

WAR & CONQUEST

RENAISSANCE



WACForum
ARMIES

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

No	ARMIES OF THE RENAISSANCE
V/1	Italian Condotta (1500-1553AD)
V/2	Italian Wars French (1500-1559AD)
V/3	Swiss Confederate (1500-1515AD)
V/4	Venetian Italian (1500-1617AD)
V/5	German Minor States (1500-1609AD)
V/6	Valors French (1500-1561AD)
V/7	Maximilian Imperial (1500-1518AD)
V/8	Early Tudor English (1500-1558AD)
V/9	Ottoman Turk (1500-1645AD)
V/10	Anatolian Turkoman (1500-1515AD)
V/11	Mamluk Egyptian (1500-1517AD)
V/12	Hungarian (1500-1526AD)
V/13	Knights of St John (1500-1575AD)
V/14	Venetian Colonial (1500-1606AD)
V/15	White Sheep Turkoman (1500-1504AD)
V/16	Wallachian or Moldavian, Transylvanian (1500-1648AD)
V/17	Ming Chinese (1500-1683AD)
V/18	Mongolian (1500-1700AD)
V/19	Jurchen (1500-1635AD)
V/20	Korean (1500-1700AD)
V/21	Japanese (1500-1614AD)
V/22	Tibetan (1500-1700AD)
V/23	Aztec (1500-1521AD)
V/24	Tarascan or Tlaxcalan (1500-1521AD)
V/25	Mixtec or Zapotec (1500-1521AD)
V/26	Pueblo Cultures (1500-1692AD)
V/27	North West American (1500-1700AD)
V/28	Maya (1500-1697AD)
V/29	Inca (1500-1572AD)
V/30	Amazonian (1500-1662AD)
V/31	Natchez and Mound Builders (1500-1700AD)
V/32	Eastern Forest American (1500-1700AD)
V/33	Old Irish (1500-1601AD)
V/34	Scandinavian Union (1500-1523AD)
V/35	Russian Traditional (1500-1647AD)
V/36	Jagiellonian Polish and Lithuanian (1500-1575AD)
V/37	Tartar (1500-1700AD)
V/38	Georgian or Circassian (1500-1700AD)
V/39	Siberian Tribes (1500-1700AD)
V/40	Moghul (1500-1700AD)
V/41	Muslim Indian (1500-1687AD)
V/42	Hindu Indian (1500-1700AD)
V/43	Portugese Colonial (1500-1700AD)
V/44	Maghrebi (1500-1700AD)
V/45	Tuareg (1500-1700AD)
V/46	West Sudanese (1500-1700AD)
V/47	Tupi or Tapuya (1500-1692AD)
V/48	West African Forest People (1500-1700AD)
V/49	East African Pagan (1500-1700AD)
V/50	Arab (1500-1700AD)
V/51	Zanj (1500-1700AD)
V/52	Somali (1500-1700AD)
V/53	Abyssinian (1500-1700AD)
V/54	Wadj (1500-1700AD)
V/55	Alwa (1500-1504AD)
V/56	Indonesian or Malay (1500-1700AD)
V/57	Vietnamese (1500-1700AD)
V/58	Siamese, Burmese, Laotian, Cambodian/ Khmer (1500-1700)
V/59	Sinhalese (1500-1700AD)
V/60	Polynesian or Melanesian (1500-1700AD)
V/61	Neapolitan Spanish (1500-1518AD)
V/62	Safavid Persian (1500-1639AD)
V/63	Funj Empire (1504-1700AD)
V/64	Scots Common Army (1513-1602AD)
V/65	Spanish Imperial (1519-1558AD)
V/66	Spanish Colonial (1524-1700AD)
V/67	Early Danish (1524-1587AD)
V/68	Early Vasa Swedish (1524-1617AD)
V/69	Free Cossack (1550-1700AD)
V/70	Austrian Imperial (1556-1609AD)
V/71	Elizabethan English (1559-1603AD)
V/72	Low Countries Spanish (1559-1659AD)

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

No	ARMIES OF THE RENAISSANCE
V/73	French Huguenot (1562-1598AD)
V/74	French Catholic (1562-1597AD)
V/75	Dutch Rebellion (1568-1648AD)
V/76	Polish-Lithuanian Rzeczpospolita (1576-1631AD)
V/77	Sebastianic Portuguese (1578AD)
V/78	Christian IV Danish (1588-1648AD)
V/79	French Thirty Years War (1599-1648AD)
V/80	Manchu and Ch'ing Chinese (1601-1700AD)
V/81	Dutch Colonial (1602-1700AD)
V/82	Canadian French (1603-1700AD)
V/83	English or Dutch Colonial (1607-1700AD)
V/84	German Catholic (1609-1648AD)
V/85	German Protestant (1609-1648AD)
V/86	Early Gustavian Swedish (1618-1629AD)
V/87	Buccaneer (1624-1700AD)
V/88	Swedish Thirty Years War (1630-1648AD)
V/89	Later Polish (1632-1700AD)
V/90	Bishops' War English (1639-1640AD)
V/91	Bishops' War Scots Royalist (1639AD)
V/92	Scots Covenanter (1639-1651AD)
V/93	Braganza Portuguese (1640-1700AD)
V/94	English Civil War Royalist (1641-1647AD)
V/95	Irish Confederate (1641-1652AD)
V/96	English Civil War Parliamentarian (1642-1648AD)
V/97	Scots Montrose Royalist ((1644-1647AD)
V/98	English New Model Army (1645-1660AD)
V/99	Later Venetian Colonial (1645-1700AD)
V/100	Later Ottoman Turk (1645-1700AD)
V/101	Maratha (1646-1700AD)
V/102	Brandenburg-Prussia (1646-1700AD)
V/103	Savoyard (1648-1700AD)
V/104	Russian Conscript (1648-1700AD)
V/105	Regency and Fronde French (1649-1660AD)
V/106	Dutch United Provinces (1649-1688AD)
V/107	Later Imperialist (1649-1700AD)
V/108	Later Bavarian (1649-1700AD)
V/109	Later Saxon (1649-1700AD)
V/110	Later Minor German States (1649-1700AD)
V/111	Later Danish (1649-1700AD)
V/112	Caroline Swedish (1649-1700AD)
V/113	Shaiqiya (1660-1700AD)
V/114	Later Spanish (1660-1700AD)
V/115	Restoration British (1661-1688AD)
V/116	Louis XIV French (1661-1700AD)
V/117	Hungarian Rebel (1670-1685AD)
V/118	Scots Western Covenanter Rebel (1679AD)
V/119	English Monmouth Rebel (1685AD)
V/120	Irish Jacobite (1688-1691AD)
V/121	Williamite Anglo-Dutch (1688-1700AD)
V/122	Scots Jacobite (1689-1690AD)
V/123	Scots Constitutional (1689-1690AD)

Blue marked lists are officially published by Rob Broom, with version at the end.

Those amazing cover painting is from Guiseppe Rava. Many thanks for let us using it.
 You can find it and more here :
<http://myworld.ebay.com/g.ravahistoricalprints> or <http://www.g-rava.it/>

The army-numbers and -names and unit names of the generic lists are taken from the DBM Army Books.

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

SPECIAL RULES

BATTALION GUN (75pts)

Counts as Light Cannon (see below) but must be attached to a rank&file unit of Shot. Must move like the unit, but is unable to quick march. Cannot move and shoot. Must stay at one flank of the unit. Have to shoot at the same target as the unit. If not fired last turn it is able to choose stand and shoot as charge reaction if the shot unit is charged. In case of a hit one model per rank get a KA3 hit, D3 hits for skirmishers.

CAMEL GUN

	CA	SA	KA	S	L	Mo	Pts
Camel&crew	3	3	3	1	2	6	60

Equipment: Light gun mounted on a camel. The camelrider has a hand weapon. Range 36", in case of a hit one model per rank get a KA3 hit, D3 hits for skirmishers.

Special Rules: *Cannon, Camels*

CARBINES (+3)

- range 16", KA3, Armor Piercing 1
- mounted troops (except Dragoons) may not move and shoot

COMMUNICATIONS

All armies may pool all their Strategy Intervention Points for 50 points. Should they do this, any personality that may take SIPs may use them, even if they took none to begin with. All armies within that collection are allowed to do so, if they aren't official ones that are not able to pool the SIP.

DRAGOONS (+2)

- counts as Light Infantry with basic move 8
- cannot charge formed enemy units in the front

FIELD GUN (75pts)

	CA	SA	KA	S	Mo	L
Cannon&Crew	3	3	3	2	7	4

Equipment: Hand weapon.

Range 48", in case of a hit one model per rank get a KA5 hit, D3 hits for skirmishers.

Special Rules: *Cannon*

FIRELOCKS (+2)

- foot and mounted troops with firelocks do not suffer the -1 penalty for move and shoot

GALLOPPER GUN (60pts)

Counts as *Light Cannon* with basic movement 8.

GRENADOES (5 pts)

- count as javelin with KA4, D3 models hit
- in case of a to hit roll of 1 the thrower and his unit take the damage

HEAVY CAVALRY (+5)

Combat Rank Bonus of 1.

LIGHT CANNON (50pts)

	CA	SA	KA	S	Mo	L
Cannon&Crew	3	3	3	2	7	4

Equipment: Hand weapon.

Range 36", in case of a hit one model per rank get a KA4 hit, D3 hits for skirmishers.

Special Rules: *Cannon*

MEDIEVAL PHALANX

No rear or flank bonus against this unit.

MUSKETS

Use Handgun rules- page 123

- if not moved two ranks may shoot (salvoe), but may not shoot in the next round. Enemy units have to make a Morale Test immediately if they take casualties. If 20% are caused, their Morale Value is reduced by 1 when taking this test.

ORGAN GUN

	CA	SA	KA	S	Mo	L
Cannon&Crew	3	3	3	2	7	4

Equipment: Hand weapon.

Range 20", D6 KA4 hits in case of a hit

Special Rules: *Cannon*

PIKE

With these lists, the rules for pikes in War & Conquest change. Cavalry may now charge the front of a pike armed formation. The other pike rules on page 121 remain the same.

PIKE&SHOT

- units of shot must remain within 3" to support or benefit from the support of a pike formation:
- a unit of shot may use the stand & shoot reaction against enemy units charging a supporting pike unit. Normal rules for shooting at chargers apply see page 49
- a unit of supporting shot starting a flee or fire&flee charge reaction with 3" may make an immediate Morale test after making the flee move. If passed unit is not routing.

PISTOLS (+2)

Use Thrown Missiles rule- page 123

- range 6", KA3, Armour Penetration 1

STAKES

See new rule.

TERCIO

A tercio group of formations may only make a basic move. Must be within 2" to qualify. However, formations facing to the rear or flank may make a normal basic move, even though they may be facing in the wrong direction. A Command test is still required. If part of the formation charges then the formation will break down unless the 2" rule can be maintained.

RIDING HORSES OR CAMELS

Up to 8" with horses or 6" with camels a unit can move prior the battle after deployment.

UNMOTIVATED

Units not allowed to use SIP for.

WAGON LAAGER

	CA	SA	KA	S	L	Mo	Pts
Wagon&crew	3	3	3	6	6	8	60

Equipment: Six men crew armed with hand weapon, bow, throwing spears.

A wagon has a 40x80mm base. Durability 8, Armour value 2.

Up to 4 wagons per laager. Must be deployed first (within up to 2" between the wagons) and cannot move, count as cover. Crew cannot shoot twice.

WAR WAGON

	CA	SA	KA	S	L	Mo	Pts
Wagon&crew	3	3	3	6	6	8	120

Equipment: Six men crew armed with hand weapon, bow or handgun or throwing spears.

A wagon has a 60x120mm base. Durability 8, Armour value 3.

Can move 6", Cannot charge, count as cover. Crew cannot shoot twice.

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

1. ITALIAN CONDOTTA (1500-1553AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

CONDOTTIERI OR LANZE SPEZZATE ELMETI

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	23

Equipment: Hand weapon, heavy armour, lance, warhorse

May have shield (+2) and cloth (+4) or plate (+6) barding.

Special Rules: *Shock Impact +1*

FAMIGLIA DUCALE ELMETI

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	29
Dismounted	4	3	3	8	19

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

Special Rules: *Shock Impact +2* if mounted, *Drilled* if dismounted, Only Milan

MOUNTED CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, light crossbow. Light armour (+2)

Special Rules: *Light Cavalry*

MOUNTED ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Special Rules: Only Milan

STRADIOTS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	15

Equipment: Hand weapon, throwing spear.

May have bow (+2) and light armour (+2)

Special Rules: *Skirmishers*, *Feign Flight*, Only Venetian

INFANTRY

MILITIA CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

Equipment: Hand weapon, crossbow. Light armour (+2).

Only after 1521AD: may have handgun instead of crossbow (free)

Special Rules: *Light Infantry*

MERCENARY CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

Equipment: Hand weapon, crossbow

Only after 1521AD: may have handgun instead of crossbow (free)

May have light armour (+1) and pavise (+2).

ITALIAN ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+1) or heavy armour (+3)

Special Rules: *Light Infantry*

MERCENARY SWORD-AND-BUCKLER-MEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	11

Equipment: Hand weapon, light armour, buckler

May have heavy armour (+2)

LANDSKNECHT PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, Only Papacy and Florence, Only Sienna from 1552-1553AD

LANDSKNECHT ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

0-1 ORGAN GUN

PIONEERS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined*, *Unmotivated*

ROMANDIOLE PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+1) or heavy armour (+3).

Special Rules: Only from 1500-1503AD, Only Papacy

MILITIA PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	6	10

Equipment: Hand weapon, pike.

May have light armour (+1) or heavy armour (+3).

Special Rules: Only after 1506AD, Only Florence

ALLIES

Italian Allies, V/1

Only Papacy: Spanish Allies, V/60

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

2. ITALIAN WARS FRENCH (1500-1559AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

ORDONNANCE GENDARMES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	29
Dismounted	4	3	3	8	19

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

Special Rules: *Drilled* if dismounted, *Shock Impact* +2 if mounted

ORDONNANCE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	17

Equipment: Hand weapon, bow.

May have light (+2) or heavy (+3) armour

Only 0-1 per unit of gendarmes

Special Rules: *Light Cavalry*

MOUNTED CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, light crossbow. Light armour (+2)

Special Rules: *Light Cavalry*

ELMETI

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	23

Equipment: Hand weapon, heavy armour, lance, warhorse

May have shield (+2) and cloth (+4) or plate (+6) barding.

Special Rules: *Shock Impact* +1

ITALIAN MOUNTED CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	15

Equipment: Hand weapon, light crossbow.

May have light armour (+2)

Only after 1512AD: May have handgun instead of light crossbow (+2)

Special Rules: *Skirmishers*

STRADIOTS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	15

Equipment: Hand weapon, throwing spear.

May have bow (+2) and light armour (+2)

Special Rules: *Skirmishers*, *Feign Flight*

ARGOULETS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

Equipment: Hand weapon, bow, light armour

May have heavy armour (+2)

Only after 1522AD: May have handgun instead of bow (+3)

Special Rules: *Skirmishers*, *Nomad Cavalry*, *Feign Flight*

INFANTRY

AVENTURIER CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	2	3	3	7	11

Equipment: Hand weapon, crossbow. May have light armour (+2).

Only after 1522AD: Have handgun instead of crossbow (free)

Only after 1543AD and with handgun: *Dragoons*(+2)

Special Rules: *Skirmishers*

OLD BANDS OF PICARDY AND PIEMONT

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	6	10

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Only after 1535AD: May be upgrade to 1/3 armed with

handguns placed in the first rank (+1) to *Combined Formation*

0-4 FIELD GUNS

Special Rules: *Cannon*

SWISS PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	4	3	3	7	13

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

May be *Drilled* (+2)

Special Rules: Only 1500-1512 and 1522-1559AD

SWISS SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

May have crossbow instead of handgun (free)

0-1 per two units of swiss pikemen

Special Rules: *Skirmishers*, Only 1500-1512 and 1522-1559AD

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

ITALIAN ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)

LANDSKNECHT PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, Only after 1512AD

LANDSKNECHT ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun. May have light armour (+2) or heavy armour (+3)
Special Rules: *Pike&Shot*, Only 0-1 per twoLandsknecht pikemen units

AVENTURIER OR ITALIAN PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: Only after 1512AD

ALLIES

Only from 1515-1522AD: Venetian Allies, V/4

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

3. SWISS CONFEDERATE (1500-1515AD)

0-2 LIGHT CANNONS

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse if Milanese (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

MOUNTED CROSSBOWS

	CA	SA	KA	Mo	Pts
Horseman	2	2	3	6	13

Equipment: Hand weapon, light crossbow.

May have handgun instead of light crossbow (+2)

May have light armour (+2)

0-1 FAMIGLIA DUCALE

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	29
Dismounted	4	3	3	8	19

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

Special Rules: *Drilled* if dismounted,, *Shock Impact* +2 if mounted, Only with a Milanese sub-general

INFANTRY

PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	4	3	3	7	15

Equipment: Hand weapon, heavy armour, pike

May have plate armour (+3). May be *Drilled* (+2)

SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	6	9

Equipment: Hand weapon, crossbow. Light armour (+2).

May have handgun instead of crossbow (free)

Special Rules: *Skirmishers*

HALBERDIERS

	CA	SA	KA	Mo	Pts
Halberdier	4	3	3	7	13

Equipment: Hand weapon, heavy armour, halberd

May have plate armour (+3). May be *Drilled* (+2).

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

4. VENETIAN ITALIAN (1500-1617AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit
Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

ELMETI

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	23

Equipment: Hand weapon, heavy armour, lance, warhorse
 May have shield (+2) and cloth (+4) or plate (+6) barding.
 Only from 1560AD: Downgrade to CA3 (-2)
Special Rules: *Shock Impact +1*, Only until 1606AD

0-1 MOUNTED CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, light crossbow. May have light armour (+2)
 Only from 1560AD: Have handgun instead of crossbow (+2)
Special Rules: *Light Cavalry*

MOUNTED ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

Equipment: Hand weapon, handgun.
 May have light armour (+2) or heavy armour (+3)

TURKS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

Equipment: Hand weapon, bow, light armour
 May have shield (+2)
Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

STRADIOTS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	15

Equipment: Hand weapon, throwing spear.
 May have bow (+2) and light armour (+2)
Special Rules: *Skirmishers, Feign Flight*

PISTOLEERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	8	29

Equipment: Hand weapon, heavy armour, pistols
Special Rules: *Heavy Cavalry, Pistols*, Only from 1606AD

INFANTRY

MERCENARY ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.
 May have light armour (+2) or heavy armour (+3)
 Only from 1606AD: Upgrade to SA4 (+2)
Special Rules: *Light Infantry*

MERCENARY FOOT CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

Equipment: Hand weapon, crossbow
 Only from 1560AD: Have handgun instead of crossbow (free)
 May have light armour (+2) and pavise (+2).

MERCENARY SWORD-AND-BUCKLER-MEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	11

Equipment: Hand weapon, light armour, buckler
 May have heavy armour (+2)

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	2	3	6	6

Equipment: Hand weapon, bow. May have light armour (+2).
Special Rules: *Skirmishers*

0-4 FIELD GUNS

MILITARY PIONEERS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon
Special Rules: *Undisciplined, Unmotivated*

ROMANDIOLE PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.
 May have light armour (+2) or heavy armour (+3).

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	4	3	7	17

Equipment: Hand weapon, light armour, handgun.
 May have heavy armour (+2).
Special Rules: *Dragoons*

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

5. GERMAN MINOR STATES (1500-1609AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

GERMAN MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	24
Dismounted	4	3	3	7	12

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

Up to half may downgrade to CA3, light armour, thrusting spear (-3 mounted/-2 dismounted) placed in the rear ranks

Special Rules: *Shock Impact +1* if mounted, Only until 1544AD

MOUNTED CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, light crossbow, light armour

May have heavy armour (+2)

Special Rules: *Skirmishers, Feign Flight*

0-1 PETRONELS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, heavy armour, pistols

May have Mo6 and handgun instead of pistols (+2)

Special Rules: *Light Cavalry, Pistols*

REITERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

Equipment: Hand weapon, heavy armour, thrusting spear, pistols

Special Rules: *Pistols*, Only from 1544AD

INFANTRY

LANDSKNECHT PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*

LANDSKNECHT ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

OTHER FOOT ARQUEBUSIER

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Only from 1555AD: Upgrade to SA4 (+3)

Special Rules: *Light Infantry*

0-2 ORGAN GUNS OR LIGHT CANNONS

0-2 FIELD GUNS

Special Rules: Only from 1555AD

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

6. VALOIS FRENCH (1500-1561AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

ORDONNANCE GENDARMES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	29
Dismounted	4	3	3	8	19

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

Special Rules: *Drilled* if dismounted,, *Shock Impact* +2 if mounted

ORDONNANCE ARCHERS OR CHEVAUX LÉGERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	17

Equipment: Hand weapon, bow.

May have light (+2) or heavy (+3) armour and thrusting spear (+2)

Only 0-1 per unit of gendarmes

Special Rules: *Light Cavalry*

MOUNTED CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, light crossbow.

May have light armour (+2)

Special Rules: *Light Cavalry*, Only until 1512AD

STRADIOTS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	15

Equipment: Hand weapon, throwing spear.

May have bow (+2) and light armour (+2)

Special Rules: *Skirmishers*, *Feign Flight*

ARGOULETS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	20

Equipment: Hand weapon, bow, light armour

May have heavy armour (+2)

Only after 1522AD: May have handgun instead of bow (+3)

Special Rules: *Skirmishers*, *Feign Flight*, Only after 1512AD

GERMAN MERCENARY REITERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, heavy armour, pistols

Special Rules: Only from 1544AD

INFANTRY

OLD BANDS OF PICARDY AND PIEMONT

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	6	10

Equipment: Hand weapon, pike.

May have light armour (+1) or heavy armour (+3).

Only after 1525AD: May be upgrade up to 1/3 armed with handguns placed in the first rank (+1) to *Combined Formation*

AVENTURIER CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	2	3	3	7	11

Equipment: Hand weapon, crossbow.

May have light armour (+1).

Only after 1522AD: Have handgun instead of crossbow (free)

Only after 1543AD and with handgun: *Dragoons* (+2, M8)

Special Rules: *Skirmishers*

FRANCS ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow.

May have light armour (+2).

Special Rules: *Light Infantry*

0-4 FIELD GUNS

Special Rules: *Cannon*

LANDSKNECHT PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+1) or heavy armour (+3).

Special Rules: *Pike&Shot*, Only after 1512AD

LANDSKNECHT ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun. May have light armour (+2) or heavy armour (+3)

Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

7. MAXIMILIAN IMPERIAL (1500-1518AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

BURGUNDIAN AND SIMILAR MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	24
Dismounted	4	3	3	7	12

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

Special Rules: *Shock Impact +1* if mounted

GERMAN MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	24
Dismounted	4	3	3	7	14

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

Up to half may downgrade to CA3, light armour, thrusting spear (-5 mounted/free if dismounted) placed in the rear ranks

Special Rules: *Drilled* if dismounted,, *Shock Impact +1* if mounted

MOUNTED CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

Equipment: Hand weapon, light crossbow, light armour

May have heavy armour (+2)

Special Rules: *Skirmishers*, *Feign Flight*

PETRONELS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, heavy armour, pistols

May have Mo6 and handgun instead of pistols (+2)

Special Rules: *Pistols*

INFANTRY

LANDSKNECHT PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+1) or heavy armour (+3).

Special Rules: *Pike&Shot*

LANDSKNECHT ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+1) or heavy armour (+3)

Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Light Infantry*

0-2 ORGAN GUNS

LANDSKNECHT "VERLORENE HAUFEN"

	CA	SA	KA	Mo	Pts
Halberdier	4	3	3	8	19

Equipment: Hand weapon, light armour, halberd

May have double handed weapon (+1)

Special Rules: *Drilled*, Only before 1507AD

ALLIES

English Allies, V/8

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

8. EARLY TUDOR ENGLISH (1500-1558AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

ENGLISH MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	22
Dismounted	3	3	3	7	10

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

Special Rules: *Shock Impact +1* if mounted

BURGUNDIAN AND SIMILAR MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	22
Dismounted	3	3	3	7	10

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

Special Rules: *Shock Impact +1* if mounted

ENGLISH DEMI-LANCERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

Equipment: Hand weapon, light armour, shield, thrusting spear

Special Rules: *Shock Impact +1*

ENGLISH JAVELINS STAVES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, light armour, javelins

May have shield (+2) and throwing spear (+2)

Special Rules: *Light Cavalry, Feign Flight*

INFANTRY

ENGLISH LONGBOWMEN

	CA	SA	KA	Mo	Pts
Longbowman	3	4	3	8	15

Equipment: Hand weapon, longbow.

May have light armour (+2)

May be *Drilled* (+4)

ENGLISH BILLMEN

	CA	SA	KA	Mo	Pts
Billman	4	3	3	8	18

Equipment: Hand weapon, heavy armour

May have shield (+1), partial or full plate armour (+2/+3), halberd (+2) or double-handed weapon (+3)

Special Rules: *Drilled*, 0-1 per two units of longbowmen

LANDSKNECHT PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, 0-1 per two units of longbowmen

LANDSKNECHT ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

0-4 ORGAN GUNS

0-1 WAGON LAAGER

ALLIES

Maximilian Imperial Allies, V/7

Spanish Imperial Allies, V/64

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

9. OTTOMAN TURK (1500-1645AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

QAPUKULU CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	4	3	8	24

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2), heavy armour (+2) and cloth (+4) or metal (+6) barding. Without barding may be *Nomad Cavalry* (+2)

Special Rules: *Shock Impact +1*

FEUDAL SIPAHIS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	19

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2), heavy armour (+2)

Only until 1595AD: May have CA4 (+2)

Special Rules: May have a +2 rank bonus (+10 pts per model)

AKINJIS

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	14

Equipment: Hand weapon, throwing spear

May have light armour (+2) and bow (+2)

Special Rules: *Skirmishers*, *Feign Flight*, Only until 1595AD

DELIS, KURDS OR BEDOUIN ARABS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+2)

Special Rules: *Light Cavalry*

DJANBAZAN, TURKOMANS, TARTARS OR SIMILAR HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow

May have shield (+2), throwing spear (+2) and light armour (+2)

Special Rules: *Skirmishers*, *Nomad Cavalry*, *Feign Flight*

Only before 1595AD

INFANTRY

JANISSARY ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	8	15

Equipment: Hand weapon, light armour, bow
May have handgun (+3). May have *Stakes* (+20), *Tethered Camels* (+10).

AZABS

	CA	SA	KA	Mo	Pts
Skirmisher	2	3	3	6	6

Equipment: Hand weapon, javelins

May have sling instead of javelins (free) or bow (+1).

