordsmen "Irreg C" HI 2HCW,Sh, @ 5 points.	0-20
German archers "Irreg C" LI B, @ 2 points.	0-30
German town militia "Reg D" MI CB, @ 2 points.	0-48
Italian mercenary crossbowmen "Reg C" HI or LHI CB, @ 5 points.	0-24
Extra to give Pa to HI crossbowman, @ 1 point.	All
Low Countries mercenary spearmen "Reg C" HI LTS,Sh, @ 6 points.	0-48
Hungarian nobles "Irreg B" HC L,Sh, @ 9 points.	**2-5
Hungarian gentry "Irreg C" LC or MC JLS,B,Sh, @ 7 points.	0-6
Extra to upgrade Hungarian gentry to HC, @ 2 points.	Any
Hungarian skirmishers "Irreg C" LC B,Sh, @ 6 points.	**10-20
Hungarian Cumans "Irreg C" LC JLS,B,Sh, @ 7 points.	**10-24
Up to 8 regular command factors @ 10 points.	
Up to 18 irregular command factors @ 25 points.	

This list covers German armies of the Holy Roman Empire until the murder of Albrecht I of Hapsburg. Only the princes of the church had a military obligation. They usually commanded their troops in person. Lay princes had no such obligation and were jealous of their independence, so are classed as Ally-Generals. They controlled the nobility and the mass of the knighthood. Minimums marked * or ** apply only if any troops so marked are used. SHK cannot be used with Hungarians, or militia used with any foreign mercenaries or with Hungarians. German cavalry can fight in wedge.

137. FEUDAL FRENCH.
1072 AD to 1330 AD.

French or Spanish C-in-C mounted on horse, equipped as knight, @ 100 points.	1
Oriflamme SA standard to accompany C-in-C, @ 95 points.	0-1
French Sub-General mounted on horse, equipped as knight, @ 50 points.	0-2
Extra to upgrade Sub-General to French Ally-General, @ 25 points.	Any
P standard to accompany C-in-C, Sub-General or Ally-General, @ 5 points.	All
Extra to upgrade C-in-C's standard to PA, if Oriflamme not used, @ 10 points.	All
French knights "Irreg B" HC, L,Sh, @ 9 points.	17-45
Extra to upgrade knights to EHK, @ 6 points.	*A11
Sergeants "Irreg C" MC, L,Sh, @ 6 points.	0-24
Extra to upgrade sergeants to HC, @ 2 points.	*A11
Mounted crossbowmen "Irreg C" EHI CB, mounted on horse, @ 8 points.	*6-8
Extra to upgrade mounted crossbowmen to "Reg B", @ 2 points.	All/0
Foot crossbowmen "Irreg C" LI or LMI, CB, @ 2 points.	6-20
Extra to upgrade foot crossbowmen to LHI, @ 2 points.	Any
Archers "Irreg C" LI B, @ 2 points.	0-40
Extra to mount archers on horses, @ 2 points.	0-12
Spearmen "Irreg C" MI JLS,Sh, @ 3 points.	16-48
Swordsmen or axemen "Irreg C" MI 2HCW, @ 2 points.	0-12
Extra to give Sh to foot with 2HCW or to upgrade to 2HCT, @ 1 point.	Any
Extra to upgrade MI to HI, @ 2 points.	0-1/2
French communal militia "Irreg C" or "Reg D" MI JLS,Sh, @ 3 points.	0-48
Spanish knights "Irreg B" EHK L,Sh, @ 15 points.	**5-11
Spanish jinetes "Irreg C" LC JLS,Sh, @ 6 points.	**12-20
Spanish or Gascon bidets "Irreg C" LI or LMI JLS, @ 2 points.	0-24
Brabancon mercenary cavalry "Reg B" HC L,Sh, @ 11 points.	0-10
Extra to upgrade Brabancons to EHK, @ 6 points.	*A11
Low Countries mercenary spearmen "Reg C" HI LTS,Sh, @ 6 points.	0-24
Genoese mercenary crossbowmen "Reg C" all LHI or all HI CB, @ 5 points.	0-24
Extra to give Pa to Genoese HI, @ 1 point.	All/0
Ribauds "Irreg D" LMI 3/4 LTS or JLS, 1/4 2HCW or JLS, Sh, @ 2 points.	0-12
Extra to upgrade ribauds to "Irreg B", @ 2 points.	0-1/2
Peasant levies "Irreg D" LMI IPW, @ 1 point.	0-50
Large bolt-shooter or small stone-thrower with "Irreg C" crew of 3, @ 50 points.	0-1
Up to 6 regular command factors @ 10 points.	
Up to 12 irregular command factors @ 25 points.	

This list covers French armies from the re-birth of a strong central monarchy until the change to plate armour. Royal control over the nobility outside the Ile de France remained doubtful until after 1214 AD. The option for a Spanish C-in-C provides for the combined Albigensian and Spanish army of 1213 AD, commanded by the King of Aragon, but mainly of southern Frenchmen. No distinction has been made between feudal troops and French mercenaries. Minimums marked * apply only if any EHK, EHI with crossbow, Low Countries spearmen or Pa are used. Minimums marked ** apply only if any Spanish figure is used. French knights were considered superior to knights of other nations when fighting mounted, and the army's chief reliance was on their charge. Infantry could be drawn up behind as a rallying point, on the wings of each cavalry division, or sent in front to prepare the charge with their missiles.

138. EARLY CRUSADER.
1096 AD to 1128 AD.

C-in-C mounted on horse, equipped as knight, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
True Cross or Holy Lance S standard, to be carried by a senior cleric equipped as knight, @ 85 points + 9 points.	0-1
Crusader Ally-General mounted on horse, equipped as knight, @ 75 points.	0-3
Armenian Ally-General mounted on horse as HC L,Sh, @ 75 points. (KJ)	*1
P standard to accompany Crusader or Armenian Ally-General, @ 5 points.	All
Byzantine Ally-General mounted on horse as HC or LC B,Sh, @ 75 points. (1C)	*1
Knights "Irreg B" HC L,Sh, @ 9 points.	9-42
Reduction to downgrade knights lacking horses to HI JLS,Sh, @ -3 points. (1C)	0-3/4
Sergeants "Irreg C" MC L,Sh, @ 6 points. (KJ)	0-18
Turcoples "Irreg C" LC JLS,B,Sh, @ 7 points. (KJ)	0-30

Frankish spearmen "Irreg C" MI JLS,Sh, @ 3 points.	20-48
Frankish crossbowmen "Irreg C" MI CB, @ 2 points.	10-48
Frankish archer "Irreg C" MI B, @ 2 points.	10-24
Extra to give JLS to Frankish archer, @ 1 point.	0-12
Extra to upgrade Sergeants to HC or Frankish foot to HI, @ 2 points.	Any
Pilgrims "Irreg D" LMI 1/4 JLS, 1/4 B, 1/2 IPW, @ 1 point. (1C)	48-150
	(KJ)
Extra to give Sh to pilgrims, @ 1 point.	0-24
Extra to upgrade pilgrims to "Irreg A", @ 3 points.	0-1/4
Extra to upgrade remaining pilgrims to "Irreg C", @ 1 point.	0-1/3
Byzantine turkopouloi "Irreg C" LC JLS,B,Sh, @ 7 points. (1C)	All/0
Byzantine 30 mina stone-thrower with "Reg C" crew of 4, @ 40 points. (1C)	*5-6
Italian sailors "Irreg C" LHI CB, @ 4 points.	0-2
Reduction to downgrade Italian sailors to LMI, @ -2 points.	0-12
Norse and English crusading seamen "Irreg C" LMI 1/2 JLS, 1/4 2HCW, 1/4 B, Sh, @ 3 points. (1C)	0-1/2
Armenian, Maronite or Saracen cavalry "Irreg B" HC L,Sh, @ 9 points. (KJ)	0-24
Armenian javelinmen "Irreg C" LMI JLS,Sh, @ 3 points. (KJ)	0-12
Armenian archers "Irreg C" LI B, @ 2 points. (KJ)	*12-24
Maronite archers "Irreg C" LMI B, @ 2 points. (KJ)	0-12
Syrian archers "Irreg D" LI B, @ 1 point. (KJ)	0-24
Turks "Irreg C" LC JLS,B,Sh, @ 7 points. (KJ)	0-20
Bedouin Arabs "Irreg C" LC JLS or L, Sh, @ 7 points. (KJ)	0-6
70 paces of ditch or set-up wagon laager, @ 70 points. (1C)	0-6
Up to 1 regular command factor @ 10 points.	0-4
Up to 20 irregular command factors, @ 25 points.	

This list covers the armies of Outremer until the formation of the military orders. Items marked (1C) apply only to armies of the 1st Crusade. Items marked (KJ) apply only after the foundation of the Kingdom of Jerusalem, the Counties of Edessa and Tripoli, and the Principality of Antioch. If no (1C) items are used, knights can be fully armoured and dismount as EHI. Other HC dismount as HI. Turcoples are classed as LC in conformity with their Byzantine and Turkish originals. Minimums marked * apply only if any figure of that nation is used. Byzantines cannot be used together with an S standard. Saracen is used to include any independent Islamic states of Syria. Turks, Saracens and Bedouins ignore an S standard. Crusading armies usually won when they supported their knights properly by infantry and lost when they did not.

139. SYRIAN. 1100 AD to 1171 AD.

C-in-C mounted on horse as HC L,Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 30 points.	1
Ally-General mounted on horse as HC L,Sh, @ 75 points.	0-2
P standard to accompany Ally-General, @ 10 points.	All
Askaris "Reg A" HC L,Sh, @ 12 points.	11-21
Extra to give B to askaris, @ 2 points.	0-1/2
Other Syrian or Kurdish cavalry "Irreg B" HC L,Sh, @ 9 points.	0-72
Turkomans "Irreg C" LC JLS,B, @ 5 points.	24-36
Extra to give Sh to Turkomans, @ 2 points.	Any
Extra to upgrade Turkomans to "Irreg A", @ 2 points.	0-1/2
Bedouin Arab cavalry "Irreg C" LC JLS or L Sh, @ 7 points.	0-12
Ahdath spear/glaivemen "Irreg D" MI 1/2 LTS, 1/2 2HCW or JLS, Sh, @ 2 points.	32-96
Ahdath archers "Irreg D" MI B,Sh, @ 2 points.	16-48
Ghazis "Irreg A" LMI 1/2 JLS, 1/2 JLS or 2HCW, Sh, @ 5 points.	0-12
Muttawwia "Irreg C" LMI JLS, Sh, @ 3 points.	0-24
Al-Ashair "Irreg D" LI 1/2 B, 1/2 S, @ 1 point.	0-50
Kurds "Irreg B" LMI or LI JLS, Sh, @ 4 points.	0-24
Up to 18 irregular command factors @ 25 points.	

This list covers the armies of Syrian cities from the slackening of Seljuq rule until the accession of Saladin, usually fragile combinations of feuding emirs. Ahdath were city militia. Ghazis were volunteers fighting for religion, Muttawwia for loot! Al-Ashair were probably Druze tribesmen. See remarks on Turkomans under List 124. Askaris provide regular bodyguards for generals, so need no command factors. Syrian cavalry apparently depicted in aketon are assumed to be in lamellar or to have metal beneath.

140. SCOTS COMMON ARMY.
1124 AD to 1512 AD.

C-in-C mounted on horse, equipped as knight, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Norman-Scots Sub-General mounted on horse, equipped as knight, @ 50 points.	0-2
Highland, Isles or Galwegian Scots Ally-General, on foot or mounted on horse as LHI 2HCW or JLS, Sh, @ 75 points.	*1-2
French Ally-General mounted on horse as SHK L,Sh, @ 75 points.	*1
P standard to accompany Sub-General or Ally-General, @ 5 points.	All
Norman-Scots knights "Irreg C" HC L,Sh, @ 8 points.	5-15
Extra to upgrade knights to EHK, @ 6 points. (M)	All
Extra to upgrade knights to SHK, @ 9 points. (L)	All
Extra to upgrade knights from "Irreg C" to "Irreg B", @ 1 point.	0-7
Reduction to downgrade remaining "Irreg C" knights to "Irreg D", @ -1 point.	All/0
French knights "Irreg B" SHK L,Sh, @ 18 points. (M or L)	*5-11
Reduction to delete Sh from Scots or French SHK, @ -2 points. (L)	All/0
Sergeants "Irreg C" HC L,Sh, @ 8 points.	0-16
Feudal archers "Irreg C" LHI B, mounted on pony, @ 6 points.	0-12
French Genoese crossbowmen "Reg C" LHI or HI CB, @ 4 points. (M or L)	0-8
Extra to give Sh to feudal archers, or Pa to HI crossbowmen, @ 1 point. (M or L)	All
Lowland Scots yeomen "Irreg C" MI LTS,Sh, @ 3 points.	72-240
Extra to mount yeomen on ponies, @ 2 points.	All/0
Extra to upgrade yeomen to HI, @ 2 points. (M or L)	0-1/2
Ribaulds "Irreg C" 1/2 MI LTS,Sh, or LMI JLS,Sh, @ 3 points, 1/4 MI or LMI 2HCW,Sh, @ 3 points, 1/4 LI B, @ 2 points.	0-100
Ettrick archers "Irreg C" LI B, @ 2 points.	0-24
Alternative to replace feudal and Ettrick archers B with LB. (L)	All/0
Highlanders "Irreg C" LMI 1/2 JLS, 1/4 B or JLS, 1/4 2HCW or JLS, Sh, @ 3 points.	*11-48
Extra to upgrade Highlanders with 2HCW or JLS to "Irreg B", @ 1 point.	0-14
Extra to upgrade any Highlanders to "Irreg A", @ 2 points.	0-1/2
Islemen "Irreg C" LMI 1/2 2HCW, 1/2 2HCW or JLS, @ 2 points.	0-24
Extra to upgrade Islemen to "Irreg B", @ 1 point.	Any
Extra to give JLS or Sh to Islemen with 2HCW, or Sh to those with JLS, @ 1 point.	All/0
Galwegians "Irreg C" LMI JLS,Sh, @ 3 points. (E)	*20-48
Extra to upgrade Galwegians to "Irreg B", @ 1 point.	0-14
Extra to mount "Irreg B" Galwegians on ponies, @ 2 points.	All/0
Extra to upgrade any remaining "Irreg C" Galwegians to "Irreg A", @ 2 points.	0-1/2
Bombard with "Irreg C" crew of 4, @ 50 points. (L)	0-4
Camp followers "Irreg D" LMI IPW, @ 1 point.	0-50
Up to 70 paces of pits or stake-and-rope entanglements, @ 70 points. (M)	0-4
Up to 1 regular command factor, @ 10 points.	
Up to 18 irregular command factors @ 25 points.	

This list covers Scottish armies from the introduction of the feudal system by David I until the pre-Flodden import of pikes and plate ammunition armours. It is divided into an early period before 1250 AD, a middle period until 1385 AD, and a later period. Items marked (E) apply only to early, those marked (M) only to middle, and those marked (L) only to later period armies. Minimums marked * apply only if any figure of that nation is used, except that Highlanders can be commanded by an Isles general so do not require a Highland general if an Isles general is present. Scots knights fought well against the English in small numbers, poorly in quantity, often seeing their interests as lying more with the English king than with their own countrymen. Their armour lagged behind that of richer England. James I tried to introduce the longbow, though without much success. A Scots army's strength lies in its abundance of good spearmen. Stake-and-rope entanglements count only as a minor linear obstacle.

141. LATER CRUSADER.
1128 AD to 1298 AD.

C-in-C mounted on horse, equipped as knight, @ 100 points.	I
PA standard to accompany C-in-C, @ 15 points.	1
True Cross S standard, to be carried by senior cleric, equipped as knight, @ 85 points + 9 points if HC, or 15 points if EHK, to 1187 AD only.	0-1

Hospitaller Sub-General mounted on horse, equipped as knight, @ 50 points.	*1
Templar rash Sub-General mounted on horse, equipped as knight, @ 50 points.	*1
Other Sub-General mounted on horse, equipped as knight, @ 50 points.	0-2
Armenian Ally-General mounted on horse, equipped as Armenian cavalry, @ 75 points.	**1
Byzantine Ally-General mounted on horse as HC L,Sh, @ 75 points.	**1
Saracen or Fatimid Ally-General mounted on horse as HC L,B,Sh, @ 75 points.	**1
Bedouin Arab Ally-General mounted on horse as HC or LC L or JLS, Sh, @ 75 points.	**1
P standard to accompany Sub-General or Ally-General, @ 10 points if carried by regular, or 5 points if carried by irregular.	All
Hospitaller brother knights "Reg A" HC L,Sh, @ 12 points.	*5-11
Templar brother knights "Reg A" HC L,Sh, @ 12 points.	*5-11
Brother knights of other military orders "Reg A" HC L,Sh, @ 12 points.	0-6
Other knights "Irreg B" HC L,Sh, @ 9 points.	11-23
Armenian, Maronite or Saracen cavalry "Irreg B" HC L,Sh, @ 9 points.	0-17
Extra to upgrade knights and Armenian cavalry to EHK, @ 6 points.	All/0
Extra to upgrade Saracen cavalry to "Reg A" askaris, @ 3 points.	**2-5
Extra to give B to Saracen askaris, @ 2 points.	0-1/2
Military orders brother sergeants "Reg B" HC L,Sh, @ 11 points.	0-18
Other mounted sergeants "Irreg C" HC L,Sh, @ 8 points.	0-15
Turcoples "Irreg C" LC JLS,B,Sh, @ 7 points.	12-48
Extra to upgrade Turcoples to HC, @ 2 points.	Any
Reduction to deprive HC Turcoples of B and substitute L for JLS, @ -1 point.	All/0
Byzantine kataphraktoi "Reg C" HC L,Sh, @ 10 points.	0-17
Extra to upgrade kataphraktoi to "Reg A", @ 2 points.	**2-5
Byzantine turkopouloi "Irreg C" LC JLS,B,Sh, @ 7 points.	0-6
Fatimid mamluks "Reg A" HC L,B,Sh, @ 14 points.	**2-5
Fatimid askaris "Irreg C" HC L,Sh, @ 8 points.	0-36
Extra to upgrade Fatimid askaris to "Reg C", @ 2 points.	All/0
Bedouin Arabs "Irreg C" LC L or JLS, Sh, @ 7 points.	0-30
Foot sergeants "Irreg C" HI LTS,Sh, @ 5 points.	24-48
Crossbowmen "Irreg C" HI CB, @ 4 points.	24-96
Extra to upgrade crossbowmen to "Reg C" EHI, @ 3 points.	0-12
Extra to mount EHI crossbowmen on horses, @ 2 points.	All/0
Armenian javelinmen "Irreg C" LMI JLS,Sh, @ 3 points.	**24-48
Armenian archers "Irreg C" LI B, @ 2 points.	**12-24
Maronite archers "Irreg C" LMI B, @ 2 points.	0-48
Extra to give Sh to Maronite archers, @ 1 point.	Any
Syrian archers "Irreg D" LI B, @ 1 point.	0-50
Italian sailors "Irreg C" LHI CB, @ 4 points.	0-12
Assassins "Irreg A" LMI JLS,Sh, @ 5 points.	0-20
Up to 12 regular command factors @ 10 points.	
Up to 24 irregular command factors @ 25 points.	

This list covers the armies of Outremer from the institution of the military orders until the fall of the last mainland lordship. An S standard is ignored by Saracens, Fatimids, Bedouin and Assassins. Saracen is used to include all independent Islamic states of Syria. Simulating the combination of regular organisation with reckless behaviour shown by the military orders has posed something of a problem. The best answer yet found is to class the brother knights as "Regular A" and to blame the Grand Masters for the rash behaviour. A Templar Sub-General is always rash. A Hospitaller Sub-General must also be specified as rash if Richard I of England is C-in-C. Military order Sub-Generals can also control secular knights, turcoples, foot sergeants and crossbowmen in addition to the brothers. Minimums marked * apply only if more than 12 brother figures of that order are used. The minimums marked ** apply only if more than 12 figures of that nation are used. Fatimids cannot be used with EHK. Spears carried by foot sergeants are classed as LTS because of descriptions of the butts being planted in the ground to receive cavalry. Spearmen and crossbows were often mixed together in the same unit, either equally or with two crossbowmen to each spearman. Cavalry rarely dismounted in field battles, but if so HC or EHK knights dismount as EHI, other HC as HI. The strength of this army lies in the devastating impetuous charge of its knights, providing only that this can be reserved until the ideal moment. An opponent weaker in heavy cavalry and stronger in missilemen will probably try to avoid contact and shoot you down from a distance. These tactics could be countered by keeping the infantry closed up to support the knights with crossbows.