With bow they may upgrade to *Light Infantry* (+1)

Special Rules: *Skirmishers*

LEVENDAT OR EUROPEAN LEVY INFANTRY

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon. May have shield (+1)

Special Rules: *Undisciplined*, *Unmotivated*

IAYLARS

	CA	SA	KA	Mo	Pts
Ialyar	3	3	3	7	10

Equipment: Hand weapon, shield

Special Rules: *Warband*, *Fanatical*, Only before 1595AD

VOYNUKS

	CA	SA	KA	Mo	Pts
Voynuk	4	3	3	8	17

Equipment: Hand weapon, light armour

May have shield (+2), heavy armour (+2) and halberd (+2)

Special Rules: *Drilled*, Only before 1595AD

JANISSARY SKIRMISHERS WITH LONG ARQUEBUS

	CA	SA	KA	Mo	Pts
Arquebusier	3	4	3	7	14

Equipment: Hand weapon, handgun. Light armour (+1)

Special Rules: *Skirmishers*, Only before 1595AD

0-1 FIRE-LANCE FOOT

	CA	SA	KA	Mo	Pts
Lancer	2	3	3	6	10

Equipment: Hand weapon, fire lance (count as thrusting spear)
Cause morale test if kill caused, no armour save allowed.

Special Rules: *Skirmishers*, Only before 1595AD

SLAV OR ANATOLIAN SHARPSHOOTERS

	CA	SA	KA	Mo	Pts
Handgunner	3	4	3	7	14

Equipment: Hand weapon, handgun.

May have light armour (+2). May be *Dragoons* (+2, M8)

Special Rules: *Skirmishers*, Only after 1595AD

0-1 WAGON LAAGER

0-2 CAMEL GUNS

0-2 WAR WAGONS WITH LIGHT GUNS

Special Rules: Only before 1595AD

ALLIES

Crimean Tartar Allies, V/36

Only before 1595AD: Wallachian Vassal Allies, V/16

Only from 1533-1629AD: Transylvanian Allies, V/16

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

10. ANATOLIAN TURKOMAN (1500-1515AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

NOBLES

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	23

Equipment: Hand weapon, thrusting spear, light armour, bow

May have heavy armour (+2) and shield (+2)

May have CA4 (+2) and then barding (+3)

Special Rules: *Shock Impact +1, Nomad Cavalry*

TRIBESMEN

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow.

May have light armour (+2) shield (+2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

INFANTRY

INFANTRY

	CA	SA	KA	Mo	Pts
Tribesman	3	3	3	7	9

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

Up to half may have bow instead of spear (free)

Special Rules: *Warband, Combined Formation*

AKHIYA TOWN MILITIAS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

0-4 LIGHT CANNONS

ALLIES

Mamluk Allies, V/11

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

11. MAMLUK EGYPTIAN (1250-1517AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit
Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

MAMLUKS

	CA	SA	KA	Mo	Pts
Horseman	4	4	3	7	23

Equipment: Hand weapon, light armour, bow, thrusting spear
 May have shield (+2), heavy armour (+2).
Special Rules: *Shock Impact +1*

BEDOUIN ARABS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, javelins. May have shield (+1), light armour (+2) and throwing spear (+2)
Special Rules: *Light Cavalry*

0-1 CAMEL MOUNTED SCOUTS

	CA	SA	KA	Mo	Pts
Camelrider	3	3	3	7	14

Equipment: Hand weapon, shield
 May have light armour (+2), bow (+2) and thrusting spear (+1)
Special Rules: *Skirmishers, Camels*

HALQA, ASHIR AND OTHER NON-MAMLUK ARMoured CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, light armour, thrusting spear
 May have shield (+2), heavy armour (+2)
Special Rules: *Shock Impact +1*

TURKOMANS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

Equipment: Hand weapon, bow.
 May have light armour (+2) and shield (+2)
Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

INFANTRY

HALQA

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

Equipment: Hand weapon, bow.
 May have shield (+1) and light armour (+2).

ASHIR OR OTHER ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*

JABALIYYA OR OTHER JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	7	9

Equipment: Hand weapon, javelins, shield
Special Rules: *Warband*

ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.
 May have light armour (+2)
Special Rules: *Light Infantry*, Only in the Red Sea or in 1517AD

0-4 OX-DRAWN WAR WAGONS

Special Rules: Only in 1517AD

0-4 CAMEL GUNS

Special Rules: Only in 1517AD

0-1 HURRIEDLY PURCHASED EX-SHIP CANNON

Special Rules: Count as *Field Gun*, Only in 1517AD

LEVIES

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon
Special Rules: *Undisciplined, Unmotivated*, Only in 1517AD

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

12. HUNGARIAN (1500-1517AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

ROYAL BANDERIUM

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	29
Dismounted	4	3	3	8	19

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

Special Rules: *Drilled* if dismounted,, *Shock Impact* +2 if mounted

HUNGARIAN NOBLES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	20

Equipment: Hand weapon, heavy armour, thrusting spear

May have shield (+2) and cloth (+4) or plate (+6) barding.

Special Rules: *Shock Impact* +1

HUSSARS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon

May have light armour (+2)

May upgrade to CA4 (+2)

Special Rules: *Skirmishers*, *Feign Flight*

INFANTRY

LANDSKNECHT PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+1) or heavy armour (+3).

Special Rules: *Pike&Shot*

LANDSKNECHT ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun. May have light armour (+1) or heavy armour (+3)

Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

ITALIAN ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun. May have light armour (+1)

POLISH DRABS

	CA	SA	KA	Mo	Pts
Drab	3	3	3	7	8

Equipment: Hand weapon, shield

May have large shield (+2) and light armour (+2).

Up to half may have bow (free)

Special Rules: *Combined Formation*

HUNGARIAN ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow.

May have shield (+1) and light armour (+2).

Special Rules: *Light Infantry*

0-4 LIGHT CANNONS

0-1 FIELD GUN

0-1 WAGON LAAGER

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

13. KNIGHTS OF ST JOHN (1500-1575AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

BROTHER KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	29
Dismounted	4	3	3	8	19

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

Special Rules: *Drilled* if dismounted,, *Shock Impact* +2 if mounted

SERVING BRETHREN

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	8	27
Dismounted	3	3	3	8	17

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

Only after 1522AD: Downgrade dismounted to Mo7 (-2)

Special Rules: *Drilled* if dismounted,, *Shock Impact* +2 if mounted

TURCOPLES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, bow, light armour

May have shield (+2)

Special Rules: *Skirmishers*, *Feign Flight*, Only until 1522AD

INFANTRY

GREEK AND CRETAN ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow.

May have shield (+1) and light armour (+2).

Special Rules: *Light Infantry*, Only until 1522AD

GREEK, COLONIST AND MERCENARY CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

Equipment: Hand weapon, crossbow.

May have light armour (+1) and pavise (+2)

MERCENARY HALBERDIERS

	CA	SA	KA	Mo	Pts
Halberdier	4	3	3	8	20

Equipment: Hand weapon, heavy armour, halberd

May have double handed weapon (+1) and plate armour (+3)

Special Rules: *Drilled*, Only until 1522AD

MERCENARY ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+1) or heavy armour (+3)

Special Rules: *Light Infantry*, Only until 1522AD

0-3 LIGHT AND ORGAN GUNS

MERCENARY PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+1) or heavy armour (+3).

Special Rules: Only after 1522AD

MERCENARY ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+1) or heavy armour (+3)

Special Rules: *Light Infantry*, Only after 1522AD

MERCENARY OARSMEN

	CA	SA	KA	Mo	Pts
Oarsman	4	3	3	7	12

Equipment: Hand weapon, heavy armour, shield

May be *Drilled* (+2)

Special Rules: Only after 1522AD

MALTESE LEVIES

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon.

Special Rules: *Undisciplined*, *Unmotivated*, Only in 1565AD

ALLIES

Only in 1565AD: Sicilian Allies, V/60

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

14. VENETIAN COLONIAL (1500-1606AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

STRADIOTS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	15

Equipment: Hand weapon, throwing spear.

May have bow (+2) and light armour (+2)

Special Rules: *Skirmishers, Feign Flight*

ELMETI

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	23

Equipment: Hand weapon, heavy armour, lance, warhorse

May have shield (+2) and cloth (+4) or plate (+6) barding.

Only from 1560AD: Downgrade to CA3 (-2)

Special Rules: *Shock Impact +1*

MOUNTED ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Only until 1559AD 0-1

MOUNTED CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, light crossbow.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Light Cavalry*, Only until 1559AD

REITERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Pistols*, Only after 1559AD

INFANTRY

MERCENARY ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+1) or heavy armour (+3)

Special Rules: *Light Infantry*

MILITIA ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+1), heavy armour (+3) and pavise (+2).

0-3 FIELD GUNS

MERCENARY FOOT CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

Equipment: Hand weapon, crossbow

Only from 1560AD: Have handgun instead of crossbow (free)

May have light armour (+1) and pavise (+2).

Special Rules: Only until 1559AD

MERCENARY SWORD-AND-BUCKLER-MEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	11

Equipment: Hand weapon, light armour, buckler

May have heavy armour (+2)

Special Rules: Only until 1559AD

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	2	3	6	7

Equipment: Hand weapon, bow.

May have light armour (+1).

Special Rules: *Skirmishers*, Only until 1559AD

LANDSKNECHT PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+1) or heavy armour (+3).

Special Rules: *Pike&Shot*, Only after 1559AD

LANDSKNECHT ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+1) or heavy armour (+3)

Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

15. WHITE SHEEP TURKOMAN (1500-1504AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
SIP: not pooled

CHARACTERS							
	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit
Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

PUSHAN-PUSH

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	20

Equipment: Hand weapon, heavy armour, thrusting spear
 May have shield (+2) and barding (+3).
Special Rules: *Shock Impact +1*

TIRKAH-BAND

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, light armour, thrusting spear, bow
 May have shield (+2).
Special Rules: *Light Cavalry, Nomad Cavalry*

QULLUGHCHI

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	12

Equipment: Hand weapon, throwing spear
 May have shield (+2) and bow (+2).
Special Rules: *Light Cavalry*

TURKOMAN TRIBAL HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

Equipment: Hand weapon, bow, light armour
 May have shield (+2)
Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

KURDISH CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, thrusting spear, light armour
 May have heavy armour (+2) and shield (+2)
Special Rules: *Shock Impact +1*

INFANTRY

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

Equipment: Hand weapon, bow.
 May have light armour (+2) and shield (+1)
 May downgrade to Mo6 (-1)
Special Rules: *Light Infantry*

CAMP FOLLOWERS AND LEVY FOOT

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon
Special Rules: *Undisciplined, Unmotivated*

HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

Equipment: Hand weapon, handgun.
 May have light armour (+1)
Special Rules: *Skirmishers*

0-1 WAGON LAAGER

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

16. WALLACHIAN OR MOLDAVIAN (1500-1648) AND TRANSYLVANIAN (1533-1629AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%
SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
 Ally General 1 SIP, may add up to 2 SIP for 20 points each
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

RICH BOYARS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	20

Equipment: Hand weapon, heavy armour, thrusting spear
 May have shield (+2) and cloth (+4) or plate (+6) barding.
Special Rules: *Shock Impact +1*

LESSER BOYARS AND VITEJI

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	20

Equipment: Hand weapon, bow, light armour
 May have shield (+2)
 Until 1533AD: May upgrade to *Nomad Cavalry* (+2)
 After 1533AD: Downgrade to SA3 and Mo6 (-4)
Special Rules: *Skirmishers, Feign Flight*

SZEKELERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

Equipment: Hand weapon, bow, light armour
 May have shield (+2).
Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*
 Only from 1606AD

MERCENARY CUIRASSIERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	8	29

Equipment: Hand weapon, heavy armour, pistols
Special Rules: *Heavy Cavalry, Pistols*, Only from 1606AD

MOUNTED HARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

Equipment: Hand weapon, handgun.
 May have light armour (+2) or heavy armour (+3)
Special Rules: Only from 1606AD

INFANTRY

PEASANTS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon
 May have halberd (+2), double-handed weapon (+3) or javelins (+1)

Special Rules: *Undisciplined, Unmotivated*

ARMOURED VOYNUKS

	CA	SA	KA	Mo	Pts
Voynuk	4	3	3	7	15

Equipment: Hand weapon, heavy armour, halberd
 May have shield (+1), partial or full plate armour (+2/+3)
Special Rules: *Drilled*, Only before 1606AD

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow
 May have light armour (+1). May have SA4 and Mo7 (+4)
Special Rules: *Light Infantry*, Only before 1606AD

MERCENARY CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	2	3	3	7	11

Equipment: Hand weapon, crossbow.
 May have light armour (+1).
Special Rules: *Light Infantry*, Only before 1606AD

MERCENARY ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.
 May have light armour (+1) or heavy armour (+3)
Special Rules: *Light Infantry*, Only before 1606AD

TRANSYLVANIAN HAIDUKS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.
 May have light armour (+1) or heavy armour (+3)
Special Rules: Only after 1606AD

TRANSYLVANIAN PEASANT HORDES

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	6	10

Equipment: Hand weapon, handgun.
Special Rules: *Skirmishers*, Only from 1606AD

WALLACHIAN SEIMENI

	CA	SA	KA	Mo	Pts
Dragoon	3	3	3	6	14

Equipment: Hand weapon, light armour, handgun.
Special Rules: *Dragoons*, Only from 1606AD

WALLACHIAN DOROBANTI

	CA	SA	KA	Mo	Pts
Arquebusier	3	4	3	8	17

Equipment: Hand weapon, handgun.
 May have light armour (+1) or heavy armour (+3).
 May be Drilled (+4)
Special Rules: Only from 1606AD

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

MERCENARY PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.
May have light armour (+1) or heavy armour (+3).
Special Rules: *Pike&Shot*, Only from 1606AD

MERCENARY MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	2	4	3	7	13

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Pike&Shot*, Only 0-1 per two Mercenary pikemen units

0-2 FIELD GUNS

Special Rules: Only from 1606AD

ALLIES

Ottoman Allies, V/9
Only Moldavians: Crimean Tartar Allies, V/36
Only Moldavians: Polish Allies, V/35

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

17. MING CHINESE (1500-1683AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SPECIAL: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

CHINESE REGULAR CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	21

Equipment: Hand weapon, thrusting spear, light armour, bow
May have heavy armour (+2) and shield (+2)

Special Rules: *Shock Impact +1*

CHINESE MERCENARY CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	2	2	3	6	14

Equipment: Hand weapon, thrusting spear, light armour, bow
May have heavy armour (+2) and shield (+2)

INFANTRY

CHINESE INFANTRY

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	8

Equipment: Hand weapon, light armour
May have shield (+1).

CHINESE ARCHERS AND CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	11

Equipment: Hand weapon, bow
May have light armour (+2) and crossbow instead of bow (+3)

CHINESE HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

Equipment: Hand weapon, handgun. May have light armour (+1) and pavise (+2)

“DARE-TO-DIE” TROOPS

	CA	SA	KA	Mo	Pts
Trooper	4	3	3	8	13

Equipment: Hand weapon, light armour

May have heavy armour (+2) and shield (+1).

May be *Drilled* (+4)

Special Rules: *Light Infantry*

0-2 LIGHT CANNONS

CHINESE MILITIA OR LESSER ARMED PIRATE FOLLOWERS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

CHUANG OR OTHER SOUTHERN TRIBESMEN

	CA	SA	KA	Mo	Pts
Tribesman	3	3	3	7	8

Equipment: Hand weapon, shield. May have light armour (+2).

Special Rules: *Light Infantry, Warband*

0-2 FIELD GUNS

Special Rules: Only after 1540AD

MATCHLOCKMEN

	CA	SA	KA	Mo	Pts
Arquebusier	2	4	3	7	13

Equipment: Hand weapon, handgun.

May have light armour (+2).

Special Rules: *Skirmishers*, Only Wo-k'ou pirates 1542-1570 and southern Ming after 1644AD, Instead of chinese regular cavalry

WAR WAGONS WITH LIGHT GUNS

Special Rules: Only from 1568-1571AD

PORTUGUESE MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	2	4	3	7	13

Equipment: Hand weapon, musket.

May have light armour (+1) or heavy armour (+3)

Special Rules: Only after 1644AD

SPECIAL

0-2 ELEPHANTS

	CA	SA	KA	Mo	L	S	D	Pts
Elephant	4	3	4	7	6	5	8	190

Equipment: Two warriors are armed with javelins and bow. A third warrior may be added for 10 points. **Armour value:** 1

Special Rules: *Elephants*

Only “The Three Feudatories” 1644-1681AD

ALLIES

Only Wo-k'ou pirates 1542-1570AD: Japanese Pirate Allies, V/21

Only 1592-1598 and in 1616AD: Korean Allies, V/20

Only before 1620AD: Jurchen Allies, V/19

Only before 1624AD: Mongol Allies, V/18

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

18. MONGOLIAN (1500-1700AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

MONGOL CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	20

Equipment: Hand weapon, heavy armour, thrusting spear, bow

May have shield (+2) and barding (+3).

May upgrade to CA4 (+2)

Up to half may change to CA3, SA4, light armour and no spear (free) placed in the rear rank

Special Rules: *Shock Impact +1, Combined Formation*

MONGOL LIGHT CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

Equipment: Hand weapon, bow, light armour

May have shield (+2) and throwing spear (+2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

MOUNTED MATCHLOCKMEN

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Special Rules: Only Oirat

INFANTRY

SERFS AND CAMP FOLLOWERS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

ALLIES

Only Oirat from 1640-1696AD: Tibetan Allies, V/22

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

19. JURCHEN (1500-1635AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%
SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
 Ally General 1 SIP, may add up to 2 SIP for 20 points each
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	20

Equipment: Hand weapon, heavy armour, thrusting spear, bow
 May have shield (+2) and barding (+3).

Up to half may change to CA3, SA4, light armour and no spear
 (-4) placed in the rear rank

Special Rules: *Shock Impact +1, Combined Formation*

INFANTRY

SLAVES AND LEVIES

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

ALLIES

Ming Allies, V/17

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

20. KOREAN (1500-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	21

Equipment: Hand weapon, thrusting spear, light armour, bow

May have heavy armour (+2) and shield (+2)

Special Rules: *Shock Impact +1*

LIGHT CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	15

Equipment: Hand weapon, buckler, bow

May have light armour (+2)

Special Rules: *Light Cavalry*

INFANTRY

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	11

Equipment: Hand weapon, bow.

May have light armour (+2).

Only after 1598AD: Change to SA3 and handgun instead of bow (+free)

HALBERDIERS

	CA	SA	KA	Mo	Pts
Halberdier	4	3	3	7	12

Equipment: Hand weapon, light armour, halberd

May have heavy armour (+2)

SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	10

Equipment: Hand weapon, pikes

May have light armour (+2).

PEASANT SPEARMEN

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	5

Equipment: Hand weapon, thrusting spear

Special Rules: *Undisciplined, Unmotivated*

0-1 MIXED SKIRMISHERS

	CA	SA	KA	Mo	Pts
Thrower	2	3	3	6	9

Equipment: Hand weapon, Grenadoe (count as javelins)

Morale test if kill caused, no armour save allowed.

Special Rules: *Skirmishers*

0-4 LIGHT CANNONS

Special Rules: Only until 1628AD

GUERRILLA BANDS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

Only 1592-1598AD

0-3 FIELD GUNS

Special Rules: Only after 1628AD

ALLIES

Only until 1598AD: Jurchen Allies, V/19

Only 1592-1598AD: Chinese Allies, V/17

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

21. JAPANESE (1500-1614AD)

CHARACTERS: Up to 25%

SAMURAI AND RETAINERS: 25-50%

ASHIGARU: 25-75%

SPECIAL: Up to 25%

Early Age of War Pre 1550

Strategy Intervention Points may not be pooled.

Samurai and Retainers: May take naginata (+2) (instead of yari or bow)

Ashigaru: May not take arquebus, veterans or nagae yari.

Ashigaru combat formations may take naginata at (+2) (instead of yari)

Allies and special units: May not take cannon.

Mid Age of War 1551- 1587

Strategy Intervention Points may only be pooled for Personalities from the same Clan May take two units of arquebus armed ashigaru and these must total no more than 25% of the total ashigaru models in the Clan. May not take skirmishers armed with arquebus.

Allies and special units: May not take cannon.

Late Age of War 1588 Onward

Strategy Intervention Points may only be pooled for Personalities from the same Clan unless you upgrade one Daimyo to a Unifier of Japan (+20). This enables the Strategy Intervention Points to be pooled but should the Unifier be killed or routed from the field of battle, any remaining Points are lost. There may not be more arquebus armed ashigaru models (including skirmishers) in the army than all other ashigaru. Allies and special units: May take cannon.

WEAPONS AND ARMOR

The *yari* is treated as a thrusting spear.

The *nagae-yari* is treated as a long thrusting spear.

The *naginata* is treated as halberd.

The *arquebus* is treated as a hand gun

Samurai Armour is treated as Cataphract armour.

Katana and *wakizashi* are both treated as a hand weapon.

Warriors equipped with a katana (even if they are not using it), may reroll their kill rolls in subsequent rounds of combat (so not in the round they are charged or charge). However, they must reroll all the dice, and not just the misses. The bonus is also lost for any round when fresh enemy charge into the ongoing combat.

SAMURAI

Where the term samurai is used, this applies to all samurai Personalities, samurai and samurai retainers and the following rule applies:

Superior to those around them

Samurai were of the warrior class, and considered themselves to be of a different status to the workers and the courtiers
Samurai, and any unit led by a Samurai Personality, ignore Morale tests caused by peasants, chugen and civilians.

Samurai Banners

Samurai Personalities can also take a Personality who carries the Samurais personal banner (*uma jirushi*). These Personalities are referred to as personal standards (or *hata sashi*). The following rules apply.

- If a Samurai and his personal standard joins a unit of troops and both are alive, then the unit may re-roll a failed Combat Morale test.

The Personal Standard must be within 4" of the Samurai Personality for the re-roll to be taken.

Only one re-roll may be made, even though more personal standards may be present if more characters are involved.

- The unit leader of a Samurai formation can be considered to be a senior retainer or perhaps a member of the lords hatamoto. The unit leader may take a personal banner and points from these still come from the Samurai and Retainers percentage.

CHARACTERS

	Mo	L	S	Pts
Daimyo	9	3	+1	180
Taisho	9	2	+1	140
Hatamoto	8	1	+2	80
Samurai Army Standard	8	1	+1	70
Ashigaru Army Standard	6	1	+1	45
Samurai Personal Standard	6	1	+1	70
Ashigaru Personal Standard	6	1	+1	45

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV4).

A captain/individual hatamoto must be placed in a unit at the start of the battle and remain there throughout.

Daimyo 3 SIP, may add one SIP for 20 points.

Taisho 1 SIP, may add up to 2 SIP for 20 points each

Army (or Great) Standard (o uma jirushi)

Any Daimyo or taisho may take a Great Standard. These act exactly like an Army Standard for each Personality and extend their Zone of Command for using Strategy Intervention Points. A Great standard may move independently and should attempt to remain with their lord throughout the battle. We can assume samurai Great Standards have a horse at their disposal and an Armour Value of 4. Ashigaru carrying an o uma jirushi do not have a mounted option, and so, if accompanying mounted samurai, will really need to live up to their name of "light feet" when attempting to keep up with their lord. They have an Armour Value of 1.

Often a flag, but could also be an impressive three dimensional object such as a bell, the o uma jirushi located the position of the daimyo on the battlefield. Some standards required more than one attendant to carry.

Personal standard (uma jirushi)

Any Daimyo, taisho, captain or samurai unit leader may take a Personal Standard. A Personal Standard uses the rule for Samurai Banners.

A Personal standard may move independently and should attempt to remain with their lord throughout the battle. We can assume samurai Personal Standards have a horse at their disposal and an Armour Value of 4. Ashigaru carrying a uma jirushi do not have a mounted option, and so, if accompanying mounted samurai, will really need to live up to their name of "light feet" when attempting to keep up with their lord. They have an Armour Value of 1.

Most daimyo, generals and high-ranking samurai had their own personal standards known as uma jirushi (lesser or horse standard). Either retainers, or ashigaru carried these, but in either case, by carrying the lords personal standard, this warrior would rarely be far from his masters side.

SAMURAI AND RETAINERS

0-2 SAMURAI BODYGUARD

	CA	SA	KA	Mo	Pts
Mounted Guard	4	4	3	8	25
Dismounted Guard	4	4	3	8	20

Equipment: Katana. Samurai armour. Mounted Guard have a horse. The formation may exchange yari for bow at 1 point per model if mounted, no points if dismounted.

Special Rules: *Samurai*

The guard must be deployed within 6" of the lord at the start of the battle, although they may subsequently move away. You must have at least twice as many samurai retainer models as guard models.

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

MOUNTED SAMURAI RETAINER

	CA	SA	KA	Mo	Pts
Mounted Retainer	3	4	3	8	23

Equipment: Horse, katana and yari. Samurai armour.
The formation may exchange yari for bow at 1 point per model.
Special Rules: *Samurai*

SAMURAI RETAINER

	CA	SA	KA	Mo	Pts
Retainer	3	4	3	8	16

Equipment: Katana. Samurai armour. The unit may be armed with one of the following at 2 points per model: yari or bow.
Special Rules: *Samurai*

ASHIGARU

1+ ASHIGARU COMBAT TROOPS

	CA	SA	KA	Mo	Pts
Ashigaru	2	3	3	6	6

Equipment: Wakizashi and light armour. May be armed with one of the following: yari (2 points) or nagae-yari (3 points).
Special Rules: *Light Infantry*

VETERAN ASHIGARU

	CA	SA	KA	Mo	Pts
Veteran	3	3	3	7	8

Equipment: Wakizashi and light armour. May be armed with one of the following: yari (2 points) or nagae-yari (3 points).
Special Rules: *Light Infantry*

ASHIGARU MISSILE TROOPS

	CA	SA	KA	Mo	Pts
Ashigaru	2	3	3	6	6

Equipment: Wakizashi and light armour. Armed with one of the following: bow (2 points) or arquebus (5 points).
May have tate (1 point).

Special Rules: *Light Infantry*

Special Ashigaru Combined Formation Rules:

- A unit of Ashigaru arquebus may consist of both types of missile-armed troops with a ratio of between 10 and 50% being bow armed.
- Up to 25% missile armed ashigaru may be combined in a formation with ashigaru combat troops in which case they may not take tate. They may also be combined in the same manner with veteran ashigaru at +2 points, which raises their Morale Value to 7 and CA to 3.

ASHIGARU SKIRMISHERS

	CA	SA	KA	Mo	Pts
Ashigaru	2	3	3	6	6

Equipment: Wakizashi and light armour. May be armed with one of the following: bow (2 points) or arquebus (5 points).
May have tate (1 point).
One unit may be made sharp shooters with SA 4 and Mo 7 (3 points each). May not take more skirmish units than formed ashigaru missile units. Sharpshooters must be the smallest unit of ashigaru in the army.
Special Rules: *Skirmishers*

SPECIAL

LIGHT ARTILLERY

	CA	SA	KA	Mo	L	S	D	Pts
Crew	2	3	3	7	3	2	8	70

Equipment: Hand weapon.
Range 48", KA7, no save, D6 wounds per hit
Special Rules: *Artillery*
The rules are as per the bombard on page 146 of the War & Conquest rulebook
May only take one per 2000 points.
Only available to Late War armies

BAGGAGE CARRIERS

	CA	SA	KA	Mo	Pts
Chugen	2	2	3	5	3

Equipment: Hand weapon
Special Rules: *Light Infantry, Undisciplined*
A chugen unit should not outnumber the smallest Ashigaru combat or missile troop formation.

OPTIONAL

Challenges

We assume Personalities of War will challenge or seek out enemy Personalities with whom they are in the same combat. Should casualties be caused during the combat, either Personality may lose a life on a D6 roll of 5 or more rather than the normal roll of a 6.