142. SERBIAN.

1151 AD to 1459 AD.

C-in-C mounted on horse, equipped as knight, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Serbian Sub-General mounted on horse, equipped as knight, @ 50 points.	0-2
P standard to accompany Serbian Sub-General, @ 5 points.	All
Albanian Ally-General mounted on horse as LC or HC JLS,Sh, @ 75 points.	*1
Bosnian Ally-General mounted or on foot as LMI or LHI JLS,Sh, @ 75 points.	*1
P standard to accompany Albanian or Bosnian Ally-General, @ 5 points.	Any
Serbian knights "Irreg B" HC L,Sh, @ 9 points.	5-23
Extra to upgrade Serbian knights to EHK, @ 6 points.	All/0
Serbian light cavalry "Irreg C" LC L,Sh, @ 6 points.	12-24
Extra to upgrade Serbian light cavalry to "Irreg A", @ 2 points.	Any
Serbian Cumans "Irreg C" LC, JLS,B,Sh, @ 7 points.	0-10
German or Italian mercenary cavalry "Reg C" SHK L,Sh, @ 19 points.	0-12
Albanian cavalry "Irreg B" LC JLS,Sh, @ 7 points.	*17-25
Extra to upgrade Albanian cavalry to HC, @ 2 points.	0-5
Croatian axemen "Irreg C" MI or LMI 2HCW, @ 2 points.	0-12
Serbian and Moravian archers "Irreg C" LI, B, @ 2 points.	24-72
Serbian or Albanian javelinmen "Irreg C" LMI or LI JLS,Sh, @ 3 points.	0-24
Bosnian javelinmen "Irreg B" LMI JLS,Sh, @ 4 points.	*14-50
Bosnian or Albanian archers "Irreg C" LI B, @ 2 points.	0-20
Greek archers "Irreg D" LI or LMI B, @ 1 point.	0-30
Up to 2 regular command factors @ 10 points.	
Up to 18 irregular command factors @ 25 points.	

This list covers the Greater Serbian Empire from its founding until final absorption by the Ottomans. It is best remembered for the epic battle against the Ottomans at Kosovo in 1389 AD. The "black-armoured" nobility were largely annihilated, but the lighter cavalry went on to win a reputation for daring in Ottoman service as Dellis, or "Mad-heads". The HC resembled Hungarians, the EHK the standard western types, and the Serbian LC later Bulgarian LC. The Albanian cavalry were Vlach immigrants who later became the notorious stradiots. Minimums marked * apply only if more than ten figures of that nation are used.

143. AYYUBID EGYPTIAN.

1171 AD to 1250 AD.

C-in-C mounted on horse, equipped as royal mamluk, @ 100 points.	1
PA standard to accompany C-in-C, @ 30 points.	1
Sub-General mounted on horse, equipped as mamluk or askari, @ 50 points.	0-2
P standard to accompany Sub-General, @ 10 points.	All
Royal mamluks "Reg A" HC L,B,Sh, @ 14 points.	0-14
Extra to upgrade Royal mamluks to EHC, @ 2 points.	All/0
Al-halqa "Reg A" HC L,B,Sh, @ 14 points.	5-12
Toassin "Reg B" HC L,B,Sh, @ 13 points.	12-36
Qaraghulams "Reg C" HC L,B,Sh @ 12 points.	6-60
Syrian provincial askaris "Reg B" HC L,Sh, @ 11 points.	*10-22
Extra to give B to Syrian provincial askaris, @ 2 points.	Any
Other Syrian cavalry "Irreg B" HC L,Sh, @ 9 points.	0-48
Turkomans "Irreg C" LC JLS,B, @ 5 points.	24-60
Extra to give Sh to Turkomans, @ 2 points.	0-40
Extra to upgrade Turkomans to "Irreg A", @ 2 points.	0-1/2
Bedouin Arabs "Irreg C" LC L or JLS, Sh, @ 7 points.	0-20
Arabs from Medina and the Hejaz "Irreg B" HC L,Sh, @ 10 points.	0-12
Franks "Irreg B" EHK L,Sh, @ 15 points.	0-6
Kipchak mamluks "Reg C" LC JLS,B,Sh, @ 10 points.	**20-48
Khwarizmians "Reg D" LC B, @ 5 points.	**6-48
Kurdish cavalry "Reg C" HC L,Sh, @ 10 points.	**6-18
Jabaliyya or Kurdish javelinmen "Irreg B" LMI or LI JLS,Sh, @ 4 points.	0-12
Sudanese archers "Reg C" LMI or LI B, Sh, @ 4 points.	0-72
Sudanese spearmen "Irreg C" LMI JLS,Sh, @ 3 points.	0-24
Ghazis "Irreg A" LMI 1/2 JLS, 1/2 JLS or 2HCW, Sh, @ 5 points.	0-12
Muttawia "Irreg C" LMI JLS,Sh, @ 3 points.	0-24
Syrian ahdath "Irreg D" MI 1/3 LTS, 1/3 2HCW or JLS, 1/3 B, Sh, @ 2 points.	0-48

Al-ashair "Irreg D" LI 1/2 B, 1/2 S, @ 1 point.	0-40
Crossbowmen "Reg C" LHI CB, @ 5 points.	0-12
Naffatun "Irreg C" LI with hand-hurled naptha bombs, @ 17 points.	0-6
Up to 12 regular command factors @ 10 points.	
Up to 20 irregular command factors @ 25 points.	

This covers armies from the end of the Fatimids until Saladin's Ayyubid dynasty was over-thrown by its mamluks. Al-halqa are non-mamluk elite cavalry, toassin are elite white mamluks, including Turks, and qaraghulams are Berber, Kurd and negro mamluks. Ghazis are seekers for paradise and muttawwia for loot. Ahdath are Syrian city defence guilds. Al-ashair are probably Syrian Druze. Kipchaks are Cumans. The minimum marked * applies only if any Syrians or al-ashair are used. Minimums marked ** apply only if any troops so marked are used. Infantry were now used only in a supporting role.

**144. ANGL0-IRISH.
1172 AD to 1487 AD.**

C-in-C mounted on horse, equipped as knight, spear or man-at-arms, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Extra to upgrade PA standard to regular, @ 15 points.	*1
Ally-General mounted on horse, equipped as knight or spear, @ 75 points.	0-2
Irish Ally-General mounted on horse, equipped as Irish horse, or on foot as LMI or LHI JLS,Sh, or 2HCW,JLS, @ 75 points.	0-1
P standard to accompany Ally-General, @ 5 points.	All
Knights (E) or Anglo-Irish lances (M) "Irreg B" HC L,Sh, @ 9 points.	14-27
Extra to upgrade knights from HC to EHK, @ 6 points. (E)	0-12
Justiciar's men-at-arms "Reg B" EHK L,Sh, @ 17 points. (M or L)	*2-11
Extra to upgrade men-at-arms to SHK, @ 3 points. (M)	All/0
(L)	All
Reduction to remove Sh from SHK, @ -2 points. (L)	Any
Hobilars "Irreg C" MC L, @ 4 points. (M)	6-15
Extra to upgrade MC hobilars to HC, @ 2 points.	Any
Anglo-Irish spears "Irreg B" HC JLS,Sh, @ 9 points. (M or L)	10-22
Welsh longbowmen "Irreg C" LMI or LI LB, @ 2 points. (E)	36-75
Extra to mount Welsh longbowmen on horses, @ 2 points.	1/4-all
Anglo-Irish longbowmen "Reg D" LMI LB, @ 2 points. (M)	48-96
(L)	24-32
Extra to give 2HCW or Sh to longbowmen, @ 1 point. (M or L)	Any
Billmen "Reg D" MI 2HCT, @ 3 points. (L)	10-96
Extra to upgrade longbowmen to LHI, or billmen to HI, @ 2 points. (M or L)	0-64
Extra to upgrade LMI longbowmen to "Reg C" HI mounted on horses, @ 5 points.	*6-36
Ostmen "Irreg B" LHI 2HCW Sh, @ 6 points. (E)	0-24
Galloglaich "Irreg B" MI 2HCW,JLS, @ 4 points.	0-72
Extra to upgrade galloglaich to HI, @ 2 points.	0-1/2
Irish horse "Irreg C" LC JLS, @ 4 points.	0-18
Extra to upgrade Irish horse to "Irreg B" HC, @ 3 points.	0-1/3
Extra to give Sh to Irish HC, @ 2 points. (M or L)	Any
Bonnachts "Irreg C" LMI JLS,Sh, or 2HCW,JLS, @ 3 points.	0-48
Irish kerns "Irreg C" LI JLS, @ 2 points.	0-100
Extra to give Sh to kern, @ 1 point.	0-1/2
Irish archers "Irreg C" LI B, @ 2 points.	0-15
Bombard with "Irreg C" crew of 4, @ 50 points. (L)	0-2
Up to 8 regular command factors @ 10 points.	
Up to 20 irregular command factors @ 25 points.	
Up to 3 irregular command factors @ 10 points to give galloglaich or Irish HC units a detachment of kerns.	

This covers the English in Ireland from the landing of Henry II until the first use of hand guns. It splits into an early period until 1300 AD, a middle period until 1394 AD and a later period. Items marked (E) can only be used in early, those marked (M) only in middle, and those marked (L) only in later period armies. Minimums marked * apply only if any troops so marked are used. Hobilars usually fight dismounted as MI or HI with LTS. The royal official in charge of defence was known successively as the Justiciar, Lieutenant, or Lord Deputy. He had a small force of men-at-arms, mounted archers and hobilars, but mainly depended on Anglo-Irish lords "more Irish than the Irish", colonist bows and bills, and Irish.

145. FEUDAL ENGLISH.
1181 AD to 1310 AD.

C-in-C mounted on horse as EHK L,Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Extra to upgrade PA standard to regular, @ 15 points.	*1
Sub-General mounted on horse as EHK L,Sh, @ 50 points.	0-2
P standard to accompany Sub-General, @ 5 points.	All
Royal household knights and squires "Reg A" EHK L,Sh, @ 18 points.	*2-11
Royal sergeants-at-arms "Reg B" EHI CB, mounted on horses, @ 10 points.	0-6
Feudal nobles and knights "Irreg B" EHK L,Sh, @ 15 points.	6-24
Mercenary knights "Irreg B" EHK L,Sh, @ 15 points.	0-18
Extra to upgrade mercenary knights to "Reg B" as Brabancons, @ 2 points.	0-12
Mercenary or feudal sergeants "Irreg C" HC L,Sh, @ 8 points.	0-42
Mercenary crossbowmen "Reg C" LHI CB, @ 5 points.	0-36
Extra to mount mercenary crossbowmen on horses, @ 2 points.	0-12
Hobilaris "Irreg C" MC L, @ 4 points.	0-12
Extra to upgrade hobilaris from MC to HC, @ 2 points.	Any
Sherwood archers or slingers "Irreg C" all LI S, or all LMI B, @ 2 points.	0-12
Cheshire or Lancashire archers "Irreg C" LMI B, @ 2 points.	**20-36
Other English archers "Irreg D" LMI, B, @ 1 point.	0-24
English spearmen "Irreg D" MI JLS,Sh, @ 2 points.	24-150
Extra to upgrade Shropshire or Herefordshire spearmen to "Irreg C", @ 1 point.	0-36
City militia "Reg D" MI JLS,Sh, @ 3 points.	0-48
Extra to upgrade city militia to HI, @ 2 points.	Any
Flemish mercenary spearmen "Reg C" HI LTS,Sh, @ 6 points.	0-24
Welsh cavalry "Irreg B" LC JLS,Sh, @ 7 points.	0-6
Extra to upgrade Welsh cavalry to HC JLS or L, Sh, @ 2 points.	All/0
South Welsh archers "Irreg C" LMI or LI LB, @ 2 points.	0-50
North Welsh spearmen "Irreg D" LMI LTS,Sh, @ 2 points.	0-20
Irish kerns or Welsh javelinmen "Irreg C" LI JLS,Sh, @ 3 points.	0-10
Up to 6 regular command factors @ 10 points.	
Up to 18 irregular command factors @ 25 points.	

This list covers the period from Henry II's assize of arms until the wide spread use of plate armour and English longbowmen. The minimums marked * apply only if the king is C-in-C or any troops designated above as "royal" are used. The minimum marked ** applies only if any English archers are used. If they are, sergeants can be fully mailed and dismount as EHI. Hobilaris dismount as MI or HI with LTS. English infantry were at this time generally unwilling and prone to desert, the chief exceptions being levies from counties accustomed to service against the Welsh. Welsh cavalry were used by Richard I and cavalry and longbowmen by Edward I. The North Welsh were not yet reconciled and must be considered unreliable. English armies of this period usually won if they softened up the enemy with missiles before charging and lost when the knights charged prematurely.

146. KHWARISMIAN.
1186 AD to 1225 AD.

C-in-C mounted on horse as EHC or HC L,B,Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 30 points.	1
Sub-General mounted on horse as EHC or HC L,B,Sh, @ 50 points.	0-2
P standard to accompany Sub-General, @ 10 points.	All
Kanglis guards "Reg A" EHC L,B,Sh, @ 16 points.	0-11
Khwarisnian lancers "Reg B" HC L,B,Sh, @ 13 points.	24-46
Extra to upgrade lancers to EHC, @ 2 points.	Any
Extra to upgrade lancers to "Reg A" bodyguards, @ 1 point.	0-14
Khwarisnian horse archers "Reg C" LC B, @ 6 points.	24-60
Kanglis mercenary cavalry "Irreg C" LC JLS,B,Sh, @ 7 points.	*24-30
Persian subject cavalry "Irreg C" EHC L,B,Sh, @ 11 points.	0-12
Sogdian subject cavalry "Irreg D" LC B, @ 3 points.	0-20
Kanglis mercenary foot "Irreg C" LMI JLS or B, Sh, @ 3 points.	*24-50
Persian levy foot "Irreg D" MI LTS,Sh, @ 2 points.	0-50
Militia archers "Irreg D" LMI or LI B, mounted on camels, @ 2 points.	*10-24
Armed slaves "Irreg D" LMI JLS,Sh, @ 2 points.	0-30
Elephant with "Irreg C" crew of driver with JLS, 1 with P, 1 with B, @ 45 points.	0-2

Up to 12 regular command factors @ 10 points.
 Up to 10 irregular command factors @ 25 points.

This list covers the Khwarismian state from its founding by dissident vassals of the Seljuqs until crushed by the Mongols. Several depictions of light horse archers exist, none showing Sh or JLS. The heavier cavalry rode down Mongols and are mentioned as having metal shields and bows. Horse armour was used by the Seljuqs and Persians, so must be considered probable for at least some elite troops. Kanglis were a Cuman tribe from which the mother of Sultan Muhammad II derived, and provided him with an inner bodyguard as well as the more usual light cavalry. Their infantry advanced unsupported in a single mass against the Mongols on one occasion, but fell to flank charges. The tribe finally changed sides, only to be massacred as unreliable, so were not available to the last sultan, the heroic Jalal ad-Din. Minimums marked * apply only if any Kanglis or elephants are used.

**147. LATER BULGAR.
 1186 AD to 1330 AD.**

C-in-C mounted on horse as HC or EHC L,B,Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Sub-General mounted on horse as HC or EHC L,B,Sh, @ 50 points.	0-2
P standard to accompany Sub-General, @ 5 points.	All
Boyers and retinues "Irreg B" HC L,Sh, @ 9 points.	11-43
Extra to give B to boyars and retinues, @ 1 point.	1/2-all
Extra to upgrade richer boyars to EHC, @ 2 points.	0-5
Horse archers "Irreg C" LC B, @ 4 points.	20-60
Cuman mercenaries "Irreg C" LC JLS,B,Sh, @ 7 points.	12-50
Petchenegs "Irreg D" LC B, @ 3 points.	0-12
Extra to upgrade Petchenegs to "Irreg C", @ 1 point.	All/0
Extra to give Sh to LC lacking them, @ 2 points.	Any
Extra to give JLS to LC lacking them, @ 1 point.	Any
Vlach cavalry "Irreg B" LC JLS,Sh, @ 7 points.	0-10
Russian mercenaries "Irreg B" HC JLS,Sh, @ 9 points.	0-15
Spearmen "Irreg D" LMI JLS,Sh, @ 2 points.	30-60
Slav, Greek or Vlach archers "Irreg D" LI B, @ 1 point.	10-30
Up to 18 irregular command factors @ 25 points.	

This list covers the second Greater Bulgarian Empire, which prospered in the aftermath of the Latin conquest of Constantinople, until absorbed by the Serbs and Ottomans.

**148. PRUSSIAN OR LITHUANIAN.
 1200 AD to 1386 AD.**

C-in-C mounted on horse, equipped as most expensive cavalry, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Sub-General mounted on horse as LC JLS,B,Sh, or as LMI JLS,Sh, @ 50 points.	0-2
P standard to accompany Sub-General, @ 5 points.	All/0
Cavalry "Irreg B" LC JLS,Sh, @ 7 points. (P)	2-5
(L)	42-147
Extra to give B to cavalry, @ 1 point. (L)	3/4-all
Extra to upgrade cavalry to HC, @ 2 points. (L)	0-5
Spearmen "Irreg C" LMI JLS,Sh, @ 3 points.	20-100
Extra to give HTW to spearmen, @ 1 point. (P)	0-1/4
Archers "Irreg C" LMI or LI B,Sh, @ 3 points.	30-120
Extra to give 2HCW to LMI archers, @ 1 point. (P)	Any
Extra to give HTW to LMI archers not having 2HCW, @ 1 point. (P)	0-1/4
Extra to upgrade spearmen or archers to "Irreg A", @ 2 points. (P)	0-1/2
Up to 15 irregular command factors @ 25 points.	

Items marked (P) apply only to Prussian armies, and items marked (L) apply only to Lithuanian armies. The 2HCW option allows for the possibility that some archers axes were swung with both hands. Since the archers were at least partly forest dwellers used to felling axes, this seems fairly likely. The HTW represents the less common narrow-bladed throwing axe. Both armies would feel at home on slightly swampy and moderately wooded terrain. They are mainly included as enemies for the Teutonic Order, but offer interesting possibilities in their own right.

149. LATER POLISH.
1200 AD to 1510 AD.

C-in-C mounted on horse, equipped as knight, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Ally-General mounted on horse, equipped as knight, @ 75 points.	0-2
Lithuanian Ally-General mounted on horse as HC or LC JLS,B,Sh, @ 75 points. (M)	1
P standard to accompany Ally-General, @ 5 points if carried by irregular, or 10 points if carried by regular.	All
Knights "Irreg B" EHK L,Sh, @ 15 points.	9-21
Extra to upgrade knights to SHK, @ 3 points. (M)	All/0
	(L)
	All
Esquires "Irreg B" HC L,Sh, @ 9 points.	0-24
Reduction to remove Sh from SHK knights and esquires, @ -2 points. (L)	All
Elders "Irreg C" MC JLS,Sh, @ 6 points.	12-48
Extra to upgrade elders to HC, @ 2 points. (M)	0-1/2
	(L)
	1/2-all
Mounted crossbowmen "Irreg C" all MC or all LC CB, @ 4 points. (M or L)	6-12
Extra to upgrade mounted crossbowmen to HC, @ 2 points. (L)	Any
Teutonic or other brother knights "Reg A" EHK L,Sh, @ 18 points. (E)	*5-6
Teutonic or other confrere knights "Reg B" EHK L,Sh, @ 17 points. (E)	0-6
Teutonic or other brother sergeants "Reg B" HC L,Sh, @ 11 points. (E)	0-12
Lithuanian cavalry "Irreg B" LC JLS,B,Sh, @ 8 points. (E)	0-10
	(M or L)
	12-48
Extra to upgrade Lithuanian LC to HC, @ 2 points. (M or L)	0-1/4
Russian cavalry "Irreg B" HC JLS,Sh, @ 9 points. (M)	0-10
Serbian cavalry "Irreg A" LC L,Sh, @ 8 points. (L)	0-20
Spearmen "Irreg C" MI JLS,Sh, @ 3 points.	0-48
Extra to upgrade spearmen to HI, @ 2 points. (M or L)	0-1/2
Axemen "Irreg C" LMI 2HCW, @ 2 points.	0-24
Extra to upgrade axemen to HI, @ 2 points. (L)	All
Archers "Irreg C" LI B, @ 2 points.	10-72
Extra to upgrade archers to LMI B,Sh, @ 1 point. (E or M)	1/2-all
Slingers "Irreg C" LMI or LI S,Sh, @ 3 points. (E or M)	0-12
Crossbowmen "Irreg C" MI or LMI or LI CB, @ 2 points. (M or L)	0-60
Extra to upgrade crossbowmen to HI or LHI, @ 2 points.	0-24
Extra to give Pa to MI or HI crossbowmen, @ 1 point. (L)	All
4-wheeled wagon drawn by 2 pairs of mantlet-protected horses, @ 24 points.	0-12
Up to 4 regular command factors @ 10 points.	
Up to 18 irregular command factors @ 25 points.	

This list covers Polish armies from the completion of feudalisation until fire arms were introduced. It is divided into an early period up to 1250 AD including the Mongol invasions, a middle period up to approximately 1450 AD during which the main enemy was the Teutonic Order, and a later period. Items marked (E) apply only to early period, those marked (M) only to middle period, and those marked (L) only to later period armies. The minimum marked * applies only if any military order is present. Wagons of the tabor "wagon train" move at ox-wagon speed and both passengers and horses count as being in cover from shooting. Normal tactics were for the knights to form in line in the centre with lesser armoured cavalry behind them and foot and horse archers on the flanks. Teutonics can fight in wedge.

150. INCA.
1200 AD to 1533 AD.

C-in-C armed as MI JLS,S, or 2HCT, Sh, carried in litter with rainbow PA standard by 8 Rucana "Reg A" MI 1SA,Sh, @ 178 points.	1
Huaca S relic on litter carried by non-combatant priests, @ 120 points.	0-1
Sub-General on foot equipped as LMI JLS,S, or 2HCT, Sh, @ 50 points.	0-2
Extra to give Sub-General plumed staff P standard self-carried, @ 10 points.	All/0
Auquicona regiment "Reg A" LMI JLS,S,Sh, @ 7 points.	12-24
Extra to give 2HCT to "Reg A" LMI in exchange for JLS, @ 1 point.	Any
Mancopchurincuzcos regiment "Reg B" LMI JLS,S,Sh, @ 6 points.	12-24
Cacacuzcos regiment "Reg B" LMI JLS,S,Sh, @ 6 points.	12-24
Ayllucuzcos regiment "Reg B" LMI JLS,S,Sh, @ 6 points.	12-24
Other Quechua regiments "Reg C" LMI S,Sh, @ 4 points.	24-100

Extra to give JLS to "Reg C" LMI, @ 1 point	1/2-all
Ecuadorian and coastal contingents "Reg D" LMI 2HCW,D,Sh, @ 4 points.	0-48
Eastern forest archers "Reg D" LI B,Sh, @ 3 points.	0-24
Colla bolas wielders "Reg D" LMI HTW,S,Sh, @ 4 points.	0-24
Chinchaysuyu "Reg D" LI JLS,S, @ 3 points.	0-24
4 war dogs and "Irreg A" handler 1SA, @ 45 points.	"0-2
Up to 16 regular command factors @ 10 points.	
Up to 2 irregular command factors @ 25 points.	

This list covers the armies of the Incas from the founding of the state by Manco Capac until the Spanish conquest. It does not include innovations made in response to the Spaniards after that time. The state was totalitarian, in the extreme, every aspect of life being organized in detail by the government. I have assumed that more recently assimilated non-Quechua peoples were less enthusiastic. Litters or war dog groups with handler are mounted on the same sized base as a 4-horse chariot. Litter bearers fight as if in two ranks, having first set it down. Visibility is equivalent to that of a horseman. It moves as MI. A war dog group moves as LMI, but is treated in all other respects as a 4-horse heavy chariot with armed driver. The four elite Quechua units were recruited from the sons of the nobility, the Auquiconas including the Inca's closest relatives. They served as bodyguards and shock units. Other troops were called up only for campaigns, but initial training in youth and regular drills entitle them to be classed as regulars. The 2HCT is based on a European-looking halberd depicted in pre-conquest and in Spanish sources. The 2HCW is a wooden sword with bronze edges. The Inca mace is depicted wielded in one hand, so is classed as a side arm. The bolas is classed as HTW. A favourite tactic was a concentrated attack on the enemy C-in-C.

151. TEUTONIC ORDER.
1201 AD to 1466 AD.

C-in-C mounted on horse, equipped as knight, @ 100 points.	1
PA standard to accompany C-in-C, @ 30 points.	1
Sub-General mounted on horse, equipped as knight, @ 50 points.	0-2
P standard to accompany Sub-General, @ 10 points.	Any
Brother knights "Reg A" EHK L,Sh, @ 18 points.	5-11
Confere knights "Reg B" EHK L,Sh, @ 17 points.	0-12
Feudal or crusader knights "Irreg B" EHK L,Sh, @ 15 points.	0-36
Extra to upgrade crusader knights to "Irreg A", @ 1 point.	0-12
Extra to upgrade all knights to SHK, @ 3 points.	All/0
Reduction to remove Sh from feudal or crusader SHK, @ -2 points.	Any
Brother sergeants "Reg B" HC L,Sh, @ 11 points.	12-24
Feudal or colonist sergeants "Irreg C" MC L,Sh, @ 6 points.	0-24
Extra to upgrade MC to HC, @ 2 points.	Any
Lithuanian cavalry "Irreg B" LC JLS,B,Sh, @ 8 points.	0-20
Prussian or Livonian cavalry "Irreg D" LC JLS,Sh, @ 5 points.	0-10
Livonian horse archers "Irreg D" LC B, @ 3 points.	0-30
Foot sergeants "Reg C" 1/3 HI LTS,Sh, @ 6 points, 2/3 LHI or HI CB, @ 5 points.	0-36
Genoese mercenaries "Reg C" LHI or HI CB, @ 5 points.	0-20
Extra to give Pa to HI Genoese, @ 1 point.	All
English mercenaries "Reg C" LMI LB, @ 3 points.	0-16
Extra to give Sh or 2HCW to English mercenaries, @ 1 point.	Any
Scandinavian mercenaries "Irreg C" LHI 2HCW,Sh, @ 5 points, or LMI 1/2 2HCT, @ 3 points, 1/2 CB, @ 2 points.	0-12
Swiss mercenaries "Reg A" MI 1/2 to 3/4 P, @ 5 points, rest 2HCT, @ 6 points.	0-24
Extra to upgrade mercenaries from LMI to LHI or MI to HI, @ 2 points.	0-1/2
Extra to upgrade Swiss with P from HI to EHI, @ 2 points.	0-1/2
Colonists "Irreg C" MI JLS,Sh, @ 3 points.	0-36
Prussian foot "Irreg D" LMI JLS or B, Sh, @ 2 points.	0-50
Extra to give HTW to any Prussians, or 2HCW or HTW to those with B, @ 1 point.	0-1/4
Prussian or Pruthenian archers "Irreg D" LI B, @ 1 point.	0-30
Bombard with "Irreg C" crew of 4, @ 50 points.	0-2
Up to 8 regular command factors @ 10 points.	
Up to 16 irregular command factors @ 25 points.	

This covers the armies of the Teutonic Order outside Outremer from its inception until subjugation by Poland. Bombards, 2HCT or P cannot be used with EHK. Lithuanians cannot be used with SHK or mercenaries. Any knights can fight in wedge.

152. ROMANIAN FRANK.
1204 AD to 1316 AD.

C-in-C mounted on horse, equipped as knight, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Sub-General mounted on horse, equipped as knight, @ 50 points.	0-2
Venetian Ally-General mounted on horse, equipped as knight, @ 75 points.	*1
Turk or Cuman Ally-General mounted on horse as HC or LC JLS,B,Sh, @ 75 points.	*1-2
Catalan Ally-General on foot, equipped as almughavar, @ 75 points.	***1
P standard to accompany Sub-General or Venetian, Turkish, Cuman or Catalan Ally-General, @ 5 points.	All
Epirot Byzantine Ally-General mounted on horse as EHC or HC, L,Sh, @ 75 points.	**1
P standard to accompany Byzantine Ally-General, @ 10 points.	**1
Crusader or feudal knights "Irreg B" EHK L,Sh, @ 15 points.	11-42
Military order brother knights "Reg A" EHK L,Sh, @ 18 points.	0-6
Venetian knights "Irreg B" EHK L,Sh, @ 15 points.	*2-5
Crusader or feudal sergeants "Irreg C" HC L,Sh, @ 8 points.	0-48
Military order sergeants "Reg B" HC L,Sh, @ 11 points.	0-6
Greek or Bulgar cavalry "Irreg C" HC L,Sh, @ 8 points.	0-36
Extra to upgrade Greek cavalry to "Reg D", @ 1 point.	All/0
Bulgar horse archers "Irreg C" LC B, @ 4 points.	0-12
Extra to give B to Bulgar HC or JLS to LC, @ 1 point.	0-18
Extra to give Sh to Bulgar LC, @ 2 points.	Any
Epirot Byzantine kataphraktoi "Reg C" HC L,Sh, @ 10 points.	**11-24
Extra to upgrade kataphraktoi to "Reg A", @ 2 points.	*2-5
Epirot Byzantine Vlachs "Irreg B" LC JLS,Sh, @ 7 points.	**6-10
Sicilian German mercenaries "Reg C" SHK L,Sh, @ 19 points.	**5-6
Turks or Cumans "Irreg C" LC JLS,B,Sh, @ 7 points.	*22-47
Extra to upgrade Turks or Cumans to "Irreg B", @ 1 point.	*1-5
Extra to upgrade "Irreg B" Turks or Cumans to HC, @ 2 points.	All/0
Catalan company light horse "Irreg B" HC JLS,Sh, @ 9 points.	***5-6
Frankish spearmen "Irreg C" HI LTS,Sh, @ 5 points.	0-24
Frankish crossbowmen "Irreg C" HI CB, @ 4 points.	0-48
Extra to mount crossbowmen on horses, @ 2 points.	0-12
Venetian marines "Irreg C" LHI 1/2 CB, 1/2 CB or B, @ 4 points.	*24-48
Venetian oarsmen "Irreg C" LMI JLS,Sh, @ 3 points.	0-72
Extra to upgrade Venetian oarsmen to LHI, @ 2 points.	Any
Greek archers "Irreg D" LI B, @ 1 point.	***12-36
Slav spearmen "Irreg C" LMI JLS,Sh, @ 3 points.	*24-48
Frankish or Slav archers "Irreg C" LI B, @ 2 points.	0-24
Epirot Byzantine skutatoi "Reg D" MI LTS,Sh, @ 3 points.	**12-24
Extra to upgrade skutatoi to HI, @ 2 points.	Any
Epirot Byzantine peltastoi "Reg D" LMI JLS,Sh, @ 3 points.	0-12
Epirot Byzantine psiloi "Reg D" LI 1/2 B, 1/2 B or CB or JLS, @ 2 points.	**12-24
Extra to give Sh to psiloi, or B to peltastoi, @ 1 point.	Any
Sicilian Saracen archers "Reg C" LMI or LI B, @ 3 points.	0-20
Catalan almughavars "Irreg B" LMI JLS,all HTW or all LTS, @ 4 points.	***36-48
Catalan skirmishers "Irreg B" LI CB, @ 3 points.	***6-12
Up to 12 regular command factors @ 10 points.	
Up to 18 irregular command factors @ 25 points.	

This list covers the armies of the Latin Empire and Frankish Greece from the capture of Constantinople until the death of the last competent Frankish prince of Achaea. For those wishing a painless introduction to these unlikely and romantic crusader states, I can earnestly recommend Alfred Duggan's historical novel "Lord Geoffrey's Fancy." The minimums marked * apply only if more than 18 figures of that nationality are used. The minimums marked ** apply only if any Epirot troops are used. The minimums marked *** apply only if any Catalan troops are used. Catalans and Epirotes cannot be used together. The Catalan grand company had a collective leadership when employed by the Romanian Franks, so a Catalan general figure should be considered a furiously debating committee, rather than the great man and 19 bodyguards and aides! Its standard is the banner of Aragon. Sicilian Germans can fight in wedge.

153. THEODORIAN BYZANTINE.
1204 AD to 1453 AD.

C-in-C mounted on horse as HC or EHC L,Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 30 points.	1
Sub-General mounted on horse as HC L,Sh, @ 50 points.	0-2
P standard to accompany Sub-General, @ 10 points.	All
Turkish Ally-General mounted on horse as HC or LC JLS,B,Sh, @ 75 points.	0-2
Alan Ally-General mounted on horse as HC or EHC L,B,Sh, @ 75 points.	*1
Genoese Ally-General on foot, equipped as men-at-arms, @ 75 points.	*1
P standard to accompany Ally-General, @ 5 points.	All
Guard cavalry "Reg A" HC L,Sh, @ 12 points.	2-9
Varangians "Reg A" HI 2HCW,Sh, @ 8 points.	24-36
Extra to mount varangians on horses, @ 2 points.	All/0
Vardariots "Reg C" LC B,Sh, @ 8 points.	24-36
Extra to give JLS to vardariots, @ 2 points.	All/0
Extra to upgrade vardariots to "Reg B", @ 1 point.	All/0
Latinikon or other Frankish knights "Irreg B" EHK L,Sh, @ 15 points.	0-36
Extra to upgrade latinikon to "Reg B", @ 2 points.	0-24
Skythikon "Irreg C" LC B, @ 4 points.	10-20
Extra to upgrade skythikon to regular, @ 2 points.	All/0
Extra to give Sh to skythikon, @ 2 points.	All/0
Extra to give JLS to skythikon, @ 1 point if irregular, 2 points if regular.	All/0
Kataphraktoi "Reg C" HC L,Sh, @ 10 points.	0-24
Trapezitoi "Reg D" LC L,Sh, @ 7 points.	0-12
Skutatoi "Reg D" MI LTS,Sh, @ 3 points.	0-24
Extra to upgrade skutatoi to HI, @ 2 points.	Any
Peltastoi "Reg D" LMI JLS,Sh, @ 3 points.	0-12
Psiloi "Reg D" LI 1/4 B, 1/4 B or CB, 1/4 CB or JLS, 1/4 CB or HG, @ 2 points.	0-48
Extra to give Sh to psiloi or B to peltastoi, @ 1 point.	Any
Extra to upgrade psiloi with HG or CB to LHI, @ 2 points.	0-12
Extra to upgrade kataphraktoi to "Reg B" or any "Reg D" to "Reg C", @ 1 point.	0-60
Camp servants "Irreg D" LI up to 1/2 SS or B, remainder S, @ 1 point.	0-20
German mercenary cavalry "Reg C" SHK L,Sh, @ 19 points.	0-6
Serbian or Armenian knights "Irreg B" EHK L,Sh, @ 15 points.	0-12
Serbian light horse "Irreg C" LC L,Sh, @ 6 points.	0-12
Extra to upgrade Serbian light horse to "Irreg A", @ 2 points.	All/0
Turkish, Cuman, Hungarian or Bulgar horse archers "Irreg C" LC, B, @ 4 points.	0-50
Extra to give Sh to Turks, Cumans, Hungarians or Bulgars, @ 2 points.	Any
Alans "Irreg B" LC B,Sh, @ 7 points.	*17-29
Extra to upgrade Alans to HC L,B,Sh, @ 3 points.	*2-5
Extra to further upgrade Alan HC to EHC, @ 2 points.	0-5
Extra to give JLS to Turks, Cumans, Hungarians, Bulgars or Alans, @ 1 point.	Any
Ilkhanid Mongols "Reg B" LC B, @ 7 points.	0-32
Extra to upgrade Ilkhanids to "Reg B" HC L,B,Sh, @ 6 points.	0-1/2
Extra to give Sh to Ilkhanid LC, @ 2 points.	Any
Cretans "Irreg C" LI CB or B, Sh, @ 3 points.	0-24
Genoese men-at-arms "Irreg B" SHI 2HCW,Sh, @ 18 points.	*2-7
Genoese crossbowmen "Irreg C" all LHI or all HI CB, @ 4 points.	*12-24
Genoese hand gunners "Irreg C" all LHI or all HI HG, @ 4 points.	0-6
Genoese oarsmen "Irreg C" LMI JLS,Sh, @ 3 points.	0-36
Extra to upgrade Genoese HI to EHI, or LMI to LHI, @ 2 points.	Any
Genoese bombard with "Irreg C" crew of 4, @ 50 points.	0-2
Constantinople citizen militia "Irreg D" MI 3/4 JLS,Sh, @ 2 points, 1/4 B or CB, @ 1 point.	0-96
Extra to upgrade militia to HI, @ 2 points.	0-1/8
Up to 18 regular command factors @ 10 points.	
Up to 24 irregular command factors @ 25 points.	

This list covers Byzantine armies from the fall of Constantinople to the Franks until its recovery in 1261 AD, and from then until its conquest by the Ottomans. Their main reliance was on the four elite foreign regiments of varangians (of Danes and English), vardariots (Turks), the latinikon (western knights), and the skythikon (by now mostly Cumans). The skythikon and latinikon cannot be regular if the vardariots have not been upgraded to "Reg B". Genoese or HG cannot be used with EHK or Mongols. The minimums marked * apply only if more than 10 figures of that nation are used. Normal tactical practise was to form in two lines. The first could be of horse archers, to skirmish, then withdraw to the flanks, or might consist of expendable troops, to absorb the first shock of an attack and hopefully disorder it. German cavalry can fight in wedge.

154. MONGOL.
1206 AD to 1480 AD.

C-in-C mounted on horse, equipped as turgaut, @ 100 points.	1
PA standard to accompany C-in-C, @ 30 points.	1
Mongol Sub-General mounted on horse, equipped as baatut or khorchin, @ 50 points.	0-2
Sung Chinese Ally-General with B in 4-horse heavy chariot with "Reg A" crew of unarmed driver and 1 with 2HCT,JLS, @ 87 points, or mounted on horse as HC JLS, @ 75 points.	*1
P standard to accompany Mongol Sub-General or Chinese Ally-General, @ 10 points.	All
Georgian Sub-General mounted on horse as HC L,B,Sh, @ 50 points.	0-1
Armenian Sub-General mounted on horse as EHK L,Sh, @ 50 points.	0-1
P standard to accompany Georgian or Armenian Sub-General, @ 5 points.	All
Keshik turgaut, kabtaut and baatut "Reg A" EHC L,B, @ 14 points.	0-11
Keshik khorchin "Reg A" LC B, @ 8 points.	0-6
Mangudai "Irreg A" LC B, @ 6 points.	0-12
Extra to upgrade mangudai to "Reg A", @ 2 points.	All/0
Sub-General's guard "Reg A" EHC L,B, @ 14 points.	0-10
Extra to give Sh to keshik, mangudai or Sub-General's guard, @ 2 points.	Any
Mongol toumans "Reg B" 2/5 MC B, 3/5 LC B, @ 7 points.	25-150
Extra to upgrade MC to HC, @ 2 points.	0-1/2
Extra to give L to touman MC or HC, @ 2 points.	0-1/2
Eastern steppe, Cuman, Khwarizmian, Alan, Turkish or similar auxiliaries "Irreg C" LC B, @ 4 points.	**30-60
Extra to upgrade eastern steppe or Khwarizmian horse archers to "Reg C", @ 2 points.	0-40
Extra to give JLS,Sh, to Cuman or Turkish auxiliaries, @ 3 points.	0-30
Uighur auxiliaries "Irreg C" LC JLS,Sh, @ 6 points.	0-30
Indian auxiliaries "Irreg C" MC or LC JLS,Sh, @ 7 points.	0-6
Extra to upgrade Indian auxiliaries to HC, @ 2 points.	0-3
Jurchid, Khitan, Georgian or similar auxiliaries "Irreg B" HC L,B,Sh, @ 10 points.	0-17
Korean auxiliary cavalry "Irreg C" HC L,B, @ 7 points.	0-6
Extra to upgrade Korean auxiliary cavalry to "Reg D", @ 2 points.	All/0
Russian auxiliary cavalry "Irreg B" HC L,Sh, @ 9 points.	0-6
Armenian auxiliaries "Irreg B" EHK L,Sh, @ 15 points.	0-11
Chinese ally cavalry "Reg B" LC JLS, @ 7 points.	*6-14
Extra to upgrade Chinese ally cavalry to HC, @ 2 points.	0-6
Extra to upgrade Chinese HC to "Reg A", @ 1 point.	0-5
Chinese ally horse archers "Reg C" LC B, @ 6 points.	0-6
Chinese ally infantry "Reg D" MI 1/2 each unit LTS,Sh, @ 3 points, rest CB or B, @ 2 points.	*24-48
Chinese ally archers or crossbowmen "Reg D" LMI or LI B or CB, @ 2 points.	0-24
Auxiliary spearmen "Irreg D" MI LTS,Sh or B, @ 2 points.	***12-24
Auxiliary javelinmen "Irreg C" LMI or LI JLS,Sh, @ 3 points.	0-12
Auxiliary archers "Irreg D" LMI or LI B, @ 1 point.	***10-24
Auxiliary crossbowmen "Irreg D" LMI or LI CB, @ 1 point.	0-12
Auxiliary naffatun "Irreg D" LI with hand-hurled naptha bombs, @ 16 points.	0-6
Extra to give Pa to infantry or dismounted cavalry, @ 1 point.	Any
Mongol camel riders "Reg C" MCm B, @ 8 points.	0-6
Light bolt-shooter with "Reg C" crew of 2, @ 20 points.	0-2
30 mina stone-thrower with "Reg C" crew of 4, @ 40 points.	0-2
Naptha missile or equivalent for stone-thrower, @ 5 points.	0-4
Rocket launcher with "Reg C" crew of 3, @ 50 points.	0-1
Up to 24 regular command factors @ 10 points.	
Up to 20 irregular command factors @ 25 points.	