Master swordsmen

Samurai Personalities are considered master swordsmen. They may select any level between 1 and 3, where Level 1 costs 20 points, Level 2, 40 points and Level 3 60 points. Their level is then subtracted from any enemy Divine Intervention Roll if the Challenge Legend of War rule is being used.
Should the unit leader of a Samurai formation have taken a Personal Standard this also enables the unit leader to issue a challenge if Legends of War are being used. As the Unit Leader only has one life, he may buy Divine Intervention on his single life for 20 points. He may also upgrade to Master Swordsman as noted above.

Ninjas

The masters of disguise and stealth are well hidden in this first draft, and you won't find them in subsequent drafts either. You will however find them in some War & Conquest narrative battles and scenarios. Ninja battle field use that can be transferred to regular game play is speculative at the least.

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

22. TIBETAN (1500-1700AD)

CHARACTERS: Up to 25%

CAVALRY: At least 25%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

ARMOURED CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, thrusting spear, light armour, bow

May have heavy armour (+2) and shield (+2)

May have barding (+3) and then CA4 (+2)

Special Rules: *Shock Impact +1*

NOMAD NOBLES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

Equipment: Hand weapon, thrusting spear, bow

May have light armour (+2) and shield (+2)

Special Rules: *Shock Impact +1*

NOMADS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

Equipment: Hand weapon, bow

May have light armour (+2)

Special Rules: *Skirmishers, Feign Flight*

INFANTRY

ARMOURED ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	12

Equipment: Hand weapon, light armour, bow

LEVIED SERFS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

HERDSMEN WITH SLINGS

	CA	SA	KA	Mo	Pts
Slinger	2	2	2	5	3

Equipment: Sling.

Special Rules: *Skirmishers*

ALLIES

Only before 1644AD: Ming Allies, V/17

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

23. AZTEC (1500-1521AD)

CHARACTERS: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

INFANTRY

WARRIOR PRIESTS

	CA	SA	KA	Mo	Pts
Priest	3	3	3	7	8

Equipment: Hand weapon, light armour. May have shield (+1)

CUACHIC SHOCK TROOPS

	CA	SA	KA	Mo	Pts
Warrior	4	3	3	8	13

Equipment: Hand weapon, shield.

May have light armour (+2) and thrusting spear (+2) or double-handed weapon (+3)

Special Rules: *Warband*

SUIT WEARERS

	CA	SA	KA	Mo	Pts
Warrior	4	3	3	7	10

Equipment: Hand weapon, light armour. May have shield (+1) and thrusting spear (+2) or double-handed weapon (+3)

CLAN WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	2	2	3	6	4

Equipment: Hand weapon. May have shield (+1) and thrusting spear (+2). May not be *Undisciplined* (+1)

Special Rules: *Undisciplined*

SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	4

Equipment: Hand weapon, sling. May have bow instead of sling (+1)

Special Rules: *Skirmishers*

MERCENARY ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	3	3	7	9

Equipment: Hand weapon, bow

OTOMI MERCENARIES

	CA	SA	KA	Mo	Pts
Mercenary	3	3	3	7	8

Equipment: Hand weapon, shield

Special Rules: *Warband*

ALLIES

Toltec-Chichimec Allies, V/24

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

24. TARASCAN OR TLAXCALAN (1500-1521AD)

CHARACTERS: Up to 25%

INFANTRY: At least 75%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10".

Only Tlaxcalan after 1518AD: General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

INFANTRY

SUIT WEARERS

	CA	SA	KA	Mo	Pts
Elite	4	3	3	7	11

Equipment: Hand weapon, shield, light armour

May have double-handed weapon instead of shield (+2)

ARCHERS AND SHIELDBEARERS

	CA	SA	KA	Mo	Pts
Elite	3	4	3	7	12

Equipment: Hand weapon, bow, shield

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	3	3	6	8

Equipment: Hand weapon, bow.

SCOUTS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	4

Equipment: Hand weapon, sling

May have bow instead of sling (+1)

Special Rules: *Skirmishers*

OTOMI MERCENARIES

	CA	SA	KA	Mo	Pts
Mercenary	4	3	3	8	13

Equipment: Hand weapon, shield

Special Rules: *Warband*

0-1 SPANISH WARHOUNDS

Only Tlaxcalan after 1518AD

SPANISH SWORD AND BUCKLER MEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	8	18

Equipment: Hand weapon, light armour, buckler

Special Rules: *Drilled* , Only Tlaxcalan after 1518AD

SPANISH ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	3	4	3	7	15

Equipment: Hand weapon, handgun, light armour

Special Rules: Only Tlaxcalan after 1518AD

SPANISH CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	8	18

Equipment: Hand weapon, crossbow, light armour

May have pavise (+2)

Special Rules: *Drilled* , Only Tlaxcalan after 1518AD

0-2 SPANISH FIELD GUNS

Special Rules: Only Tlaxcalan after 1518AD

0-1 SPANISH LIGHT CANNON

Special Rules: Only Tlaxcalan after 1518AD

SPANISH TOTONAC LEVIES

	CA	SA	KA	Mo	Pts
Totonac	3	3	3	7	8

Equipment: Hand weapon, shield

Special Rules: Only Tlaxcalan after 1518AD

0-1 SPANISH MOBILE TOWER

Special Rules: *War Wagon*, Only Tlaxcalan after 1518AD

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

25. MIXTEC OR ZAPOTEC (1500-1521AD)

CHARACTERS: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

INFANTRY

WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	8

Equipment: Hand weapon, shield

May have light armour (+2), thrusting spear (+2) and atlatl (+2, counts as javelins with armour penetration 1)

Only if Mixtec: 0-1 unit may have CA4 and Mo8 (+5) and then may have double-handed weapon (+3)

Special Rules: *Warband, Light Infantry*

SCOUTS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	4

Equipment: Hand weapon, sling

May have atlatl instead of sling (+2, counts as javelins with armour save -1)

Special Rules: *Skirmishers*

ALLIES

Toltec-Cichimec Allies, V/24

26. PUEBLO CULTURES (1500-1692AD)

CHARACTERS: Up to 25%

INFANTRY: At least 75%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10".

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

INFANTRY

WARRIOR SOCIETIES

	CA	SA	KA	Mo	Pts
Warrior	4	3	3	8	13

Equipment: Hand weapon, shield

May have light armour (+2), thrusting spear (+2) and double-handed weapon (+3)

Special Rules: *Warband*

TRIBESMEN WITH BOW

	CA	SA	KA	Mo	Pts
Skirmisher	2	3	3	6	7

Equipment: Hand weapon, bow

Special Rules: *Light Infantry*

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

27. NORTH WEST AMERICAN (1500-1700AD)

CHARACTERS: Up to 25%

INFANTRY: At least 75%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10".

Army General 1 SIP, may add up to 2 SIP for 20 points each.
 Ally General 1 SIP, may add up to 2 SIP for 20 points each
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

INFANTRY

WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	6	8

Equipment: Hand weapon, bow

May have double-handed weapon (+2)

Special Rules: *Light Infantry*

SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	3	3	6	7

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*

28. MAYA (1500-1697AD)

CHARACTERS: Up to 25%

INFANTRY: At least 75%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10".

Army General 1 SIP, may add up to 2 SIP for 20 points each.
 Ally General 1 SIP, may add up to 2 SIP for 20 points each
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

INFANTRY

MAYA WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	7

Equipment: Hand weapon

May have shield (+1)

Special Rules: *Warband*

ARCHERS

	CA	SA	KA	Mo	Pts
Archers	2	3	3	6	7

Equipment: Hand weapon, bow

Special Rules: *Light Infantry*

PEASANT SLINGERS

	CA	SA	KA	Mo	Pts
Slinger	2	2	3	6	5

Equipment: Hand weapon, sling

Special Rules: *Skirmishers*

ROAD WEASELS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Skirmishers*

0-1 HORNET NEST THROWERS

	CA	SA	KA	Mo	Pts
Thrower	2	3	2	6	9

Equipment: Hand weapon, hornet nest (count as javelins)

Morale test if kill caused, no armour save allowed.

Special Rules: *Skirmishers*

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

29. INCA (1500-1572AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). Brigade commander may ride horse if Spanish (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

0-1 SPANISH CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	23

Equipment: Hand weapon, heavy armour, shield, warhorse

May have cloth (+4) or plate (+6) barding.

May take partial or full plate armour (+2/3)

Special Rules: *Shock Impact +1*, Only from 1533AD

INFANTRY

INCA REGULARS

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	8

Equipment: Hand weapon, throwing spear

May have shield (+1) and light armour (+2).

Special Rules: *Warband*

MILITIA

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

SLINGERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	6	5

Equipment: Hand weapon, sling

Special Rules: *Skirmishers*

CHIMU

	CA	SA	KA	Mo	Pts
Warrior	4	3	3	8	13

Equipment: Hand weapon, shield

May have light armour (+2)

Special Rules: *Warband*, Only before 1533AD

FOREST INDIAN ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow.

Special Rules: *Light Infantry*, Only before 1533AD

0-1 COLLA ARMED WITH BOLAS

	CA	SA	KA	Mo	Pts
Thrower	2	3	3	6	7

Equipment: Hand weapon, bola

Bola: Counts as javelins, but no armour save allowed

Special Rules: *Skirmishers*, Only before 1533AD

OTHER SUBJECTS

	CA	SA	KA	Mo	Pts
Tribesman	2	2	3	5	4

Equipment: Hand weapon, throwing spear

Special Rules: *Undisciplined, Unmotivated*

Only before 1533AD

SPANISH SWORD AND BUCKLER MEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	8	19

Equipment: Hand weapon, heavy armour, buckler

Special Rules: *Drilled*, Only from 1533AD

SPANISH CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	8	17

Equipment: Hand weapon, crossbow.

May have light (+2) or heavy (+3) armour and pavise (+2)

May be *Drilled* (+4).

Special Rules: Only from 1533AD

SPANISH ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	4	3	7	13

Equipment: Hand weapon, handgun.

May have light (+1) or heavy (+3) armour

Special Rules: Only from 1533AD

0-1 SPANISH WARHOUNDS

Special Rules: Only from 1533AD

0-1 FIELD GUN OR LIGHT CANNON

Special Rules: Only from 1533AD

SPANISH CANARI AUXILIARIES

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	10

Equipment: Hand weapon, halberd, light armour.

May have heavy armour (+2).

Special Rules: *Warband*, Only from 1533AD

INCA ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

Special Rules: Only Manco's revolt 1536-1544AD

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

FOREST INDIAN ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow.

Special Rules: Only Manco's revolt 1536-1544AD

WOMEN WITH SPEARS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	5

Equipment: Hand weapon, thrusting spear

Special Rules: *Undisciplined, Unmotivated*
Only Manco's revolt 1536-1544AD

INCA PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	6	10

Equipment: Hand weapon, pike

Special Rules: Only the revolt of 1565AD

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

30. AMAZONIAN (1500-1662AD)

CHARACTERS: Up to 25%

INFANTRY: At least 75%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10".

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

INFANTRY

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	3	3	6	8

Equipment: Hand weapon, bow

SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	2	2	3	5	5

Equipment: Hand weapon, thrusting spear

Special Rules: *Undisciplined, Unmotivated*

BLOWPIPE MEN

	CA	SA	KA	Mo	Pts
Tribal	2	3	3	6	8

Equipment: Hand weapon, blowpipe (count as javelins)

Blowpipe: Rolled 6's to hit kill automatically

Special Rules: *Skirmishers*

31. NATCHEZ AND MOUND BUILDERS (1500-1700AD)

CHARACTERS: Up to 25%

INFANTRY: At least 75%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10".

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

INFANTRY

GUARDS

	CA	SA	KA	Mo	Pts
Guard	2	3	3	6	7

Equipment: Hand weapon, bow

May have light armour (+2)

NOBLES

	CA	SA	KA	Mo	Pts
Noble	3	3	3	7	8

Equipment: Hand weapon, shield

May have light armour (+2)

HONOURED MEN

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

May have light armour (+2)

Special Rules: *Light Infantry*

LEVIES

	CA	SA	KA	Mo	Pts
Levy	2	2	3	6	4

Equipment: Hand weapon

May have shield (+1) and thrusting spear (+2)

Special Rules: *Undisciplines, Unmotivated*

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

32. EASTERN FOREST AMERICAN (1500-1700AD)

CHARACTERS: Up to 25%

INFANTRY: At least 75%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10”.

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

INFANTRY

WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	7

Equipment: Hand weapon

May have shield (+1)

Only after 1668AD: Up to 5 models may have handgun (+5)
placed in the front rank

Special Rules: *Warband*

SKIRMISHERS, AMBUSHERS AND SCOUTS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	6	5

Equipment: Hand weapon, sling or javelins

May have bow instead of sling or javelins (+1)

Only after 1636AD: May have handgun and SA3 (+6)

Only after 1668AD: May have Mo7 (+1)

Special Rules: *Skirmishers*

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

33. OLD IRISH (1500-1601AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%
SIP: not pooled

CHARACTERS							
	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit
Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
 Ally General 1 SIP, may add up to 2 SIP for 20 points each
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

IRISH HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, throwing spear
 May have light armour (+2) and shield (+2)
Special Rules: *Skirmishers*

ENGLISH PALE SPEARMEN

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	21

Equipment: Hand weapon, heavy armour, shield, thrusting spear
Special Rules: *Shock Impact +1*, Only before 1594AD

INFANTRY

GALLOGLAICH

	CA	SA	KA	Mo	Pts
Gallglaich	4	3	3	7	10

Equipment: Hand weapon, throwing spear
 May have shield (+1) and light armour (+2).
 May be *Drilled* (+2).
 Only from 1594AD: Have pike instead of throwing spear (+3)

BONNACHTS

	CA	SA	KA	Mo	Pts
Bonnacht	3	3	3	7	8

Equipment: Hand weapon, throwing spear
 May have shield (+1)
Special Rules: *Warband*, Only until 1594AD

KERNS

	CA	SA	KA	Mo	Pts
Kern	2	3	3	6	6

Equipment: Hand weapon, darts.
 May have bow instead of darts (+1)
 Only from 1525AD: May upgrade to SA4, Mo7, handgun (+7)
Special Rules: *Skirmishers*

ENGLISH PALE BILLMEN

	CA	SA	KA	Mo	Pts
Billman	3	3	3	7	9

Equipment: Hand weapon, heavy armour
 May have shield (+1), partial or full plate armour (+2/+3), halberd or double-handed weapon (+3)
Special Rules: Only before 1594AD

ENGLISH PALE LONGBOWMEN

	CA	SA	KA	Mo	Pts
Longbowman	3	4	3	8	15

Equipment: Hand weapon, longbow. May have light armour (+2)
 May be *Drilled* (+4)
 Only after 1560AD: Change to SA3, Mo7 and handgun instead of longbow (-3)
Special Rules: Only before 1594AD

0-1 LIGHT CANNON

Special Rules: Only from 1525AD

NEW SCOTS "RED SHANKS" MERCENARIES

	CA	SA	KA	Mo	Pts
Mercenary	3	3	3	8	11

Equipment: Hand weapon, shield
 May have double-handed weapon (+3)
Special Rules: *Warband*, Only after 1560AD

RE-ARMED BONNACHTS

	CA	SA	KA	Mo	Pts
Bonnacht	3	3	3	7	11

Equipment: Hand weapon, pike.
 May have light armour (+2) or heavy armour (+3).
 The first rank may have handgun instead of pike (+1)
Special Rules: *Combined Formation*, Only from 1594AD

ALLIES

Only in 1601AD: Spanish Allies, V/72

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

34. SCANDINAVIAN UNION (1500-1523AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

FEUDAL CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	20

Equipment: Hand weapon, heavy armour, thrusting spear

May have shield (+2) or plate armour (+2).

Special Rules: *Shock Impact +1*

SMAASVENDE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, heavy armour, thrusting spear

May have plate armour (+2)

SKYTTER

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

Equipment: Hand weapon, handgun

May have heavy armour (+2).

May downgrade to SA3, Mo6 (-3)

Special Rules: *Skirmishers, Feign Flight*

ELK OR REINDEER MOUNTED LAPP OR OTHER SCOUTS

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	13

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*, Only Swedish armies

INFANTRY

LEIDANG

	CA	SA	KA	Mo	Pts
Trooper	4	3	3	8	18

Equipment: Hand weapon, light armour, shield

May have heavy armour (+2). Up to half may have bow (+2).

Special Rules: *Drilled, Combined Formation*

Only Swedish armies

LAPP OR OTHER SCOUTS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	4

Equipment: Hand weapon, javelins

Special Rules: *Skirmishers*, Only Swedish armies

OBUDSHAER

	CA	SA	KA	Mo	Pts
Trooper	4	3	3	8	18

Equipment: Hand weapon, shield, light armour

May have heavy armour (+2)

Up to half may have crossbow (+5).

Special Rules: *Drilled, Combined Formation*

Only Union armies

LANDEVAERNET

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated, Only Union armies*

LANDSKNECHT PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+1) or heavy armour (+3).

Special Rules: *Pike&Shot*, Only Union Armies

LANDSKNECHT ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun. May have light armour (+2) or heavy armour (+3)

Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

FRENCH MERCENARIES

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2).

Special Rules: *Light Infantry*, Only Union armies

SCOTS MERCENARIES

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2).

Special Rules: *Warband*, Only Union armies

0-3 LIGHT CANNONS

Special Rules: Only Union armies

ALLIES

Only Union Armies: Lubeck or other North German Allies, V/5

Only Union Armies: Swedish Allies, V/34

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

35. RUSSIAN TRADITIONAL (1500-1647AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

DVOR

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, thrusting spear, light armour, bow

May have shield (+2), heavy armour (+2)

Special Rules: *Shock Impact +1*

BOYARS, THEIR RETAINERS AND DETI BOYARSKIYE

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	17

Equipment: Hand weapon, thrusting spear, light armour, bow

May have shield (+2), heavy armour (+2)

Special Rules: *Shock Impact +1*

COSSACK LIGHT HORSE

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	15

Equipment: Hand weapon, bow

May have shield (+2).

Special Rules: *Skirmishers, Feign Flight*

TARTARS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

Equipment: Hand weapon, bow, light armour

May have shield (+2).

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

Only before 1553AD

REITERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Pistols*, Only from 1630AD

HUSSARS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, thrusting spear, bow

May have light armour (+2)

Special Rules: *Light Cavalry*, Only from 1630AD

DRAGOONS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	12

Equipment: Hand weapon, light armour, carbines

May have heavy armour (+3).

Special Rules: *Dragoons*, Only from 1630AD

INFANTRY

LURKING PEASANTS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

May have shield (+1)

Special Rules: *Undisciplined, Unmotivated*

COSSACK FOOT

	CA	SA	KA	Mo	Pts
Cossack	3	4	3	7	14

Equipment: Hand weapon, handgun

Special Rules: *Light Infantry*

TOWN MILITIA SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	10

Equipment: Hand weapon, pike

May have light armour (+2).

Special Rules: Only before 1553AD

TOWN MILITIA BOWMEN

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow. May have light armour (+2).

Special Rules: Only before 1553AD

TOWN MILITIA ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun. May have light armour (+2)

0-1 May be *Dragoons* (+2, M8)

Special Rules: *Light Infantry*, Only before 1553AD

0-1 FIELD GUN

Only from 1553AD: 0-3

STRELTSI

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	8	17

Equipment: Hand weapon, musket. May have light armour (+2)

May be *Drilled* (+4)

Special Rules: Only from 1553AD

GERMAN OR SOLDATSKI FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	4	3	7	13

Equipment: Hand weapon, pike. May have light armour (+2) or heavy armour (+3). The first rank may be armed with handgun (+1) instead of pike

Special Rules: *Combined Formation*, Only from 1553AD

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

36. JAGIELLONIAN POLISH AND LITHUANIAN (1500-1575AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

ROYAL HOUSEHOLD CURIENSES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	29
Dismounted	4	3	3	8	19

Equipment: Hand weapon, heavy armour, shield, lance, warhorse. May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance. May take partial or full plate armour (+2/+3)
May downgrade to Mo7 without Warhorses (-6 mounted, -2 on foot)

Special Rules: *Drilled* if dismounted, *Shock Impact* +2 if mounted, Only before 1527AD

STRELCY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2), heavy armour (+2)

Only from 1557AD: May have CA4 (+2) and *Light Cav.* (free)

Special Rules: *Shock Impact* +1

LITHUANIAN TARTARS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

Equipment: Hand weapon, bow, light armour.

May have shield (+2) and throwing spear (+2).

Special Rules: *Skirmishers*, *Nomad Cavalry*, *Feign Flight*

POLISH NOBLE LEVY

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	17

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2), heavy armour (+2)

Special Rules: *Shock Impact* +1

SERBIAN STYLE HUSSARS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

Equipment: Hand weapon, bow, thrusting spear.
May have shield (+2)

Special Rules: *Skirmishers*, *Feign Flight*
Only from 1506-1526AD

HUSSARS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	20

Equipment: Hand weapon, thrusting spear, bow.

May have light armour (+2). May upgrade to SA4 (+2)

Special Rules: *Feign Flight*, Only from 1527AD

LITHUANIAN SLUZHBA ZHEMSKA

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	21

Equipment: Hand weapon, light armour, thrusting spear, bow
May have shield (+2).

Up to half may change to CA3 and no spear (-3) placed in the rear rank

Special Rules: *Combined Formation*, *Shock Impact* +1
Only until 1569AD

GERMAN REITERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Pistols*, Only from 1557AD

INFANTRY

DRABY

	CA	SA	KA	Mo	Pts
Draby	4	3	3	8	17

Equipment: Hand weapon, light armour

May have shield (+1) and double-handed weapon (+23, partial or full plate armour (+2/+3)). The first rank may be armed with handgun (+5)

Special Rules: *Drilled*, *Combined Formation*

0-4 WAR WAGONS

Special Rules: Instead of Draby

0-1 WAGON LAAGER

0-1 DRABANT AND HARCERZE HALBERDIER BODYGUARDS

	CA	SA	KA	Mo	Pts
Halberdier	4	3	3	8	20

Equipment: Hand weapon, heavy armour, halberd

May have double handed weapon (+1) and plate armour (+2)

Special Rules: *Drilled*, Only from 1527AD

HUNGARIAN OR POLISH HAIDUKS

	CA	SA	KA	Mo	Pts
Haiduk	3	4	3	7	14

Equipment: Hand weapon, handgun.

May have light armour (+1) or heavy armour (+3)

May be *Drilled* (+2)

Special Rules: Only after 1557AD

GERMAN MERCENARY PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+1) or heavy armour (+3).

Special Rules: *Pike&Shot*, Only Papacy and Florence, Only Sienna from 1552-1553AD

GERMAN MERCENARY ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	6	10

Equipment: Hand weapon, handgun. May have light armour (+2) or heavy armour (+3)

Special Rules: *Pike&Shot*, *Skirmishers*, Only 0-1 per two German pikemen units

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

37. TARTAR (1500-1700AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

TARTAR HEAVY CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	22

Equipment: Hand weapon, heavy armour, thrusting spear, bow
May have shield (+2). Up to half may change to CA3 and no spear (-3) placed in the rear rank

Special Rules: *Combined Formation, Shock Impact +1*

TARTAR LIGHT CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

Equipment: Hand weapon, bow, light armour.

May have shield (+2) and throwing spear (+2).

Only Crimean Khanate after 1556AD: Downgrade to SA3 and Mo6 (-3)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

PETYHORTSY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	21

Equipment: Hand weapon, light armour, thrusting spear, bow

May have shield (+2).

Special Rules: *Shock Impact +1*

Only Crimean Khanate after 1556AD

INFANTRY

BESSERMI

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow.

May have light armour (+2)

Special Rules: Only Golden Horde or Khanate of Kazan

KHANTY AND MANSI

	CA	SA	KA	Mo	Pts
Tribal	3	3	3	7	9

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

Up to half may have bow instead of spear (free)

Special Rules: *Warband, Combined Formation*

Only Khanate of Sibir and instead of light cavalry

ARMEN OR "FRYAZEI"

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	11

Equipment: Hand weapon, bow.

May have light armour (+2)

Special Rules: Only Golden Horde or Crimean Khanate before 1556AD

SEGBAN

	CA	SA	KA	Mo	Pts
Dragoon	3	3	3	6	12

Equipment: Hand weapon, light armour, handgun.

Special Rules: *Dragoons*, Only Crimean Khanate after 1556AD

VOLGA GERMANS

	CA	SA	KA	Mo	Pts
German	3	4	3	7	14

Equipment: Hand weapon, handgun.

May have light armour (+1) or heavy armour (+3)

May be *Drilled* (+2)

Special Rules: Only Crimean Khanate after 1556AD

PEASANT FOOT

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

Only Crimean Khanate after 1556AD

ALLIES

Only Crimean Khanate: Ottoman Allies, V/9

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

38. GEORGIAN OR CIRCASSIAN (1500-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

ARMOURED CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	19

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2), heavy armour (+2)

Only after 1625AD: Downgrade to Mo6 (-1)

Special Rules: *Shock Impact +1*

CUMAN-DESCENDED AND OTHER LIGHT CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

Equipment: Hand weapon, thrusting spear, bow

Special Rules: *Light Cavalry, Feign Flight*

INFANTRY

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow. May have light armour (+1).

May have Mo7 and SA4 (+3)

Special Rules: *Light Infantry*, Only before 1621AD

SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

Only after 1625AD: Replace spear with CA4 and javelins (+1)

Special Rules: *Warband*

JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	2	3	3	5	5

Equipment: Hand weapon, javelins.

Special Rules: *Skirmishers*

SHARPSHOOTERS

	CA	SA	KA	Mo	Pts
Handgunner	2	4	3	7	13

Equipment: Hand weapon, handgun. May have light armour (+1)

Special Rules: *Skirmishers*, Only after 1625AD

SWORDSMEN WITH SHASHKA

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	13

Equipment: Hand weapon, heavy armour, shashka (counts as heavy mace). May have shield (+1) and be *Drilled* (+2).

Special Rules: Only after 1625AD

ALLIES

Only Georgia in 1592AD: Russian Allies, V/35

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

39. SIBERIAN TRIBES (1500-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25% (Only Buryats at least 50%)

INFANTRY: Up to 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

REINDEER RIDERS

	CA	SA	KA	Mo	Pts
Reindeerrider	2	3	3	6	13

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*, Only Yakuts or Tungus

ARMOURED CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, thrusting spear, light armour, bow
May have heavy armour (+2) and shield (+2)

Special Rules: *Shock Impact +1*

Only Buryats and instead of Warriors

HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	15

Equipment: Hand weapon, bow. May have shield (+2)

Special Rules: *Skirmishers*, *Feign Flight*

Only Buryats and instead of Archers

CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2), heavy armour (+2)

Special Rules: *Shock Impact +1*

Only Yakuts and instead of Archers

INFANTRY

WARRIORS WITH SPEARS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	9

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

Only Yakuts or Tungus: Change to CA4 and Mo7, no spear, not longer *Warband* (free)

Special Rules: *Warband*

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow.

Only Khanty or Mansi: May have SA4 and Mo7 (+3), then may have light armour (+2)

Only Chukis or Koraks: May have SA4 and Mo8 (+6), then may have light armour (+2) and be *Veterans* (+2)

SKIRMISHING BOWMEN

	CA	SA	KA	Mo	Pts
Archer	2	2	3	6	6

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*, Only if Samoyeds, Yukagirs or Yakuts and instead of Archers, Only Chukis or Koraks instead of Warriors

ALLIES

Only Yakuts or Tungus: Buryat Allies, V/39

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

40. MOGHUL (1500-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%
SPECIAL: Up to 25%
SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Only after 1556AD: May ride an elephant bought at additional cost.