This list covers Mongol armies from Jenghis Khan's rise to power until Ivan III's liberation of Moscow, with the exception of the Ilkhanids and Timurids of Persia. Keshik are guard troops used only if the khan is present. They consist of turgaut "day guard", kabtaut "night guard", khorchin "the archers" and baatut "the champions". Mangudai "god-belonging" have been alternatively interpreted as fanatics charging sacrificially to encourage a rash enemy pursuit, or as more conventional advanced skirmishers. Toumans are the ordinary Mongol units. The EHC are men in metal armour on metal or leather armoured horses, the HC have both horse and rider in leather armour,

and the MC have rider alone in leather armour. Mongol EHC dismount as HI, HC, MC or LC as MI. Mongol shields are mentioned in two contemporary sources, one saying that they were little used because they interfered with the use of the bow, and were mainly restricted to Keshik dismounted camp guards at night, the other that they were used by the leading light troops. I suggest that keshik shouldn't have them unless dismounted, but that they do fit the role of the mangudai. Lances are also stated to be relatively uncommon, but this could reflect the attested withdrawal and storage of lances and shields in peacetime. Pavises used by dismounted cavalry are costed as if infantry shields because they cannot be used mounted. The minimums marked * apply only if any Chinese allies are used. The minimum marked ** applies only if any auxiliaries are used. Minimums marked *** apply only if any auxiliary infantry are used. Auxiliary infantry can be Chinese, Korean, or western asiatics. Georgians, Armenians or Turks cannot be used with Uighurs, or with any Chinese or Koreans except artillerymen. Artillerymen can be Chinese ally, or Chinese or Persian auxiliaries. Georgians and Armenians were first used by Quyük in 1247 AD. Mongol units each had horses of one basic colour. White horses were reserved for the ruler. The favourite Mongol tactics were to tempt or sting the enemy into rash charges, envelop him on both wings, then finally close only after he had been weakened and disordered.

155. GRANADINE.
1232 AD to 1492 AD.

C-in-C mounted on horse, equipped as lancer, @ 100 points.	1
PA standard to accompany C-in-C, @ 30 points.	1
Sub-General mounted on horse, equipped as lancer or jinete, @ 50 points.	0-2
P standard to accompany Sub-General, @ 10 points.	All
Marinid Ally-General mounted on horse as HC or LC JLS,Sh, @ 75 points. (E)	*1
P standard to accompany Marinid Ally-General, @ 5 points.	*1
Granadine lancers "Reg A" EHK L,Sh, @ 18 points.	5-15
Reduction to downgrade lancers to HC, L or JLS, Sh, @ -6 points. (L)	All
Granadine jinetes "Reg B" LC JLS,Sh, @ 9 points.	12-36
Granadine mounted crossbowmen "Reg B" LC CB, @ 7 points.	6-12
Mercenary infantry "Reg C" HI up to 1/2 CB, @ 5 points, rest JLS,Sh, @ 6 points.	0-24
Mercenary archers "Reg C" LMI B,Sh, @ 4 points.	0-24
Marinid general's bodyguard "Irreg B" LC JLS,Sh, @ 7 points. (E)	1-5
Extra to upgrade Marinid bodyguard to HC, @ 2 points.	0-2
Marinid cavalry "Irreg C" LC JLS,Sh, @ 6 points. (E)	0-24
Marinid archers "Irreg C" LMI or LI B, @ 2 points. (E)	*20-48
Extra to give Sh to Marinid LMI archers, @ 1 point.	All
Marinid Ghuzz "Irreg C" LC B, @ 4 points. (E)	0-8
Extra to upgrade Ghuzz to "Reg B", @ 3 points.	All/0
Extra to give Sh to Ghuzz, @ 2 points.	All/0
Town militia "Reg D" MI JLS,Sh, @ 3 points.	0-48
Peasant crossbowmen "Irreg C" LI or LMI CB, @ 2 points.	24-96
Slingers "Irreg C" LI SS, @ 2 points.	0-12
Hand gunners "Reg C" LMI HG, @ 3 points. (L)	0-12
Bombard with "Irreg D" crew of 4, @ 46 points. (L)	0-1
Up to 12 regular command factors @ 10 points.	
Up to 12 irregular command factors @ 25 points.	

This list covers the armies of the Islamic Spanish state of Granada from foundation until fall. Granada lasted as long as it did because, although small, the land was rich, densely populated and with mountainous borders, and the inhabitants cunning, resourceful and brave, as well as much better organised than the Christian Spanish of the time. The list is divided into an early period until 1350 AD, and a later period. Items applicable only to the early period are marked (E), and those applicable only to the later period are marked (L). During the early period, the army depended heavily on local equivalents of contemporary knights, and was supplemented by a contract force commanded by Marinid Berber princes with the title of Shaykh al-Guzat. This office was abolished when the holders started interfering excessively in Granadine politics. Other mercenaries were also mainly North African, some negro. Minimums marked * apply only if any Marinid troops are used. Later period armies relied instead chiefly on skirmishing cavalry and native crossbowmen. Nearly every peasant is said to have owned a crossbow. Granada was among the first states to employ gunpowder weapons, but its artillery was neither numerous nor efficient. An army worth experimenting with, and with plenty of colour and charm.

156. NAVARRESE.

1234 AD to 1378 AD.

C-in-C mounted on horse as SHK L,Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Navarrese Sub-General mounted on horse as SHK L,Sh, @ 50 points.	0-2
Free company Ally-General mounted on horse as SHK L,Sh, @ 75 points.	*1-2
P standard to accompany Sub-General or Gascon Ally-General, @ 5 points.	All
P standard to accompany English Ally-General, @ 10 points.	All
Navarrese mesnaderos "Irreg B" EHK L,Sh, @ 15 points.	5-14
Navarrese Norman men-at-arms "Irreg B" EHK L,Sh, @ 15 points.	5-20
Extra to upgrade Norman men-at-arms to SHK, @ 3 points.	All/0
Navarrese javelinmen "Irreg B" LMI LTS,JLS, @ 4 points.	15-50
Navarrese slingers "Irreg C" LI S, @ 2 points.	0-15
Free company Gascon men-at-arms "Irreg B" SHK L,Sh, @ 18 points.	0-22
Free company English men-at-arms "Reg B" HC L, @ 9 points.	0-15
Extra to upgrade free company English men-at-arms to SHK L,Sh, @ 11 points.	0-3
Gascon crossbowmen "Irreg C" LMI or MI CB, @ 2 points.	0-24
Extra to upgrade crossbowmen from LMI to LHI or from MI to HI, @ 2 points.	Any
Extra to give Pa to MI or HI crossbowmen, @ 1 point.	All
Gascon bidets "Irreg C" LMI or LI JLS,Sh, @ 3 points.	0-24
Gascon brigans "Irreg C" HI LTS, @ 4 points.	0-32
Free company English longbowmen "Reg C" LMI LB, @ 3 points.	*16-32
Extra to give Sh or 2HCW to longbowmen, @ 1 point.	Any
Extra to upgrade longbowmen to LHI, @ 2 points.	Any
Extra to upgrade LHI longbowmen to HI and mount them on horses, @ 2 points.	Any
Bombard with "Irreg C" crew of 4, @ 50 points.	0-1
Up to 4 regular command factors @ 10 points.	
Up to 4 regular command factors @ 5 points to give English men-at-arms 1 or 2 detachments of longbowmen.	
Up to 12 irregular command factors @ 25 points.	

This list covers the armies of the Kingdom of Navarre from its transfer from the Spanish to the French sphere of influence until its military system became identical to the French. For much of this time however, notably under Charles the Bad, it was allied to the English against the French! The native population was small, but was supplemented by the King of Navarre's Norman vassals, and later by free company mercenaries. Mesnaderos were cavalry similar to Spanish knights, who were expected to serve 40 days per year at their own expense accompanied by an infantryman and a page. They differed from other nations' feudal cavalry in that they received an annual grant of money instead of holding land from the King, and did not differentiate themselves socially from the infantry. Free company men-at-arms should almost invariably fight dismounted, the HC counting as HI with LTS. Minimums marked * apply only if any free company figures or more than 12 Gascons are used. Norman EHK cannot be used with SHK, free companies, brigans, or bombards.

157. POST-MONGOL RUSSIAN.

1246 AD to 1533 AD.

C-in-C mounted on horse, equipped as Dvor, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Sub-General mounted on horse, equipped as Dvor, @ 50 points.	0-2
Lithuanian Ally-General mounted on horse as HC or LC JLS,B,Sh, @ 75 points.	*1
P standard to accompany Sub-General or Ally-General, @ 5 points.	All
Dvor "Irreg B" HC L,Sh, @ 9 points.	8-21
Extra to upgrade Dvor to EHC, @ 2 points. (E)	0-9
Reduction to substitute B for Sh, @ -1 point. (L)	1/2-all
Lesser gentry "Irreg B" HC B, @ 7 points. (L)	12-30
Retainers "Irreg C" MC B, @ 4 points. (L)	0-30
Extra to give JLS to lesser gentry or retainers, @ 1 point.	0-30
Kazaks "Irreg C" LC JLS,B,Sh, @ 7 points.	0-20
Reduction to exchange Kazak's JLS,B,Sh, for L,B, @ -2 points. (L)	1/2-all
Lithuanians "Irreg B" LC JLS,B,Sh, @ 8 points. (E)	*17-35
Extra to upgrade Lithuanians to HC, @ 2 points.	0-5
Golden Horde Mongols "Reg B" LC B, @ 7 points.	0-24
Reduction to downgrade Mongols to "Reg D" Tatars, @ -2 points. (L)	All

Extra to give Sh to Tatars, @ 2 points.	Any
Townsmen "Irreg C" HI JLS or 2HCW, Sh, @ 5 points.	0-16
Woodsmen "Irreg C" LMI or LI 1/2 JLS, 1/2 2HCW or B, Sh, @ 3 points.	0-24
Peasants "Irreg D" MI or LI 1/2 B, 1/2 B or JLS, @ 1 point.	0-30
Extra to give Sh to peasants, @ 1 point.	0-1/2
Hand gunners "Irreg C" LMI HG, @ 2 points. (L)	0-12
Bombard with "Irreg C" crew of 4, @ 50 points. (L)	0-1
70 paces of set-up wagon laager, @ 70 points, or 1 wagon drawn by 2 horses @ 20 points.	0-5
Up to 4 regular command factors @ 10 points.	
Up to 24 irregular command factors @ 25 points.	

This list covers the armies of north-eastern Russia from the Mongol conquest until the accession of Ivan the Terrible. It is divided into an early period before 1376 AD and a later period. Items marked (E) apply only to early, and those marked (L) only to later period armies. Minimums marked * apply only if any figure of that nation is used. Dvor are the paid troops of the prince and the more important boyars. Russian armies of this period were predominantly of cavalry. The reduction in infantry numbers was compensated by the use of wagons for defence, these later developing into the gulay gorod "walking fort".

158. MAMLUK EGYPTIAN. 1250 AD to 1510 AD.

C-in-C mounted on horse as HC or EHC L,B,Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 30 points.	1
Sub-General mounted on horse as HC or EHC L,B,Sh, @ 50 points.	0-2
P standard to accompany Sub-General, @ 5 points.	All/0
Royal mamluks "Reg A" HC L,B,Sh, @ 14 points.	5-14
Al-halqa "Reg B" HC L,B,Sh, @ 13 points.	6-24
Other mamluks "Irreg B" HC L,B,Sh, @ 10 points.	12-48
Extra to upgrade any mamluks to EHC, @ 2 points.	Any
Wafidiya Mongols "Reg C" LC B, @ 6 points.	0-12
Turkomans "Irreg C" LC JLS,B, @ 5 points.	6-24
Extra to give Sh to Mongols or Turkomans, @ 2 points.	Any
Extra to upgrade Turkomans to "Irreg A", @ 2 points.	0-1/2
Kurdish, Syrian or Al-ashair cavalry "Irreg B" HC L,Sh, @ 9 points.	0-6
Frankish knights "Irreg B" EHK L,Sh, @ 15 points.	0-6
Bedouin Arabs "Irreg C" LC L or JLS, Sh, @ 7 points.	0-24
Tabardariyyah "Reg A" HI 2HCW, @ 7 points.	0-8
Aqjiyyah "Reg C" LHI CB, @ 5 points.	0-12
Al-ashair foot "Irreg D" LI 1/2 B, 1/2 S, @ 1 point.	0-50
Ghazis "Irreg A" LMI 1/2 JLS, 1/2 JLS or 2HCW, Sh, @ 5 points.	0-12
Jabaliyya "Irreg B" LMI JLS,Sh, @ 4 points.	0-12
Muttawwia "Irreg C" LMI JLS,Sh, @ 3 points.	0-30
Bombard with "Irreg C" crew of 4, @ 50 points.	0-1
30 mina stone-thrower with "Irreg C" crew of 4, @ 60 points.	0-1
Naptha missile for stone-thrower, @ 10 points.	0-6
Engineers with midfa "Irreg C" LMI HG, @ 2 points.	0-10
Naffatun "Irreg C" LI with hand-hurled naptha bombs, @ 17 points.	0-6
Extra to upgrade engineers with midfa or naffatun to LC, @ 2 points.	Any
Slaves "Irreg D" MI Pa, @ 1 point.	0-40
Up to 4 regular command factors @ 10 points.	
Up to 20 irregular command factors @ 25 points.	

This covers Mamluk armies from the overthrow of the Ayyubids until the introduction of improved firearms. Al-halqa are non-Mamluk elite cavalry. Wafidiya means "refugee". Tabardars are an axe-bearing guard, but probably normally fought in open battles as ordinary royal mamluks. Aqjiyyah are regular garrison troops of uncertain armament, but the crossbow was in fashion for such use. Al-ashair are probably Syrian Druse. Ghazis are seekers for paradise and muttawwia seekers for loot. Jabaliyya are fierce javelinmen from Aleppo. Midfa are primitive hand guns. Knights cannot be used with bombards. The Mamluks, being cavalry themselves, utterly disdained infantry and gave it only unimportant supporting roles in open battle. They themselves utterly refused to dismount to fight on foot. Only the royal mamluks and al-halqa trained thoroughly and drilled.

159. ILKHANID OR TIMURID.
1256 AD to 1405 AD.

C-in-C mounted on horse as EHC L,B,Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 30 points.	1
Sub-General mounted on horse as EHC L,B,Sh, @ 50 points.	0-2
P standard to accompany Sub-General, @ 10 points.	All
Frankish Ally-General mounted on horse, equipped as knight, @ 75 points. (I)	*1
Georgian Ally-General mounted on horse as HC L,B,Sh, @ 75 points. (I)	*1
Armenian Ally-General mounted on horse, equipped as knight, @ 75 points. (I)	*1
Seljuq Ally-General mounted on horse as HC or EHC JLS,B,Sh, @ 75 points. (I)	*1
P standard to accompany Ally-General, @ 5 points.	All
Mongol lancers "Reg B" HC L,B,Sh, @ 13 points.	14-57
Extra to upgrade Mongol lancers to "Reg A" EHC bodyguards, @ 3 points.	0-9
Extra to upgrade "Reg B" Mongol lancers to EHC, @ 2 points. (T)	0-1/2
Mongol horse archers "Reg B" LC B, @ 7 points.	10-54
Extra to give Sh to Mongol horse archers, @ 2 points.	Any
Persian cavalry "Irreg C" HC L,B,Sh, @ 9 points. (I)	0-12
(T)	0-24
Extra to upgrade Persian cavalry to EHC, @ 2 points. (T)	1/2-all
Persian archers "Irreg D" LMI B,Sh, @ 2 points.	0-24
Unemplaced stakes to cover frontage of 3 Persian LMI, @ 5 points. (T)	0-4
Rum Seljuq askaris "Irreg B" HC JLS,B,Sh, @ 10 points. (I)	0-11
Extra to upgrade askaris to EHC, @ 2 points.	0-1/2
Turkomans "Irreg C" LC B, @ 4 points.	6-24
Extra to give JLS to Turkomans, @ 1 point.	Any
Extra to give Sh to Turkomans, @ 2 points.	Any
Extra to upgrade Turkomans to "Irreg A", @ 2 points.	0-1/2
Kurdish cavalry "Irreg B" HC L,Sh, @ 9 points. (I)	0-6
Kurdish javelinmen "Irreg B" LMI or LI JLS,Sh, @ 4 points. (I)	0-12
Georgian cavalry "Irreg B" HC L,B,Sh, @ 10 points. (I)	0-14
Armenian cavalry "Irreg B" EHK L,Sh, @ 15 points. (I)	*2-5
Armenian javelinmen "Irreg C" LMI or LI JLS,Sh, @ 3 points. (I)	*12-24
Armenian archers "Irreg C" LI B, @ 2 points.	0-24
Frankish knights "Irreg B" EHK L,Sh, @ 15 points. (I)	*5-11
Extra to upgrade Frankish knights to "Reg A" as hospitallers, @ 3 points. (I)	0-6
Frankish turcoples "Irreg C" LC JLS,B,Sh, @ 7 points. (I)	0-12
Frankish crossbowmen "Irreg C" HI CB, @ 4 points. (I)	0-24
Muslim crossbowmen "Reg C" LHI CB, @ 5 points. (T)	0-24
Elephant with "Irreg B" crew of unarmed driver astride, 2 with B, 2 with hand-hurled naptha bombs in howdah, @ 84 points. (T)	0-2
30 mina stone-throwers with "Reg C" crew of 4, @ 40 points.	0-2
Naptha missile for stone-thrower, @ 5 points.	0-4
Incendiary un-manned camel cart. @ 16 points. (T)	0-3
Bombard with "Irreg C" crew of 4, @ 50 points. (T)	0-1
70 paces of ditch to protect camp, @ 35 points.	0-3
Up to 12 regular command factors @ 10 points.	
Up to 15 irregular command factors @ 25 points.	

This list covers the army with which the Mongol Il-Khan Hulagu conquered Persia, those of his descendants, and also that of the renewal of the Mongol Persian empire by Timur the Lame from 1360 AD until his death on the eve of a holy war against China. This branch of the Mongols progressively adopted local customs, and by Timur's time had mainly adopted Islam. Items marked (I) apply only to Ilkhanid armies, and those marked (T) only to Timurid armies. Minimums marked * apply only if more than 12 figures of that nationality are used. Timurid elite cavalry are described as wearing tiger skin housings. Shields were centrally issued on a large scale and were at least sometimes of crocodile hide. Elephants wore painted or lacquered leather armour, had their tusks sawed short and replaced with swords, and wielded a further sword fastened to their trunks. Howdahs were panelled in silk and had green and yellow flags at each corner. Fighting crew and drivers were armoured. An even more colourful element is provided by a two-wheel unmanned light cart pulled by a pack camel, both the cart and pack saddle being loaded with dry reeds and oil soaked cotton. These were intended to frighten elephants, so can only be used against armies which could have elephants. Treat them as if incendiary pigs, except that they move as whichever is slower in the present circumstances of camel or light chariot, and frighten horses like other camels.

160. OTTOMAN TURK.
1281 AD to 1500 AD.

C-in-C mounted on horse, equipped as sipahi of the porte, @ 100 points.	1
PA standard to accompany C-in-C, @ 30 points.	1
Sub-General mounted on horse, equipped as feudal sipahi or ghazi, @ 50 points.	0-2
Serbian Ally-General mounted on horse, equipped as knight, @ 75 points. (L)	*1
P standard to accompany Sub-General or Ally-General, @ 5 points.	All
Sipahis of the porte "Reg A" EHC L,B,Sh, @ 16 points.	5-23
Extra to give JLS to "Reg A" sipahis, @ 2 points.	1/2-all
Ghazis "Irreg A" MC or LC L,B,Sh, @ 9 points. (E)	20-72
Extra to upgrade ghazis to HC, @ 2 points.	0-1/3
Feudal sipahis "Irreg B" HC L,B,Sh, @ 10 points. (L)	12-48
Extra to give JLS to feudal sipahis, @ 1 point.	0-1/2
Akinjis "Irreg C" LC B,Sh, @ 6 points. (L)	12-60
Extra to give JLS to Akinjis, @ 1 point.	0-24
Turkomans "Irreg C" LC JLS,B, @ 5 points.	0-30
Extra to upgrade Turkomans to "Irreg A", @ 2 points.	0-1/2
Tatars "Reg D" LC B, @ 5 points. (L)	0-20
Extra to give Sh to Turkomans or Tatars, @ 2 points.	Any
Kurdish cavalry "Irreg B" HC L,Sh, @ 9 points. (L)	0-6
Serbian knights "Irreg B" EHK L,Sh, @ 15 points. (L)	*5-11
Serbian delis "Irreg C" LC L,Sh, @ 6 points. (L)	0-10
Extra to upgrade delis to "Irreg A", @ 2 points.	All/0
Vlachs "Irreg B" LC JLS,Sh, @ 7 points. (L)	0-10
Bedouin Arabs "Irreg C" LC L or JLS,Sh, @ 7 points. (L)	0-6
Solaks "Reg A" MI 1/2 B, 1/2 B or CB, @ 5 points.	0-8
Peyks "Reg A" MI 2HCW, @ 5 points.	0-4
Extra to upgrade solaks and peyks to HI, @ 2 points.	All/0
Janissary archers "Reg B" MI B, @ 4 points. (L)	24-48
Extra to give Sh to janissary archers, @ 1 point.	Any
Janissary crossbowmen or handgunners "Reg B" LMI CB or HG, @ 4 points. (L)	0-24
Janissary half-pikemen "Reg B" MI LTS, @ 4 points. (L)	0-8
Extra to upgrade janissary MI to HI or LMI to LHI, @ 2 points.	Any
Levendat "Irreg D" LMI or LI 1/2 JLS, 1/2 B or JLS, @ 1 point. (E)	0-100
Iaylars "Irreg A" LMI JLS, @ 4 points. (L)	0-20
Azabs "Irreg C" LMI or LI 3/4 B, 1/4 B or JLS, @ 2 points. (L)	20-160
Mountain Turks "Irreg B" LMI 1/3 B, 1/3 JLS, 1/3 2HCW, @ 3 points.	0-9
Extra to give Sh to Levendat, Iaylars, Azabs or mountain Turks, @ 1 point.	Any
European levy infantry "Irreg D" LMI or LI 1/2 JLS, 1/4 B, 1/4 JLS or S, @ 1 point. (L)	0-48
Extra to give Sh to european levy infantry, @ 1 point.	0-1/2
Pioneers "Irreg D" LMI IPW, @ 1 point. (L)	0-50
Bombard with "Irreg C" crew of 4, @ 50 points. (L)	0-6
Chain to protect the front of bombard model, @ 7 points.	All/0
Unemplaced stakes to cover the frontage of 3 azabs, @ 5 points.	0-5
70 paces of set-up wagon laager, @ 35 points.	0-6
Up to 8 regular command factors @ 10 points.	
Up to 24 irregular command factors @ 25 points.	

This list covers Ottoman armies from the foundation of the empire until the widespread introduction of the arquebus. It is divided into an early period before 1337 AD and a later period. Items marked (E) apply only to early, and those marked (L) only to later period armies. Minimums marked * apply only if any Serbs except dellis are used. Early period armies depended chiefly on ghazis, who were fanatics serving for religion and loot, and levendat, whose main function was to police conquered territory. These were replaced by sipahis providing one or more mounted warriors in return for a land grant, and by akinji, who served mounted for loot. These were joined by janissaries, first recruited from prisoners, then levied from Christian children, by iaylars, who were religious fanatics serving on foot, and by azabs, infantry fighting for loot. Sipahis of the porte were household cavalry. Solaks and peyks were foot guards, and may have pre-dated the janissaries proper. The "Mountain Turks" were probably Kurds. A typical battle plan puts the azabs in front, flanked by akinjis. Behind them is the artillery. Further to the rear are the janissaries, flanked by the feudal sipahis and sometimes protected by wagons, and behind them the sipahis of the porte. This progressively absorbs the shock of an enemy attack. Treat chains as unemplaced stakes.

161. SWISS.
1291 AD to 1500 AD.

C-in-C mounted on horse, equipped as knight, or on foot, equipped as heaviest Swiss infantry present, @ 100 points.	1
P standard to accompany C-in-C if knight, @ 5 points.	All
Swiss Sub-General on foot, equipped as heaviest Swiss infantry present, @ 50 points.	0-3
Alliance Ally-General mounted on horse, equipped as knight, @ 75 points. (L)	*1
P standard to accompany Ally-General, @ 5 points. (L)	*1
Swiss knights "Irreg B" EHK L,Sh, @ 15 points.	0-6
Extra to upgrade Swiss knights to SHK, @ 3 points. (E)	Any
	(L)
Alliance knights "Irreg B" SHK L, @ 16 points. (L)	*5-11
Alliance men-at-arms "Irreg C" HC L, @ 6 points. (L)	0-12
Swiss mounted crossbows "Irreg B" LC CB, @ 5 points.	0-8
Extra to upgrade Swiss mounted crossbows to HC, @ 2 points.	All/0
Swiss halberdiers "Irreg A" or "Reg B" all MI or all LMI 2HCT, @ 5 points.(E)	61-180
"Reg A" MI 2HCT, @ 6 points. (L)	32-120
Extra to upgrade Swiss halberdiers from LMI to LHI or MI to HI, @ 2 points.	0-1/4
Swiss pikemen "Reg A" MI P, @ 5 points. (L)	29-90
Extra to upgrade Swiss pikemen from MI to HI, @ 2 points.	0-1/2
Extra to further upgrade Swiss HI to EHI, @ 2 points.	0-1/2
Swiss crossbowmen "Irreg B" LI, LMI or MI CB, @ 3 points.	6-24
Extra to upgrade Swiss crossbowmen to "Reg B", @ 1 point.	All/0
Swiss handgunners "Reg B" LI or LMI HG, @ 4 points. (L)	6-24
Extra to upgrade Swiss crossbowmen or handgunners to LHI or HI, @ 2 points.	Any
Extra to give Pa to Swiss MI or HI crossbowmen, @ 1 point.	All
Alliance foot "Reg D" MI LTS,Sh, or 2HCT, @ 3 points. (L)	*24-60
Alliance crossbowmen "Reg D" LMI or MI CB, @ 2 points. (L)	0-12
Extra to upgrade Alliance LMI to LHI or MI to HI, @ 2 points.	Any
Extra to give Pa to MI or HI crossbowmen, @ 1 point.	All
Bombard with "Irreg C" crew of 4, @ 50 points. (L)	0-1
70 paces of weak stone wall, @ 35 points. (E)	0-2
Up to 6 regular command factors, @ 10 points.	
Up to 1 regular command factor @ 5 points to give a Swiss pike and/or halberd unit a detachment of crossbowmen and/or handgunners.	
Up to 8 irregular command factors @ 25 points.	
Up to 1 irregular command factor @ 10 points to give Swiss halberdiers a detachment of crossbowmen. (E)	

This list covers Swiss armies from the establishment of the "Eternal Alliance" of the forest cantons until the introduction of efficient fire arms. It is divided into an early period until about 1360 AD, and a later period. Items marked (E) apply only to early, and those marked (L) only to later period armies. Minimums marked * apply only if any figures of the Lower Alliance of Lorraine and Alsatian and German towns are used. Alliance cavalry is Lorrainer feudal horse, the infantry town militia. A C-in-C could be appointed by the confederacy, but command was more often exercised by a council of unit commanders, sometimes through a figurehead. If not, the C-in-C figure must be thought of as equivalent to a trade union convener. A convener-type C-in-C or Sub-General must belong to a major pike or halberd unit and fight in its front rank. An appointed nobleman would have his own personal standard, but the confederation banner does not seem to have functioned as an army standard. The classification of Swiss infantry has been difficult, but the options given here are consistent with their historical battlefield behaviour at various periods. No attempt has been made to distinguish between shorter and longer pikes. Normal battle formation was in two or three "keil". This translates as wedge, but was actually a deep column. I suggest these should have 5 ranks of 12 figures, with the first 2 or 3 ranks of pikemen if used. Pikemen cannot be in separate units. The keils sometimes advanced in echelon, the leading keil screened by skirmishers. Swiss did not take prisoners.

162. KNIGHTS OF ST. JOHN.
1291 AD to 1522 AD.

C-in-C mounted on horse, equipped as knight, @ 100 points.	1
PA standard to accompany C-in-C, @ 30 points.	1

Sub-General mounted on horse, equipped as knight, @ 50 points.	0-2
Brother knights "Reg A" EHK L,Sh, @ 18 points. (C)	5-14
SHK L,Sh, @ 21 points. (R)	11-21
Brother sergeants "Reg B" HC L,Sh, @ 11 points. (C)	6-12
EHI LTS,Sh, @ 9 points. (R)	0-12
Turcoples "Irreg C" LC JLS,B,Sh, @ 7 points. (C)	8-16
Extra to upgrade turcoples to HC, @ 2 points.	Any
Reduction to deprive turcoples of B and substitute L for JLS, @ -1 point.	All/0
Crossbowmen "Irreg C" HI CB, @ 4 points. (C)	24-60
Marines "Reg C" LHI 1/2 CB, 1/2 CB or HG, @ 5 points. (R)	24-48
Extra to give Sh to marines, @ 1 point.	Any
Cretans "Irreg C" LI CB,Sh, @ 3 points. (C)	0-50
Rhodian militia "Reg D" LMI CB, @ 2 points. (R)	48-108
Organ gun with "Irreg C" crew of 3, @ 15 points. (R)	0-1
Bombard with "Irreg C" crew of 4, @ 50 points. (R)	0-2
Up to 10 regular command factors @ 10 points.	
Up to 8 irregular command factors @ 25 points.	

This list covers the Order of St. John of Jerusalem from the fall of Acre until that of Rhodes. Items marked (C) apply only to the period until 1310 AD, during which it was based on Cyprus, those marked (R) only to the later period on Rhodes.

163. LOW COUNTRIES. 1297 AD to 1489 AD.

C-in-C mounted on horse, equipped as knight or rich burgher, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Sub-General mounted on horse, equipped as rich burgher, @ 50 points.	0-2
Feudal Ally-General mounted on horse, equipped as knight, @ 75 points.	*1
P standard to accompany Ally-General, @ 5 points.	*1
Feudal knights "Irreg B" EHK L,Sh, @ 15 points.	*5-19
Rich burghers "Irreg C" EHK L,Sh, @ 14 points.	5-12
Extra to upgrade all EHK to SHK, @ 3 points. (M or L)	All
Reduction to delete Sh from SHK, @ -2 points. (L)	Any
Burghers "Irreg C" HC L,Sh, @ 8 points.	0-12
Feudal sergeants "Irreg C" HC L,Sh, @ 8 points.	0-12
Guildsmen "Reg C" HI LTS,Sh, @ 6 points. (E)	48-144
Guildsmen "Reg C" HI 2HCT,Sh, @ 7 points. (E or M)	12-36
Guildsmen "Reg C" MI P, @ 3 points. (M or L)	48-180
Extra to upgrade guildsmen with P to HI, @ 2 points.	Any
Extra to further upgrade HI guildsmen with P to EHI, @ 2 points. (L)	0-1/4
Crossbowmen "Reg C" LHI or HI CB, @ 5 points.	6-32
Extra to mount crossbowmen on horses, @ 2 points.	0-8
Pavisiers "Reg C" HI LTS, Pa, @ 6 points. (E or M)	0-12
Archers "Reg C" MI, LMI or LI B, @ 3 points. (E or M)	0-12
English longbowmen "Reg C" LMI LB, @ 3 points. (M or L)	0-12
Extra to give 2HCW or Sh to longbowmen, or Pa to HI crossbowmen, @ 1 point.	Any
Extra to upgrade archers to HI or LHI, or longbowmen to LHI, @ 2 points.	Any
Handgunners "Reg C" LHI or HI HG, @ 5 points. (L)	0-12
Extra to upgrade handgunners to EHI, @ 2 points.	Any
Whitehoods "Irreg A" LMI JLS,Sh, @ 5 points. (M)	0-12
Organ gun with "Irreg C" crew of 3, @ 15 points. (M or L)	0-8
70 paces of ditch or set-up wagon laager, @ 35 points.	0-2
Up to 8 regular command factors @ 10 points.	
Up to 8 irregular command factors @ 25 points.	

This list covers the communal armies of the Low Countries cities from their first resistance to Philip IV of France until their recognition of Maximilian I of Austria. It is divided into an early period before 1330 AD, a middle period until 1410 AD, and a later period. Items marked (E) apply only to early, those marked (M) only to middle, and those marked (L) only to later period armies. Minimums marked * apply only if more than 11 figures defined as feudal are used. The 2HCT weapon are plancon or godendag. The white hoods of Ghent are described as "loving war better than peace, for they had nothing to lose" and as ribauds. The preferred tactic was to allow the enemy to attack across boggy ground or ditches, then charge him as he emerged. Vulnerability to enemy missiles while waiting attack was sometimes compensated by massed light artillery.

164. MEDIEVAL IRISH.
1300 AD to 1487 AD.

C-in-C mounted on horse as Irish cavalry or Scots knight, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Irish Ally-General mounted on horse as Irish cavalry, @ 75 points.	0-2
Anglo-Irish Ally-General mounted on horse, equipped as lance or spear, @ 75 points.	*1
P standard to accompany Ally-General, @ 5 points.	All
Irish Sub-General mounted on horse, equipped as Irish cavalry, or on foot as LMI or LHI JLS,Sh, or 2HCW,JLS, @ 50 points.	0-2
Scots knights "Irreg B" EHK L,Sh, @ 15 points. (E)	*5-11
Anglo-Irish spears or lances "Irreg B" HC 1/2 JLS, 1/2 JLS or L, Sh, @ 9 points.	*11-14
Irish horse "Irreg C" LC JLS, @ 4 points.	6-18
Extra to upgrade Irish horse to "Irreg B" HC, @ 3 points.	0-1/3
Extra to give Sh to Irish HC, @ 2 points. (L)	Any
Galloglach "Irreg B" MI 2HCW, JLS, @ 4 points.	24-96
Extra to upgrade galloglach to HI, @ 2 points.	0-1/2
Bonnachts "Irreg C" LMI JLS,Sh, or 2HCW,JLS, @ 3 points.	24-72
Kerns "Irreg C" LI JLS, @ 2 points.	48-120
Extra to give Sh to kerns, @ 1 point.	0-1/2
Archers "Irreg C" LI B, @ 2 points.	0-20
Rising-out "Irreg D" LI IPW, @ 1 point.	0-100
Scots spearmen "Irreg C" MI LTS,Sh, @ 3 points. (E)	*32-48
Extra to upgrade Scots spearmen to HI, @ 2 points.	0-1/2
70 paces of plashing for wood edges, @ 70 points.	0-6
Up to 16 irregular command factors @ 25 points.	
Up to 6 irregular command factors @ 10 points to give galloglach or Irish HC units a detachment of kerns, or Irish HC a detachment of LC.	

This list covers Irish armies from the adoption of cavalry until the first recorded use of fire arms. It is divided into an early period up to 1330 AD, and a later period. Items marked (E) apply only to early, and those marked (L) only to later period armies. Minimums marked * apply only if any Scots figure is used. The Scots reflect Edward Bruce's attempt to become King of Ireland. The LC are the attendants of the better cavalry, used for skirmishing. Galloglach are professional soldiers of Scots descent, bonnachts Irish professionals. The "rising-out" is the full levy of the country side, rarely called at this period and lacking aptitude and weapons. An Anglo-Irish Ally-General can also command Irish infantry. An army at its best in difficult terrain, especially bogs and woods. It should rely heavily on ambushes and surprises.

165. CATALAN COMPANY.
1302 AD to 1388 AD.

C-in-C mounted on horse, equipped as man-at-arms, or on foot, equipped as almughavar, @ 100 points.	1
De Flor or Imperial banner P standard to accompany mounted C-in-C, @ 5 points.	All
Aragon banner A standard carried by almughavars, @ 10 points.	1
Sub-General mounted on horse, equipped as light horseman, or on foot, equipped as almughavar, @ 50 points.	0-2
Byzantine Ally-General mounted on horse as HC L,Sh, @ 75 points.	*1
P standard to accompany Byzantine Ally-General, @ 10 points.	*1
Alan Ally-General mounted on horse as HC or EHC L,B,Sh, @ 75 points.	*1
P standard to accompany Alan Ally-General, @ 5 points.	*1
Aragonese men-at-arms "Irreg B" EHK L,Sh, @ 15 points.	0-5
Aragonese light horse "Irreg B" HC JLS,Sh, @ 9 points.	12-24
Byzantine kataphraktoi "Reg C" HC L,Sh, @ 10 points.	*8-17
Extra to upgrade kataphraktoi to "Reg A", @ 2 points.	*2-11
Alan nobles "Irreg B" HC L,B,Sh, @ 10 points.	*5-11
Extra to upgrade Alan HC to EHC, @ 2 points.	0-5
Alan horse archers "Irreg B" LC B,Sh, @ 7 points.	*12-72
Extra to give JLS to Alans, @ 1 point.	Any
Turks or turcoples "Irreg C" LC JLS,B,Sh, @ 7 points.	0-20
Catalan almughavars "Irreg B" LMI JLS, all HTW or all LTS, @ 4 points.	54-144
Extra to mount almughavars on horses, @ 2 points.	0-30

Catalan scouts "Irreg B" LI JLS, @ 3 points.	0-6
Extra to give scouts all HTW or all LTS, @ 1 point.	All/0
Catalan skirmishers "Irreg B" LI CB, @ 3 points.	6-36
Sailors "Irreg C" LHI CB, @ 4 points.	0-24
Greek prisoner-of-war archers "Irreg D" LI B, @ 1 point.	0-24
Up to 2 regular command factors @ 10 points.	
Up to 24 irregular command factors @ 25 points.	

This list covers the Catalan Grand Company from its leaving the service of Peter III of Aragon until the fall of the state it founded in Greece to the Florentines. During this time it fought for both Byzantines and Romanian Franks, was short-changed by both, took a horrid revenge on both, and beat every Turkish, Byzantine and Frankish army that got in its way. A non-EHK C-in-C, Turks, mounted almughavars or Greeks cannot be used with Alans or Byzantines, but turcoples under Byzantine control can be. Minimums marked * apply if any Alan or Byzantine figures are used. After the Byzantine assassination of Roger de Flor, the company was largely commanded by committee, often through a figurehead. An almughavar C-in-C represents the committee convener. The banner of Aragon was or, 4 pales gules. Opinion is equally divided as to whether the almughavar spear should be regarded as LTS or HTW. The company's usual tactic was an immediate impetuous charge, headed by the cavalry. However, against the Romanian Franks, they first enticed the knights into charging across boggy ground.

**166. LATER HUNGARIAN.
1307 AD to 1490 AD.**

C-in-C mounted on horse, equipped as noble, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Sub-General mounted on horse, equipped as noble, @ 50 points.	0-2
Crusader rash Ally-General mounted on horse, equipped as knight, @ 75 points. (M) *1	All
P standard to accompany Sub-General or Ally-General, @ 5 points.	All
Extra to upgrade PA or P standard carried by regular, @ double cost.	All
Hungarian nobles "Irreg B" EHK L,Sh, @ 15 points.	11-15
Extra to upgrade EHK to SHK L,Sh, @ 3 points. (M)	All/0
Extra to upgrade EHK to SHK L, @ 1 point. (L)	All
Extra to upgrade SHK to "Reg A", @ 3 points. (L)	Any
Szekelers "Irreg A" HC L,B,Sh, @ 10 points.	16-32
Hungarian or Moldavian hussars "Irreg C" LC B,Sh, @ 6 points.	16-36
Hungarian Cumans "Irreg C" LC JLS,B,Sh, @ 7 points. (E)	0-20
German or Bohemian mercenary armigeri "Reg C" SHK L, @ 17 points. (L)	0-12
Vlach cavalry "Irreg B" LC JLS,Sh, @ 7 points.	0-16
Serbian hussars "Irreg C" LC L,Sh, @ 6 points. (L)	6-12
Extra to upgrade Serbian LC to "Irreg A", @ 2 points.	Any
Crusader knights "Irreg B" SHK L,Sh, @ 18 points. (M)	*11-17
Crusader sergeants "Irreg C" HC L,Sh, @ 8 points. (M)	0-18
Crusader crossbowmen "Irreg C" LHI CB, mounted on horse, @ 6 points.	0-12
Hospitaller knights "Reg A" SHK L,Sh, @ 21 points. (M)	0-6
Hospitaller sergeants "Reg B" HC L,Sh, @ 11 points. (M)	0-6
Croatian, Transylvanian, Moldavian or Vlach gregarii "Irreg C" LI B, @ 2 points.	0-48
Armati "Reg C" HI 2HCT, @ 6 points. (L)	0-32
Clipeati "Reg C" HI LTS,Pa, @ 6 points. (L)	0-32
German or Bohemian handgunners "Reg C" LHI or HI HG, @ 5 points. (L)	16-32
Crusader ribaids "Irreg A" LI ISA, @ 4 points. (M)	0-6
Unemplaced stakes to cover front of 4 handgunners, @ 2 points. (L)	0-10
Four-horse wagon with room for 2 LI, @ 20 points. (L)	0-11
Bombard with "Irreg C" crew of 4, @ 50 points. (L)	0-2
Up to 12 regular command factors @ 10 points.	
Up to 18 irregular command factors @ 25 points.	

This list covers Hungarian armies from the re-founding of the kingdom under the house of Anjou until the death of Mathias I Corvinus. It is split into an early period until 1350, a middle period until 1444 AD including the Crusade of Nicopolis in 1396 AD, and a later period. Items marked (E) apply only to early, those marked (M) only to middle, and those marked (L) only to later period armies. Minimums marked * apply only if any crusaders or hospitallers are used. Ribaids followed up French knights at Nicopolis. The favourite "scorpion" formation had HG and LI inside a square of 2HCT and Pa, then on each flank SHK, LC, wagons and bombards. More LC/HC screened the front.