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
 Ally General 1 SIP, may add up to 2 SIP for 20 points each
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

TIMURID CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	21

Equipment: Hand weapon, light armour, thrusting spear, bow
 May have shield (+2) and barding (+3).

Only before 1556AD: Up to half may be downgraded to CA3 and no spear (-3) placed in the rear rank

Special Rules: *Shock Impact +1, Combined Formation*

TURKOMAN NOMAD CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	23

Equipment: Hand weapon, bow, light armour

May have shield (+2)

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*
 Only until 1507AD

ZAMINDER CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	22

Equipment: Hand weapon, heavy armour, shield, lance

Up to half may have bow and light armour instead of heavy armour and lance (-2)

May have CA4 (+2)

Special Rules: *Shock Impact +1, Only after 1556AD*

INFANTRY

AFGHAN OR BALUCHI ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	11

Equipment: Hand weapon, bow.

May have light armour (+2).

Special Rules: *Light Infantry*

AFGHAN SPEARMEN OR OTHER HILLMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

Equipment: Hand weapon, thrusting spear

May have shield (+1)

Special Rules: *Warband*

BUNDUQCHIS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+1)

May have pavise (+2)

0-4 ARABA OR RAKHALA FIREARM WAR WAGONS

0-1 WAGON LAAGER

PERSIAN OT TAJIK MILITIA

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow.

May have light armour (+2)

Special Rules: Only until 1507AD

0-2 FIELD CANNONS

Special Rules: Only after 1556AD

0-2 JEZAILACHIS

	CA	SA	KA	Mo	Pts
Handgunner	2	4	3	7	13

Equipment: Hand weapon, handgun.

May have light armour (+2)

Special Rules: *Skirmishers, Only after 1556AD*

HINDU DHALI SWORDSMEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	11

Equipment: Hand weapon, light armour, shield

Special Rules: Only after 1556AD, 0-1 per unit of Bunduqchis

HINDU ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow.

May have light armour (+2)

Special Rules: Only after 1556AD, 0-2 per unit of Bunduqchis

HINDU LEVY SPEARMEN AND ARMED CAMP-FOLLOWERS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	5

Equipment: Hand weapon, thrusting spear

Special Rules: *Undisciplined, Unmotivated, Only after 1556AD*

0-2 ORGAN GUNS

Special Rules: Only after 1556AD

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

0-1 GRENADIERS

	CA	SA	KA	Mo	Pts
Grenadier	2	3	3	7	10

Equipment: Hand weapon, grenadoe (count as javelins)
Morale test if kill caused, no armour save allowed.

Special Rules: *Skirmishers*, Only after 1556AD

0-4 CAMEL GUNS

Special Rules: Only after 1556AD

SPECIAL

ELEPHANTS

	CA	SA	KA	Mo	L	S	D	Pts
Elephant	4	3	4	7	6	5	8	190

Equipment: Two warriors are armed with javelins and bow. A third warrior may be added for 10 points. **Armour value:** 1

Special Rules: *Elephants*, Only after 1556AD

ALLIES

Only in 1665AD: Maratha Allies, V/101

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

41. MUSLIM INDIAN (1500-1687AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SPECIAL: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

GUARD, ROYAL MAMLUKS AND JAGIR CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	21

Equipment: Hand weapon, light armour, thrusting spear, bow
May have shield (+2).

Special Rules: *Shock Impact +1*

HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	17

Equipment: Hand weapon, bow, light armour

Special Rules: *Skirmishers, Feign Flight*

INFANTRY

HINDU DHALI SWORDSMEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	11

Equipment: Hand weapon, light armour, shield

HINDU PAIK JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	2	3	3	5	5

Equipment: Hand weapon, javelins

Special Rules: *Skirmishers*

HINDU ARCHERS

	CA	SA	KA	Mo	Pts
Archers	2	3	3	6	7

Equipment: Hand weapon, bow.

May have light armour (+2)

0-2 JEZAILACHIS

	CA	SA	KA	Mo	Pts
Handgunner	2	4	3	7	13

Equipment: Hand weapon, handgun.

May have light armour (+2)

Special Rules: *Skirmishers*

0-1 GRENADIERS

	CA	SA	KA	Mo	Pts
Grenadier	2	3	3	7	10

Equipment: Hand weapon, grenadoe (count as javelins)

Morale test if kill caused, no armour save allowed.

Special Rules: *Skirmishers*

CAMP-FOLLOWERS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

PICKED ARCHERS AND BUNDUQCHIS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	11

Equipment: Hand weapon, bow. May have light armour (+2)

First rank may have handgun instead of bow (+3 per model)

Special Rules: *Combined Formation*

Only Sher Shah from 1531-1545AD

BUNDUQCHIS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2)

Special Rules: Only after 1646AD

SPECIAL

ELEPHANTS

	CA	SA	KA	Mo	L	S	D	Pts
Elephant	4	3	4	7	6	5	8	190

Equipment: Two warriors are armed with javelins and bow. A third warrior may be added for 10 points. **Armour value:** 1

Special Rules: *Elephants*, Only after 1556AD

0-1 Elephant may have crew with handguns (free)

Special Rules: *Elephants*

ALLIES

Only after 1646AD: Maratha Allies, V/101

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

42. HINDU INDIAN (1500-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

SPECIAL: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

GUARD CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, heavy armour, shield, thrusting spear

Special Rules: *Shock Impact +1*

0-1 SCOUT CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	13

Equipment: Hand weapon, javelins

May have light armour (+2)

Special Rules: *Skirmishers*

OTHER CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, thrusting spear.

May have light armour (+2)

May upgrade to CA4 (+2)

Special Rules: *Light Cavalry*

RAJPUT LANCERS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	20

Equipment: Hand weapon, light armour, shield, thrusting spear

Special Rules: *Shock Impact +1*

Only if Rajputs and instead of elephants other than the generals and cavalry except scouts

INFANTRY

DHALI SWORDSMEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	11

Equipment: Hand weapon, light armour, shield

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

Equipment: Hand weapon, bow. May have light armour (+2)

Up to half may have SA4 (+2)

PAIK JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	2	3	3	5	5

Equipment: Hand weapon, javelins

Special Rules: *Skirmishers*

0-1 GRENADIERS AND FIREWORK THROWERS

	CA	SA	KA	Mo	Pts
Grenadier	2	3	2	7	10

Equipment: Hand weapon, grenadoe (count as javelins)

Morale test if kill caused, no armour save allowed.

Special Rules: *Skirmishers*

LEVY SPEARMEN AND CAMP-FOLLOWERS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	5

Equipment: Hand weapon, thrusting spear

Special Rules: *Undisciplined, Unmotivated*

ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Special Rules: Only if Vijayanagar after 1510 or other states after 1540AD

SPECIAL

ELEPHANTS

	CA	SA	KA	Mo	L	S	D	Pts
Elephant	4	3	4	7	6	5	8	190

Equipment: Two warriors are armed with javelins and bow. A third warrior may be added for 10 points. **Armour value:** 1

Special Rules: *Elephants*, Only after 1556AD

0-1 Elephant may have crew with handguns (free)

Special Rules: *Elephants*

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

43. PORTUGUESE COLONIAL (1500-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

GARRISON GINETES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	13

Equipment: Hand weapon, throwing spear

May have light armour (+2) and shield (+2)

Special Rules: *Skirmishers*, Only in Morocco until 1660AD

INFANTRY

PORTUGUESE CIVILISADOS FOOT

	CA	SA	KA	Mo	Pts
Portugese	4	4	3	7	12

Equipment: Hand weapon, light armour

May have shield (+1). Up to half may have crossbow (+5)

Only after 1520AD: Up to half may have handgun (+5)

Only after 1550AD: May have handgun (+5)

Special Rules: *Combined Formation*, Only before 1620AD

AFRICAN SLAVE OR ARAB INFANTRY

	CA	SA	KA	Mo	Pts
Trooper	4	3	3	7	9

Equipment: Hand weapon

May have shield (+1) and light armour (+2)

SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	3	3	6	6

Equipment: Hand weapon, sling

May have javelins&buckler instead of sling (+1)

Only after 1550AD: Upgrade to Mo7 and musket instead of sling (+5)

Special Rules: *Skirmishers*

0-2 FIELD GUNS

INDIAN IASCARINS WITH ARQUEBUSES

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2)

Special Rules: Only in India and Ceylon after 1510AD

LOCAL CHINESE

	CA	SA	KA	Mo	Pts
Chinese	4	3	3	7	11

Equipment: Hand weapon, shield, light armour

Up to ¼ may have crossbows (+5)

Up to ¼ may have handgun (+5)

Special Rules: *Skirmishers*

Only in Macau or Indonesia after 1520AD

0-1 AFRICAN SLAVE POWDER POT THROWERS

	CA	SA	KA	Mo	Pts
Thrower	2	3	3	6	9

Equipment: Hand weapon, powder pot (count as javelins)

Morale test if kill caused.

Special Rules: *Skirmishers*, Only after 1550AD

DEGREDAADOS

	CA	SA	KA	Mo	Pts
Musketeer	3	3	3	7	12

Equipment: Hand weapon, musket. May have light armour (+2)

Special Rules: *Skirmishers*, Only after 1620AD

ALLIES

Only in Brazil: Tupi Allies, V/47

Only in East Africa: East African Pagan Allies, V/49

Only in East Africa: Zanj Allies, V/51

Only in India and Ceylon after 1510AD: Indian Allies, V/42

Only Indonesia from 1520-1605AD: Moluccan Allies, V/56

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

44. MAGHREBI (1500-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%
SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit
Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).
Only if Morocco in 1578AD: General may be mounted on a litter with escort of peiks, solaks and halberdiers (count as *War Wagon*)

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
 Ally General 1 SIP, may add up to 2 SIP for 20 points each
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

SIPAHIS	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	19

Equipment: Hand weapon, thrusting spear, light armour
 May have shield (+2), heavy armour (+2)
Special Rules: *Shock Impact +1*

TRIBAL CAVALRY	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, thrusting spear
 May have light armour (+2) and shield (+2)
Special Rules: *Light Cavalry*

MOUNTED ARQUEBUSIERS	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	17

Equipment: Hand weapon, handgun.
 May have light armour (+2) or heavy armour (+3)
Special Rules: Only if Morocco from 1570-1602AD

BEDOUIIN SCOUTS	CA	SA	KA	Mo	Pts
Camelrider	3	3	3	6	12

Equipment: Hand weapon
 May have light armour (+2), shield (+2) and bow (+2)
Special Rules: *Skirmishers, Camels*, Only if Tripolis

BEDOUIIN WARRIORS	CA	SA	KA	Mo	Pts
Camelrider	3	3	3	7	14

Equipment: Hand weapon, thrusting spear
 May have light armour (+2), shield (+2) and bow (+2)
Special Rules: *Light Cavalry, Camels*, Only if Tripolis

INFANTRY

SPEARMEN	CA	SA	KA	Mo	Pts
Spearman	4	4	3	8	16

Equipment: Hand weapon, shield, throwing spear
 May have light armour (+2)
 Only before 1570AD: May have bow and no *Warband* (+2)
Special Rules: *Warband*

SKIRMISHERS	CA	SA	KA	Mo	Pts
Skirmisher	2	3	3	7	11

Equipment: Hand weapon, handgun.
 May have light armour (+2) or crossbow instead of handgun (free)
 Only from 1530AD and with handgun: May have SA4 (+3)
Special Rules: *Skirmishers*

0-1 NAFFATUN	CA	SA	KA	Mo	Pts
Thrower	2	3	3	6	10

Equipment: Hand weapon, Oil Grenade (count as javelins)
 Morale test if kill caused, no armour save allowed.
Special Rules: *Skirmishers*

0-4 FIELD GUNS

MORISCO AND OTHER ARQUEBUSIERS	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.
 May have light armour (+2) or heavy armour (+3)
Special Rules: Only if Morocco from 1570-1602AD and instead of Spearmen

ITALIAN AND OTHER RENEGADES	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	15

Equipment: Hand weapon, light armour, crossbow
Special Rules: Only if Algeria until 1552AD

JANISSARIES	CA	SA	KA	Mo	Pts
Janissary	3	4	3	7	12

Equipment: Hand weapon, light armour, bow
 May have handgun (+3)

ALLIES

Only if Algeria from 1519-1540 and 1534-1551 or Morocco in 1610AD: Spanish Allies, V/65 or V/72

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

45. TUAREG (1500-1700AD)

CHARACTERS: Up to 25%

CAVALRY: At least 25%

INFANTRY: Up to 50%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a camel (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

IHAGGAREN AND IMRAD CAMEL WARRIORS

	CA	SA	KA	Mo	Pts
Camelrider	4	3	3	8	19

Equipment: Hand weapon, thrusting spear

May have light armour (+2), shield (+2) and bow (+2)

Special Rules: *Light Cavalry, Camels*

CAMEL SCOUTS

	CA	SA	KA	Mo	Pts
Camelrider	2	2	3	6	13

Equipment: Hand weapon, short bow

Special Rules: *Skirmishers, Feign Flight, Camels*

INFANTRY

IMRAD OR MIXED OR MOUNTAIN TRIBE FOOT

	CA	SA	KA	Mo	Pts
Tribesman	3	3	3	7	8

Equipment: Hand weapon, shield

Special Rules: *Warband*

IKLAN SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmishers	2	2	3	5	4

Equipment: Hand weapon, javelins

Special Rules: *Light Infantry*

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

46. WEST SUDANESE (1500-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

YAN LIFIDA

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	20

Equipment: Hand weapon, thrusting spear, bow

May have light armour (+2), cloth barding (+2) and shield (+2)

Special Rules: *Shock Impact +1*

YAN KWARBAI

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, thrusting spear.

May have shield (+2)

Special Rules: *Light Cavalry*

INFANTRY

ZAGI

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	4

Equipment: Hand weapon, sling

May have short bow instead of sling (free)

May have *Poison* (+3, rolled hits of 6 automatically kill)

Special Rules: *Skirmishers*

YAM BAKA

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

YAN LIFIDA BAKA

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	11

Equipment: Hand weapon, bow

May have light armour (+2)

YAM ASSIGIRI

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	6	10

Equipment: Hand weapon, pike

May have light armour (+2)

YAM FATE-FATE

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	10

Equipment: Hand weapon, shield

May have light armour (+2)

YAM BINDINGA

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2)

Special Rules: Any except Songhai

YAM MASHI

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	8

Equipment: Hand weapon, javelins

May have shield (+1)

Special Rules: *Warband*

Only if Kanem or Bornu and instead of Yam baka

0-1 TRIPOLITANIAN "TURKISH" MERCENARY ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	4	3	7	13

Equipment: Hand weapon, handgun.

May have light armour (+2)

Special Rules: *Light Infantry*

Only if Bornu from 1570-1602AD

ALLIES

Tuareg Allies, V/45

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

47. TUPI OR TAPUYA (1500-1692AD)

CHARACTERS: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

INFANTRY

WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	8	11

Equipment: Hand weapon, shield

May have light armour (+2) and double-handed weapon (+3)

Up to half can be upgraded to SA4, bow (+4)

Special Rules: *Warband*

SCOUTS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	6	5

Equipment: Hand weapon, sling

Only from 1557 if Tupi or 1645AD if Tapuya: May have javelins (free) or bow (+1) instead of sling. 0-1 may have SA3 and handgun instead of sling (+5)

Special Rules: *Skirmishers*

0-1 FIELD GUN

Special Rules: Only from 1557 if Tupi or 1645AD if Tapuya

ALLIES

Portuguese Allies, V/43

48. WEST AFRICAN FOREST PEOPLES (1500-1700AD)

CHARACTERS: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

INFANTRY

WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	8

Equipment: Hand weapon, shield

May have light armour (+2) and double-handed weapon (+3)

Only after 1658AD: Change to *Skirmishers* instead of *Warband* and handgun (+5)

Special Rules: *Warband*

SCOUTS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	5

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*

0-1 EUROPEAN RENEGADES AND THEIR SERVANTS

	CA	SA	KA	Mo	Pts
Renegade	2	4	3	8	16

Equipment: Hand weapon, musket. May have light armour (+2)

Special Rules: Only after 1658AD

ALLIES

Portuguese Allies, V/43

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

49. EAST AFRICAN PAGAN (1500-1700AD)

CHARACTERS: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Only Monomatapa: General may upgrade to Ld10 (+50)

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

INFANTRY

WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	4	3	3	8	13

Equipment: Hand weapon, shield

May have light armour (+2) and double-handed weapon (+3)

May replace shield with bow and no longer *Warband* (+1)

Only Monomatapa, Dinka or Shilluk: Downgrade to Mo7 (-2)

Only Zimba before 1590AD: *Light Infantry* instead of *Warband* (free)

Special Rules: *Warband*

YOUTHS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	4

Equipment: Hand weapon, sling

May have bow instead of sling (+1)

Special Rules: *Skirmishers*

ALLIES

Only Zimba before 1590AD: Portuguese Allies, V/43

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

50. ARAB (1500-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may upgrade to Ld10 (+50)

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

BEDOUIN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+2)

Only if army is entirely desert Bedouin: 0-1 unit upgrade to Ca4 and *Shock Impact +1* (+4)

Special Rules: *Light Cavalry*

BEDOUIN ON CAMELS

	CA	SA	KA	Mo	Pts
Camelrider	3	3	3	7	14

Equipment: Hand weapon, shield

May have light armour (+2), bow (+2) and thrusting spear (+2)

Special Rules: *Camels*

0-1 PURPLE BANNER OF HA'IL AND HEREDITARY BEARER

	CA	SA	KA	Mo	Pts
Camelrider	3	3	3	7	20

Equipment: Hand weapon, shield, light armour, thrusting spear, bow

Special Rules: *Camelry*, *Shock Impact +1*

Only if army is entirely desert Bedouin

HOUSEHOLD, TOWN OR ASKARI CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	17

Equipment: Hand weapon, thrusting spear, bow, light armour

Only if Oman: Upgrade to CA4, Mo7 (+3), may have cloth barding (+3)

Special Rules: *Shock Impact +1*, Only if coastal state

INFANTRY

BEDOUIN ON FOOT

	CA	SA	KA	Mo	Pts
Bedouin	3	3	3	7	8

Equipment: Hand weapon, shield

May have thrusting spear (+2) and bow (+2)

Special Rules: *Warband*

BEDOUIN SKIRMISHERS WITH BOW

	CA	SA	KA	Mo	Pts
Skirmisher	2	3	3	6	7

Equipment: Hand weapon, bow

May have crossbow instead of bow (+3)

Only if coastal from 1517AD: May have Mo7 and handgun instead of bow (+4)

Special Rules: *Skirmishers*

BEDOUIN SKIRMISHERS WITH JAVELINS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	4

Equipment: Hand weapon, javelins

May have sling instead of javelins (free)

Special Rules: *Skirmishers*

0-1 STAMPEDING CAMELS

Special Rules: Only if army is entirely desert Bedouin

ASKARI

	CA	SA	KA	Mo	Pts
Askari	4	3	3	7	10

Equipment: Hand weapon, light armour

May have shield (+1) and thrusting spear (+2)

May be *Drilled* (+2)

Special Rules: Only if coastal state

TOWN MILITIA, RIOTERS OR WOMEN

	CA	SA	KA	Mo	Pts
Levy	2	2	3	6	4

Equipment: Hand weapon. May have shield (+1)

Special Rules: *Levies*, Only if coastal state

MOUNTAIN TRIBESMEN

	CA	SA	KA	Mo	Pts
Tribesman	3	3	3	7	8

Equipment: Hand weapon, javelins

May have thrusting spear (+2)

Special Rules: *Warband*, *Light Infantry*, Only if coastal state

BALUCHI GUARDSMEN

	CA	SA	KA	Mo	Pts
Guard	4	3	3	7	12

Equipment: Hand weapon, light armour

May have shield (+2), heavy armour (+2) and halberd (+2)

Special Rules: *Drilled*, Only if Oman

OMANI CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	2	3	3	7	11

Equipment: Hand weapon, crossbow

Special Rules: *Skirmishers*, Only if Oman before 1517AD

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

OMANI TRIBAL INFANTRY

	CA	SA	KA	Mo	Pts
Trooper	4	3	3	7	10

Equipment: Hand weapon, light armour
May have shield (+1).

Special Rules: Only if Oman

BEDOUIN FOOT WITH SHADIDH POET

	CA	SA	KA	Mo	Pts
Trooper	4	3	3	7	10

Equipment: Hand weapon, light armour
May have shield (+1).

Special Rules: *Warband*, Only if Yemen

OMANI GUARDSMEN

	CA	SA	KA	Mo	Pts
Guard	3	4	3	7	14

Equipment: Hand weapon, handgun
May have light armour (+2).

Special Rules: Only if coastal from 1517AD

BEDOUIN SHARPSHOOTERS RIDING CAMELS

	CA	SA	KA	Mo	Pts
Sharpshooter	3	3	3	6	14

Equipment: Hand weapon, light armour, handgun.
Special Rules: *Dragoons*, *Camels*, Only if coastal from 1517AD

PORTUGUESE MERCENARIES

	CA	SA	KA	Mo	Pts
Mercenary	3	4	3	7	14

Equipment: Hand weapon, handgun
May have light armour (+2).

Special Rules: Only if Yemenb from 1538-1539 and in 1547AD

ALLIES

Only if Yemen before 1517AD: Mamluk Allies, V/11
Only if Omanfrom 1551-1554AD: Ottoman Allies, V/9

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

51. ZANJ (1500-1700AD)

CHARACTERS: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

INFANTRY

SWORDSMEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	10

Equipment: Hand weapon, light armour

May have shield (+1)

SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	4

Equipment: Hand weapon, javelins

Special Rules: *Skirmishers*

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	11

Equipment: Hand weapon, bow. May have light armour (+2)

Special Rules: 0-1 unit per two units of swordsmen

COASTAL NATIVES

	CA	SA	KA	Mo	Pts
Native	3	3	3	7	8

Equipment: Hand weapon, javelins.

May have thrusting spear (+2)

Special Rules: *Warband*

MATCHLOCK-MEN

	CA	SA	KA	Mo	Pts
Matchlookman	3	4	3	7	14

Equipment: Hand weapon, handgun

Special Rules: *Skirmishers*, Only after 1585AD

0-3 LIGHT CANNONS

Special Rules: Only after 1585AD

ALLIES

Portuguese Allies, V/43

Only after 1650AD: Omani Allies, V/50

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

52. SOMALI (1500-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

LANCERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, thrusting spear, bow, light armour

Special Rules: *Shock Impact +1*

0-1 TURKISH CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	21

Equipment: Hand weapon, thrusting spear, bow, light armour

Special Rules: *Shock Impact +1*

INFANTRY

ARAB SWORDSMEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	10

Equipment: Hand weapon, light armour

May have shield (+1).

ARAB OR PERSIAN ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	11

Equipment: Hand weapon, bow

May have light armour (+2).

HADENDOA SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	4	3	3	8	13

Equipment: Hand weapon, throwing spear

May have shield (+1) and light armour (+2)

Special Rules: *Warband*

DANAKIL, ISSA AND SIMILAR SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	8

Equipment: Hand weapon, throwing spear

May have shield (+1) and light armour (+2)

Special Rules: *Warband*

MIDGAN AND SIMILAR ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	3	3	7	9

Equipment: Hand weapon, bow

May have light armour (+2).

SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	4

Equipment: Hand weapon, javelins

May have sling instead of javelins (free)

Special Rules: *Skirmishers*

TURKISH ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	4	3	7	13

Equipment: Hand weapon, handgun

May have light armour (+2)

Special Rules: *Skirmishers*

Only Adal under Ahmad Gran 1528-1543AD

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

53. ABYSSINIAN (1500-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, thrusting spear, bow

May have shield (+2) and light armour (+2)

Only from 1636AD: Upgrade to CA4 and *Shock Impact +1* (+4)

Special Rules: *Light Cavalry*

CAMEL SCOUTS

	CA	SA	KA	Mo	Pts
Camelrider	2	3	3	7	13

Equipment: Hand weapon, shield

May have bow (+2) and thrusting spear (+2)

Special Rules: *Camels*, Only until 1529AD

INFANTRY

SWORDSMEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	10

Equipment: Hand weapon, light armour

May have shield (+1).

SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	8

Equipment: Hand weapon, throwing spear

May have shield (+1) and light armour (+2)

Special Rules: *Warband*, Only before 1543AD

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	3	3	7	9

Equipment: Hand weapon, bow

May have light armour (+2).

Special Rules: *Light Infantry*

SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	4

Equipment: Hand weapon, javelins

May have sling instead of javelins (free)

Special Rules: *Skirmishers*

0-1 LIGHT CANNON

Special Rules: Only from 1533AD

0-1 PORTUGUESE

	CA	SA	KA	Mo	Pts
Portuguese	4	3	3	7	13

Equipment: Hand weapon, pike

May have light (+2) or heavy (+3) armour

Special Rules: Only from 1541-1543AD

PORTUGUESE ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	3	4	3	7	14

Equipment: Hand weapon, handgun.

May have light armour (+2)

Special Rules: Only from 1541-1543AD

0-1 PORTUGUESE AFRICAN SLAVES

	CA	SA	KA	Mo	Pts
Trooper	4	3	3	7	9

Equipment: Hand weapon

May have shield (+1) and light armour (+2)

Special Rules: Only from 1541-1543AD

MATCHLOCK-MEN

	CA	SA	KA	Mo	Pts
Arquebusier	3	4	3	7	14

Equipment: Hand weapon, handgun

May have light armour (+2).

Only from 1636AD: Musket instead of handgun (+1)

Special Rules: Only after 1543AD

ALLIES

Only until 1529AD: Wadj Subject Allies, V/54

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

54. WADJ (1500-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit
Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

HEAVY CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, thrusting spear, light armour, bow
 May have shield (+2) and heavy armour (+2)
 May have CA4 (+2)
Special Rules: *Shock Impact +1*

LIGHT HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, bow
 May have shield (+2) and light armour (+2)
Special Rules: *Skirmishers*

INFANTRY

FOOT

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	8

Equipment: Hand weapon, throwing spear
 May have shield (+1) and light armour (+2)
Special Rules: *Warband*

SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	4

Equipment: Hand weapon, javelins
 May have sling instead of javelins (free)
Special Rules: *Skirmishers*

55. ALWA (1500-1504AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit
Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

COURT CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, thrusting spear, light armour, bow
 May have shield (+2). May have CA4 (+2)
Special Rules: *Shock Impact +1*

CAMEL MOUNTED WARRIORS

	CA	SA	KA	Mo	Pts
Camelrider	4	3	3	7	20

Equipment: Hand weapon, shield, light armour, thrusting spear, bow
Special Rules: *Camelry*

HORSE MOUNTED WARRIORS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, bow
 May have shield (+2) and light armour (+2)
Special Rules: *Skirmishers*

SCOUTING CAMELMEN

	CA	SA	KA	Mo	Pts
Camelrider	3	3	3	7	14

Equipment: Hand weapon, shield
 May have light armour (+2), bow (+2) and thrusting spear (+2)
Special Rules: *Skirmishers, Camelry*

INFANTRY

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	11

Equipment: Hand weapon, bow
 May have light armour (+1).

JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	2	2	3	5	4

Equipment: Hand weapon, javelins
Special Rules: *Skirmishers*

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

56. INDONESIA OR MALAY (1500-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SPECIAL: Up to 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50).

Only Malays, Javanese and Sumatrans: May ride on an elephant bought at additional costs.

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

NOBLE CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	7	13

Equipment: Hand weapon, throwing spear

May have light armour (+2) and buckler (+1)

Special Rules: *Skirmishers*, Any except Moluccans

INFANTRY

WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	8

Equipment: Hand weapon, shield

Only Malays, Sumatrans or Javanese: Upgrade to CA4 and Mo7 (+4)

Special Rules: *Warband*

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow.

May have light armour (+1).

SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	4

Equipment: Hand weapon, sling

May have bow instead of sling (+1)

0-1 may have bowpipe instead of sling, SA3 and Mo7 (+5),

Blowpipe: All to-hit rolls of 6 kill automatically

Special Rules: *Skirmishers*

0-4 LIGHT CANNONS

HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2)

Special Rules: *Skirmishers*, Only Malays, Sumatrans or Javanese and Moluccan from 1512AD

MATCHLOCK-MEN

	CA	SA	KA	Mo	Pts
Arquebusier	2	4	3	7	13

Equipment: Hand weapon, handgun

May have light armour (+2).

Special Rules: Only Javanese from 1678AD

SPECIAL

ELEPHANTS

	CA	SA	KA	Mo	L	S	D	Pts
Elephant	4	3	4	7	6	5	8	190

Equipment: Two warriors are armed with javelins and bow. A third warrior may be added for 10 points. **Armour value:** 1

Special Rules: *Elephants*, Only Malays or Sumatrans

ALLIES

Only Moluccan from 1512AD: Portuguese Allies, V/43

Only Moluccan from 1512AD: Javanese Allies, V/56

Only Javanese from 1678AD: Dutch Allies, V/81

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

57. VIETNAMESE (1500-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SPECIAL: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride on an elephant bought at additional costs.

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	7	15

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+2)

Special Rules: *Shock Impact +1*

INFANTRY

REGULAR CROSSBOWMEN AND HALBERDIERS

	CA	SA	KA	Mo	Pts
Regular	3	4	3	7	12

Equipment: Hand weapon, light armour, halberd

Up to half may have crossbow instead of halberd (+3)

Special Rules: *Combined Formation*

MILITIA

	CA	SA	KA	Mo	Pts
Militia	3	3	3	7	8

Equipment: Hand weapon, shield. May have light armour (+2)

Up to half may have bow (+1) instead of shield

Special Rules: *Warband, Combined Formation*

MILITIA SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	6	5

Equipment: Hand weapon, sling

May have bow instead of sling (+1)

Special Rules: *Skirmishers*

CHINESE-STYLE HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2) and pavise (+2)

0-3 LIGHT CANNONS

SPECIAL

ELEPHANTS

	CA	SA	KA	Mo	L	S	D	Pts
Elephant	4	3	4	7	6	5	8	190

Equipment: Two warriors are armed with javelins and bow. A third warrior may be added for 10 points. **Armour value:** 1

Special Rules: *Elephants*

ALLIES

Khmer Allies, V/58

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

58. SIAMESE, BURMESE, LAOTIAN OR CAMBODIAN/KHMER (1500-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
SPECIAL: Up to 25%
ALLIES: Up to 25%
SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". General may be upgraded to Mo10 (+50). May ride on an elephant bought at additional costs.

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
 Ally General 1 SIP, may add up to 2 SIP for 20 points each
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	14

Equipment: Hand weapon, thrusting spear
 May have light armour (+2) and shield (+2)
Special Rules: *Shock Impact +1*

MOGHUL, TARTAR AND RAJPUT FOREIGN HORSE GUARD

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	21

Equipment: Hand weapon, light armour, thrusting spear, bow
 May have shield (+2) and barding (+3).
Special Rules: *Shock Impact +1*, Only Siamese after 1632AD

INFANTRY

SWORDSMEN

	CA	SA	KA	Mo	Pts
Swordman	4	3	3	8	13

Equipment: Hand weapon, shield. May have light armour (+2)
 May have thrusting spear (+2)
Special Rules: *Warband*

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow. May have light armour (+2).
 May have SA4, Mo7 and crossbow (+6)
Special Rules: *Light Infantry*

ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.
 May have light armour (+2)
Special Rules: *Light Infantry*

0-2 LIGHT CANNONS

0-1 GRENADOE THROWERS

	CA	SA	KA	Mo	Pts
Thrower	2	3	3	6	9

Equipment: Hand weapon, grenadoe (count as javelins)
 Morale test if kill caused, no armour save allowed.
Special Rules: *Skirmishers*

PORTERS OR LEVIES FROM CAPTURED TOWNS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

JAPANESE GUARDS

	CA	SA	KA	Mo	Pts
Swordsman	4	4	3	7	14

Equipment: Hand weapon, shield. May have light armour (+2)
 Up to half may have handgun (+4) instead of shield
Special Rules: *Drilled, Combined Formation*
 Only Siamese from 1605-1632AD, Instead of Swordsmen

SPECIAL

ELEPHANTS

	CA	SA	KA	Mo	L	S	D	Pts
Elephant	4	3	4	7	6	5	8	190

Equipment: Two warriors are armed with javelins and bow. A third warrior may be added for 10 points. **Armour value:** 1
 Only after 1515AD: Crew may have handgun (+8)
 Only Siamese after 1632AD: 0-2 Elephants may have a light cannon with crew instead of missile armed crew (+50)
Special Rules: *Elephants*

ALLIES

Only from 1515AD: Portuguese Allies, V/43

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

59. SINHALESE (1500-1700AD)
CHARACTERS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%
SPECIAL: Up to 25%
SIP: not pooled

CHARACTERS	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit
Special Rules: Zone of Command 10". May ride on an elephant bought at additional costs.

Army General 1 SIP, may add up to 2 SIP for 20 points each.
 Ally General 1 SIP, may add up to 2 SIP for 20 points each
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

INFANTRY

SWORDSMEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	10

Equipment: Hand weapon, shield. May have light armour (+2)

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow. May have light armour (+2).
 May have SA4 (+2) and than pavise (+2)
Special Rules: *Light Infantry*, Only until 1560AD

ARMED CAMP FOLLOWERS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon
Special Rules: *Undisciplined*, *Unmotivated*

ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.
 May have light armour (+2)
Special Rules: *Skirmishers*, Only from 1515-1560AD

MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	2	4	3	7	13

Equipment: Hand weapon, musket.
 May have light armour (+2) or heavy armour (+3)
Special Rules: *Light Infantry*, Only after 1560AD

SPECIAL
ELEPHANTS
CA SA KA Mo L S D Pts
Elephant 4 3 4 7 6 5 8 190

Equipment: Two warriors are armed with javelins and bow. A third warrior may be added for 10 points. **Armor value:** 1
Special Rules: *Elephants*

ALLIES

Only 1638-1658AD: Dutch Allies, V/81

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

60. POLYNESIAN OR MILANESIAN (1500-1700AD)

CHARACTERS: Up to 25%

INFANTRY: At least 75%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armor Value: as unit

Special Rules: Zone of Command 10".

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

INFANTRY

WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	4	3	3	7	12

Equipment: Hand weapon, javelins

May have throwing spear (+1) or double-handed weapon (+3)

0-1 unit may have light armour (+2)

Special Rules: *Fearsome Reputation*, Only Maori

WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	8

Equipment: Hand weapon, shield

May have javelins (+1), thrusting spear (+1) and bow (+1)

Special Rules: *Warband*

SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	3

Equipment: Hand weapon

Only Polynesian: Sling (+1)

Only Melanesian: Bow (+2)

Special Rules: *Skirmishers*

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

61. NEAPOLITAN SPANISH (1500-1518AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

SPANISH GENTE D'ARMAS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	29
Dismounted	4	3	3	8	19

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

Special Rules: *Shock Impact* +2 if mounted, *Drilled* if dismounted

SPANISH GINETES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, throwing spear, javelins

May have light armour (+2) and shield (+2)

Special Rules: *Skirmishers*, *Feign Flight*

ITALIAN ELMETI

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	23

Equipment: Hand weapon, heavy armour, lance, warhorse

May have shield (+2) and cloth (+4) or plate (+6) barding.

Special Rules: *Shock Impact* +1 if mounted, Only from 1503AD

ITALIAN HORSE ARQUBUSIERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Special Rules: Only from 1503AD

INFANTRY

SWORD-AND-BUCKLER MEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	11

Equipment: Hand weapon, light armour, buckler
May have heavy armour (+2)

SPANISH CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	2	3	3	7	11

Equipment: Hand weapon, crossbow.
May have light armour (+2).

Special Rules: *Skirmishers*

SPANISH ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

0-4 FIELD GUNS

ITALIAN FOOT CROSSBOWMEN AND ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light (+2) or heavy (+3) armour

May have crossbow instead of handgun (free)

Special Rules: *Skirmishers*, Only from 1503AD

SPANISH PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	6	10

Equipment: Hand weapon, pike

May have light (+1) or heavy (+3) armour.

Only after 1508AD: Have Mo7 (+1)

Special Rules: Only from 1503AD

0-4 WAR WAGONS

Special Rules: Only in 1512AD

ALLIES

Only in 1512AD: Papal Allies, V/1

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

62. SAFAVID PERSIAN (1500-1639AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

QIZILBASHES AND OTHER FEUDAL CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, light armour, thrusting spear, bow
May have heavy armour (+2), thrusting spear (+2) and shield (+2)

May have CA4/SA4 (+4)

Special Rules: *Shock Impact +1*

TURKOMANS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

Equipment: Hand weapon, bow, light armour
May have shield (+2).

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

INFANTRY

LEVY ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow. May have light armour (+2).
May have *Stakes* (+20)

Special Rules: *Undisciplined, Unmotivated*

OTHER LEVIES AND CAMP FOLLOWERS

	CA	SA	KA	Mo	Pts
Levy	2	3	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

TRIBAL OR GARRISON ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2)

Special Rules: *Light Infantry*, Only from 1520-1590AD

0-2 WAR WAGONS WITH LIGHT CANNONS

Special Rules: Only from 1520-1590AD

TUFANGCHIS

	CA	SA	KA	Mo	Pts
Arquebusier	2	4	3	7	13

Equipment: Hand weapon, handgun.

May have light armour (+2). May be Veterans (+2)

Special Rules: Only after 1590AD

MERCENARY SWORDSMEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	8	14

Equipment: Hand weapon, light armour, buckler

May have heavy armour (+2)

May be *Warband* (free)

Special Rules: Only after 1590AD

MERCENARY MATCHLOCKMEN

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2).

Special Rules: *Skirmishers*, Only after 1590AD

0-4 CAMEL GUNS

Special Rules: Only after 1590AD

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

63. FUNJ EMPIRE (1504-1700AD)

CHARACTERS: Up to 25%

CAVALRY: At least 25%

INFANTRY: Up to 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).
General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

COURT AND VASSAL CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	21

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2).

Special Rules: *Shock Impact +1*

NOMADIC HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, bow

May have shield (+2) and light armour (+2)

Special Rules: *Skirmishers*

INFANTRY

SLAVE FOOT

	CA	SA	KA	Mo	Pts
Skirmishers	2	2	3	5	4

Equipment: Hand weapon, javelins

Special Rules: *Skirmishers*

SHILLUK OR DINKA MERCENARIES

	CA	SA	KA	Mo	Pts
Mercenary	3	3	3	7	7

Equipment: Hand weapon

May have shield (+1) and double-handed weapon (+2)

Special Rules: *Warband*

0-1 LIGHT CANNON

Special Rules: Only after 1650AD

ALLIES

Abdallabi Bedouin Allies, V/50

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

64. SCOTS COMMON ARMY (1513-1602AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SIP: not pooled

FRENCH FOOT

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike. May have light armour (+2).

Special Rules: *Light Infantry*, Only in 1513AD

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

BORDERERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, throwing spear, javelins

May have light armour (+2)

Special Rules: *Skirmishers*

FRENCH NOBLES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	29
Dismounted	4	3	3	8	19

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+4) or plate (+6) barding.

Dismounted – pike instead of shield and lance (-1).

May take partial or full plate armour (+2/+3)

Special Rules: *Shock Impact* +2 if mounted, *Drilled* if dismounted, Only in 1513AD

INFANTRY

LOWLAND PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike. May have light armour (+2).

May have heavy armour (+3) and then CA4 and *Medieval*

Phalanx (+3)

HIGHLANDERS

	CA	SA	KA	Mo	Pts
Highlander	3	3	3	7	8

Equipment: Hand weapon, shield.

May have double-handed weapon (+3)

Special Rules: *Warband*

0-4 FIELD GUNS

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

65. SPANISH IMPERIAL (1519-1558AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS							
	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

SPANISH GENTE D'ARMAS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	29
Dismounted	4	3	3	8	19

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

Special Rules: *Shock Impact* +2 *Charge* if mounted, *Drilled* if dismounted

BURGUNDIAN MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	24
Dismounted	4	3	3	7	12

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

Special Rules: *Shock Impact* +1 if mounted

GERMAN MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	24
Dismounted	4	3	3	7	14

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

Up to half may downgrade to CA3, light armour, thrusting spear (-6 mounted/-1 dismounted) placed in the rear ranks

Special Rules: *Shock Impact* +1 if mounted, *Drilled* if dismounted

ITALIAN ELMETI

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	23

Equipment: Hand weapon, heavy armour, lance, warhorse
May have shield (+2) and cloth (+4) or plate (+6) barding.

Special Rules: *Shock Impact* +1

SPANISH GINETES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, throwing spear, javelins

May have light armour (+2) and shield (+2)

Special Rules: *Skirmishers*, *Feign Flight*, Only before 1534AD

ITALIAN HORSE ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+4)

Special Rules: Only from 1503AD

GERMAN MOUNTED CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	19

Equipment: Hand weapon, light crossbow, light armour

May have heavy armour (+2)

Special Rules: *Skirmishers*, Only before 1534AD

HERGULETIERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	20

Equipment: Hand weapon, handgun

May have light (+2) or heavy armour (+4)

Special Rules: *Skirmishers*, *Feign Flight*, Only after 1534AD

GERMAN REITERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Pistols*, Only from 1544AD

INFANTRY

LANDSKNECHT PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*

LANDSKNECHT ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

UNREGIMENTED ARQUEBUSIER COMPANIES

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Skirmishers*

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

SKIRMISHING SPANISH MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	2	4	3	7	13

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Skirmishers*

“INDIFFERENT” ITALIAN FOOT

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

0-4 FIELD GUNS

SPANISH PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*

SPANISH ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Pike&Shot*, 0-1 per spanish pikemen unit

SPANISH COLUNELA FOOT SWORD-AND-BUCKLER MEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	11

Equipment: Hand weapon, light armour, buckler

May have heavy armour (+2)

Special Rules: Only before 1534AD and 0-1 per two spanish pikemen units

ALLIES

Venetian Allies, V/4

Catholic German Allies, V/5

English Allies, V/8

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

66. SPANISH COLONIAL (1524-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

LANCERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	22

Equipment: Hand weapon, heavy armour, shield, lance

Special Rules: *Shock Impact +1*

ESCOPETORES

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	20

Equipment: Hand weapon, handgun

May have light (+2) or heavy armour (+3)

Special Rules: *Skirmishers, Feign Flight*, Only after 1534AD

INFANTRY

REGULAR FOOT

	CA	SA	KA	Mo	Pts
Regular	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

The first rank may have handgun instead of pike (+1)

Only after 1659AD: The first rank may have SA4 and musket instead of pike (+3)

Special Rules: *Combined Formation*

REGULAR ARQUEBUSIERS OF INDEPENDENT COMPANY

	CA	SA	KA	Mo	Pts
Arquebusier	2	4	3	7	13

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

MILITIA

	CA	SA	KA	Mo	Pts
Militia	3	3	3	6	10

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

The first rank may have handgun instead of pike (+1)

Only after 1659AD: The first rank may have SA4 and musket instead of pike (+3)

Special Rules: *Combined Formation*

0-1 WARHOUNDS

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

67. EARLY DANISH (1524-1587AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

FEUDAL CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	23

Equipment: Hand weapon, heavy armour, lance

May have shield (+2) or plate armour.

Special Rules: *Shock Impact +1*, Only before 1550AD

KJOBSTADSSKYTTER

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	16

Equipment: Hand weapon, handgun

May have heavy armour (+4).

Special Rules: *Skirmishers*

SMAASVENDE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, heavy armour, thrusting spear

May have plate armour (+2)

Special Rules: Only before 1550AD

REITERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Pistols*, Only from 1550AD

INFANTRY

OBUDSHAER

	CA	SA	KA	Mo	Pts
Trooper	4	3	3	7	11

Equipment: Hand weapon, shield, light armour

May have heavy armour (+2). Up to half may have crossbow

(+5). May be *Drilled* (+2)

Special Rules: *Combined Formation*, Only before 1550AD

LANDEVAERNET

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined*, *Unmotivated*

0-2 FIELD GUNS

LANDSKNECHT PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, Only before 1550AD

LANDSKNECHT ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

FRENCH MERCENARIES

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2).

Special Rules: *Light Infantry*, Only before 1550AD

SCOTS MERCENARIES

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2).

Special Rules: *Warband*, Only before 1550AD

DANISH FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	11

Equipment: Hand weapon, pike

May have heavy armour (+3).

Up to half may have handgun (+1).

Special Rules: *Combined Formation*, Only from 1550AD

ALLIES

Prussian, Lubeck or other North German Allies, V/5

Only from 1559-1575AD: Polish Allies, V/76

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

68. EARLY VASA SWEDISH (1524-1617AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

FEUDAL CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	23

Equipment: Hand weapon, heavy armour, lance

May have shield (+2) or plate armour (+2).

Special Rules: *Shock Impact +1*, , Only before 1560AD

SKYTTER

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	16

Equipment: Hand weapon, handgun

May have light armour (+2).

Only after 1600AD: May have pistols instead of handgun (-3)

Special Rules: *Skirmishers*

ELK OR REINDEER MOUNTED LAPP OR OTHER SCOUTS

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	13

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*

LANDSRYTTARE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, heavy armour, pistols

Only after 1600AD: Upgrade to SA4 and became *Heavy Cavalry* (+7)

Special Rules: *Pistols*, Only after 1560AD

INFANTRY

FINNISH SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	3	3	6	7

Equipment: Hand weapon, bow

May have crossbow or handgun instead of bow (+3)

Special Rules: *Skirmishers*

LAPP OR OTHER SCOUTS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	4

Equipment: Hand weapon, javelins

Special Rules: *Skirmishers*

0-4 FIELD GUNS

ARQUEBUSIERS AND CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Arquebusier	2	4	3	7	13

Equipment: Hand weapon, handgun.

May have crossbow instead of handgun (free)

May have heavy armour (+3)

Special Rules: Only until 1560AD

PIKE REGIMENTS

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2).

Special Rules: *Light Infantry*, Only until 1560AD

MUSKETEERS AND CALIVERMEN

	CA	SA	KA	Mo	Pts
Musketeer	3	3	3	7	12

Equipment: Hand weapon, musket. May have light armour (+2)

May have Swinefeathers (+20, count as *Stakes*)

Special Rules: *Pike&Shot*, Only after 1592AD

0-4 ORGAN GUNS MOUNTED ON CARTS

Special Rules: Only after 1600AD

PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+1) or heavy armour (+3).

Special Rules: *Pike&Shot*, 0-1 per unit of Musketeers or Calivermen, Only from 1606AD

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

69. FREE COSSACKS (1550-1700AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

LIGHT HORSEMEN

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	17

Equipment: Hand weapon, thrusting spear, bow

May be upgraded to Armoured Cavalry with Mo7 and light armour (+2) and then may have *Shock Impact +1* instead of *Feign Flight*

Only Don Cossacks after 1651AD: May have lance instead of spear (+3)

Special Rules: *Feign Flight*

TARTARS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

Equipment: Hand weapon, bow, light armour.

May have shield (+2) and throwing spear (+2).

Special Rules: *Skirmishers*, *Nomad Cavalry*, *Feign Flight*

DETI BOYARSKIYE

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	17

Equipment: Hand weapon, thrusting spear, light armour, bow

May have shield (+2), heavy armour (+2)

Special Rules: *Shock Impact +1*, Only Siberian Cossacks after 1581AD

INFANTRY

MOLOITSY

	CA	SA	KA	Mo	Pts
Trooper	3	4	3	7	13

Equipment: Hand weapon, pike. May have light armour (+2) or heavy armour (+3). The first rank may be armed with handgun instead of pike (+1)

Only after 1651AD: Have CA4 and halberd instead of CA3 and pike (free)

Special Rules: Combined Formation

SNIPERS

	CA	SA	KA	Mo	Pts
Handgunner	2	4	3	7	13

Equipment: Hand weapon, handgun.

May have light armour (+2)

Special Rules: *Skirmishers*

PEASANTS WITH IMPROVISED WEAPONS

	CA	SA	KA	Mo	Pts
Levy	3	3	3	5	5

Equipment: Hand weapon

Only Khmelnitsky's Ukrainian Rebellion from 1648-1657AD:

Have Mo6 and pike, no longer *Unmotivated* (+5)

Special Rules: *Undisciplined*, *Unmotivated*

0-1 WAGON LAAGER

0-3 LIGHT CANNONS

STRELTSI

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	8	17

Equipment: Hand weapon, musket. May have light armour (+2)

Special Rules: Only Siberian Cossacks after 1581AD

KOMI, MANSI, KHANTY, TUNGUS OR SIMILAR NATIVE AUXILIARIES

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow.

May have light armour (+2).

Special Rules: Only Siberian Cossacks after 1581AD

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	3	3	6	14

Equipment: Hand weapon, light armour, handgun.

Special Rules: *Dragoons*, Only Zaporozhian or Ukrainian Cossacks before 1651AD

0-2 CAPTURED POLISH FIELD GUNS

Special Rules: Only Khmelnitsky's Ukrainian Rebellion from 1648-1657AD

ALLIES

Only Zaporozhian or Ukrainian Cossacks: Transylvanian Allies, V/16

Only Khmelnitsky's Ukrainian Rebellion from 1648-1657AD: Crimean Tartar Allies, V/37

Only Khmelnitsky's Ukrainian Rebellion from 1648-1657AD: Don Cossack Allies, V/69

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

70. AUSTRIAN IMPERIAL (1556-1609AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

ARCHDUKE'S GUARDS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	24
Dismounted	4	3	3	7	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

Special Rules: *Shock Impact* + *If* mounted, *Drilled* if dismounted

AUSTRIAN FEUDAL HORSE

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	24
Dismounted	4	3	3	7	12

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

Special Rules: *Shock Impact* + *I*

REITERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Pistols*

CARABINS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, carbine

May have light (+2) or heavy armour (+4)

Special Rules: *Skirmishers*, *Feign Flight*

HUNGARIAN HUSSARS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

Equipment: Hand weapon, thrusting spear, bow

May have light armour (+2)

Special Rules: *Light Cavalry*, *Feign Flight*

INFANTRY

PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*

ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+1) or heavy armour (+3)

May upgrade to SA4 (+2)

Special Rules: *Pike&Shot*, Only 0-1 per two pikemen units

GRENZER

	CA	SA	KA	Mo	Pts
Arquebusier	2	4	3	7	13

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Skirmishers*

0-4 FIELD GUNS

0-2 LIGHT CANNONS

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

71. ELIZABETHAN ENGLISH (1559-1603AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

DEMI-LANCERS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	24

Equipment: Hand weapon, heavy armour, shield, lance

Special Rules: *Shock Impact +1*

LIGHT STAVES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, light armour, javelins

May have shield (+2) and throwing spear (+2)

Special Rules: *Light Cavalry, Feign Flight*

0-1 GENTLEMEN PENSIONERS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	29
Dismounted	4	3	3	8	19

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

Special Rules: *Shock Impact* +2 if mounted, *Drilled* if dismounted, Only in 1560AD

SCOTS CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, throwing spear, javelins

May have light armour (+2)

Special Rules: *Skirmishers*, Only in 1560AD

PETRONELS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, heavy armour, pistols

May have Mo6 and handgun instead of pistols (+2)

Special Rules: *Pistols*

INFANTRY

PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, 0-1 per unit of calivers

BILLMEN

	CA	SA	KA	Mo	Pts
Billman	4	3	3	8	18

Equipment: Hand weapon, heavy armour

May have shield (+1), partial or full plate armour (+2/+3),

halberd (+2) or double-handed weapon (+3)

Only after 1560AD: Downgrade to CA3, Mo7 (-7)

Special Rules: *Drilled*, 0-1 per unit of calivers

CALIVERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Pike&Shot*

LongBOWMEN

	CA	SA	KA	Mo	Pts
Longbowman	3	4	3	8	15

Equipment: Hand weapon, longbow.

May have light armour (+2)

Special Rules: Only until 1586AD, 0-1 per unit of calivers

0-1 FIELD GUN

SCOTS FOOT

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: Only in 1560AD

MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	7	14

Equipment: Hand weapon, musket. May have light armour (+2)

Special Rules: Only from 1586AD

CALIVERMEN

	CA	SA	KA	Mo	Pts
Caliverman	3	3	3	7	12

Equipment: Hand weapon, musket. May have light armour (+2)

Special Rules: Only from 1586AD

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

72. LOW COUNTRIES SPANISH (1559-1659AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

GENTE D'ARMAS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	29
Dismounted	4	3	3	8	19

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

Only after 1630AD: Have SA4 and pistols instead of CA4, shield, lance and warhorse (-3)

Special Rules: *Shock Impact* +2 if mounted, *Drilled* if dismounted

CABALLOS LIGEROS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	22

Equipment: Hand weapon, heavy armour, shield, lance

Special Rules: *Shock Impact* +1

HERGULETIERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	20

Equipment: Hand weapon, handgun

May have light (+2) or heavy armour (+4)

Special Rules: *Skirmishers*, *Feign Flight*, Only until 1630AD

GERMAN REITERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Pistols*, Only from 1568AD

HERRERUELOS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	19

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Pistols*, Only from 1568AD

FRENCH CATHOLIC GENDARMES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	26
Dismounted	4	3	3	7	14

Equipment: Hand weap., heavy armour, shield, lance, warhorse
May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd or double-handed weapon (+2).

May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Special Rules: *Shock Impact* +2 if mounted, *Drilled* if dismounted, Only from 1589-1592AD

FRENCH CATHOLIC ARCHERS AND CHEVAUX LÉGERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	17

Equipment: Hand weapon, bow. May have light (+2) or heavy (+4) armour and thrusting spear (+1)

Only from 1568AD: Have pistols instead of bow (free)

Special Rules: *Light Cavalry*, Only from 1589-1592AD

INFANTRY

TERCIO FOOT

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	11

Equipment: Hand weapon, pike. May have light armour (+2) or heavy armour (+3). The first rank may have handgun instead of pike (+1)

Only after 1630AD: The first rank may have musket instead of pike (+1)

SKIRMISHING MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	2	3	3	7	11

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Skirmishers*

0-2 FIELD GUNS

FRENCH CATHOLIC FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	11

Equipment: Hand weapon, pike. May have light armour (+2) or heavy armour (+3). The first rank may have handgun (+1)

PAPAL SWISS PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	4	3	3	7	13

Equipment: Hand weapon, pike. May have light armour (+2) or heavy armour (+3). May be *Drilled* (+2)

Special Rules: *Pike&Shot*, Only until 1589AD

PAPAL SWISS ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	3	3	7	13

Equipment: Hand weapon, light armour, carbines.