167. LATER IMPERIALIST.
1308 AD to 1493 AD.

C-in-C mounted on horse, equipped as feudal knight, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Sub-General mounted on horse, equipped as feudal knight, @ 50 points.	0-2
P standard to accompany Sub-General, @ 5 points.	All
Teutonic Order Ally-General mounted on horse, equipped as brother knight, @ 75 points.	*1
P standard to accompany Ally-General, @ 10 points.	*1
German feudal knights "Irreg B" SHK L,Sh, @ 18 points.	11-15
German feudal sergeants "Irreg C" HC L,Sh, @ 8 points.	0-18
German mercenary cavalry "Reg C" SHK L,Sh, @ 19 points.	6-24
Reduction to downgrade German mercenary cavalry to HC L, @ -11 points. (L)	Any
Teutonic Order brother knights "Reg A" SHK L,Sh, @ 21 points. (E)	*2-5
Teutonic Order confrere knights "Reg B" SHK L,Sh, @ 20 points. (E)	0-6
Teutonic Order brother sergeants "Reg B" HC L,Sh, @ 11 points. (E)	*6-12
Reduction to delete Sh from SHK and sergeants, @ -2 points. (M)	Any
	(L)
German mounted crossbowmen "Reg C" HC CB, @ 8 points.	0-6
German mounted handgunners "Reg C" SHK HG, @ 17 points. (L)	0-6
Hungarians "Irreg C" LC B,Sh, @ 6 points.	0-10
Feudal retainer "Irreg C" or town militia "Reg D" MI 2HCT, @ 3 points.	0-36
	MI LTS or CB, @ 2 points.
	0-24
Extra to give Sh or Pa to retainers or militia, @ 1 point.	Any
Extra to upgrade retainers or militia to HI, @ 2 points.	Any
Pikemen "Reg C" MI P, @ 3 points. (L)	0-48
Extra to upgrade pikemen to HI, @ 2 points.	0-1/4
Halberdiers and two-handed swordsmen "Reg C" MI 2HCT, @ 4 points.	0-12
Extra to upgrade halberdiers or swordsmen to HI, @ 2 points.	Any
Extra to further upgrade pikemen, halberdiers or swordsmen from HI to EHI, @ 2 points.	0-12
Crossbowmen "Reg C" LMI or LI CB, @ 3 points.	0-12
Extra to upgrade crossbowmen to HI or LHI, @ 2 points.	Any
Extra to give Pa to HI crossbowmen, @ 1 point.	All
Handgunners "Reg C" HI HG, @ 5 points. (E)	0-12
	HI or LHI HG, @ 5 points. (M)
	LMI or LI HG, @ 3 points. (L)
	12-36
Extra to upgrade handgunner from HI to EHI or LMI to LHI, @ 2 points.	Any
Extra to give Pa to HI or EHI handgunners, @ 1 point.	Any
Organ gun with "Irreg C" crew of 3, @ 15 points. (M or L)	0-2
Bombard with "Irreg C" crew of 4, @ 50 points. (L)	0-2
Up to 12 regular command factors @ 10 points.	
Up to 1 regular command factor @ 5 points to give pike and halberd unit a detachment of LI, LMI or LHI with CB or HG.	
Up to 8 irregular command factors @ 25 points.	

This list covers the armies of the Holy Roman Empire from the election of Henry VII until that of Maximilian I. It is divided into an early period before 1400 AD, a middle period until 1450 AD, and a later period. Items marked (E) can only be used in early, those marked (M) in middle, and those marked (L) only in later period armies. Minimums marked * apply only if any Teutonic Order figures are used. Pikes were already in use in Germany before Maximilian founded his lansknachts in 1486 AD, notably among the Swabians. German or Teutonic Order cavalry armed with L can fight mounted in wedge.

168. 100 YEARS WAR ENGLISH.
1310 AD to 1455 AD.

C-in-C mounted on horse, equipped as man-at-arms, @ 100 points.	1
PA standard to accompany C-in-C, @ 30 points.	1
Sub-General mounted on horse, equipped as man-at-arms, @ 50 points.	0-3
P standard to accompany Sub-General, @ 5 points.	All
Extra to upgrade P standard to regular, @ 5 points.	Any
Royal household men-at-arms "Reg A" SHK L,Sh, @ 21 points.	*5-11
English men-at-arms "Reg B" EHK L,Sh, @ 17 points.	12-33

Extra to upgrade English men-at-arms to SHK, @ 3 points. (E)	Any
(M or L)	All
Gascon or Brabanter men-at-arms "Irreg B" SHK L,Sh, @ 18 points.	0-11
False-French men-at-arms "Irreg D" SHK L,Sh, @ 16 points. (M or L)	0-12
Extra to upgrade False-French men-at-arms to "Irreg B", @ 2 points.	0-1/2
Reduction to delete Sh from SHK, @ -2 points. (L)	Any
Hobilar "Irreg C" MC L, @ 4 points.	6-18
Extra to upgrade MC hobilar to HC, @ 2 points. (E or M)	Any
Extra to upgrade MC hobilar to lesser men-at-arms "Reg B" HC L, @ 5 points. (M)	Any
(L)	All
Irish horse "Irreg C" LC JLS, @ 4 points. (L)	0-6
Extra to upgrade Irish LC to "Irreg B" HC, @ 3 points.	All/0
Extra to give Sh to Irish HC, @ 2 points.	Any
English archers "Reg C" LMI LB, @ 3 points.	48-144
Extra to give Sh to English archers, @ 1 point. (E)	0-1/2
Extra to give 2HCW or Sh to English archers, @ 1 point. (M or L)	Any
Extra to upgrade English archers to LHI, @ 2 points.	0-1/2
Extra to upgrade English archers to HI mounted on horses, @ 4 points.	12-48
Extra to further upgrade mounted archers to EHI, @ 2 points. (M or L)	Any
Extra to upgrade mounted archers to "Reg B" as King's or Prince of Wales' archer guard, @ 1 point. (M or L)	*6-12
Reduction to downgrade English archers to "Reg D" as militia raised by commissions of array, @ -1 point. (E)	0-3/4
(M or L)	0-1/3
English militia spearmen "Reg D" MI JLS,Sh, @ 3 points. (E)	0-72
Extra to upgrade militia spearmen to HI, @ 2 points.	Any
English billmen "Reg C" HI 2HCT, @ 6 points. (L)	0-36
Extra to mount militia spearmen or billmen on horses, @ 2 points.	0-36
Welsh archers "Irreg C" or "Reg D" LMI or LI LB, @ 2 points. (E)	0-24
(M or L)	0-12
Extra to upgrade Welsh archers to "Reg C", @ 1 point. (M or L)	All/0
Welsh knifemen "Irreg C" LMI LTS, @ 2 points. (E)	6-24
Irish kerns or archers "Irreg C" LI 1/2 JLS, 1/2 JLS or B, @ 2 points.	0-12
German pauncenars "Irreg C" HI LTS, @ 4 points. (E)	0-16
Extra to give Sh to billmen, knifemen, kerns, or pauncenars, @ 1 point.	Any
Gascon crossbowmen "Irreg C" LHI CB, @ 4 points.	0-12
Gascon bidowers or Bretons "Irreg C" LMI or LI JLS,Sh, @ 3 points.	0-12
Gascon brigans "Irreg C" HI LTS, @ 4 points. (M or L)	0-24
False-French town militia "Reg D" HI LTS,Pa, or CB,Pa, @ 5 points. (M)	0-12
2HCT, @ 5 points. (L)	0-32
Extra to upgrade False-French militia to EHI LTS,Pa, @ 2 points. (M)	Any
Extra to mount Welsh or False-French militia on horses, @ 2 points.	Any
70 paces of concealed pits, set-up wagon laager, or ditch, @ 35 points.	0-4
Unemplaced stakes to cover front of 4 English archers, @ 2 points. (L)	0-18
Bombard with "Irreg C" crew of 4, @ 50 points.	0-1
Up to 12 regular command factors @ 10 points.	
Up to 6 regular command factors @ 5 points to give men-at-arms detachments of LB.	
Up to 12 irregular command factors @ 25 points.	
Up to 1 irregular command factor @ 10 points to give Irish HC a detachment of kerns.	

This list covers English armies from the widespread introduction of plate armour until the start of the Wars of the Roses. It is divided into an early period before 1350 AD, a middle period until 1400 AD, and a later period. Items marked (E) apply only to early, those marked (M) only to middle, and those marked (L) only to later period armies. The minimum marked * applies only if the king is C-in-C. Men-at-arms were made up of bannerets, knights, esquires and gentlemen, the proportion of knights steadily dropping with time. The richer of the former sergeants had been absorbed by the men-at-arms and the poorer in the hobelars, hence the latter's alternative name of armati. The hobelars in their turn then assimilated to the men-at-arms, possibly with the aid of looted armour. Such lesser men-at-arms were prominent in the free companies. Men-at-arms and hobelars almost invariably dismounted to fight, the latter as MI or HI with LTS. Classification as regular simulates the actual behaviour of the indentured English troops of this era better than irregular. It reduces the chance of impetuous charges by the men-at-arms, making them steadier on foot but less effective mounted than their contemporaries, and reflects the formal defensive posture of the archers. False-French was the French epithet for troops from the ceded territories.

169. ITALIAN CONDOTTA.
1320 AD to 1494 AD.

C-in-C mounted on horse, equipped as elmeti, @ 100 points.	1
Carroccio A standard carried on ox-drawn wagon, @ 40 points. (E)	**1
Sub-General mounted on horse, equipped as elmeti, @ 50 points.	0-2
P standard to accompany C-in-C or Sub-General, @ 10 points.	All
Extra to upgrade C-in-C's P standard to PA, if no carroccio used, @ 20 points.	All
Condottieri elmeti "Reg C" EHK L,Sh, @ 16 points.	11-42
Extra to upgrade elmeti to "Reg A" as general's casa or famiglia, @ 2 points.	0-5
Famiglia ducale elmeti "Reg A" EHK L,Sh, @ 18 points. [Mi]	0-11
Feudal elmeti "Irreg B" EHK L,Sh, @ 15 points. [N]	0-24
Extra to upgrade EHK to SHK L,Sh, @ 3 points. (E)	Any
Extra to upgrade EHK to SHK L, @ 1 point. (M or L)	All
Lanze spezzate elmeti "Reg B" SHK L, @ 18 points. (M or L)[F]	0-6
	[Mi,Pa,VI,VG] 0-24
Reduction to downgrade SHK elmeti to HC JLS, as armigeri falsi, @ -9 points.	0-1/2+3
Mounted crossbowmen "Reg C" LC CB, @ 6 points.	0-12
Extra to upgrade mounted crossbowmen to "Reg B" famiglia, @ 1 point. (L)[Mi]	0-6
White Company men-at-arms "Reg B" SHK L,Sh, @ 20 points. (E)[Pi,Pa,F]	*11-23
White Company archers "Reg B" HI LB, mounted on horses, @ 8 points. (E)[Pi,Pa,F]	*16
Extra to upgrade White Company archers to EHI, @ 2 points.	Any
Other English archers "Reg C" LMI LB, @ 3 points. [F,VI]	0-8
Extra to upgrade LMI with LB to LHI, @ 2 points.	Any
Extra to give Sh or 2HCW to White Company or other English archers, @ 1 point.	0-1/2
Unemplaced stakes to cover front of 4 LMI or LHI with LB, @ 2 points. (M or L)	0-2
Hungarians "Irreg C" LC B,Sh, @ 6 points. (E or M)[F,N,Pa]	0-10
Turks "Irreg C" LC JLS,B,Sh, @ 7 points. (L)[N,VI,VG]	0-10
Stradiots "Irreg B" LC JLS,Sh, @ 7 points. (L)[VI]	0-16
	(L)[VG] 10-30
Militia spearmen "Reg D" HI LTS,Sh, or LHI JLS,Sh, @ 5 points. (E)	**8-24
Militia spearmen or pikemen "Reg D" MI LTS or P, @ 2 points. (M or L)[F]	0-16
Mercenary pikemen "Reg C" MI P, @ 3 points. (M or L)[Mi,F,N]	0-24
Extra to upgrade MI spearmen or pikemen to HI, @ 2 points.	Any
Extra to further upgrade HI pikemen to EHI, @ 2 points.	0-1/2
Extra to give Sh to spearmen, or to MI, not HI or EHI, pikemen, @ 1 point.	Any
Mercenary billmen "Reg C" HI 2HCT, @ 6 points. (M or L)[Mi,F,N,Pa]	0-8
Militia pavisiers "Reg D" EHI LTS Pa, @ 7 points. (E or M)	**8-16
	(L)[F] **8-16
Militia crossbowmen "Reg D" MI, LMI or LI CB, @ 2 points.	**8-32
Extra to upgrade crossbowmen from LC to HC, LMI to LHI, or MI to HI, @ 2 points.	Any
Militia handgunners "Reg D" LHI HG, @ 4 points. (L)[Mi]	0-32
Extra to upgrade militia to "Reg C" as provisionati, @ 1 point. (L)[Mi,VI]	All/0
Provisionati handgunners "Reg C" LHI HG, @ 5 points. (L)[VI]	0-16
Mercenary handgunners "Reg C" LHI HG, @ 5 points. (M)	0-8
	(L) 0-16
Mercenary crossbowmen "Reg C" LHI or HI CB, @ 5 points.	0-24
Extra to give Pa to HI mercenary crossbowmen, @ 1 point.	All
Extra to give 2HCT to "Reg C" LHI with HG [Mi], or CB [VI,VG], @ 2 points. (L)	0-12
Aragonese targeteers "Irreg C" LMI JLS,Sh, @ 3 points. [N]	8-24
Aragonese crossbowmen "Irreg C" LI CB, @ 2 points. [N]	0-24
Papal or Neapolitan guardsmen "Reg A" MI JLS,Pa or Sh, @ 6 points. [Pa,N]	0-16
Pioneers "Irreg D" LMI IPW, @ 1 point.	0-16
Organ gun with "Irreg C" crew of 3, @ 15 points.	0-1
Bombard with "Irreg C" crew of 4, @ 50 points.	0-3
Up to 70 paces of ditch, @ 35 points. (M or L)	0-3
Up to 20 regular command factors @ 10 points.	
Up to 2 regular command factors @ 5 points to give White Company detachments of LB.	
Up to 10 irregular command factors @ 25 points.	

This covers the main Italian states from the rise of mercenary companies until the French wars. It is divided into an early period before 1400 AD, a middle period until 1440 AD, and a later period. Items marked (E) can only be used in early, those marked (M) only in middle, and those marked (L) only in later period armies. Armies can be Milanese [Mi], Florentine [F], Pisan or Paduan [Pi], Papal [Pa], Neapolitan [N], Venetian in Italy [VI], Venetian in Greece [VG], or none of these. Items so marked

apply only to those armies. Famiglia were bodyguards, lanze spezzate mercenaries hired directly by the state. Elmeti "helmets" or armigeri vera were supported by 1 or 2 men equivalent to coustilliers. Militia MI or HI crossbows must be in mixed units with pavisiers. Minimums marked * apply only if White Company figures are used. Minimums marked ** apply only if militia are used. The White Company usually fought on foot.

170. MEDIEVAL FRENCH.
1330 AD to 1445 AD.

C-in-C mounted on horse, equipped as man-at-arms, @ 100 points.	1
Oriflamme SA standard to accompany C-in-C, @ 95 points. (E or M)	*1
Sub-General mounted on horse, equipped as man-at-arms, @ 50 points.	0-2
Scots Ally-General, equipped as man-at-arms, @ 75 points. (L)	*1
P standard to accompany C-in-C, Sub-General or Ally-General, @ 5 points.	All
Extra to upgrade C-in-C's P standard to PA if Oriflamme not used, @ 10 points.	1
Extra to upgrade C-in-C's PA standard to SAP if Jeanne d'Arc, @ 85 points. (L)	1
Extra to upgrade PA standard to regular, @ 15 points. (L)	**1
French and continental men-at-arms "Irreg B" SHK L,Sh, @ 18 points.	14-45
Scots men-at-arms "Irreg B" SHK L,Sh, @ 18 points.	*5-11
Extra to upgrade Scots men-at-arms to "Reg A" as French king's Scots bodyguard, @ 3 points. (L)	**1-2
Reduction to delete Sh from SHK, @ 2 points. (M or L)	Any
French king's Scots bodyguard archers "Reg A" EHI 2/3 LB, 1/3 LB or CB, Sh, mounted on horses, @ 12 points.	**3-6
Extra to substitute 2HCT for Scots bodyguard CB, @ 1 point.	0-2
French sergeants "Irreg C" HC L or JLS, @ 6 points.	0-30
Extra to give Sh to sergeants, @ 2 points. (E or M)	Any
French archers "Irreg D" LMI B, @ 1 point.	0-30
"Irreg B" LHI or HI LB, @ 5 points. (L)	0-8
French crossbowmen "Irreg C" or "Reg D" LMI or MI CB, @ 2 points.	24-56
Extra to upgrade French archers or crossbowmen to LHI or HI, @ 2 points.	Any
Extra to mount French HI archers on horses, @ 2 points.	All
Extra to mount French HI crossbowmen on horses, @ 2 points.	0-32
Extra to give Pa to French MI or HI with CB not mixed with pavisiers or mounted on horses, @ 1 point. (E)	All
Genoese crossbowmen "Reg C" LHI or HI CB, @ 5 points.	0-24
Extra to give Pa to Genoese HI, @ 1 point.	All
Spanish crossbowmen "Irreg C" LI CB, @ 2 points.	0-12
Pavisiers "Reg D" HI LTS,Pa, @ 5 points. (E)	0-48
Voulgiers "Reg D" HI 2HCT, @ 5 points. (M or L)	0-60
Extra to upgrade pavisiers or voulgiers to EHI, @ 2 points.	1/2-all
Extra to mount pavisiers or voulgiers on horses, @ 2 points.	0-32
Brigans "Irreg C" HI LTS, @ 4 points.	12-24
MI 2HCT, @ 3 points.	0-24
Extra to upgrade MI Brigans to HI, @ 2 points.	1/2-all
Extra to give Pa to HI with LTS or 2HCT, @ 1 point. (E)	Any
Bidets or Bretons "Irreg C" LMI JLS,Sh, @ 3 points. (E)	0-24
Ribauds "Irreg A" LI ISA, @ 4 points.	0-6
Scots spearmen "Irreg C" MI LTS,Sh, @ 3 points.	0-48
Scots archers "Irreg C" LHI B,Sh, mounted on ponies, @ 7 points.	0-12
Peasants "Irreg D" LMI 1/4 JLS, 1/4 2HCW, 1/4 B, 1/4 IPW, @ 1 point.	0-144
Handgunners "Reg C" HI or LHI HG, @ 5 points.	0-8
Extra to upgrade handgunners to EHI, @ 2 points. (E or M)	All/0
Organ gun with "Irreg C" crew of 3, @ 15 points.	0-1
Bombard with "Irreg C" crew of 4, @ 50 points.	0-2
Up to 8 regular command factors @ 10 points.	
Up to 16 irregular command factors @ 25 points.	

This covers French armies from the transition to plate until the institution of a standing army. It is divided into an early period until 1400 AD, a middle period until 1418 AD, and a later period. Items marked (E) can only be used in early, those marked (M) only in middle, and those marked (L) only in later period armies. Minimums marked * apply only if any Scots figures except bodyguard or up to 6 SHK are used. Minimums marked ** apply only if the king is C-in-C. "Reg D" infantry are city militia, "Irreg C" feudal, "Reg C" mercenary, "Irreg B" noblemens' guards. Pavisiers can be used mixed with crossbowmen or alone. Ribauds can be useful for pursuit.

**171. MEDIEVAL SPANISH.
1350 AD to 1485 AD.**

C-in-C mounted on horse, equipped as man-at-arms, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Sub-General mounted on horse, equipped as man-at-arms, @ 50 points.	0-2
French Ally-General mounted on horse as SHK L,Sh, @ 75 points. (E)[C]	*1
English Ally-General mounted on horse as SHK L,Sh, @ 75 points. (E)	*1
P standard to accompany Sub-General or Ally-General, @ 5 points.	All
Extra to upgrade military order Sub-General's or English Ally-General's P standard to regular, @ 5 points.	All
Spanish or Portuguese men-at-arms "Irreg B" EHK L,Sh, @ 15 points.	11-42
Extra to upgrade EHK to SHK L,Sh, @ 3 points. (E)	0-1/3
(L)	All
Reduction to delete Sh from SHK, @ -2 points. (L)	Any
Extra to upgrade men-at-arms of military orders to "Reg A", @ 3 points.	0-11
French or Gascon men-at-arms "Irreg B" SHK L,Sh, @ 18 points. (E)[C]	*11-14
English men-at-arms "Reg B" SHK L,Sh, @ 20 points. (E)	*5-11
English free company men-at-arms "Reg B" HC L, @ 9 points. (E)	0-24
Jinetes "Irreg C" all LC or all MC JLS,Sh, @ 6 points. [C,A]	12-24
[P]	0-12
Extra to upgrade jinetes from MC to HC, @ 2 points. (E)	Any
(L)	All
Adalides "Irreg C" LC JLS,Sh, @ 6 points.	0-6
Granadine cavalry "Reg B" LC JLS,Sh, @ 9 points.	0-10
Spearmen "Irreg C" MI LTS,Sh, @ 3 points.	0-48
Extra to upgrade spearmen to HI, @ 2 points. (E)	0-24
Javelinmen "Irreg C" LMI or LI JLS, LTS, @ 3 points.	0-96
Extra to give Sh to LMI javelinmen, @ 1 point.	0-1/2
Almughavars "Irreg B" LMI JLS,all LTS or all HTW, @ 4 points. [A]	0-36
Crossbowmen "Irreg C" LMI or LI CB, @ 2 points.	12-36
Extra to upgrade crossbowmen to "Reg C" as military orders foot, @ 1 point.	0-16
Archers "Irreg C" LMI or LI B, @ 2 points. [C,A]	0-24
[P]	0-48
Handgunners "Irreg C" LMI or LI HG, @ 2 points. (L)[P]	0-24
Extra to upgrade crossbowmen, archers or handgunners to LHI, @ 2 points.	Any
Hermudad militia foot "Reg D" MI LTS,Sh, @ 3 points. [C]	12-24
LMI or LI CB, @ 2 points. [C]	12-24
LMI or LI HG, @ 2 points. (L)[C]	0-12
Slingers "Irreg C" LI 1/2 S, 1/2 S or SS, @ 2 points.	10-24
Extra to give Sh to slingers with S, @ 1 point.	0-1/2
Peasant axemen "Irreg C" LMI 2HCW, @ 2 points. [P]	0-48
Mudejars "Irreg D" LMI 1/2 JLS, 1/4 B or 2HCW, 1/4 B, Sh, @ 2 points. [C]	0-36
1/2 JLS, 1/4 B, 1/4 B or CB, Sh, @ 2 points. [A]	0-48
Granadine archers "Reg C" LMI B,Sh, @ 4 points.	0-12
French crossbowmen "Irreg C" LMI CB, @ 2 points. (E)	0-12
English longbowmen "Reg C" LMI LB, @ 3 points. (E)	*32-64
Extra to upgrade French crossbowmen or English longbowmen to LHI, @ 2 points.	Any
Extra to give Sh or 2HCW to longbowmen, @ 1 point.	Any
Extra to upgrade LHI longbowmen to HI mounted on horses, @ 2 points.	0-32
Bombard with "Irreg C" crew of 4, @ 50 points.	0-3
Up to 70 paces of abatis, @ 70 points. [P]	0-2
Up to 12 regular command factors @ 10 points.	
Up to 4 regular command factors @ 5 points to give English 1 or 2 detachments of LB.	
Up to 20 irregular command factors @ 25 points.	

This list covers the three main Christian states of the peninsula, Castile, Aragon and Portugal, from the introduction of plate until that of the pike. It is split into an early period before 1390 AD, and a later period. Items marked (E) apply only to early, and those marked (L) only to later period armies. Items marked [C] apply only to Castilian, those marked [A] to Aragonese, and those marked [P] only to Portuguese armies. Minimums marked * apply only if more than 12 figures of that nation are used. Portuguese, French and English men-at-arms usually fought on foot, Spaniards rarely. Adalides were border scouts, mudejars levies of conquered Muslims. The usual Spanish tactic was a cavalry charge, sometimes delayed for softening up by crossbows and slings, or outflanking by jinetes, and sometimes preceded by dismounted men-at-arms.

172. FREE COMPANY.

1357 AD to 1390 AD.

C-in-C mounted on horse as SHK L,Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Ally-General mounted on horse as SHK L,Sh, @ 50 points.	0-3
P standard to accompany Ally-General, @ 5 points.	All
Extra to upgrade PA or P standard to regular, @ double points.	Any
Gascon or French men-at-arms "Irreg B" SHK L,Sh, @ 18 points.	10-34
French sergeants "Irreg C" HC L or JLS, @ 6 points.	12-24
English gentlemen "Reg B" SHK L,Sh, @ 20 points.	0-5
English lesser men-at-arms "Reg B" HC L, @ 9 points.	12-48
Spanish or Navarrese men-at-arms "Irreg B" EHK L,Sh, @ 15 points.	0-12
German mercenary men-at-arms "Reg C" SHK L,Sh, @ 19 points.	0-14
Crossbowmen "Irreg C" LI, LMI or MI CB, @ 2 points.	0-28
Extra to upgrade crossbowmen to LHI or HI, @ 2 points.	0-24
Extra to upgrade LHI or HI crossbowmen to "Reg C", @ 1 point.	Any
Extra to give Pa to MI or HI crossbowmen, @ 1 point.	All
English longbowmen "Reg C" LMI LB, @ 3 points.	16-64
Extra to upgrade LMI longbowmen to LHI, @ 2 points.	0-32
Extra to upgrade LHI longbowmen to HI mounted on horses, @ 2 points.	All
Extra to upgrade HI longbowmen to EHI, @ 2 points.	0-16
Extra to give Sh or 2HCW to longbowmen, @ 1 point.	Any
Javelinmen "Irreg C" LMI or LI JLS,Sh, or LI LTS,JLS, @ 3 points.	0-24
Up to 8 regular command factors @ 10 points.	
Up to 12 irregular command factors @ 25 points.	

The free companies consisted of soldiers made redundant by the truce of Bordeaux and the Treaty of Bretigny. This list represents one of the army-sized accumulations that sometimes came together for major looting expeditions. Up to 1/2 the English, and any French HC can have full leg armour, dismounting as EHI. German SHK can fight in wedge.

173. EARLY BURGUNDIAN.

1363 AD to 1471 AD.

C-in-C mounted on horse, equipped as man-at-arms, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Sub-General mounted on horse, equipped as man-at-arms, @ 50 points.	0-2
French Ally-General mounted on horse, equipped as man-at-arms, @ 75 points.	*1
P standard to accompany Sub-General or French Ally-General, @ 5 points.	All
English Ally-General mounted on horse, equipped as man-at-arms, @ 75 points.	*1
P standard to accompany English Ally-General, @ 10 points.	*1
Burgundian men-at-arms "Irreg C" SHK L,Sh, @ 17 points.	0-24
Extra to upgrade Burgundian SHK to "Irreg B", @ 1 point.	2-15
Demi-lances and coustilliers "Irreg C" HC 1/2 L, 1/2 JLS, @ 6 points.	0-12
French men-at-arms "Irreg B" SHK L,Sh, @ 18 points.	0-14
Italian men-at-arms "Reg C" SHK L,Sh, @ 19 points.	0-12
English men-at-arms "Reg B" SHK L,Sh, @ 20 points.	*5-11
Reduction to delete Sh from men-at-arms, @ -2 points.	Any
Low countries pikemen "Reg D" HI P, @ 4 points.	0-32
Low countries crossbowmen "Reg D" LHI or HI CB, @ 4 points.	16-32
Picard archers "Reg D" or "Irreg C" LHI LB or CB, @ 4 points.	16-48
English archers "Reg C" LHI LB, @ 5 points.	*16-32
Extra to upgrade LHI with CB or LB to HI and mount them on horses, @ 2 points.	0-16
Extra to give Pa to HI with CB not mounted on horses, @ 1 point.	All
Extra to give 2HCW to Picard mounted HI, or 2HCW or Sh to English LHI, @ 1 point.	Any
Extra to upgrade English or Low Countries HI to EHI, @ 2 points.	0-1/2
Village levy "Irreg D" MI 2HCT, @ 2 points.	0-32
Un-emplaced stakes to cover front of 4 archers, @ 2 points.	0-10
Bombard with "Irreg C" crew of 4, @ 50 points.	0-1
Up to 8 regular command factors @ 10 points.	
Up to 8 irregular command factors, @ 25 points.	

This covers Burgundian armies until the reforms of Charles the Bold. The Low Countries were disaffected, and the preparedness of the country gentry slumped under Philip the Good. Minimums marked * apply only if more than 12 figures of that nation are used.

174. MING CHINESE.

1368 AD to 1630 AD.

C-in-C mounted on horse as HC or EHC L,B,Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 30 points.	1
Sub-General mounted on horse as HC or EHC L,B,Sh, @ 50 points.	0-2
P standard to accompany Sub-General, @ 10 points.	All
Korean Ally-General mounted on horse as HC 2HCT,B, @ 75 points.	*1
Nomad Ally-General mounted on horse as HC or LC L,B, @ 75 points.	0-1
P standard to accompany Ally-General, @ 5 points.	All
Chinese cavalry "Reg B" HC L,B,Sh, @ 13 points.	14-33
Extra to upgrade Chinese cavalry to "Reg A" guardsmen, @ 1 point.	0-9
Extra to upgrade Chinese cavalry to EHC, @ 2 points.	Any
Chinese horse archers "Reg C" LC B, @ 6 points.	0-20
Korean cavalry "Irreg B" HC 2HCT,B, @ 9 points.	*11-35
Nomad lancers "Irreg B" LC L,B, @ 6 points.	*17-23
Extra to upgrade Nomad lancers to HC, @ 2 points.	0-5
Nomad horse archers "Irreg B" LC B, @ 5 points.	0-12
Chinese halberdiers "Reg C" MI 2HCT, @ 4 points.	12-24
Chinese spearmen "Reg C" MI JLS or LTS, Sh, @ 4 points.	12-24
Chinese crossbowmen "Reg C" MI CB, @ 3 points.	12-24
Chinese archers "Reg C" MI B, @ 3 points.	36-72
Extra to give Pa to Chinese archers or crossbowmen, @ 1 point.	Any
Chinese handgunners "Reg C" MI or LMI HG, @ 3 points.	0-8
Extra to upgrade Chinese "Reg C" MI to "Reg B" HI, @ 3 points.	0-48
Chinese militia levy "Irreg D" MI LTS,Sh, @ 2 points.	0-48
Korean spearmen "Irreg C" MI LTS, @ 2 points.	*24-48
Korean flailmen "Irreg C" MI 2HCW, @ 2 points.	*6-12
Korean archers "Irreg C" MI B, @ 2 points.	*12-24
Organ gun with "Irreg C" crew of 3, @ 15 points.	0-6
30 mina stone-thrower with "Reg C" crew of 4, @ 40 points.	0-2
Naptha missile or equivalent for 30 mina stone-thrower, @ 5 points.	0-6
Up to 12 regular command factors @ 10 points.	
Up to 8 irregular command factors @ 25 points.	

This list covers Ming armies from the overthrow of the Mongols until the Portuguese introduction of efficient hand firearms and heavy artillery. Minimums marked * apply only if any figures of that nationality are used.

175. ISLAMIC PERSIAN.

1405 AD to 1502 AD.

C-in-C mounted on horse as EHC L,JLS,B,Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Sub-General mounted on horse as EHC L,JLS,B,Sh, @ 50 points.	0-2
P standard to accompany Sub-General, @ 5 points.	All
Persian cavalry "Irreg B" HC B, @ 7 points.	28-105
Extra to upgrade Persian cavalry to EHC, @ 2 points.	1/2-all
Extra to give L to Persian cavalry, @ 1 point.	1/3-all
Extra to give JLS to Persian cavalry, @ 1 point. (L)	1/3-all
Extra to give Sh to Persian cavalry, @ 2 points. (E)	1/3-all
(L)	1/2-all
Extra to upgrade Persian cavalry to "Irreg A" quizilbashes, @ 1 point. (L)	All/0
Turkoman, Tartar, Kurd or Georgian horse archers "Irreg C" LC B, @ 4 points.	12-32
Extra to give Sh to horse archers, @ 2 points.	0-1/2
Extra to give JLS to horse archers, @ 1 point.	0-1/3
Levy archers "Irreg D" LMI B, @ 1 point.	24-60
Crossbowmen "Irreg C" LMI CB, @ 4 points.	0-6
Handgunners "Irreg C" LMI or LI HG, @ 2 points. (L)	0-12
Afghan mercenaries "Irreg B" LMI JLS,Sh, @ 4 points.	0-12
Unemplaced stakes to cover frontage of 3 levy archers, @ 5 points.	0-10
Bombard with "Irreg C" crew of 3, @ 50 points.	0-2
Up to 15 irregular command factors @ 10 points.	

This list covers Persian armies from the death of Timur until the accession of Shah Ismail I. It is divided into an early period until 1450 AD and a later period. Items

marked (E) apply only to early, and those marked (L) only to later period armies. This is possibly the most colourful wargames army of all. The standard tactic was a fierce attack on both wings, leaving the archers and other missile troops to hold the centre.

176. HUSSITE.

1419 AD to 1436 AD.

C-in-C mounted on horse or on foot, equipped as noble, @ 100 points.	1
Sub-General mounted on horse or on foot, equipped as noble, @ 50 points.	0-2
P standard to accompany C-in-C or Sub-General, @ 5 points.	All
Extra to upgrade C-in-C's standard to PA, or provide separate A standard, @ 10 points.	1
Extra to upgrade P or PA standard to regular, @ double cost.	Any
Extra to upgrade A standard to SA as Taborite chalice, @ 85 points. [T]	0-1
Nobles "Irreg B" HC L,Sh, @ 9 points.	0-12
Extra to upgrade nobles to SHK, @ 9 points.	Any
Reduction to delete Sh from nobles, @ -2 points.	Any
Gentry "Irreg C" LC or MC 1/4 L, 1/4 CB, 1/2 L or CB or B, @ 4 points.	8-48
Extra to give Sh to gentry, @ 2 points.	Any
Extra to give JLS to LC, @ 1 point.	0-1/2
Extra to upgrade MC with L to HC, @ 2 points.	0-1/2
Mixed spears, flails and halberdiers "Irreg C" MI counting as 2HCT, @ 3 points.	32-96
Shooters "Irreg C" MI 1/4 CB, 1/4 HG, 1/2 CB or HG or B, @ 2 points.	36-96
Extra to give Sh or Pa to shooters, @ 1 point.	Any
Extra to upgrade MI to HI, @ 2 points.	0-24
Extra to upgrade "Irreg C" infantry to "Irreg A" Taborites, @ 2 points. [T]	All/0
Extra to upgrade "Irreg C" infantry to "Reg B", @ 2 points.	All/0
Four-horse wagon with room for 4 shooters, @ 20 points.	8-24
Bombard with "Irreg C" crew of 4, mounted on four-horse wagon, @ 70 points.	1-4
Chain to cover gap of 4 MI frontage between two wagons, @ 5 points.	4-20
Reduction in cost of each chain section if infantry are regular, @ -3 points.	All
Up to 16 regular command factors @ 10 points.	
Up to 20 irregular command factors @ 25 points.	

The Hussite method invented by John Zisca was to start each battle in a defensive wagon formation. Missile troops fought from the wagons and other infantry in the gaps between. Cavalry could be inside the defences, or kept out of the way outside, ready to counterattack. Organisation improved with time, and wagon columns may sometimes have manoeuvred offensively. Troops carried in wagons count height advantage and cover. They can shoot with any weapons except bombards while the wagons are moving. Treat chains as unemplaced stakes. It takes a 1/2 period to yoke or unyoke animals and set or remove chains. Troops riding in wagons or inside a wagon laager after setting up count for reaction as in a fortification. Items marked [T] apply only to Taborite armies, which cannot have nobles or exceed 1/3 the other cavalry maximum.

177. SCANDERBEG ALBANIAN.

1443 AD to 1448 AD.

C-in-C mounted on horse as HC or LC JLS,Sh, @ 100 points.	1
PA standard to accompany C-in-C, @ 15 points.	1
Sub-General mounted on horse as HC or LC JLS,Sh, or on foot as LHI or LMI JLS,Sh, @ 50 points.	0-2
P standard to accompany Sub-General, @ 5 points.	All
Stradiots "Irreg B" LC 1/2 JLS, 1/4 L, 1/4 CB, Sh, @ 7 points.	40-80
Extra to upgrade Stradiots to HC, @ 2 points.	0-17
Crossbowmen "Irreg C" LI CB, @ 2 points.	24-72
Extra to upgrade crossbowmen to LMI CB, 2HCW, @ 1 point.	0-1/3
Javelinmen "Irreg C" LMI or LI JLS,Sh, @ 3 points.	24-72
Archers "Irreg C" LI B, @ 2 points.	0-24
Peasants "Irreg C" LMI IPW, @ 2 points.	0-48
Up to 20 irregular command factors @ 25 points.	

John Castriot "Scanderbeg" led a heroic Albanian resistance to the Turks until his death. His son took refuge cavalry into Venetian service as the famous stradiots. The 2HCW was a berdische axe. An army for mountainous and partly wooded terrain. Feint attacks were used to lure rash enemy into flank ambushes.

178. FRENCH ORDONNANCE.
1445 AD to 1494 AD.

C-in-C mounted on horse as SHK L, @ 100 points.	1
PA standard to accompany C-in-C, @ 30 points.	1
Sub-General mounted on horse as SHK L, @ 50 points.	0-2
Milanese Ally-General mounted on horse as SHK L, @ 75 points.	*1
P standard to accompany Sub-General or Ally-General, @ 10 points.	All
King's bodyguard gendarmes "Reg A" SHK L, @ 19 points.	**2-5
King's Scots bodyguard archers "Reg A" EHI 2/3 LB, 1/3 LB or CB, Sh, mounted on horses, @ 12 points.	**6-12
Extra to substitute 2HCT for Scots bodyguard's CB, @ 1 point. (L)	All
Ordonnance gendarmes "Reg B" SHK L, @ 18 points.	10-28
Reduction to downgrade gendarmes to HC JLS, as coustilliers, @ -9 points.	0-1/2+3
Ordonnance archers "Reg B" MI 3/4 LB, 1/4 LB or CB, mounted on horse, @ 6 points.	24-48
Extra to upgrade MI ordonnance archers to HI, @ 2 points. (E)	Any
Extra to upgrade MI ordonnance archers to HC (EHI on foot), @ 3 points. (L)	All/0
Extra to give JLS to HC archers, @ 2 points.	0-12
Feudal men-at-arms "Irreg C" SHK L, @ 15 points. (E)	0-12
Extra to upgrade feudal men-at-arms to "Irreg B", @ 1 point.	0-1/2
Savoyard men-at-arms "Reg C" SHK L, @ 17 points. (E)	0-6
Milanese elmeti "Reg C" SHK L, @ 17 points. (E)	*5-17
Extra to upgrade Milanese elmeti to "Reg A", @ 2 points.	2-5
Reduction to downgrade elmeti to HC JLS, as armigeri falsi, @ -9 points.	0-1/2+1
Milanese mounted crossbowmen "Reg C" LC CB, @ 6 points. (E)	0-12
Extra to upgrade Milanese LC to HC, @ 2 points.	All/0
Mounted handgunners "Reg C" SHK HG, @ 17 points.	0-6
French spearmen "Irreg C" or "Reg D" HI LTS, @ 4 points. (E)	0-32
French partisanmen "Irreg C" or "Reg D" HI 2HCT, @ 5 points.	0-32
Extra to upgrade spearmen or partisanmen to EHI, @ 2 points.	0-1/2
Foot crossbowmen "Irreg C" or "Reg D" LMI CB, @ 2 points.	0-48
Extra to upgrade foot crossbowmen to MI CB, Pa, @ 1 point.	0-8
Extra to give Sh to foot crossbowmen, @ 1 point.	Any
Extra to upgrade foot crossbowmen from LMI to LHI or MI to HI, @ 2 points.	0-1/2
Extra to upgrade foot crossbowmen to "Reg C", @ 1 point.	0-24
Francs archers "Irreg D" LHI LB, @ 3 points.	24-48
CB, @ 3 points.	0-30
Gascon crossbowmen "Irreg C" LI CB, @ 2 points.	0-12
Gascon slingers "Irreg C" LI S, @ 2 points.	0-10
Gascon bidets or Bretons "Irreg C" LMI JLS, @ 2 points.	0-24
Handgunners "Reg C" LMI HG, @ 3 points.	0-6
Extra to upgrade bidets or handgunners to LHI, @ 2 points.	Any
Extra to give Sh to slingers, LMI bidets or Bretons, but not to LHI, @ 1 point.	Any
Milanese foot "Reg C" HI 2HCT, @ 6 points. (E)	0-8
LHI CB, @ 5 points. (E)	12-24
Swiss pikemen "Reg A" MI P, @ 5 points. (L)	*16-32
Extra to upgrade Swiss pikemen to HI, @ 2 points.	0-1/2
Swiss halberdiers "Reg A" MI 2HCT, @ 6 points. (L)	0-8
Extra to upgrade Swiss halberdiers to HI, @ 2 points.	0-1/4
Extra to upgrade Swiss HI to EHI, @ 2 points.	0-1/2
Organ gun with "Irreg C" crew of 3, @ 15 points.	0-2
Bombard with "Irreg C" crew of 4, @ 50 points.	0-6
Opening mantlet for artillery, @ 6 points. (E)	0-8
Up to 20 regular command factors @ 10 points.	
Up to 9 regular command factors @ 5 points to provide gendarme units with a detachment of coustilliers or 1 or 2 detachments of mounted archers.	
Up to 12 irregular command factors @ 25 points.	