Special Rules: *Dragoons*, Only after 1630AD

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

73. FRENCH HUGUENOT (1562-1598AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

REITERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Pistols*

ARGOULETS OR CARABINS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, carbines

May have heavy armour (+4)

Special Rules: *Skirmishers*

GENDARMES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	29
Dismounted	4	3	3	8	19

Equipment: Hand weapon, heavy armour, shield, lance, warhorse. May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

Special Rules: *Shock Impact* +2 if mounted, *Drilled* if dismounted, Only before 1576AD

CHEVAUX LÉGERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	17

Equipment: Hand weapon, bow.

May have light (+2) or heavy (+4) armour and thrusting spear (+1)

Only 0-1 per unit of gendarmes

Special Rules: *Light Cavalry*, Only before 1576AD

CUIRASSIERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	8	27

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Heavy Cavalry*, *Pistols*, Only from 1576AD

INFANTRY

LANDSKNECHT PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*

LANDSKNECHT ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

HUGUENOT ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

May be *Dragoons* (+2)

ENFANTS PERDUS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2)

Special Rules: *Light Infantry*

0-3 FIELD GUNS

Only before 1576AD: 0-1 may downgrade to Light Cannon

HUGUENOT PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	6	10

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: Only before 1576AD

BURGHHER HOME DEFENCE

	CA	SA	KA	Mo	Pts
Levy	2	2	3	6	4

Equipment: Hand weapon

Special Rules: *Undisciplined*, *Unmotivated*

Only before 1576AD

ROYAL SWISS PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	4	3	3	7	132

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

May be *Drilled* (+2)

Special Rules: *Pike&Shot*

ROYAL SWISS ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	4	3	7	13

Equipment: Hand weapon, handgun. May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

FRENCH ROYAL FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	11

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3)
The first rank may be armed with handgun (+1)
Special Rules: Only from 1663AD

MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	2	4	3	7	13

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3)
Special Rules: Only from 1589AD

ALLIES

English Allies, V/71
Only from 1589AD: Dutch Allies, V/75

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

74. FRENCH CATHOLIC (1562-1597AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

GENDARMES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	24
Dismounted	4	3	3	7	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

Special Rules: *Shock Impact +1* if mounted, *Drilled* if dismounted

ARCHERS AND CHEVAUX LÉGERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	17

Equipment: Hand weapon, bow.

May have light (+2) or heavy (+4) armour and thrusting spear (+1)

Only from 1568AD: Have pistols instead of bow (free)

Special Rules: *Light Cavalry*

GERMAN REITERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Pistols*

ARGOULETS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, carbines

May have heavy armour (+4)

Special Rules: *Skirmishers*

0-1 BURGUNDIAN MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	22
Dismounted	3	3	3	7	10

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

Special Rules: *Shock Impact +1* if mounted, Only until 1589AD

ITALIAN MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	24
Dismounted	4	3	3	7	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

Special Rules: *Shock Impact +1* if mounted, *Drilled* if dismounted, Only until 1589AD

WALLOON LANCERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	22

Equipment: Hand weapon, heavy armour, shield, lance

Special Rules: *Shock Impact +1*, Only after 1589AD

HERGULETIERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	20

Equipment: Hand weapon, handgun

May have light (+2) or heavy armour (+4)

Special Rules: *Skirmishers*, *Feign Flight*, Only after 1589AD

INFANTRY

ENFANTS PERDUS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2)

Special Rules: *Skirmishers*

0-3 FIELD GUNS

Only until 1589AD: 0-1 may downgrade to Light Cannon

PARIS MILITIA

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined*, *Unmotivated*

ARMED FRIARS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	6	4

Equipment: Hand weapon

Special Rules: *Undisciplined*, *Unmotivated*

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

ROYAL SWISS PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	4	3	3	7	13

Equipment: Hand weapon, pike.
 May have light armour (+2) or heavy armour (+3).
 May be *Drilled* (+2)
Special Rules: *Pike&Shot*, Only until 1589AD

ROYAL SWISS ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	4	3	7	13

Equipment: Hand weapon, handgun. May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, Only 0-1 per two royal swiss pikemen units

FRENCH FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	11

Equipment: Hand weapon, pike.
 May have light armour (+2) or heavy armour (+3)
 The first rank may be armed with handgun (+2)

GERMAN LANDSKNECHT PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.
 May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, Only until 1589AD

GERMAN LANDSKNECHT ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.
 May have light armour (+2) or heavy armour (+3)
Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

CATHOLIC SWISS PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	4	3	3	7	13

Equipment: Hand weapon, pike.
 May have light armour (+2) or heavy armour (+3).
 May be *Drilled* (+2)
Special Rules: *Pike&Shot*, Only after 1589AD

CATHOLIC SWISS ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	4	3	7	13

Equipment: Hand weapon, handgun. May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

0-1 WAGON LAAGER

Special Rules: Only after 1589AD

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

75. DUTCH REBELLION (1568-1648AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%
SIP: not pooled

CHARACTERS							
	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit
Special Rules: Zone of Command 10". May ride a horse (AV3).
 General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
 Ally General 1 SIP, may add up to 2 SIP for 20 points each
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

GERMAN REITERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, heavy armour, pistols
Special Rules: *Light Cavalry, Pistols*

CARABINS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

Equipment: Hand weapon, carbines
 May have light (+2) or heavy armour (+4)
Special Rules: *Skirmishers, Feign Flight*

DUTCH, ENGLISH AND SCOTS DEMI-LANCERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	22

Equipment: Hand weapon, heavy armour, shield, lance
Special Rules: *Shock Impact +1*, Only from 1577AD

HUGUENOT VOLUNTEERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	8	22

Equipment: Hand weapon, heavy armour, pistols
Special Rules: *Light Cavalry, Pistols*, Only from 1577AD

CUIRASSIERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	8	27

Equipment: Hand weapon, heavy armour, pistols
Special Rules: *Heavy Cavalry, Pistols*, Only from 1590AD

INFANTRY

BURGHHER GUARD

	CA	SA	KA	Mo	Pts
Burgher	3	3	3	7	9

Equipment: Hand weapon, light armour, buckler
 May have heavy armour (+2)

DUTCH LEVIES

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.
 May have light armour (+2) or heavy armour (+3).
Special Rules: Only in 1568AD

GERMAN LANDSKNECHT PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.
 May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, Only before 1577AD

GERMAN LANDSKNECHT ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.
 May have light armour (+2) or heavy armour (+3)
 Only after 1622AD: Have musket instead of handgun (free)
Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

DUTCH, ENGLISH, SCOTS OR WALLOON FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	11

Equipment: Hand weapon, pike.
 May have light armour (+2) or heavy armour (+3)
 The first rank may be armed with handgun (+1) or musket (+1)

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	3	3	7	15

Equipment: Hand weapon, light armour, carbines.
Special Rules: *Dragoons*, Only 1606-1621AD

ALLIES

Only 1585-1594AD: English Allies, V/71

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

76. POLISH-LITHUANIAN RZECZPOSPOLITA (1576-1631AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%
SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit
Special Rules: Zone of Command 10". May ride a horse (AV3).
 General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
 Ally General 1 SIP, may add up to 2 SIP for 20 points each
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

POLISH ARMoured CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, thrusting spear, light armour, bow
 May have shield (+2), heavy armour (+2) . May have CA4 (+2)
Special Rules: *Shock Impact +1*

POLISH UNARMoured CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

Equipment: Hand weapon, thrusting spear, bow
Special Rules: *Light Cavalry, Feign Flight*

HUSSARS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	20

Equipment: Hand weapon, thrusting spear, bow.
 May have light armour (+2). May upgrade to SA4 (+2)
Special Rules: *Light Cavalry, Feign Flight*

GERMAN REITERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, heavy armour, pistols
Special Rules: *Light Cavalry, Pistols*

LITHUANIAN TARTARS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

Equipment: Hand weapon, bow, light armour.
 May have shield (+2) and throwing spear (+2).
Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

NOBLE LEVY

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	15

Equipment: Hand weapon, thrusting spear, light armour, bow
 May have shield (+2), heavy armour (+2)

GERMAN OR LIVONIAN CUIRASSIERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	8	27

Equipment: Hand weapon, heavy armour, pistols
Special Rules: *Heavy Cavalry, Pistols*, Only after 1618AD

INFANTRY

HAIDUKS

	CA	SA	KA	Mo	Pts
Haiduk	3	4	3	7	14

Equipment: Hand weapon, handgun.
 May have light armour (+2) or heavy armour (+3)

MERCENARY SHOT

	CA	SA	KA	Mo	Pts
Arquebusier	3	4	3	7	14

Equipment: Hand weapon, handgun.
 May have light armour (+2) or heavy armour (+3)

MERCENARY PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.
 May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, Only 0-1 per two mercenary shot units

REGISTERED COSSACKS

	CA	SA	KA	Mo	Pts
Dragoon	3	4	3	7	17

Equipment: Hand weapon, light armour, handgun.
 May have heavy armour (+3).
Special Rules: *Dragoons*

WYBRANIECKA PEASANT INFANTRY

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon
Special Rules: *Undisciplined, Unmotivated*

0-2 FIELD GUNS

0-1 WAGON LAAGER

0-4 WAR WAGONS

Special Rules: Instead of Wagon Laager

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	3	3	6	14

Equipment: Hand weapon, light armour, handgun.
Special Rules: *Dragoons*, Only after 1618AD

ALLIES

Only after 1618AD: Unregistered Ukrainian Cossack Allies, V/69
 Only in 1629AD: Imperialist Allies, V/84

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

77. SEBASTIANIC PORTUGUESE (1578AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

NOBLES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	23

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) or plate armour (+2).

Special Rules: *Shock Impact +1*

TANGIERS GARRISON GINETES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	13

Equipment: Hand weapon, throwing spear
May have light armour (+2) and shield (+2)

Special Rules: *Skirmishers*

MOORISH ALLIED CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, thrusting spear, bow
May have light armour (+2) and shield (+2)

Special Rules: *Light Cavalry*

INFANTRY

PORTUGUESE AVENTUROS

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).

TANGIER GARRISON ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.
May have light armour (+1)

PORTUGUESE CONSCRIPTS

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	6	10

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

0-1 May upgrade to Mo7 (+1)

PORTUGUESE ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2)

SPANISH TERCIO FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

The first rank may have handgun instead of pike (+1)

GERMAN MERCENARY PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*

GERMAN MERCENARY ARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Pike&Shot, Light Infantry*, Only 0-1 per two german pikemen units

PAPAL ITALIAN MERCENARIES

	CA	SA	KA	Mo	Pts
Mercenary	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

May have handgun instead of pike (+3)

Special Rules: *Light Infantry*

0-4 FIELD GUNS

0-4 WAR WAGONS

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

78. CHRISTIAN IV DANISH (1588-1648AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

CUIRASSIERS AND CHEVAUX LÈGERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	8	27

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Heavy Cavalry, Pistols*

CARABINS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

Equipment: Hand weapon, carbines

May have light (+2) or heavy armour (+4)

Special Rules: *Skirmishers, Feign Flight*, Only before 1614AD

GERMAN MERCENARY REITERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Pistols*

HARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

Equipment: Hand weapon, heavy armour, thrusting spear, pistols

Only after 1632AD: Upgrade to SA4 (+2)

Only Saxony or Baden: Upgrade to SA4, Mo8 and no spear (+4),

Special Rules: *Light Cavalry, Pistols*, Only after 1614AD

INFANTRY

FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	4	3	7	13

Equipment: Hand weapon, pike. Up to half may have handgun (+1).

Only from 1625AD: Up to half may have musket (+1)

Special Rules: *Combined Formation*

0-3 FIELD GUNS

GUARD FIRELOCKS

	CA	SA	KA	Mo	Pts
Guard	3	4	3	8	19

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3)

May be *Drilled* (+4)

Special Rules: *Firelocks*, Only from 1625AD

0-1 DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	3	3	7	13

Equipment: Hand weapon, light armour, carbines

May have heavy armour (+3).

Special Rules: *Dragoons*, Only from 1625AD

ALLIES

Only in 1626AD: Transylvanian Allies, V/16

Only in 1626AD: Mansfeld Allies, V/85

Only in 1644AD: Imperialist Allies, V/84

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

79. FRENCH THIRTY YEARS WAR (1600-1648AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

CHEVAUX LÉGERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	17

Equipment: Hand weapon, pistols

May downgrade to SA3 (-2)

Only from 1637AD: Upgrade to CA4 (+2)

Special Rules: *Light Cavalry, Pistols*

CARABINS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

Equipment: Hand weapon, carbines

May have light (+2) or heavy armour (+4)

Special Rules: *Skirmishers, Feign Flight*

GENDARMES

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	8	27

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Heavy Cavalry, Pistols*, Only until 1636AD

BERNARDINE CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	4	3	7	20

Equipment: Hand weapon, light armour, pistols

Special Rules: *Pistols*, Only 1636-1645AD

INFANTRY

GARDES

	CA	SA	KA	Mo	Pts
Guard	3	4	3	7	13

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

The first rank may be armed with handgun (+1)

0-1 may be *Drilled* (+2)

Only after 1622AD: The first rank may be armed with musket (+1)

Special Rules: Combined Formation

VIEUX CORPS

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	6	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

The first rank may be armed with handgun (+1)

Only after 1622AD: The first rank may be armed with musket (+1)

Only from 1637AD: Upgrade to Mo7 (+1)

Special Rules: Combined Formation

0-3 FIELD GUNS

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	3	3	7	13

Equipment: Hand weapon, light armour, carbines

May have heavy armour (+2).

Special Rules: *Dragoons*

BERNARDINE FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	4	3	6	12

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

The first rank may be armed with handgun (+1)

Special Rules: Combined Formation, Only 1636-1645AD

NEW FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	4	3	7	13

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

The first rank may be armed with musket (+1)

May be *Drilled* (+2)

Special Rules: Combined Formation, Only from 1636AD

ALLIES

Only until 1636AD: Venetian Allies, V/4

Only from 1637AD: Swedish Allies, V/88

Only from 1637AD: Dutch Allies, V/75

Only from 1637AD: Hesse-Kassel Allies, V/85

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

80. MANCHU AND CH'ING CHINESE (1601-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

MANCHU BANNER CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

Equipment: Hand weapon, heavy armour, thrusting spear, bow
May have shield (+2).

Special Rules: *Shock Impact +1*

CHINESE CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	15

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2)

Special Rules: *Light Cavalry*, Only from 1621AD

MONGOL BANNERMEN

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	20

Equipment: Hand weapon, heavy armour, thrusting spear, bow
May have shield (+2) and barding (+3).

May upgrade to CA4 (+2)

Up to half may change to CA3, SA4, light armour and no spear (free) placed in the rear rank

Special Rules: *Combined Formation Shock Impact +1*

Only from 1634AD

INFANTRY

CHINESE INFANTRY

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	7

Equipment: Hand weapon

May have shield (+1), light armour (+2) and thrusting spear (+2)

May downgrade to CA2, Mo5 and *Undisciplined* (-3)

Special Rules: Only from 1621AD

CHINESE ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Equipment: Hand weapon, bow

Special Rules: *Light Infantry*, Only from 1621AD

CHINESE MATCHLOCKMEN

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2)

Special Rules: *Light Infantry*, Only from 1621AD

0-1 FIELD GUN

Special Rules: Only from 1621AD

0-4 LIGHT CANNONS

Special Rules: Only from 1621AD

ALLIES

Only from 1618AD: Mongol Allies, V/18

Only 1644-1672AD: "Three Feudatories" Allies, V/17

Only 1654-1658AD: Korean Allies, V/20

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

81. DUTCH COLONIAL (1602-1700AD)

CHARACTERS: Up to 25%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

INFANTRY

SHOT

	CA	SA	KA	Mo	Pts
Arquebusier	2	4	3	7	13

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Only from 1622AD: May have musket instead of handgun (free)

Special Rules: *Pike&Shot*

PIKE

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, Only 0-1 per two Shot units

0-1 FIELD GUN

GRENADE-THROWERS

	CA	SA	KA	Mo	Pts
Grenadier	3	3	3	7	12

Equipment: Hand weapon, Grenadoe

0-3 Grenadiers can be added into units of pike or shot.

Special Rules: Only from 1622AD

KUMPANI ISLAM NATIVE AUXILIARIES

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

Special Rules: Only Vereenigde Oostindische Compagnie in Java or Sumatra

0-1 HIRED HEAD-HUNTERS

	CA	SA	KA	Mo	Pts
Hunter	2	3	3	6	8

Equipment: Hand weapon, javelins

Moral test if kill caused.

Special Rules: *Skirmishers*, Only Vereenigde Oostindische Compagnie in Amboina, the Celebes or the Moluccas

ALLIES

Only West-Indische Compagnie in Brazil from 1634-1654AD:
Tapuya Allies, V/47

Only Vereenigde Oostindische Compagnie in the Celebes or
Moluccas: Native Allies, V/56

Only Vereenigde Oostindische Compagnie in Ceylon from
1638AD: Sinhalese Allies, V/59

Only Vereenigde Oostindische Compagnie in in West Africa in
1648AD: Kongo Allies, V/48

Only Vereenigde Oostindische Compagnie in Java from 1678-
1681AD: Javanese Allies, V/56

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

82. CANADIAN FRENCH (1603-1700AD)

CHARACTERS: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

INFANTRY

MILITIA

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

0-3 FIELD GUNS OR LIGHT CANNONS

COUREURS DE BOIS

	CA	SA	KA	Mo	Pts
Skirmisher	2	4	3	7	13

Equipment: Hand weapon, musket.

Special Rules: *Skirmishers*

FRENCH REGULAR INFANTRY

	CA	SA	KA	Mo	Pts
Regular	2	4	3	7	13

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3)

Special Rules: Only from 1663AD

ALLIES

Indian Allies, V/32 (must be taken)

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

83. ENGLISH OR DUTCH COLONIAL (1607-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SIP: not pooled

WOODS-WISE MATCHLOCK

	CA	SA	KA	Mo	Pts
Arquebusier	2	4	3	7	13

Equipment: Hand weapon, handgun.

May have light armour (+2).

Special Rules: *Skirmishers*, Only from 1676AD

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

0-1 COLONIST HORSEMEN

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	22

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Heavy Cavalry*, *Pistols*, Only from 1637AD

INFANTRY

COLONIST WITH HALF-PIKE

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2)

Special Rules: Only until 1637AD

COLONIST WITH MATCHLOCK

	CA	SA	KA	Mo	Pts
Arquebusier	2	4	3	7	13

Equipment: Hand weapon, handgun.

May have light armour (+2).

Only from 1637AD: Replace handgun with musket (free) and then may have Mo8 (+3)

0-1 LIGHT CANNON

INDIAN ALLIES

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	6	5

Equipment: Hand weapon, sling or javelins

May have bow instead of sling or javelins (+1)

Only after 1637AD: May have handgun and SA3 (+6)

Only after 1668AD: May have Mo7 (+1)

Special Rules: *Skirmishers*

COLONIST MOUNTED MUSKETEERS

	CA	SA	KA	Mo	Pts
Dragoon	3	3	3	7	14

Equipment: Hand weapon, musket.

Special Rules: *Dragoons*, Only from 1637AD

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

84. GERMAN CATHOLIC (1609-1648AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
Ally General 1 SIP, may add up to 2 SIP for 20 points each
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

CUIRASSIERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	8	27

Equipment: Hand weapon, heavy armour, pistols

Only until 1632AD: May have CA4 instead of SA4, thrusting spear, *Shock Impact* +1 instead of *Heavy Cavalry* (-2)

Only after 1632AD: Downgrade to Mo7 (-3)

Special Rules: *Heavy Cavalry*, *Pistols*

CARACOLING REITERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	22

Equipment: Hand weapon, heavy armour, pistols

Only after 1632AD: Upgrade to SA4 (+2)

Special Rules: *Heavy Cavalry*, *Pistols*

CARABINS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

Equipment: Hand weapon, carbines

May have light (+2) or heavy armour (+3)

Special Rules: *Skirmishers*, *Feign Flight*, Only until 1616AD

BAVARIAN CUIRASSIERS

	CA	SA	KA	Mo	Pts
Horseman	4	4	3	8	29

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Heavy Cavalry*, *Pistols*, Only if Bavarian-led Catholic League or combined

CROAT

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	21

Equipment: Hand weapon, lance. May have light armour (+2)

Special Rules: *Feign Flight*, Only if Imperial or combined

POLISH COSSACKS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	17

Equipment: Hand weapon, thrusting spear, bow

Special Rules: *Feign Flight*, Only if Imperial or combined

HUNGARIAN HUSSARS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

Equipment: Hand weapon, thrusting spear, bow.

May have light armour (+2)

Special Rules: *Light Cavalry*, *Feign Flight*

Only if Imperial Eastern Frontier

CARACOLING HARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, pistols

May have light armour (+2)

Only after 1632AD: Upgrade to SA4 (+2)

Special Rules: *Skirmishers*, *Feign Flight*, Only after 1616AD

INFANTRY

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	3	3	7	13

Equipment: Hand weapon, light armour, carbines

May have heavy armour (+2).

Special Rules: *Dragoons*

MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	2	4	3	7	13

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3)

After 1632AD: May have Swinefeathers (+20, count as *Stakes*)

Special Rules: *Pike&Shot*

PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, Only 0-1 per two musketeer units

0-4 FIELD GUNS

TARGETEERS

	CA	SA	KA	Mo	Pts
Targeteer	4	3	3	8	20

Equipment: Hand weapon, heavy armour, halberd

May have plate armour (+2)

Special Rules: *Drilled*, Only if Imperial or combined

GRENZER

	CA	SA	KA	Mo	Pts
Arquebusier	2	4	3	7	13

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Skirmishers*, Only if Imperial Eastern Frontier

LEVY WITH MORGENSTERN OR HALBERD

	CA	SA	KA	Mo	Pts
Levy	3	3	3	7	11

Equipment: Hand weapon, heavy armour, halberd

Special Rules: Only if Imperial Eastern Frontier

0-4 BATTALION GUNS

Special Rules: Only after 1632AD

ALLIES

Spanish Allies, V/72

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

85. GERMAN PROTESTANT (1609-1648AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%
SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit
Special Rules: Zone of Command 10". May ride a horse (AV3).
 General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
 Ally General 1 SIP, may add up to 2 SIP for 20 points each
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

CUIRASSIERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	8	27

Equipment: Hand weapon, heavy armour, pistols
 Only until 1632AD: May have CA4 instead of SA4, thrusting spear, *Shock Impact* + Instead of *Heavy Cavalry* (-2)
 Only after 1632AD: Downgrade to Mo7 (-2)
Special Rules: *Heavy Cavalry, Pistols*

CARACOLING REITERS OR HARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, heavy armour, pistols
 Only after 1632AD: Upgrade to SA4 (+2)
 Only Saxony or Baden: Upgrade to SA4, Mo8 (+3)
Special Rules: *Pistols*

DUTCH CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	4	3	7	26

Equipment: Hand weapon, heavy armour, pistols
 Up to half may have CA/SA3 placed in the rear ranks (-4)
Special Rules: *Heavy Cavalry, Pistols*, Only Bohemian Revolt from 1618-1623AD

HUNGARIAN HUSSARS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon.
 May have light armour (+2)
Special Rules: *Light Cavalry, Feign Flight*, Only Bohemian Revolt from 1618-1623AD

FEUDAL HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, heavy armour, pistols
Special Rules: *Light Cavalry, Pistols*, Only Saxony in 1631AD

INFANTRY

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	3	3	7	13

Equipment: Hand weapon, light armour, carbines
 May have heavy armour (+3).
Special Rules: *Dragoons*

MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	2	4	3	7	13

Equipment: Hand weapon, musket.
 May have light armour (+2) or heavy armour (+3)
 Only Saxony in 1631AD: Downgrade to SA3 (-3)
Special Rules: *Pike&Shot*

PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.
 May have light armour (+2) or heavy armour (+3).
 Only Hesse-Kassel from 1631AD: Only 0-1 per two units of musketeers
 Only Saxony in 1631AD: Downgrade to Mo6 (-1)
Special Rules: *Pike&Shot*, Only 0-1 per unit of musketeer

0-4 FIELD GUNS

OUTRAGED PEASANTS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon
Special Rules: *Undisciplined, Unmotivated*

BOHEMIAN RAW LEVY FOOT

	CA	SA	KA	Mo	Pts
Levy	2	3	3	6	5

Equipment: Hand weapon. Up to half may have handgun (+5).
Special Rules: *Undisciplined, Combined Formation*
 Only Bohemian Revolt from 1618-1623AD

MOUNTED JÄGER

	CA	SA	KA	Mo	Pts
Dragoon	3	4	3	7	15

Equipment: Hand weapon, light armour, carbines
 May have heavy armour (+3).
Special Rules: *Dragoons*, Only Hesse-Kassel from 1631AD

GRENADIERS

	CA	SA	KA	Mo	Pts
Grenadier	3	3	3	7	12

Equipment: Hand weapon, Grenadoe
 0-3 Grenadiers can be added into units of pike or shot.
Special Rules: Only Hesse-Kassel from 1631AD

0-1 WAGON LAAGER

Special Rules: Only Saxony or Baden

ALLIES

Only Bohemian Revolt from 1618-1623AD: Transylvanian Allies, V/16

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

86. EARLY GUSTAVIAN SWEDISH (1618-1629AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

0-1 SWEDISH ADELSEFANA CUIRASSIERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	24

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Heavy Cavalry*

LANDSRYTTARE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	22

Equipment: Hand weapon, heavy armour, pistols

Only after 1621AD: Upgrade to SA4 (+2).

Special Rules: *Heavy Cavalry*

FINNISH "HACKAPELLS"

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	19

Equipment: Hand weapon, heavy armour, pistols

Only after 1600AD: Upgrade to SA4 (+2).

LIVONIAN CUIRASSIERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	8	27

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Heavy Cavalry*, Only after 1621AD

GERMAN MERCENARY REITERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	22

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Heavy Cavalry*, *Pistols*, Only after 1622AD

GERMAN MERCENARY HARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

Equipment: Hand weapon, handgun.

May have light armour (+2)

Special Rules: Only from 1626AD

INFANTRY

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	4	3	7	17

Equipment: Hand weapon, light armour, handgun.

May have heavy armour (+2).

Special Rules: *Dragoons*

MOUNTED JÄGER

	CA	SA	KA	Mo	Pts
Dragoon	3	4	3	8	20

Equipment: Hand weapon, light armour, handgun.

May have heavy armour (+2).

Special Rules: *Dragoons*

SWEDISH AND FINNISH MUSKETEERS AND CALIVERMEN

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	7	14

Equipment: Hand weapon, musket. May have light armour (+2)

Special Rules: *Pike&Shot*

SWEDISH AND FINNISH SUPPORTING PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Only after 1626AD: Upgrade to CA4 (+2) and may be *Drilled* (+2)

Special Rules: *Pike&Shot*, 0-1 per unit of Musketeers or Calivermen

FINNISH SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	3	3	6	7

Equipment: Hand weapon, bow

May have crossbow or handgun instead of bow (+3)

Special Rules: *Skirmishers*

GERMAN AND SCOTS MERCENARY FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	4	3	7	13

Equipment: Hand weapon, pike. May have light armour (+2) or heavy armour (+3).

The first rank may be armed with handgun (+1)

Only after 1626AD: Upgrade to CA4 (+3) and be *Drilled* (+2)

Special Rules: Combined Formation

0-3 FIELD GUNS

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

87. BUCCANEER (1624-1700AD)

CHARACTERS: Up to 25%

INFANTRY: At least 75%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

INFANTRY

PIRATES WITH CUTLASSES, PISTOLS OR HALF-PIKES

	CA	SA	KA	Mo	Pts
Pirate	3	3	3	7	7

Equipment: Hand weapon

May have light armour (+2), pistols (+2) and halberd (+2)

Special Rules: *Warband, Undisciplined*

PIRATES WITH MUSKET

	CA	SA	KA	Mo	Pts
Skirmisher	3	3	3	7	12

Equipment: Hand weapon, musket.

May have light armour (+2).

Special Rules: *Skirmishers*

SHARPSHOOTERS

	CA	SA	KA	Mo	Pts
Sharpshooter	3	4	3	7	14

Equipment: Hand weapon, handgun.

May have light armour (+2).

Special Rules: *Skirmishers*

CIMAROONS

	CA	SA	KA	Mo	Pts
Skirmisher	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+1).

Special Rules: *Skirmishers*

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

88. SWEDISH THIRTY YEARS WAR (1630-1648AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

SWEDISH LÄTTA RYTTARE

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	24

Equipment: Hand weapon, heavy armour, pistols

Only from 1635AD: Upgrade to CA4 (+2)

Special Rules: *Heavy Cavalry, Pistols*

FINNISH "HACKAPELLS"

	CA	SA	KA	Mo	Pts
Horseman	4	4	3	7	26

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Heavy Cavalry, Pistols*

LIVONIAN AND GERMAN CUIRASSIERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	8	27

Equipment: Hand weapon, heavy armour, pistols

Only from 1635AD: Downgrade to Mo7 (-2)

Special Rules: *Heavy Cavalry, Pistols*

GERMAN VETERAN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	19

Equipment: Hand weapon, heavy armour, pistols

Only from 1635AD: Upgrade to SA4 (+2)

Special Rules: *Pistols*

NEW GERMAN HARQUEBUSIERS AND REITERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

Equipment: Hand weapon, heavy armour, thrusting spear, pistols

Only from 1635AD: Upgrade to SA4 (+2)

Special Rules: *Light Cavalry, Pistols*

0-1 LAPPS WITH REINDEER OR REINDEER SLEDGES

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	13

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*, Only until 1634AD

INFANTRY

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	4	3	7	17

Equipment: Hand weapon, light armour, handgun.

May have heavy armour (+2).

Special Rules: *Dragoons*

0-1 MOUNTED JÄGER

	CA	SA	KA	Mo	Pts
Dragoon	3	4	3	8	20

Equipment: Hand weapon, light armour, handgun.

May have heavy armour (+2).

Special Rules: *Dragoons*

MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	7	14

Equipment: Hand weapon, musket. May have light armour (+2)

Special Rules: *Pike&Shot*

PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+1) or heavy armour (+3).

Only until 1634AD: May upgrade to CA4 (+2)

Special Rules: *Pike&Shot*, 0-1 per unit of Musketeers or Calivermen

0-2 BATTALION GUNS

0-3 FIELD GUNS

RAW REGIMENTS OF MIXED SCOTS AND IRISH

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	8

Equipment: Hand weapon, shield

Special Rules: *Warband*, Only until 1634AD

ALLIES

Hesse-Kassel Allies, V/85

Only until 1634AD: Saxon or Brandenburg Allies, V/85

Only from 1635AD: French Allies, V/79

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

89. LATER POLISH (1632-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

HUSSARS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	23

Equipment: Hand weapon. Light armour (+2) thrusting spear

Only from 1689-1697AD: May have SA4 instead of CA4 and pistols instead of spear (+1)

Special Rules: *Light Cavalry, Feign Flight*

PANCERI

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, thrusting spear, light armour, bow

May have shield (+2), heavy armour (+2). May have CA4 (+2).

Only from 1676AD: May have Mo8 (+2)

Special Rules: *Shock Impact +1*

REITERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Pistols*

LITHUANIAN TARTARS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

Equipment: Hand weapon, bow, light armour. Shield (+2).

Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

NOBLE LEVY

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	17

Equipment: Hand weapon, thrusting spear, light armour, bow

May have shield (+2), heavy armour (+2)

Special Rules: *Shock Impact +1*

WALLACHIAN OR TARTAR LIGHT HORSE

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	13

Equipment: Hand weapon, bow. May have shield (+2).

Only from 1676AD: May have *Feign Flight* (+2)

Special Rules: *Skirmishers*

INFANTRY

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	3	3	7	13

Equipment: Hand weapon, light armour, carbines

May have heavy armour (+3).

Only from 1676AD: May have SA4 (+2)

Special Rules: *Dragoons*

GERMAN-STYLE FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	4	3	7	13

Equipment: Hand weapon, pike. May have light (+2) or heavy armour (+3). The first rank may be armed with musket (+1)

Special Rules: *Combined Formation*

HAIDUKS

	CA	SA	KA	Mo	Pts
Haiduk	3	4	3	7	14

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3)

Only from 1683AD: May have Chevaux de Frise (+20, count as *Stakes*)

0-3 BATTALION GUNS

0-2 FIELD GUNS

0-1 WAGON LAAGER

PEASANTS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon. May have shield (+1)

Special Rules: *Undisciplined, Unmotivated*

GRENADIERS

	CA	SA	KA	Mo	Pts
Grenadier	3	3	3	7	12

Equipment: Hand weapon, Grenadoe

0-3 Grenadiers can be added into units of pike or shot.

Special Rules: Only after 1652AD

0-1 JANISSARY OR MOLDAVIAN GUARD

	CA	SA	KA	Mo	Pts
Guard	3	4	3	7	15

Equipment: Hand weapon, light armour, musket

May be *Drilled* (+2)

Special Rules: Only from 1676AD

ALLIES

Only before 1648 or from 1658AD: Ukrainian Cossack Allies, V/69

Only after 1652AD: Crimean Tartar Allies, V/

Only from 1683AD: Imperialist, Bavarian and Saxon Allies, V/107

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

90. BISHOPS WARS ENGLISH (1639-1640AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

CUIRRASSIERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	8	27

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Heavy Cavalry, Pistols*,

HARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, light armour, handgun

Special Rules: *Light Cavalry*

NORTHERN MILITIA HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, light armour

Special Rules: *Light Cavalry, Feign Flight*

0-1 IRISH LIGHT HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, throwing spear

May have light armour (+2) and shield (+2)

Special Rules: *Skirmishers*

INFANTRY

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	3	3	7	13

Equipment: Hand weapon, light armour, carbines

May have heavy armour (+2).

Special Rules: *Dragoons*

MILITIA OR RAW LEVY MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	3	3	7	12

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*

MILITIA OR RAW LEVY PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	6	10

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, 0-1 per unit of Militia or Raw Musketeers

NORTHERN MILITIA BOWS AND BILLS

	CA	SA	KA	Mo	Pts
Militia	3	4	3	7	12

Equipment: Hand weapon, shield, halberd

May have light armour (+1).

Up to half may have bow (free)

Special Rules: *Combined Formation*

IRISH MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	7	14

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*

IRISH PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, 0-1 per unit of Irish Musketeers

0-3 FIELD GUNS

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

91. BISHOPS WARS SCOTS ROYALIST (1639AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

HARQUEBUSIERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, light armour, handgun

Special Rules: *Light Cavalry*

INFANTRY

PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+1) or heavy armour (+3).

Special Rules: *Pike&Shot*

MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	7	14

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, two per unit of pikemen

HIGHLANDERS

	CA	SA	KA	Mo	Pts
Highlander	3	3	3	7	9

Equipment: Hand weapon, bow

May have shield (+1) and double-handed weapon (+3)

May have handgun (+3)

Special Rules: *Warband*

0-1 FIELD GUN

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

92. SCOTS COVENANTER (1639-1651AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	22

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Heavy Cavalry*, *Pistols*, Only before 1650AD

LANCERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

Equipment: Hand weapon, heavy armour, thrusting spear

Special Rules: *Shock Impact +1*

0-1 MOSS TROOPERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, light armour

Special Rules: *Light Cavalry*, *Feign Flight*

INFANTRY

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	3	3	7	13

Equipment: Hand weapon, light armour, carbines

May have heavy armour (+2).

Special Rules: *Dragoons*

MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	7	14

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3).

Only during the 1st Bishops War in 1639AD: May have

Swinefeathers (+20, count as *Stakes*)

Special Rules: *Pike&Shot*

PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	6	10

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, 0-1 per unit of Musketeers

HIGHLANDERS

	CA	SA	KA	Mo	Pts
Highlander	3	4	3	8	13

Equipment: Hand weapon, shield

May have double-handed weapon (+3)

May have handgun and Mo7, no longer *Warband* (+2)

Special Rules: *Warband*

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	3	3	6	12

Equipment: Hand weapon, light armour, carbines

Special Rules: *Dragoons*, Only during the 1st Bishops War in 1639AD

0-4 FIELD GUNS

Special Rules: Except Engagers in 1648AD

ALLIES

Only Engagers in 1648AD: Sir Marmaduke Langdale's English Allies, V/94

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

93. BRAGANZA PORTUGUESE (1640-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Heavy Cavalry, Pistols*

INFANTRY

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	2	3	3	7	11

Equipment: Hand weapon, carbines.

May have light armour (+2)

Special Rules: *Dragoons*

MILITIA FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

The first rank may have musket instead of pike (+1)

Only from 1662-1668AD: Upgrade to SA4 (+2)

Special Rules: *Combined Formation*

0-4 FIELD GUNS

GRENADIERS

	CA	SA	KA	Mo	Pts
Grenadier	3	3	3	7	12

Equipment: Hand weapon, Grenadoe

0-3 Grenadiers can be added into units of pike or shot.

Special Rules: Only from 1662-1668AD

ALLIES

Only from 1662-1668AD: English Allies, V/115

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

94. ENGLISH CIVIL WAR ROYALIST (1641-1647AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

CAVALIERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	8	21

Equipment: Hand weapon, light armour, pistols

Only in Ireland from 1641-1643AD: Downgrade to SA3 and Mo7 (-5)

Special Rules: *Light Cavalry, Pistols*

INFANTRY

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	4	3	7	15

Equipment: Hand weapon, light armour, carbines

May have heavy armour (+3).

Up to half may have SA3 (-2) placed in the rear ranks

Special Rules: *Dragoons, Combined Formation*

MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	7	14

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3).

PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Only in England and Wales in 1643AD: Upgrade to CA4 (+2), may be *Drilled* (+2)

Special Rules: *Pike&Shot*, 0-1 per unit of Musketeers

0-1 GALLOPER GUN

0-2 FIELD GUNS

0-1 FIRELOCKS

	CA	SA	KA	Mo	Pts
Firelock	3	4	3	8	19

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Firelocks*, Only until 1643AD and in England and Wales after 1643AD

0-1 COUNTRYMEN

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*., Only until 1643AD

ALLIES

Only from 1646AD: Irish Allies, V/95

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

95. IRISH CONFEDERATE (1641-1652AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, light armour, pistols

Special Rules: *Light Cavalry, Pistols*

ENGLISH ROYALIST HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	8	21

Equipment: Hand weapon, light armour, pistols

Special Rules: *Light Cavalry, Pistols*

Only Ormonde's army from 1648AD

INFANTRY

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	4	3	7	16

Equipment: Hand weapon, light armour, carbines

May have heavy armour (+3).

Special Rules: *Dragoons*

MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	7	14

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3).

PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, 0-1 per unit of Musketeers

SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	4	3	7	13

Equipment: Hand weapon, musket. May have light armour (+2)

Special Rules: *Skirmishers*

ANTRIM RED SHANKS

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	8

Equipment: Hand weapon, shield

May have double-handed weapon (+3)

Special Rules: *Warband*

0-2 FIELD GUNS

KERNS

	CA	SA	KA	Mo	Pts
Kern	2	3	3	6	6

Equipment: Hand weapon, darts.

May have bow instead of darts (+1)

Special Rules: *Skirmishers*

Only Ulster armies before 1646AD and instead of pikemen

ENGLISH ROYALIST MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	7	14

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3).

Special Rules: Only Ormonde's army from 1648AD

ENGLISH ROYALIST PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Only in England and Wales in 1643AD: Upgrade to CA4 (+2), may be *Drilled* (+2)

Special Rules: *Pike&Shot*, 0-1 per unit of Musketeers

0-2 ENGLISH ROYALIST FIRELOCKS

	CA	SA	KA	Mo	Pts
Guard	3	4	3	8	19

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Firelocks*, Only Ormonde's army from 1648AD

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

96. ENGLISH CIVIL WAR PARLAMENTARIAN (1642-1648AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, light armour, pistols

Only 1643-1644AD: Upgrade to SA4 (+2)

Special Rules: *Light Cavalry, Pistols*

INFANTRY

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	4	3	7	15

Equipment: Hand weapon, light armour, carbines

May have heavy armour (+2).

Special Rules: *Dragoons*

MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	7	14

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3). May be

Veterans (+2)

PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, 0-1 per two units of Musketeers

0-1 FIRELOCKS

	CA	SA	KA	Mo	Pts
Guard	3	4	3	8	19

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Firelocks*

ILL ARMED FOOT

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*, Only in 1643AD

ALLIES

Only in 1644AD: Scots Allies, V/92

0-3 GALLOPER GUNS

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

97. SCOTS MONTROSE ROYALIST (1644-1647AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

0-1 MOSS TROOPERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, light armour

Special Rules: *Light Cavalry, Feign Flight*, Only in 1644AD

LANCERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, heavy armour, shield, thrusting spear

Special Rules: *Shock Impact +1*, Only 1645-1646AD

PISTOLEERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, light armour, pistols

Special Rules: *Light Cavalry, Pistols*, Only 1645-1647AD

INFANTRY

IRISH MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	7	14

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3).

HIGHLANDERS

	CA	SA	KA	Mo	Pts
Highlander	3	3	3	7	8

Equipment: Hand weapon, shield

May have double-handed weapon (+3)

Special Rules: *Warband*

0-1 FORLORN HOPE

	CA	SA	KA	Mo	Pts
Skirmisher	3	4	3	7	14

Equipment: Hand weapon, musket.

May have light armour (+2)

Special Rules: *Skirmishers*

IRISH PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: Only in 1644AD

MILITIA MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	3	3	7	12

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3).

Special Rules: Only in 1644AD

MILITIA PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	6	10

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: Only in 1644AD

HIGHLAND MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	7	14

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, Only 1644-1645AD

HIGHLAND PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, 0-1 per unit of Highland Musketeers

LOWLAND AND MIXED REGIMENT MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	7	14

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, Only 1644-1645AD

LOWLAND AND MIXED REGIMENT PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, 0-1 per two units of Lowland and mixed Musketeers

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	3	3	7	13

Equipment: Hand weapon, light armour, carbines

May have heavy armour (+2).

Special Rules: *Dragoons*, Only 1645-1647AD

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

98. ENGLISH NEW MODEL ARMY (1645-1660AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	8	21

Equipment: Hand weapon, light armour, pistols

Only West Indies 1654-1655AD: 0-1

Special Rules: *Light Cavalry, Pistols*

INFANTRY

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	4	3	7	15

Equipment: Hand weapon, light armour, carbines

May have heavy armour (+2).

Special Rules: *Dragoons*

MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	7	14

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3).

PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Only West Indies 1654-1655AD: 0-1 per unit of Musketeers

Special Rules: *Pike&Shot*, 0-1 per two units of Musketeers

0-3 FIELD GUNS

0-1 FIRELOCKS

	CA	SA	KA	Mo	Pts
Guard	3	4	3	8	19

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3)

Only West Indies 1654-1655AD: 0-1 per three units of Musketeers

Special Rules: *Firelocks*

IRISH PROTESTANT OR ENGLISH COUNTY MILITIA

	CA	SA	KA	Mo	Pts
Pikeman	3	4	3	7	13

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Up to half may have handguns placed in the first rank (+5)

Special Rules: Only 1648-1652AD

GRENADIERS

	CA	SA	KA	Mo	Pts
Grenadier	3	3	3	7	12

Equipment: Hand weapon, Grenadoc

0-3 Grenadiers can be added into units of pike or shot.

Special Rules: Only from 1652AD

0-1 SNIPERS

	CA	SA	KA	Mo	Pts
Handgunner	2	4	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2)

Special Rules: *Skirmishers*, Only West Indies 1654-1655AD

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

99. LATER VENETIAN COLONIAL (1645-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, light armour, pistols

May have heavy armour (+2)

Special Rules: *Light Cavalry, Pistols*

INFANTRY

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	4	3	7	17

Equipment: Hand weapon, light armour, handgun.

May have heavy armour (+2).

May downgrade to SA3 and Mo6 (-3)

Special Rules: *Dragoons*

VENETIAN, MERCENARY, ITALIAN OR CROATIAN REGULAR FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	12

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3).

Up to 1/3 may have pike instead of musket (-1)

Special Rules: *Combined Formation*

SCLAVONIANS

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	7	14

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3).

MORLACCHI OR MANIOTE MOUNTAINEERS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

0-2 FIELD GUNS

GRENADIERS

	CA	SA	KA	Mo	Pts
Grenadier	3	3	3	7	12

Equipment: Hand weapon, Grenadoe.

0-3 Grenadiers can be added into units of pike or shot.

Special Rules: Only after 1667AD

SAXON FOOT

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	7	14

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3).

May have *Swinefeathers* (+20, count as *Stakes*)

Special Rules: Only from 1684-1688AD

BRUNSWICK, WURTEMBERG, HANOVER OR HESSE FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	4	3	7	14

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3).

Up to 1/3 may have pike instead of musket (-1)

Special Rules: *Combined Formation*, Only from 1684-1688AD

ALLIES

Only in 1668 and 1688AD: French Allies, V/116

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

100. LATER OTTOMAN TURK (1645-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

QAPUKULU CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, thrusting spear, light armour, bow

May have shield (+2) and heavy armour (+2).

Special Rules: *Shock Impact +1*

FEUDAL SIPAHIS

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	17

Equipment: Hand weapon, thrusting spear, light armour, bow

May have shield (+2). May have Mo7 (+2)

Special Rules: *Shock Impact +1*

DELIS, KURDS OR BEDOUIN ARABS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+2)

Special Rules: *Light Cavalry*

INFANTRY

JANISSARY ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	12

Equipment: Hand weapon, light armour, bow

May have musket (+3). May be *Drilled* (+2).

May have *Stakes* (+20)

SLAV OR ANATOLIAN SHARPSHOOTERS

	CA	SA	KA	Mo	Pts
Sharpshooter	2	4	3	7	13

Equipment: Hand weapon, musket. May have light armour (+2)

May be *Dragoons* (+2, M8)

Special Rules: *Skirmishers*

AZABS

	CA	SA	KA	Mo	Pts
Skirmisher	2	3	3	6	6

Equipment: Hand weapon, javelins

May have sling instead of javelins (free) or bow (+1).

With bow they may upgrade to *Light Infantry* (free)

Special Rules: *Skirmishers*

0-3 FIELD GUNS

0-2 CAMEL GUNS

ALLIES

Crimean Tartar Allies, V/36

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

101. MARATHA (1646-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

PAGA

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, light armour, thrusting spear, bow

May have shield (+2)

Special Rules: *Shock Impact +1*

SILHADARS

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	16

Equipment: Hand weapon, thrusting spear, bow

May have shield (+2) and light armour (+2)

Special Rules: *Light Cavalry, Shock Impact +1*

EAKS AND PINDARIS

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	12

Equipment: Hand weapon, javelins

May have light armour (+2)

Special Rules: *Skirmishers*

INFANTRY

MAVLE GUARDS

	CA	SA	KA	Mo	Pts
Musketeer	2	4	3	7	13

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3)

MATCHLOCKMEN

	CA	SA	KA	Mo	Pts
Arquebusier	2	3	3	7	11

Equipment: Hand weapon, handgun.

May have light armour (+2).

Special Rules: *Skirmishers*

SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	4

Equipment: Hand weapon, sling.

May have bow instead of sling (+1)

Special Rules: *Skirmishers*

SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

Equipment: Hand weapon, thrusting spear

May downgrade to CA2, Mo5 and *Undisciplined* (-2)

PATHANS

	CA	SA	KA	Mo	Pts
Pathan	3	3	3	7	8

Equipment: Hand weapon, shield

Special Rules: *Warband, Light Infantry*

0-4 CAMEL GUNS

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

102. BRANDENBURG-PRUSSIA (1646-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

Equipment: Hand weapon, pistols

May have light (+2) or heavy armour (+8 and became *Heavy Cavalry*)

Special Rules: *Light Cavalry*

INFANTRY

0-2 LEIBGARDE

	CA	SA	KA	Mo	Pts
Guard	3	4	3	8	23

Equipment: Hand weapon, musket.

May have light armour (+1) or heavy armour (+3).

Special Rules: *Drilled*, *Firelocks*

0-4 BATTALION GUNS

0-2 FIELD GUNS

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	3	3	7	13

Equipment: Hand weapon, light armour, carbines

May have heavy armour (+2).

Only from 1689AD: Upgrade to SA4 (+2)

Special Rules: *Dragoons*

WIBRANZEN

	CA	SA	KA	Mo	Pts
Trooper	3	4	3	7	14

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3).

Up to 1/3 may have pike instead of musket (-1)

Special Rules: *Combined Formation*, Only before 1689AD

JÄGER

	CA	SA	KA	Mo	Pts
Skirmisher	2	4	3	7	13

Equipment: Hand weapon, musket.

May have light armour (+2)

Special Rules: *Skirmishers*, Only from 1674AD

FOOT

	CA	SA	KA	Mo	Pts
Fusilier	3	4	3	7	16

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3).

May *Drilled* (+2)

Special Rules: *Firelocks*, Only from 1689AD

GRENADIERS

	CA	SA	KA	Mo	Pts
Grenadier	3	3	3	7	12

Equipment: Hand weapon, Grenadoe.

0-3 Grenadiers can be added into units of pike or shot.

Special Rules: Only from 1689AD

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

103. SAVOYARD (1648-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

SAVOYARD OR HUGUENOT HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	24

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Heavy Cavalry, Pistols*

INFANTRY

DRAGOONS

	CA	SA	KA	Mo	Pts
Draagoon	3	4	3	7	15

Equipment: Hand weapon, light armour, carbines

Special Rules: *Dragoons*

SAVOYARD, MERCENARY OR HUGUENOT FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	4	3	7	13

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

The first rank may have musket instead of pike (+1)

Special Rules: *Combined Formation*

SPANISH FOOT OR SAVOYARD MILITIA

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+1) or heavy armour (+3).

The first rank may have musket instead of pike (+3)

Special Rules: *Combined Formation*

0-4 FIELD GUNS

GRENADIERS

	CA	SA	KA	Mo	Pts
Grenadier	3	3	3	7	12

Equipment: Hand weapon, Grenadoe

0-3 Grenadiers can be added into units of pike or shot.

Special Rules: Only from 1669AD

UNREGIMENTED VAUDOIS SHARPSHOOTERS

	CA	SA	KA	Mo	Pts
Sharpshooter	2	4	3	7	13

Equipment: Hand weapon, musket. May have light armour (+2)

Special Rules: *Skirmishers*, Only from 1689AD

ALLIES

Only from 1669AD: Austrian Allies, V/107

Only from 1669AD: Bavarian Allies, V/108

Only from 1669AD: Spanish Allies, V/114

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

104. RUSSIAN TRADITIONAL (1500-1647AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit
Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

NOBLE CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	17

Equipment: Hand weapon, thrusting spear, light armour, bow
 May have shield (+2), heavy armour (+2)
Special Rules: *Shock Impact +1*

COSSACK OR UKRAINIAN LIGHT HORSE

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	15

Equipment: Hand weapon, bow
 May have shield (+2).
Special Rules: *Skirmishers, Feign Flight*

KALMUKS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

Equipment: Hand weapon, bow, light armour
 May have shield (+2).
Special Rules: *Skirmishers, Nomad Cavalry, Feign Flight*

REITERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

Equipment: Hand weapon, heavy armour, pistols
Special Rules: *Pistols*, Only until 1667AD

HUSSARS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	17

Equipment: Hand weapon
 May have light armour (+2)
Special Rules: *Light Cavalry, Feign Flight*, Only until 1667AD

INFANTRY

STRELITZI

	CA	SA	KA	Mo	Pts
Guard	3	4	3	7	13

Equipment: Hand weapon, pike.
 May have light armour (+2) or heavy armour (+3).
 The first rank may be armed with handgun (+1)
Special Rules: Combined Formation

0-2 FIELD GUNS

COSSACK FOOT

	CA	SA	KA	Mo	Pts
Cossack	3	4	3	7	14

Equipment: Hand weapon, musket
Special Rules: *Light Infantry*

COSSACK FOOT ON HORSE

	CA	SA	KA	Mo	Pts
Dragoon	3	4	3	7	15

Equipment: Hand weapon, light armour, carbines
 May have heavy armour (+2).
Special Rules: *Dragoons*

ANGRY PEASANTS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon
Special Rules: *Undisciplined*

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	3	3	7	13

Equipment: Hand weapon, light armour, carbines
 May have heavy armour (+2).
 Only in 1700AD: May have SA4 (+2)
Special Rules: *Dragoons*

FOREIGN FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	6	10

Equipment: Hand weapon, pike.
 May have light armour (+2) or heavy armour (+3).
 The first rank may be armed with handgun (+1) instead of pike
Special Rules: Combined Formation, Only before 1695AD

CONSCRIPT MILITIA

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon
 May have shield (+1)
Special Rules: *Undisciplined, Unmotivated*, Only 1695-1699AD

NEWLY RAISED FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	11

Equipment: Hand weapon, pike.
 May have light armour (+2) or heavy armour (+3).
 The first rank may be armed with handgun (+1) instead of pike
Special Rules: Combined Formation, Only in 1700AD

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

105. REGENCY OR FRONDE FRENCH (1649-1660AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%
SIP: not pooled

CHARACTERS							
	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit
Special Rules: Zone of Command 10". May ride a horse (AV3).
 General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
 Ally General 1 SIP, may add up to 2 SIP for 20 points each
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

CHEVAUX LÉGERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	8	20

Equipment: Hand weapon, pistols
Special Rules: *Light Cavalry, Pistols*

CARACOLING CHEVAUX LÉGERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, thrusting spear, pistols
Special Rules: *Light Cavalry, Pistols*

CARABINS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

Equipment: Hand weapon, carbines
 May have light armour (+2)
Special Rules: *Skirmishers, Feign Flight*

LORRAINE HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, carbines
Special Rules: *Skirmishers*, Only Fronde until 1652AD

MAISON DE ROI

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	24

Equipment: Hand weapon, heavy armour, pistols
Special Rules: *Heavy Cavalry, Pistols*, Only Royal Army

GENDARMERIE DE FRANCE

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	8	21

Equipment: Hand weapon, light armour, pistols
Special Rules: *Light Cavalry, Pistols*, Only Royal Army

INFANTRY

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	3	3	7	13

Equipment: Hand weapon, light armour, carbines
 May have heavy armour (+2).
Special Rules: *Dragoons*

NEW FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	4	3	7	13

Equipment: Hand weapon, pike.
 May have light armour (+2) or heavy armour (+3)
 The first rank may be armed with musket (+1) instead of pike

0-4 FIELD GUNS

GERMAN FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	4	3	7	13

Equipment: Hand weapon, pike.
 May have light armour (+2) or heavy armour (+3).
 The first rank may be armed with musket (+1) instead of pike
Special Rules: Only Fronde until 1652AD

0-2 LIGHT CANNONS

Special Rules: Only Fronde until 1652AD

GARDES

	CA	SA	KA	Mo	Pts
Guard	3	4	3	8	20

Equipment: Hand weapon, pike.
 May have light armour (+2) or heavy armour (+3)
 The first rank may be armed with musket (+1) instead of pike
Special Rules: *Drilled*, Only Royal Army

VIEUX CORPS

	CA	SA	KA	Mo	Pts
Trooper	3	4	3	7	13

Equipment: Hand weapon, pike.
 May have light armour (+2) or heavy armour (+3).
 The first rank may be armed with musket (+1) instead of pike
Special Rules: Only Royal Army

ENGLISH NEW MODEL FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	11

Equipment: Hand weapon, pike.
 May have light armour (+2) or heavy armour (+3).
 The first rank may be armed with musket (+1) instead of pike
Special Rules: Only Royal Army in 1658AD

ALLIES

Only Fronde until 1652AD: Spanish Allies, V/72

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

106. DUTCH UNITED PROVINCES (1649-1688AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).
General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, light armour, pistols

Only in England in 1688AD: May upgrade to SA4 (+2) and Mo8 (+3)

Special Rules: *Pistols*

INFANTRY

DRAGOONS

	CA	SA	KA	Mo	Pts
Draagoon	3	4	3	7	15

Equipment: Hand weapon, light armour, carbines

Only in England in 1688AD: May be *Drilled* (+2)

Special Rules: *Dragoons*

MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	7	14

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3).