This list covers French armies from the ordonnance reforms until the start of the Italian wars. It is divided into an early period until 1465 AD, and a later period. Items marked (E) apply only to early, and those marked (L) only to later period armies. Milan helped the king in a civil war in 1461 AD. Swiss were used by rebels in 1469 AD, and by the king from 1480 AD. Minimums marked * apply only if any figures of that nationality are used. The minimums marked ** apply only if the king is present. Coustilliers formed a rear rank to the gendarmes, so can be assumed to provide the

lesser-armed men making up the rear ranks of SHK figures in accordance with the rules definition instead of using separate figures. If coustillier figures are used, they must equal the gendarmes and either form a rear rank or a detachment. They dismount as EHI with JLS. Ordonnance archers evolved into cavalry, but must still dismount as HI to shoot. I can find no evidence of them using ZHCW like the Burgundian equivalent. They can form in detachments or separate units. "Reg C" infantry are disciplined mercenaries, "Reg D" town militia, and "Irreg C" feudal or undisciplined mercenaries. Francs archers practised shooting but did not train collectively. Infantry ZHCT were now mostly partisans and similar primarily thrusting weapons.

**179. WARS OF THE ROSES ENGLISH.
1455 AD to 1487 AD.**

C-in-C mounted on horse as SHK L, @ 100 points.	1
PA standard to accompany C-in-C, @ 30 points.	1
Sub-General mounted on horse as SHK L, @ 50 points.	0-1
Ally-General mounted on horse as SHK L, @ 75 points.	0-2
P standard to accompany Sub-General or Ally-General, @ 10 points.	All
Men-at-arms "Reg B" SHK L, @ 18 points.	9-21
Currours "Reg B" HC L, @ 9 points.	0-9
Retinue billmen "Reg C" HI ZHCT, @ 6 points.	24-48
Extra to upgrade retinue billmen to EHI, @ 2 points.	0-1/2
Extra to mount retinue billmen on horses, @ 2 points.	0-24
Retinue archers "Reg C" LMI LB, @ 3 points.	48-96
Extra to upgrade retinue archers from LMI to LHI, @ 2 points.	Any
Extra to upgrade LHI retinue archers to HI mounted on horses, @ 2 points.	0-48
Shire levy staves or hobilars "Reg D" MC L, @ 5 points. [L]	0-6
Shire levy billmen "Reg D" MI ZHCT, @ 3 points. [L,Y,R3,T]	*8-24
Shire levy archers "Reg D" LMI LB, @ 2 points. [L,Y,R3,T]	*32-144
Northern border staves or hobilars "Irreg C" MC L, @ 4 points. [L,R3]	0-12
Northern border foot "Irreg C" 1/2 MI LTS, 1/4 MI LTS or ZHCW, 1/4 MI LTS or LMI or LI LB, @ 2 points. [L,R3]	*24-48
Extra to upgrade borderers' ZHCW to ZHCT, @ 1 point.	Any
Extra to upgrade shire levy or borderers from MC to HC, MI to HI, or LMI to LHI, @ 2 points.	0-1/2
Welsh spearmen "Irreg C" LMI LTS, @ 2 points. [L,Y,T]	0-24
Welsh archers "Irreg C" LMI or LI LB, @ 2 points. [L,T]	0-24
Irish bonnachts "Irreg C" LMI JLS,Sh, or ZHCW,JLS, @ 3 points. [L,YP]	0-24
Irish kerns "Irreg C" LI JLS, @ 2 points. [L,YP]	*12-24
Extra to give Sh to men with ZHCT or kerns, @ 1 point.	0-1/2
Extra to give Sh to non-Welsh with LB, @ 1 point.	1/2-all
Burgundian, French or German handgunners "Reg C" LHI HG, @ 5 points. [Y,T,YP]	0-16
Burgundian petardmen "Reg C" LHI with hand-hurled naptha bombs, @ 15 points. [Y]	0-2
French crossbowmen "Reg C" LHI CB, @ 5 points. [L,T]	0-24
Breton javelinmen "Irreg C" LMI or LI JLS,Sh, @ 3 points. [T]	0-24
Burgundian-supplied German pikemen "Reg B" MI P, @ 4 points. [Y,YP]	*16-32
Extra to upgrade pikemen to HI, @ 2 points.	0-1/4
Organ gun with "Irreg C" crew of 3, @ 15 points.	0-2
Bombard with "Irreg C" crew of 4, @ 50 points.	0-2
Extra to give spiked Pa to retinue archers, @ 2 points. [Y]	0-16
Caltrops to cover front of 4 men-at-arms or billmen, @ 4 points. [Y]	0-4
Unemplaced stakes to cover frontage of 4 retinue archer figures, @ 2 points.	0-12
Up to 16 regular command factors @ 10 points.	
Up to 6 regular command factors @ 5 points to give men-at arms/bills LB detachments.	
Up to 10 irregular command factors, @ 25 points.	

This list covers early Yorkist, Lancastrian, Richard III, Tudor and Yorkist Pretender armies from 1st St.Albans to Stoke. Items marked [Y], [L], [R3], [T], or [YP] apply only to those armies. Minimums marked * apply only if any figures of that origin i.e border, shire levy etc. are used. Shire levy cannot be used with Welsh or Bretons. The single reliable subordinate allowed helps simulate the possibilities for treachery and suspicion. If Lord Stanley is used, he must be classed as a cautious ally. Men-at-arms now sometimes fought mounted, often mixed with currours, but most still dismounted to stiffen the billmen. Currours were somewhat lighter cavalry, used mainly as scouts. Sword and buckler replace the archer's maul. Count spiked Pa as caltrops when laid flat.

180. BURGUNDIAN ORDONNANCE.
1471 AD to 1477 AD.

C-in-C mounted on horse as SHK L, @ 100 points.	1
PA standard to accompany C-in-C, @ 30 points.	1
Sub-General mounted on horse as SHK L, @ 50 points.	0-2
P standard to accompany Sub-General, @ 10 points.	All
Household gendarmes "Reg A" SHK L, @ 19 points.	2-5
Household archers "Reg B" LHI or HI LB, 2HCW, mounted on horses, @ 9 points.	6-12
Household infantry "Reg B" HI 2HCT, @ 7 points.	0-12
Extra to upgrade 1/2 each of household archers and household infantry to "Reg A", @ 1 point.	1/2or0
Ordonnance gendarmes "Reg B" SHK L, @ 18 points.	9-28
Reduction to downgrade gendarmes to HC JLS, as coustilliers, @ -9 points.	0-1/2+3
Ordonnance archers "Reg C" LHI or HI LB, 2HCW, mounted on horses, @ 8 points.	24-48
Extra to upgrade ordonnance mounted archers to "Reg B", @ 1 point.	All/0
Italian men-at-arms "Reg C" SHK L, @ 17 points.	6-12
Italian mounted crossbowmen "Reg C" LC CB, @ 6 points.	0-12
Extra to upgrade Italian mounted crossbowmen to HC, @ 2 points.	All/0
Italian foot crossbowmen "Reg C" LHI CB, @ 5 points.	0-12
Feudal men-at-arms "Irreg C" SHK L, @ 15 points.	0-6
Feudal demi-lances and coustilliers "Irreg C" HC 1/2 L, 1/2 JLS, @ 6 points.	0-12
Feudal mounted crossbowmen "Irreg C" LMI or MI, mounted on horses, @ 4 points.	0-12
Extra to upgrade mounted crossbowmen to LHI or HI, @ 2 points.	Any
Ordonnance crossbowmen "Reg C" MI CB, Pa, @ 4 points.	12-16
Picard or English foot archers "Reg C" LMI LB, @ 3 points.	0-16
Ordonnance handgunners "Reg C" LMI or LI, @ 3 points.	8-16
Extra to upgrade ordonnance handgunners to LHI, @ 2 points.	Any
Ordonnance pikemen "Reg C" HI P, @ 5 points.	12-24
Extra to give Sh to ordonnance pikemen, @ 1 point.	Any
Reduction to downgrade all "Reg C" foot other than mounted infantry to "Reg D", @ -1 point.	All/0
Low Country pikemen "Reg D" HI P, @ 4 points.	0-48
Extra to upgrade Low Country pikemen to EHI, @ 2 points.	0-1/2
Petardiers "Reg C" LHI with hand-hurled naphtha bombs, @ 15 points.	0-4
Unemplaced stakes to cover frontage of 4 figures with LB, @ 2 points.	0-12
Organ guns with "Irreg C" crew of 3, @ 15 points.	2-6
Bombards with "Irreg C" crew of 4, @ 50 points.	0-3
Up to 70 paces of palisade or ditch, @ 70 points.	0-2
Up to 15 regular command factors @ 10 points.	
Up to 6 regular command factors @ 5 points to give SHK or SHK/HC units a detachment of coustilliers, mounted archers or mounted crossbowmen.	
Up to 5 irregular command factors @ 25 points.	

This list covers Burgundian armies after the reforms of Charles the Bold. Although various measures were mooted earlier, nothing concrete seems to have actually been done before 1471 AD. Feudal troops had declined badly in both equipment and training during the peaceful preceding reign of Philip the Good, whose benevolence and economy did not however save him from the French. Low Country contingents were more efficient, but extremely unwilling. This led Charles to institute a new regular army using the best troops and ideas from all over Europe. It failed to cope with the Swiss, but so did everybody else. The option to downgrade its infantry takes account of the current theory that the whole was rendered worse than the individual parts by its lack of homogeneity breeding distrust. I am not entirely convinced by this. Shields were now rarely if ever carried by cavalry. Coustilliers presumably followed their French originals, so dismount as EHI with JLS. The household infantry's 2HCT is a voulge or a langue de boeuf. The mounted archers' 2HCW is a two-handed sword. All archers, even mounted men, could have stakes. Since the mounted archers left their horses with the pages, they need not be upgraded to HI. The availability of unmounted archers at this period is possibly a little doubtful. The army was planned to have 3 mounted archers and 1 each of coustilliers, crossbowmen, pikemen and handgunners to each gendarme, but this was rarely reflected in practise. This proportion may not hold good for figures as for men, since a man-at-arms figure may represent 5 men-at-arms, 5 coustilliers, 5 valets and 5 pages, while an archer figure always represents 20 archers. Ordonnance missile troops were sometimes used behind, or interleaved with, the pikemen. Gendarmes can fight mounted in wedge.

MISCELLANEOUS INFORMATION

Magazines especially recommended:

U.K: MILITARY MODELLING P.O Box 35, Bridge Street, Hemel Hempstead, HP1 1EE.
Monthly, on general sale. Many wargaming articles, plus advertisements by all U.K figure manufacturers.

U.S.A: THE COURIER Box 1878, Brockton, MA 02401, U.S.A. Bi-monthly, by direct subscription. Entirely wargaming. Advertisements by U.S manufacturers, importers and retail outlets.

Model figures for wargamers:

Check the magazines mentioned above for the latest products and smaller suppliers, but here are those currently pre-eminent for ancients and medieval figures.

DIXON MINIATURES (25mm)
Ash Grove, Royles Head Lane,
Longwood, Huddersfield. HD3 4T

IRREGULAR MINIATURES (25mm)
18 The Avenue, Norton,
Malton, N.Yorks. YO17 9EF

ESSEX MINIATURES (25mm)
3 Bay Close,
Canvey Island, Essex. SS8 0AF

LAMMING MINIATURES (25mm)
254 Wincolm Lee,
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BOOK II
ERRATA AND ADDITIONS UP TO 9.11.82

- List 61. Line 3. Insert new line below <P standard to accompany C-in-C if on foot, @ 5 points. Up to 1>.
Line 9. Insert new line below <Extra to fit scythes to champion's chariot, @ 4 points. Up to 1>.
Line 19. Delete <,Sh, @ 2>, substitute <or SS, @ 1>.
Line 22. Insert new line below <Gailiana "Irregular A" LMI JLS,Sh, @ 5 points. Up to 6>.
- List 62. Line 6. Delete <1 point>, substitute <2 points>.
Line 15. Insert new line below <Up to 1 regular command factor @ 10 points.>
- List 63. Line 17. After <carving.>, insert <The minimum marked * applies only if any elephants are used.>.
- List 64. Line 18. Delete <43>, substitute <33>.
Line 32. Delete <9>, substitute <*9>.
Line 43. Insert new line below <Asiatic client slingers "Irregular D" LI S,Sh, @ 2 points. Up to 15>.
- List 67. Line 8. After <2HCW>, insert <, or>.
Delete <if carried by other Vikings with 2HCW>.
Line 29. After <B,>, insert <Sh,>.
Line 34. Insert new line below <Up to 1 irregular command factor @ 10 points to give Vikings a detachment of berserks.>.
Line 48. Add at end <Vikings with 2HCW and berserks can fight in wedge.>
- List 68. Line 7. After <2HCW,>, insert <Sh,>.
Line 17. After <2HCW,>, insert <Sh,>.
Line 26. After <trousers>, insert <and carrying bark shields>.
- List 70. Line 5. Before <Gothic>, insert <Suevi or Burgundian Ally-General, or>.
Line 16. Before <Visigothic>, insert <Suevi, Burgundian,>.
Line 30. Delete <cannot have any allies>, substitute <can have Suevi, Burgundian and Alan allies>.
- List 73. Line 28. Delete <levy>, substitute <4 levy figures>.
- List 77. Line 53. After <"Irregular C">, insert <LMI or LI>.
- List 78. Line 1. After <SHC,>, insert <L,>.
- List 79. Line 3. Delete <100>, substitute <50>.
Line 25. Insert new line below <Up to 30 irregular command factors @ 25 points.>.
- List 80. Line 13. After <S>, insert <or SS>.
- List 82. Line 8. Delete <HI,JLS>, substitute <EHI,LTS>.
Line 10. Delete <EHI,LTS>, substitute <HI,JLS>.
Line 17. After <LTS,>, insert <Sh,>.
Line 18. Insert new line below <Crossbowmen "Regular D" or "Irregular C" LI, CB, @ 2 points. Up to 6.>.
- List 83. Line 12. Delete , substitute <LC>.
Line 17. Delete <6>, substitute <5>.
Insert new line below <Abyssinian guards "Irregular B" LMI, 2HCW, @ 3 points. Up to 20>.
Line 28. Add at end <Abyssinians cannot be used with Ephalites or White Huns, or with Rathors.>.
- List 85. Line 36. After <Arab>, insert <swordsmen or>.
Line 52. Before <Slav>, insert <Norman HC,>.
- List 86. Line 25. Insert new line below <Extra to give JLS to Avar skirmishers, @ 1 point. Any or all>.
- List 88. Line 33. Insert new line below <Franks can fight in wedge.>.
- List 89. Line 31. Before <Slav>, insert <Vikings,>.
- List 90. Line 14. Delete <MC>, substitute <HC>.
- List 92. Line 28. Insert new line below <Up to 1 irregular command factor @ 10 points to give Vikings a detachment of berserks.>.
Line 44. Add at end <Viking huscarls and berserks can fight in wedge.>.
- List 93. Line 15. After <point>, insert <if irregular, 5 points if regular>.
Line 16. Delete <Regular>, insert <Irregular>.
- List 94. Line 8. Delete <2>, substitute <3>.
- List 95. Line 2. Delete <110>, substitute <112>.
Line 6. Delete <Sh,>.
Delete <11>, substitute <9>.
Line 8. Delete <Sh,>.

- Delete <12>, substitute <10>.
 Insert new line below <Extra to give Sh to HC, @ 2 points. Any or all>.
- List 99. Line 19. Delete <Regular>, substitute <Irregular>.
 Line 11. After <Regular>, insert <A or>.
 Line 27. Delete <20>, substitute <19>.
- List 100. Line 1. After <HC>, insert <or EHC>.
 Line 4. After <HC>, insert <or EHC>.
 Line 8. Delete <jund>, substitute <any Arab>. Exchange with line below.
 Line 13. Delete <B,Sh, @ 9>, substitute <L,B,Sh, @ 10>.
 Line 40. Delete <cavalry>, substitute <LC, 3 points for HC,>.
 Line 42. Insert new line below <Extra to upgrade khawarij, Khorasanian or Turkish ghulam HC to EHC, @ 2 points. Any or all.>.
 Line 45. Delete <5>, substitute <6>.
 Line 47. Delete <16>, substitute <17>.
- List 101. Line 18. Insert new line below <Abyssinian elephant with "Irregular C" crew of driver with JLS, @ 35 points. Up to 2.>.
- List 102. Line 24. After <present>, insert <, @ 1 point>.
 Line 27. Delete <50>, substitute <100>.
 Line 28. Delete <36>, substitute <60>.
 Line 29. Delete <All or none>, substitute <Up to 36>.
 Line 46. Insert new line below <Up to 1 irregular command factor @ 10 points to give Vikings a detachment of berserks.>.
- List 103. Line 30. After <LMI>, insert <or MI>.
- List 104. Line 14. Before <MI>, insert <LI, LMI or>.
- List 105. Line 19. Delete <Up to 100>, substitute <Any or all>
 Line 23. Insert new line below <Deduction to delete Sh from warriors if before 900 AD, @ -1 point. Any or all.>.
 Insert further new line below <Extra to upgrade warriors to "Irregular B" as Toltec apprentices, @ 1 point. Up to 16.>.
 Line 25. After <All>, insert <or none>.
 Line 30. Insert new line below <Up to 3 irregular command factors @ 10 points to give Toltec bodyguard a detachment of apprentices.>
 Delete <Maya cannot use darts.>
 Line 44. After , insert <, but must have D>.
- List 106. Line 23. Insert new line below <Up to 4 irregular command factors @ 10 points to give Vikings detachments of berserks.>.
- List 108. Line 40. Insert new line below <Up to 1 irregular command factor @ 10 points to give Varangians a detachment of berserks.>.
 Line 52. After <axemen>, insert <or berserks>.
- List 109. Line 27. After <remarks>, insert <on wagon camps>.
- List 110. Line 16. Delete <all EHC and>.
- List 111. Line 19. Insert new line below <Extra to upgrade Galwegians to "Irregular B", @ 1 point. Up to 14>.
 Line 24. Insert new line below <Extra to upgrade Highlanders with JLS or 2HCW to "Irregular B", @ 1 point. Up to 14>.
 Line 36. After <ghillies">, insert <or Vikings a detachment of berserks.>.
- List 112. Line 1. After <foot>, insert <or mounted on horse>.
 Insert new line below <PA standard to accompany C-in-C, @ 15 points. Up to 1>.
 Line 2. After <foot>, insert <or mounted on horse>.
 Line 3. After <foot>, insert <or mounted on horse>.
 Line 6. After <HC>, insert <or EHK>.
 Line 9. Delete <Sh or 2HCW>, substitute <Sh, or 2HCW,JLS>.
 Insert new line below <Extra to mount nobility on horses, @ 2 points. Up to 12>.
 Line 10. Delete <Sh or 2HCW>, substitute <Sh, or 2HCW,JLS>.
 Line 25. Insert new line below <Extra to upgrade Normans to EHK, @ 6 points. Up to 1/2>.
 Line 26. Delete <3>, substitute <2>.
 Line 27. Delete <Up to 12>, substitute <Any or all>.
 Line 29. Insert new line below <Up to 1 irregular command factor @ 10 points to give Vikings a detachment of berserks.>.
 Line 37. Delete <Normans>.
- List 113. Line 40. Insert new line below <Up to 1 irregular command factor @ 10 points to give Vikings a detachment of berserks.>.

- List 115. Line 17. Delete <2>, substitute <5>.
 Line 24. Delete <JLS>, substitute <L>.
 Line 36. After <HC>, insert <L,Sh>.
 Line 42. Delete <5>, substitute <6>.
- List 117. Line 35. Insert new line below <Peltastoi "Regular C" LMI LTS,JLS,Sh, @ 5 points. Up to 12>.
 Line 39. After <skutatoi>, insert <, peltastoi>.
 Line 68. After <Klibanophoroi>, insert <and Normans>.
- List 118. Line 1. After <HC>, insert <or EHC>.
 Line 2. After <HC>, insert <or EHC>.
 Line 9. Insert new line below <Extra to upgrade mamluks to EHC, @ 2 points. All or none.>.
 Line 32. Insert new line below <Ahdath militia "Irregular D" MI 1/3 LTS, 1/3 2HCW or JLS, 1/3 B, Sh, @ 2 points. Up to 24>.
- List 119. Line 2. Delete <30>, substitute <20>.
 Line 13. After <JLS>, insert .

NOTES