Only from 1672AD: Have Mo8 and *Flintlocks* (+5)

Special Rules: *Pike&Shot*

PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, 0-1 per two units of Musketeers

0-3 FIELD GUNS

GRENADIERS

	CA	SA	KA	Mo	Pts
Grenadier	3	3	3	7	12

Equipment: Hand weapon, Grenadoe

0-3 Grenadiers can be added into units of pike or shot.

Special Rules: Only from 1672AD

ALLIES

Only 1674-1678AD: Austrian Allies, V/107

Only 1674-1678AD: Brandenburg Allies, V/102

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

107. LATER IMPERIALIST (1649-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%
SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit
Special Rules: Zone of Command 10". May ride a horse (AV3).
 General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
 Ally General 1 SIP, may add up to 2 SIP for 20 points each
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, pistols
 May have light (+2) or heavy armour (+8 and became *Heavy Cavalry*)
 May have Mo8 and SA4 (+5)

CRABATS, CROATS OR CROATIAN HUSSARS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	17

Equipment: Hand weapon
Special Rules: *Light Cavalry, Feign Flight*

0-1 HUNGARIAN HEAVY HUSSARS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	18

Equipment: Hand weapon, light armour
Special Rules: *Light Cavalry, Feign Flight*

HUNGARIAN LIGHT HUSSARS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon
 May have light armour (+2)
Special Rules: *Skirmishers, Feign Flight*

LUBOMIRSKI'S POLES IN IMPERIAL PAY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	15

Equipment: Hand weapon, thrusting spear
Special Rules: *Feign Flight*

HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	18

Equipment: Hand weapon, light armour, pistols
Special Rules: *Light Cavalry, Pistols*
 Only from 1684-1686 and 1690-1692AD

INFANTRY

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	4	3	7	15

Equipment: Hand weapon, light armour, carbines
 May have heavy armour (+2).
Special Rules: *Dragoons*

MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	2	4	3	7	13

Equipment: Hand weapon, musket.
 May have light armour (+2) or heavy armour (+3).
 Only after 1688AD: May have *Swinefeathers* (+20, count as *Stakes*)
Special Rules: *Pike&Shot*

PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.
 May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, Only 0-1 per two musketeer units

HUNGARIOAN HAIDUKS OR SCLAVONIANS

	CA	SA	KA	Mo	Pts
Trooper	3	4	3	7	14

Equipment: Hand weapon, musket.
 May have light armour (+2) or heavy armour (+3).
 Only after 1688AD: May have *Swinefeathers* (+20, count as *Stakes*)

GRENZER FRONTIER MILITIA

	CA	SA	KA	Mo	Pts
Grenzer	2	4	3	7	13

Equipment: Hand weapon, handgun.
 May have light armour (+2) or heavy armour (+3)
Special Rules: *Skirmishers*

LEVY WITH MORGENSTERN OR HALBERD

	CA	SA	KA	Mo	Pts
Levy	2	2	3	6	4

Equipment: Hand weapon
 May have halberd (+2)

0-3 FIELD GUNS

GRENADIERS

	CA	SA	KA	Mo	Pts
Grenadier	3	3	3	7	12

Equipment: Hand weapon, Grenadoc.
 0-3 Grenadiers can be added into units of pike or shot.
Special Rules: Only from 1664AD

FUSILEERS

	CA	SA	KA	Mo	Pts
Fusileer	3	4	3	8	19

Equipment: Hand weapon, musket.
 May be *Drilled* (+4), may have light armour (+2)
 Only after 1688AD: May have *Swinefeathers* (+20, count as *Stakes*)
Special Rules: *Firelocks*, Only from 1681AD

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

0-1 SHARPSHOOTERS

	CA	SA	KA	Mo	Pts
Sharpshooter	2	4	3	7	13

Equipment: Hand weapon, musket. May have light armour (+2)

Special Rules: *Skirmishers*

SWEDISH FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	4	3	7	15

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3).

Up to 1/3 may have pike instead of musket (-1)

Special Rules: *Combined Formation*, Only from 1684-1686 and 1690-1692AD

COUNTRY PEOPLE

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

Only from 1684-1698AD

ALLIES

Brunswick or other minor german Allies, V/110

Only in 1664AD: French Allies, V/116

Only in 1683AD: Polish Allies, V/89

Only in 1683 and from 1685AD: Saxon Allies, V/109

Only from 1683-1688 and in 1691AD: Bavarian Allies, V/108

Only from 1684-1698AD: Brandenburg Allies, V/102

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

108. LATER BAVARIAN (1649-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, pistols

May have light (+2) or heavy armour (+8 and became *Heavy Cavalry*)

Special Rules: *Light Cavalry*

HUSSARS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	18

Equipment: Hand weapon

Special Rules: *Light Cavalry, Feign Flight*

INFANTRY

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	3	3	7	13

Equipment: Hand weapon, light armour, carbines

Only from 1688AD: Upgrade to SA4 (+2)

Special Rules: *Dragoons*

MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	7	14

Equipment: Hand weapon, musket.

May have light armour (+2)

Special Rules: *Pike&Shot*

PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, Only 0-1 per two musketeer units, Only before 1687AD

GRENADIERS

	CA	SA	KA	Mo	Pts
Grenadier	2	3	3	7	12

Equipment: Hand weapon, Grenadoc.

0-3 Grenadiers can be added into units of pike or shot.

0-4 FIELD GUNS

GUARDS

	CA	SA	KA	Mo	Pts
Guard	3	4	3	8	23

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Drilled*, *Firelocks*, Only from 1688AD

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

109. LATER SAXON (1649-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%
SIP: not pooled

ALLIES

Only from 1697AD: Polish Allies, V/89

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.
 Ally General 1 SIP, may add up to 2 SIP for 20 points each
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, pistols

May have light (+2) or heavy armour (+8 and became *Heavy Cavalry*)

Special Rules: *Light Cavalry*

INFANTRY

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	3	3	7	13

Equipment: Hand weapon, light armour, carbines

Only from 1683AD: Upgrade to SA4 (+2)

Special Rules: *Dragoons*

MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	7	14

Equipment: Hand weapon, musket.

May have light armour (+2)

Only from 1683AD: May have *Swinefeathers* (+20, count as *Stakes*)

Only from 1687AD: May upgrade to Mo8 and *Firelocks* (+5)

Special Rules: *Pike&Shot*

PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2)

Special Rules: *Pike&Shot*, Only 0-1 per two musketeer units,
 Only before 1683AD

0-4 FIELD GUNS

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

110. LATER MINOR GERMAN STATES (1649-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

Equipment: Hand weapon, pistols

May have light (+2) or heavy armour (+8 and became *Heavy Cavalry*)

Special Rules: *Light Cavalry*

INFANTRY

DRAGOONS

	CA	SA	KA	Mo	Pts
Draagoon	3	3	3	7	13

Equipment: Hand weapon, light armour, carbines

May be upgraded to SA4 (+2)

Special Rules: *Dragoons*

MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	7	14

Equipment: Hand weapon, musket.

May have light armour (+21)

Only from 1685AD: May upgrade to Mo8 and *Firelocks* (+5)

Special Rules: *Pike&Shot*

PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2)

Special Rules: *Pike&Shot*, Only 0-1 per two musketeer units,

Only before 1699AD if Hesse-Kassel or others before 1689AD

0-3 FIELD GUNS

GRENADIERS

	CA	SA	KA	Mo	Pts
Grenadier	3	3	3	7	12

Equipment: Hand weapon, Grenadoe.

0-3 Grenadiers can be added into units of pike or shot.

JÄGER

	CA	SA	KA	Mo	Pts
Skirmisher	2	4	3	7	13

Equipment: Hand weapon, musket.

Special Rules: *Skirmishers*

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

111. LATER DANISH (1649-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	8	22

Equipment: Hand weapon, light armour, pistols

Special Rules: *Light Cavalry, Pistols*

INFANTRY

GUARD FIRELOCKS

	CA	SA	KA	Mo	Pts
Guard	3	4	3	8	19

Equipment: Hand weapon, musket.

May be *Drilled* (+4)

Special Rules: *Firelocks*

MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	7	14

Equipment: Hand weapon, musket.

Only from 1655AD: May upgrade to Mo8 and *Firelocks* (+5) and than may be *Drilled* (+2)

Special Rules: *Pike&Shot*

PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

Special Rules: *Pike&Shot*, Only 0-1 per two musketeer units

GRENADIERS

	CA	SA	KA	Mo	Pts
Grenadier	3	3	3	7	12

Equipment: Hand weapon, Grenadoe.

0-3 Grenadiers can be added into units of pike or shot.

0-1 GALLOPER GUN

0-2 BATTALION GUNS

0-2 FIELD GUNS

PEASANTS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

DUTCH, BRANDENBURG OR IMPERIAL FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	4	3	7	14

Equipment: Hand weapon, musket.

May be *Drilled* (+2)

Up to 1/3 may have pike instead of musket (-1)

Special Rules: *Combined Formation*, Only from 1657-1659AD

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	4	3	7	15

Equipment: Hand weapon, light armour, carbines

Special Rules: *Dragoons*, Only from 1672AD

ALLIES

Only from 1657-1659AD: Polish Allies, V/89

Only in 1700AD: Saxon Allies, V/109

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

112. CAROLINE SWEDISH (1649-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	19

Equipment: Hand weapon, light armour, pistols

Special Rules: *Light Cavalry, Pistols*

INFANTRY

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	3	3	7	13

Equipment: Hand weapon, light armour, carbines

Only after 1654AD: Upgrade to SA4 (+2), than may have

Firelocks (+2)

Special Rules: *Dragoons*

MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	7	14

Equipment: Hand weapon, musket.

Special Rules: *Pike&Shot*

PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

Special Rules: *Pike&Shot*, Only 0-1 per two musketeer units

0-3 BATTALION GUNS

0-2 FIELD GUNS

GRENADIERS

	CA	SA	KA	Mo	Pts
Grenadier	3	3	3	7	12

Equipment: Hand weapon, Grenadoe.

0-3 Grenadiers can be added into units of pike or shot.

Special Rules: Only after 1654AD

ALLIES

Only before 1657AD: Brandenburg Allies, V/102

Only in 1700AD: Anglo-Dutch Allies, V/121

Only in 1700AD: German Allies, V/110

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

113. SHAIQIYA (1660-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

COURT CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2).

Special Rules: *Shock Impact +1*

INFANTRY

FOOT

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	8

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2)

Special Rules: *Warband*

SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	4

Equipment: Hand weapon, javelins
May have sling instead of javelins (free)

Special Rules: *Skirmishers*

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

114. LATER SPANISH (1660-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%
SIP: not pooled

ALLIES

Only from 1694AD: English or Dutch Allies, V/121

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).
 General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
 Ally General 1 SIP, may add up to 2 SIP for 20 points each
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

CUIRASSIERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	24

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Heavy Cavalry*

INFANTRY

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	2	3	3	7	11

Equipment: Hand weapon, carbines.

Special Rules: *Dragoons*

SPANISH FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	11

Equipment: Hand weapon, pike.

The first rank may have musket instead of pike (+1)

Special Rules: *Combined Formation*

0-3 FIELD GUNS

GRENADIERS

	CA	SA	KA	Mo	Pts
Grenadier	3	3	3	7	12

Equipment: Hand weapon, Grenadoe.

0-3 Grenadiers can be added into units of pike or shot.

Special Rules: Only from 1689AD

CATALAN MIQUELETTES

	CA	SA	KA	Mo	Pts
Musketeer	2	3	3	7	11

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Skirmishers*, Only after 1689AD

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

115. RESTORATION BRITISH (1661-1688AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

LIFE GUARDS AND BLUES

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	24

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Heavy Cavalry, Pistols*

HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, light armour, pistols

Special Rules: *Pistols*

INFANTRY

GUARDS PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	4	3	3	7	13

Equipment: Hand weapon, pike.

May have heavy armour (+3)

Special Rules: *Pike&Shot*, 0-1 per unit of Life Guards

OTHER PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have heavy armour (+3)

Special Rules: *Pike&Shot*

MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	7	14

Equipment: Hand weapon, musket.

Only from 1684AD: Have *Firelocks* and Mo8 (+5)

Special Rules: *Pike&Shot*, 0-1 per two units of Pikmen

0-4 FIELD GUNS

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	3	3	7	13

Equipment: Hand weapon, light armour, carbines

Only from 1678AD: May have SA4 (+2)

Only from 1684AD: Have *Firelocks* (+2)

Special Rules: *Dragoons*, Only from 1672AD

GRENADIERS

	CA	SA	KA	Mo	Pts
Grenadier	3	3	3	7	12

Equipment: Hand weapon, Grenadoe

0-3 Grenadiers can be added into units of pike or shot.

Special Rules: Only from 1678AD

FUSILEERS

	CA	SA	KA	Mo	Pts
Fusileer	3	4	3	8	19

Equipment: Hand weapon, musket.

May be *Drilled* (+4)

Special Rules: *Firelocks*, Only from 1684AD

0-3 BATTALION GUNS

Special Rules: Only after 1685AD

IRISH PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	6	10

Equipment: Hand weapon, pike.

Special Rules: *Pike&Shot*, 0-1 per two units of Irish Musketeers

IRISH MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	3	3	6	11

Equipment: Hand weapon, musket.

Special Rules: *Pike&Shot*

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

116. LOUIS XIV FRENCH (1661-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3). General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

MAISON DE ROI

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	24

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Heavy Cavalry, Pistols*

GENDARMERIE DE FRANCE AND CHEVAUX LÉGERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	8	21

Equipment: Hand weapon, light armour, pistols

Only from 1690AD: Downgrade to Mo7 (-3)

Special Rules: *Light Cavalry, Pistols*

CARACOLING CHEVAUX LÉGERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, thrusting spear, pistols

Special Rules: *Light Cavalry, Pistols*, Only before 1670AD

CARABINIERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

Equipment: Hand weapon, carbines.

May have light (+2)

Special Rules: *Skirmishers, Feign Flight*, Only from 1690AD

HUSSARS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	20

Equipment: Hand weapon, carbines

May have light armour (+2).

Special Rules: *Light Cavalry, Feign Flight*, Only from 1692AD

INFANTRY

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	4	3	7	15

Equipment: Hand weapon, light armour, carbines

Special Rules: *Dragoons*

GARDES FOOT MUSKETEERS

	CA	SA	KA	Mo	Pts
Guard	3	4	3	8	17

Equipment: Hand weapon, musket.

May be *Drilled* (+4)

GARDES FOOT PIKEMEN

	CA	SA	KA	Mo	Pts
Guard	4	3	3	7	13

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Pike&Shot*, 0-1 per two units of Guard

Musketeers, From 1692AD 0-1 per four units of Guard

Musketeers

COMMON FOOT MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	3	3	7	12

Equipment: Hand weapon, musket.

COMMON FOOT PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Pike&Shot*, 0-1 per two units of Common

Musketeers, From 1692AD 0-1 per four units of Common

Musketeers

0-4 FIELD GUNS

GRENADEIERS

	CA	SA	KA	Mo	Pts
Grenadier	3	3	3	7	12

Equipment: Hand weapon, Grenadoc

0-3 Grenadiers can be added into units of pike or shot.

Special Rules: Only after 1670AD

FUSILIERS DU ROI

	CA	SA	KA	Mo	Pts
Fusileer	3	4	3	8	23

Equipment: Hand weapon, musket.

Special Rules: *Drilled, Firelocks*, 0-1 per Field Gun

Only after 1670AD

0-1 CHASSEURS

	CA	SA	KA	Mo	Pts
Chasseur	2	3	3	7	11

Equipment: Hand weapon, musket.

Special Rules: *Skirmishers*, Only after 1670AD

ALLIES

Only 1672-1674AD: English Allies, V/115

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

117. HUNGARIAN REBEL (1670-1685AD)

CHARACTERS: Up to 25%

CAVALRY: At least 25%

INFANTRY: Up to 50%

ALLIES: Up to 25%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

ARMOURED HUSSARS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	21

Equipment: Hand weapon, light armour, carbines.

Special Rules: *Light Cavalry, Feign Flight*

LIGHT HUSSARS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

Equipment: Hand weapon, carbines.

Special Rules: *Light Cavalry, Feign Flight*

INFANTRY

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	4	3	7	15

Equipment: Hand weapon, light armour, carbines

Special Rules: *Dragoons*

HAIDUKS

	CA	SA	KA	Mo	Pts
Musketeer	3	3	3	7	12

Equipment: Hand weapon, musket.

0-3 FIELD GUNS

ALLIES

Only in 1677AD: Polish Allies, V/89

Only from 1682AD: Turkish Allies, V/100

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

118. SCOTS WESTERN CONVENANTER REBEL (1647AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

0-2 HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	22

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Heavy Cavalry, Pistols*

INFANTRY

CONVENANTERS

	CA	SA	KA	Mo	Pts
Convenanter	3	3	3	7	8

Equipment: Hand weapon, shield

May have double-handed weapon (+3) and pike (+4)

Special Rules: *Warband*

SKIRMISHERS WITH FIREARMS

	CA	SA	KA	Mo	Pts
Musketeer	3	3	3	6	11

Equipment: Hand weapon, musket.

Special Rules: *Skirmishers*

FAMILIES AND LESS ENTHUSIASTIC SUPPORTERS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

119. ENGLISH MONMOUTH REBEL (1685AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	22

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Heavy Cavalry, Pistols*

INFANTRY

PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2)

MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	3	3	7	12

Equipment: Hand weapon, musket.

SCYTHESMEN

	CA	SA	KA	Mo	Pts
Scythesman	3	3	3	7	10

Equipment: Hand weapon, double-handed weapon

May have light armour (+2)

CLUBMEN

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined*

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

120. IRISH JACOBITE (1689-1691AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

0-1 HORSE GUARDS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	8	21

Equipment: Hand weapon, light armour, pistols

May have heavy armour (+8, become *Heavy Cavalry*).

Special Rules: *Pistols*

HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, light armour, pistols

Special Rules: *Light Cavalry, Pistols*

INFANTRY

DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	4	3	7	15

Equipment: Hand weapon, light armour, carbines

Special Rules: *Dragoons*

FOOT GUARD AND VETERAN MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	7	16

Equipment: Hand weapon, musket.

Special Rules: *Drilled*

FOOT GUARD AND VETERAN PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	4	3	3	7	13

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, 0-1 per two units of Foot Guard and Veteran Musketeers

RAW PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	6	10

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, 0-1 per two units of Raw Musketeers

RAW MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	3	3	6	11

Equipment: Hand weapon, musket.

FUSILEERS

	CA	SA	KA	Mo	Pts
Fusileer	3	4	3	8	19

Equipment: Hand weapon, musket.

May be *Drilled* (+4)

Special Rules: *Firelocks*

GRENADIERS

	CA	SA	KA	Mo	Pts
Grenadier	3	3	3	7	12

Equipment: Hand weapon, Grenadoe.

0-3 Grenadiers can be added into units of pike or shot.

SHARPSHOOTERS

	CA	SA	KA	Mo	Pts
Sharpshooter	2	4	3	7	13

Equipment: Hand weapon, musket.

Special Rules: *Skirmishers*

MILITIA

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

May have double-handed weapon (+2) and handgun (+3)

Special Rules: *Undisciplined, Unmotivated*

FRENCH MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	7	14

Equipment: Hand weapon, musket.

Special Rules: *Pike&Shot*, Only in 1690AD

FRENCH PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, 0-1 per unit of French Musketeers, Only in 1690AD

FRENCH GRENADIERS

	CA	SA	KA	Mo	Pts
Grenadier	3	3	3	7	12

Equipment: Hand weapon, Grenadoe

0-3 Grenadiers can be added into units of pike or shot.

Special Rules: Only in 1690AD

RAPPAREE GUERILLAS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

May have double-handed weapon (+3) and handgun (+5)

Special Rules: *Undisciplined, Unmotivated*, Only in 1691AD

0-2 FIELD GUNS

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

121. WILLIAMITE ANGLO-DUTCH (1688-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

General may be upgraded to Mo10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

BRITISH GUARDS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	8	21

Equipment: Hand weapon, light armour, pistols

May have heavy armour (+8 and became *Heavy Cavalry*).

Special Rules: *Pistols*

HUGUENOT HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	18

Equipment: Hand weapon, light armour, pistols

Special Rules: *Light Cavalry, Pistols*

DUTCH HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, light armour, pistols

Special Rules: *Light Cavalry, Pistols*

DANISH HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	18

Equipment: Hand weapon, light armour, pistols

Special Rules: *Pistols*

0-1 ENNESKILLEN HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	18

Equipment: Hand weapon, light armour, pistols

Special Rules: *Pistols, Skirmishers*, Only in Ireland from 1689-1691AD

INFANTRY

BRITISH OR DUTCH DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	4	3	7	15

Equipment: Hand weapon, light armour, carbines

Special Rules: *Dragoons*

BRITISH OR DUTCH FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	4	3	8	17

Equipment: Hand weapon, musket.

May be *Drilled* (+4)

Up to 1/3 may have pike instead of musket (-1)

Special Rules: *Combined Formation*

BRITISH FUSILEERS

	CA	SA	KA	Mo	Pts
Fusileer	3	4	3	8	19

Equipment: Hand weapon, musket.

May be *Drilled* (+4)

Special Rules: *Firelocks*

HUGUENOT OR SWEDISH FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	4	3	7	14

Equipment: Hand weapon, musket.

Up to 1/3 may have pike instead of musket (-1)

Special Rules: *Combined Formation*

DANISH, BRANDENBURG OR OTHER GERMAN FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	4	3	7	14

Equipment: Hand weapon, musket.

May be *Drilled* (+2)

0-1 GRENADIERS

	CA	SA	KA	Mo	Pts
Grenadier	3	3	3	7	12

Equipment: Hand weapon, Grenadoe.

Grenadoe: Grenadoe template

0-4 FIELD GUNS

0-1 ENNESKILLEN DRAGOONS

	CA	SA	KA	Mo	Pts
Dragoon	3	4	3	7	15

Equipment: Hand weapon, light armour, carbines

Special Rules: *Dragoons*, Only in Ireland from 1689-1691AD

LONDONDERRY FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	4	3	7	14

Equipment: Hand weapon, musket.

May be *Drilled* (+2)

Up to 1/3 may have pike instead of musket (-1)

Special Rules: *Combined Formation*, Only in Ireland from 1689-1691AD

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

122. SCOTS JACOBITE (1689-1690AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SIP: not pooled

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

0-1 CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	24

Equipment: Hand weapon, heavy armour, pistols

Special Rules: *Heavy Cavalry, Pistols*

INFANTRY

0-2 IRISH MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	7	14

Equipment: Hand weapon, musket.

Special Rules: *Pike&Shot*

IRISH PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, 0-1 per two units of Irish Musketeers

HIGHLANDERS

	CA	SA	KA	Mo	Pts
Highlander	3	3	3	7	8

Equipment: Hand weapon, shield.

May have double-handed weapon (+3)

Special Rules: *Warband*

0-1 LOCHEIL'S SNIPERS

	CA	SA	KA	Mo	Pts
Sniper	2	4	3	7	13

Equipment: Hand weapon, musket.

Special Rules: *Skirmishers*

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

123. SCOTS CONSTITUTIONAL (1689-1690AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SIP: not pooled

0-1 HIGHLAND INDEPENDENT COMPANY

	CA	SA	KA	Mo	Pts
Highlander	3	3	3	7	8

Equipment: Hand weapon, shield.

May have double-handed weapon (+3)

Special Rules: *Skirmishers*

CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

Equipment and Armour Value: as unit

Special Rules: Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

CAVALRY

MILITIA HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

Equipment: Hand weapon, light armour, pistols

Special Rules: *Pistols*

INFANTRY

MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	4	3	7	14

Equipment: Hand weapon, musket.

Special Rules: *Pike&Shot*, 0-1 per two units of Pikemen

PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

Equipment: Hand weapon, pike. May have light armour (+2)

Special Rules: *Pike&Shot*

0-1 FUSILEERS

	CA	SA	KA	Mo	Pts
Fusileer	3	4	3	8	19

Equipment: Hand weapon, musket.

May be *Drilled* (+4)

Special Rules: *Firelocks*

RAW PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	6	10

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, 0-1 per two units of Raw Musketeers

RAW MUSKETEERS

	CA	SA	KA	Mo	Pts
Musketeer	3	3	3	6	11

Equipment: Hand weapon, musket.

Special Rules: *Pike&Shot*

WAR & CONQUEST

ARMIES OF THE RENAISSANCE 1500-1700AD

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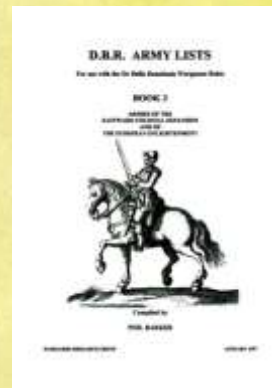
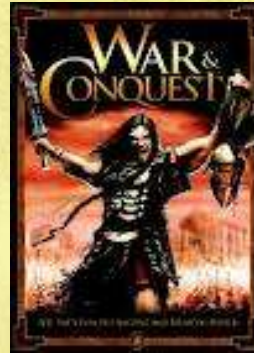
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BOOKS



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- Wargaming the decisive battles of the Renaissance from 1500 - 1700 AD with 28mm miniatures -

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